Exalted: The Infernals

Uncountable aeons ago, when only chaos would be apparent to Creation-born eyes, the Primordials came to gather. All of them worked together and contributed, creating a world to serve as their palace, playground, and fortress against the wyld. Their works complete, most of the Primordials retreated to Yu-Shan, the Heavenly City. They took their leisure, while newly created gods were left to maintain their new world. This was Creation, long ago.

Then came the Primordial War. The Unconquered Sun, greatest of the gods, gathered his fellows in secret and spoke to them: *"Our creators recline in wicked splendor while we toil forever upon the slopes of a lonely mountain. Let us overthrow the Primordials, that we might take our leisure at the Games of Divinity. Let us take men and give them the favor of the gods, and use them as our champions against the Primordials."*

The idea might have been doomed to failure, were it not that his words were overheard by the Primordial deserter Autochton. Lending his support, and with the traitor Gaia likewise recruited, the Exaltations were forged to arm mortals with the power of the Incarnae, and a war unlike any other was fought. For the Primordials, the Exalted uprising was as shocking as it might be for a noble household to suffer a devastating attack from an ant colony in the slaves' quarters.

In the end, many of the Primordials lay dead. The remainder surrendered, and were mutilated and locked away. Now known as the Yozi, they were bound with dread oaths within the world-body of their king, turned inside-out and made a living prison. There they were to stay forever, alive but unable to return to Creation or storm the palaces of Yu-Shan. Even so, few Yozis consider their surrender to be anything more than a strategic withdrawal. They know escape to be impossible, but possibility might matter little to those who devised it. Nevertheless, it is a state that has persisted for five millennia now. Mostly.

While almost all value escape, the vast minds of each of the Yozi have been additionally occupied with many other puzzles and goals. Some of these are unknowable, some merely impossible, and some go against each other's interests. In recent times however, the Ebon Dragon has made it clear to his fellows that it is time to focus. Disparate interests are to be set aside, for he has concocted a plan to facilitate their escape. Many of the Yozi were not impressed. Only five recognized the viability of his plan.

So it was that Malfeas, Cecelyne, She Who Lives in Her Name, Adorjan, and Kimbery conspired together with him towards the Reclamation of Creation, even if Kimbery did not fully commit herself to more than modest support. As they conspired and the Ebon Dragon communed with the dreaming (but unbound) souls of their slain kin, a deal was struck.

For more than fifteen-hundred years the Solar Exalted, greatest of the Chosen, had been gone from Creation. Slain in betrayal to echo the Yozis own, their Exaltations were stolen and entombed deep beneath the oceans of Creation. With the Yozis help, the servants of the dead Neverborn managed to capture fully half of the contained Exaltation after breaking open the Jade Prison that contained them.

Fifty of these captured Exaltations were tithed to the Yozis, and divided amongst the five main conspirators. Immediately they set to work twisting and corrupting their newfound belongings, just as the Solars and the gods had once twisted and corrupted the Primordials into the Yozis. When that work was done, the Yozis began releasing the products of their work back into Creation.

In time, disparate handfuls of people began to make their way across the Desert Cecelyne to the gates of the Demon City, radiating the unholy glow of Ligier's poisoned light.
The Yozis had succeeded in their first goal; Infernal Exalted had been born.
It is now Realm Year 764 and the Scarlet Empress, ruler of most of Creation, has just disappeared. With luck, millennia of bondage are finally drawing to an end...

The Exaltation

You just got a fat kick in the nuts from the world, again. The latest in a series of them. You failed. You were despondent. And then a terrible thing came slouching out of the tree line, and it says that the architects of the cosmos understand your pain. They, too, have been unjustly overthrown, and imprisoned, and mutilated into the horrible thing you see before you. But they need a hero to save them.
To bring down the cruel hegemony of the uncaring gods. To castigate a world steeped in corruption. So help us, they say. We cannot act, but we can give you power that will make the bickering gods of field and storm that ruin your crops every other year quail in terror. We cannot free ourselves, but we can give you a guide to help you set us free. We cannot reach beyond the bounds of our prison, but we will give you the strength to brush the stars out of the sky and set armies fleeing in terror before you. We cannot save those you love, but we can give you the cosmic might to do it yourself. All you have to do is serve us, and help us, and you will be Exalted above all other men when we are free, and the world will be yours.
They're lying with every second breath, but they're also telling you everything you want to hear. So you say okay. You say, yes, I'll change the world.... And then as a chrysalis closes around you, maybe your heart leaps in terror and revulsion and horror, but it's too late.
Five days later, you emerge, shining with emerald light. As one of the Exalted, you will be hardier than any mortal man. Virtually immune to sickness, healing in days what mortals would in weeks, able to staunch bleeding wounds with mere will, able to resist sanity-rending mental attacks, and with a lifespan longer than any mortal...
But that is not what truly separates you from mere Mortals. The Exaltation bonded to your soul allows you to wield essence. As an energy, Essence is life, breath, power, the essential, all-pervading animating energy of Creation. For you, it is the size of your spirit and the magical power of your soul. Should you draw upon too much of it, you will begin to shine with the light of Hell and your soul, manifesting firstly the mark of your Caste upon your brow and then a battle aura known as the Anima Banner around you, and its sickly radiance reflect the Infernal origins of your power.
With essence, you fuel your Charms. Each is a technique for channeling Essence through the body or mind to enhance yourself to superhuman levels. As one of the Infernal Exalted, yours to use are the charms of the Yozi themselves. You may wield those powers they hold, create new ones within their purviews, learn supernatural martial arts and sorcery, and perhaps even find new, heretical ways to combine the might of the Yozi together. Take care though, for many of the Yozis charms are permanent enhancements of your being, and not all their effects are without drawback.
Lastly, you are given an Urge, a mission which represent an achievement the architects of the Reclamation consider an important milestone in their master plan. It is part of your Exaltation's design, and to defy it is to invite the Torment appropriate to the yozi that granted you your Exaltation, which may manifest as flensing winds, an inability to communicate, or other punishments.

CASTE YOZI:

Welcome, Infernal. Your caste is an important aspect of your Exaltation, and will determine the role you will naturally fill as a Prince of the Green Sun. It will determine which Yozi you will find easiest to learn the charms of, which abilities will come naturally to you, what specific benefits your anima grants you, and your discounts on perks. Each of the Castes is aligned with a specific Yozi amongst the five main conspirators. As such, you must choose one of the following.

Malfeas, the Demon City

Malfeas, once king, hates Creation, and he hates imprisonment. Most of all, though, he loathes his own form. When he first led the Primordials, he had no solid self; the Exalted inflicted that upon him when they defeated and remade him. Turned inside-out and made a living prison, the Yozi are imprisoned within him like a brass-barred cell. Now he is a vast city composed of uncountable layers and an endless mix of colliding shells. The brass of its construction is leavened only by the black marble, basalt, black iron and jet intermingled in this sharp-edged, harshly shining place. The black stones and polished brass form incredibly complex buildings, some the size of mortal cities themselves, while temples to the Yozis and the fortresses of demon warlords dot the green-black horizon. Meanwhile, the Green Sun blazes near constantly overhead… And Malfeas is also a brass-skinned man known for ecstasies and viciousness. He dances straight through the centers of his streets and performs great, tragic dramas in his largest square.

His chosen are the Slayer Castes, and they are warlords, soldiers, warriors, killers, and assassins. They are to tear down, destroy, and slay the wretched things of Creation.

Cecelyne, the Endless Desert

Silver sands encircle Malfeas, and their outer edge is infinity. Going outward, the silver blackens and becomes rainbowed with tarnish, and the sky fades from that of green-lit Malfeas to a starless black void. Cecelyne contains every desert: baked red earth, fine blowing dunes, even rare stretches of water devoid of life. Her endlessness binds her fellow Yozis. Even if they broke through the brass bars of the Demon City, they would escape into nothing but Cecelyne. She is the lawmaker of the demon realm, and she reserves the titles and powers of the priesthood to certain special acolytes of hers, while her hypocritical law venerates strength over weakness as the only worthwhile order. Those who are strong have the right to exert their strength over those who are weak. Those who are weak must worship the strength of their betters and subject themselves to the will of the strong. Such is the only law between demons in the Demon City.

Her chosen are the Malefactor Castes, and they are priests, cultists, hermits, dictators, and autocrats. They must undermine the legitimacy of those who rule with the Mandate of Heaven, showing that true righteousness comes only from strength.

She Who Lives In Her Name, the Principle of Hierarchy

The Principle of Hierarchy displays her worship of order and distaste for chaos in her elegant form - an infinitely complex array of formless flames bound eternally within perfect spheres of imperishable crystal. She is always one central sphere-trapped fire, surrounded by a hundred, with those in turn orbited by 99,997 more. Relocating, she retains the same

position and is not seen in transit. Most often, she's found in the Silver Forest, where her flames burn white and hang like lamps among the branches. An inaudible whisper echoes through the heart of She Who Lives in Her Name. It spreads through her lesser fires and can be heard, understood and repeated only as she wills. Mortals and demons who comprehend this whispered name become subordinate to her will, but she has never sought to rule or make laws in Malfeas. For she knows that every hierarchy ever designed bears her stamp and **I** feel no need to drag the Demon City further under **my** sway.
Her chosen are the Defiler Castes, and they are inventors, demonologists, surgeons, students, and heretics. Within them is the genius to fully understand how to best manipulate Essence through sorcery or how to construct magitechnical wonders.

Adorjan, the Silent Wind
Thousands of the Demon City's serfs are tasked with constantly shouting, singing and ringing bells, for only noise discourages the approach of Adorjan. Still, she can ignore it if she wishes, overpowering it with the silence she brings. Demons know her presence because of the complete stillness of the air, and because every living thing she touches drops dead. So does the Silent Wind move unseen and unheard through Hell. Even the most powerful demons in Malfeas flee her approach, and those who survive her touch bear awful scars. They console themselves with the knowledge that the demon realm is vast, and Adorjan seldom chooses to cover more than a few leagues at once. Nevertheless, she has covered and slain entire nations at once, millions of demons dead in minutes, when she took offense at them. Usually, no demon survives to suggest what might have offended the Silent Wind. Even as the Silent Wind savages its victims, though, Adorjan has been known to take gentler forms, such as that of a delicate young woman with white jade teeth.
Her chosen are the Scourge Castes, and they are assassins, criminals, malcontents, spies, and thieves. They are to seek out more thoughtful, discreet means of bringing about life's end, and the release of the Yozi.

The Ebon Dragon, the Shadow of All Things
Solid things cast shadows; minds, hearts and souls contain them. Night and anguish bring darkness. When men and demons walk beyond the light, they find the Ebon Dragon at its limits and their own. In the demon realm, only the flight of the Ebon Dragon blots out the Green Sun. Only his passage dims the fires of the Principle of Hierarchy. In his blackness, inexperienced serfs fall quiet. Hence, his wake often holds the Silent Wind. His most recognizable form is that of a fifty miles long dragon composed of darkness and the shadows of all beings, and his claws and whiskers creep through the cracks in the Yozis' prison. Even before the gods' revolt, he loved only doomed things and heard secrets unknown to the Lidless Eye That Sees. Malfeas may loathe captivity the most, but it is the nature of the Shadow of All Things to twist against his bonds. Knowing his persistence, and desiring escape above all else, the other Yozis granted him a measure of the fealty they once gave their king. He is a selfish creature though, and if he could betray his fellow to flee the Demon City alone, he would gladly do so.
His chosen are the Fiend Castes, and they are facilitators, negotiators, ambassadors, conmen, and courtiers. He expects them to follow his fiendish example, and see to it that the interests of the Yozis are represented and advanced at every turn.

FAVORED YOZI:

Aside from the more rigid Caste, the Infernals also each favor a second Yozi. You will also find it easier to learn the charms of this Yozi, gain discounts on their perks too, and your Urge may originate from either of your Caste or Favored Yozi. You can pick another of the five Yozi in the Caste section as your Favored (excluding your Caste Yozi), or ones of those below.
Though be aware that with the exception of Kimbery, none of these Yozi have yet opened their charms for the use of the Green Sun Princes. Still, if you choose one of them, you will find yourself having a somewhat easier time if you wish to convince them to open their charms up to you.

Kimbery, the Sea that Marched Against the Flame
She is also called the Demon Sea, and rightly so. It is impossible to overestimate her scale. There are a thousand seas in the demon realm, many of them as large as any sea in Creation. Kimbery dwarfs them all. She exists on every layer of the Demon City as a largely subterranean ocean of acid, while her acrid waters wash over sections of some shells; these are but her smallest outgrowths, mere fingertips of her aqueous body. On Malfeas' colossal outermost layer, she sprawls on the surface as an ocean fully as large as all of Creation, and this is no more to her than a hand or an arm. But dive deep enough in any of these fractions of her form and you will make your way into her secret depths, those boundless and directionless heart-waters whose scale has never been measured.

Szoreny, the Silver Forest
The Silver Forest's many trunks and branches meld with the ground while his mass of silvery roots spreads up and into the air to form a forest of tree-like branches centered around great trunks scattered throughout the area. So he stretches out for hundreds of miles in this manner. The roots of the tree fill the sky with a canopy of silvery foliage that often filters out much of Ligier's light. Quicksilver sap gathers in places, forming drinking pools for the creatures of the forest. But it is his nature to imitate his environs, so he has a great many more forms, and the endless rings of recursive reflections that form Szoreny's noetic heartwood contain perfect replicas of everything and everyone whose images he has ever encompassed.

Isidoros, the Black Boar That Twists the Skies
The Black Boar That Twists the Skies bears only the barest resemblance to ordinary swine, his skull too broad, his muscles too thick, his bristles like harpoons. Where the Black Boar walks, he also tends to crush everything in his path. He is simply too big and too strong. When he does make himself small enough to fit in the streets, he still topples buildings if he brushes against them. When he does not take such care, each fall of a hoof crushes whole city blocks. Such is his might that space and matter subjugate themselves to his movements. With each step, those things that he passes are pulled into his slipstream.

Hegra, the Typhoon of Nightmares
The Typhoon of Nightmares is a creature of flux. She moves to no set pattern, traveling wherever her mood takes her. Sometimes she pours down her dream-rain to fill the demons

beneath her with euphoria. Sometimes she withholds her precipitation and lashes out with ebon lightning that drains all feeling from those it strikes, leaving nothing but soulless husks. She is a creature of interaction, of commerce, of exchange. She gives dreams and passions, and takes them away; her waters nourish the metal vegetation of Malfeas, not from any natural law, but because it pleases her to provide rather than withhold.

Metagaos, the All-Hunger Blossom
The All-Hunger Blossom devours everything. Those who approach the swamp that is Metagaos first discern that he eats light, for the light of the Green Sun grows dim at his borders. Likewise, they observe that he eats color, for his foliaged flanks are a tangle of gray. Upon entering the trackless maze of the swamp, one sees that many of his plants bear the contorted marks of other life. For Metagaos also devours independence and identity, assimilating lesser creatures into his body and self. There is no solace, no serenity, in Metagaos. He has devoured that too.

Oramus, the Dragon Beyond the World
Once, the Dragon Beyond stirred the Wyld with his wings, and as a being of anomaly and chaos, Oramus defied all attempts to define or contain his nature. Instead, it was he who defined others, declaring all that was inside and outside Creation. Yet when the time came for him to be bound in the Demon Realm, even he was bound. His seven mighty wings were broken, and then wrapped and shaped around him and fused together, containing his chaotic power inside a prison of the Yozi's own flesh and bone. It was a prison with no bars, no door and no key intended to contain a being that had existed before all others. The Dragon Beyond the World is an artist, but he has little scope to exercise his aesthetic sensibilities while he lies bound and sleeping. Nonetheless, he trashes fitfully in his sleep, and his urge for self-expression finds a way...

Elloge, the Sphere of Speech
Elloge spends most of her time in the empty spaces between Malfean layers. It is only when she descends upon the Demon City, that it can be clearly seen how all things that enter her sphere of influence dissolve into whispering glyphs that hang upon the air - writings that spell out their own identities and qualities in the numberless languages that are Elloge. Existing within her is a multidimensional web of unplaces defined by linguistics and correspondences.

Qaf, the Heaven-Violating Spear
The Heaven-Violating Spear is an infinite mountain that has been said to have neither base nor summit. He maintains an aloof distance in captivity and has folded himself (or has been folded by his captors) into some other space, beyond endless Cecelyne and mad Malfeas, where the sky is as blank and white as an unwritten page. Only his portals of black nacre link his slopes to the landscapes of his fellow Yozis. His dimensions are not those of Creation. There is no mathematical measure for movement across his flanks, for he is defined not by space and distance, but by discovery and understanding. In ascending these slopes, a barefoot monk can easily outpace the swiftest flying engine, if he is wise.

Cytherea, the Mother of Creation
The Yozi Cytherea bears the title 'Mother of Creation.' Nothing more is known about her.

ORIGINS:

Now, we shall determine who you were before you took your Second Breath. A simple process, but essential to determining your individual talents.

Cultist [Free]
If the Immaculate Order realized just how widespread the worship of Yozi and demons actually is in Creation then they would be truly shocked, especially now that the Demon Princes have missionaries of their own. The fact that the first of the Green Sun Princes could immediately hit the ground running in Creation was largely thanks to the efforts of well-placed mortal Yozi cultists. As such, it should come as no surprise that some of these Cultists became Green Sun Princes as well. Who better to Exalt than the loyal? ...You are loyal, right?

Noble [Free]
It is an unfortunate fact that Creation seems to have a history of regimes repeatedly being overthrown by their lessers in bloody rebellions. As the first beings to be usurped and cast down, the former Architects of Creation know this all too well. Thus, it seems only right that those noble mortals who were overthrown or wronged by their own subjects would be empowered. Now, you can go forth to reclaim both their own birthright and the entire world for the Reclamation.

Savant [Free]
There are those amongst the mortals masses who wish to know more. Those who challenge their intellect beyond the breaking point, seeking mastery of esoteric, dangerous, and even forbidden mysteries. Yet in this fallen age, few academies still preserve and teach what lore they can, and even the great libraries of the Heptagram and Valkhawsen are tattered fragments of the lore once held in ages past… But in the Demon City, one may find every sort of lore from Creation or hell in the Glass Libraries, from the natural history of the lesser Haltan sapsucker to potent books of spells. Is it any wonder the curious are drawn to hell?

Warrior [Free]
In Creation, armies are largely composed of unskilled recruits and militia members. In Malfeas, armies consist mostly of demonic street gangs fighting over territory. Neither boost particular skill beyond natural talent, though demons are naturally somewhat more martially powerful in comparison. You, however, were one of those mortals who learned the ways of war and personal combat well. A soldier, gladiator, or even a barbarian raider, you have seen battle and you know it well. Of course, now you are so much more.

Drop-In [Free]
Or perhaps you never lived in Creation or hell at all, an... anomaly from Beyond.
How… distasteful. But worry not, for with careful guidance of your new masters, you will be provided with everything you need to thrive and serve the Reclamation well.
...That *is* what you are here to do, correct?

You may pick your age and gender yourself. It is irrelevant.

LOCATIONS:

You will require a location to begin your work. You may freely choose either to start within Creation or Malfeas. Then you are to roll a die with eight sides to determine exact location, unless you pay 50cp to choose this freely too.

Creation: Stolen from the Primordials in ages past by the usurper gods, and endlessly squabbled over by the Exalted. It remains unsuspecting of the Yozis' plan. For now.

1: The Imperial City. Capital of the dragon-blooded Realm, and one of the greatest cities still remaining in this Age. It is located on the eastern parts of the Blessed Isle.
2: Nexus. The foremost trade city in Creation, both hub of trade in the central Scavenger Lands and headquarters of the mercantile organisation known as the Guild.
3: Chiaroscuro. The largest and oldest metropolis of the Southern coast, an ancient city that was once constructed entirely of magical glass. Even in its ruined state, it is still grand.
4: City of the Steel Lotus. Wealthiest city in the Glorious Principality of An-Teng, the Tengese hide much from their dragon-blooded overlords. Many secret powers work here.
5: Azure. Capital of the Coral Archipelago, second largest nation of the west. Coral is a militant dictatorship bent on dominating its neighbours.
6: Gethamane. The ancient northern city underneath the Groaning Mountains. Below the twisting corridors of the city, endless tunnels delve deep in darkness and hide ancient horror.
7: Chanta. Capital of the Kingdom of Halta, it is a marvel build up in the branches of giant trees. Aerial bridges connect it to other Haltan settlements, and Fae roam the ground.
8: The Sands of Cecelyne. Starting on the silver sands of the Endless Desert, you may travel through the desolate wastes for five days and arrive anywhere in Creation you wish.

Malfeas: Ever warping, refolding, crashing to pieces and rebounding, the physical layout of the Demon City has changed uncountable times since it became what it is. While full of dangers and hazards, no demon may slay a Prince of the Green Sun outright.

1: The Streets of Malfeas. One of the basalt roads of the Demon City proper, close to the Illustrious Forge of the Green Sun at the center of Malfeas.
2: The Forest of Szoreny. Deep within the Silver Forest, quicksilver leaves and chromed branches reflect and filter out the harsh light of the Green Sun.
3: The Shores of Kimbery. The acrid waters of the demon sea stretch out as far as the eye can see, while various tidal lakes and pools are found along the shoreline.
4: The Prison-Temple of Oramus. A great structure around the twisted membrance of Oramus' wings, looking out over a sea of ruined buildings.
5: The Slopes of Qaf. Upon one of countless paths crisscross the sides of Qaf, converging on his Stations of the Ascent. Portals of black nacre may lead you away from here.
6: The Swamps of Metagaos. A trackless maze of a swamp, it is both colorless and silent, yet the air is restless and vegetative predators stalk through the grey groves.
7: The Conventicle Malfeasant. The main gathering place for Infernals and the Althing, this towering structure contains a small, private city… and your own lavish townhouse.
8: The Sands of Cecelyne. Starting on the silver sands of the Endless Desert, you may walk through the desolate wastes for five days and arrive anywhere in Malfeas you wish.

ORIGIN PERKS:

Demon Worshipper [100, free Cultist]
To be a good cultist, you will need some skills. As an excellent cultist, you have attained even more. Knowledge of many different prayers, rituals, and songs, a sense to gauge what kind of sacrifices your master would like, and even a few thaumaturgical rituals to beckon Demons from Malfeas into Creation... Of course, usually cultists are offered some particular favors in return for their worship. As such your skills of negotiation, even with those beings more powerful than you, are important too. Somehow, your demonic masters will almost leave with the idea that they got a great deal… Though your agreements will actually heavily favor your side.

Yozi-Kin [200, discount Cultist]
Sometimes, when a loyal Yozi cultist or promising Infernalist catches the eye of a powerful lord of hell, they are rewarded for their service. Winning a powerful demon's favor like this is no mean feat for most mortals, and by the largesse of their patron they are transformed into a form of God-Blooded that may better serve the Yozis' needs. Infused with vitriolic essence and demonic power, these Yozi-Kin gain a measure of power and mutations dependant on their patron's might and may even start to learn the magic of the demon who granted this. While usually Exaltation burns out nearly all signs of your previous nature, though not the general enhancement to body and mind, you have managed to hold onto some part of you former existence. Demonic attributes to match your patron adorn your form in whatever severity you would wish, you still retain the capacity to learn their Charms, and perhaps the Citizen who was once your patron even stands with you in the Conventicle Malfeasant... Now more peer and honored vassal than master.

Cult Leader [400, discount Cultist]
While all Green Sun Princes' are supported by the cults of the Yozi, as living avatars of their might... Perhaps you wish for something more simply representing someone else, or perhaps experience in the past showed you the importance of personal loyalty. Whatever the case, you mastered the arts of enticing people, influencing them, and winning them over as your friends. It is child's play for you to bargain with people, to lie to them, and to convince them to aid and worship yourself or others. Worship on it's own is already a powerful thing in Creation, and the devotion of a true zealot is second to none.
Mortals you turn to worship of the Yozis will be made to understand that world was unlawfully taken from its rightful masters and that the only reasonable course of action is to help the Yozis, or you in their stead, reclaim it. Of course not all will be motivated such, but you shall find a steady supply of true believers, biddable weaklings, those hungering for power, and many more willing listen to your preachings and follow your bidding. And when you have a decent following, you could leave further recruitment to the founding cultists. Let them sing your praises.

Yozi Cults [600, discount Cultist]
Spread throughout the entirety of Creation and Yu-Shan, even within the ranks of the Exalted, are the Yozi Cults. Hidden in nearly all of the larger cities and nations, no one can

guess how many cults serve and worship demons. Virtually all of them must operate in secret. These cultists are the loyal servants of the Yozi and demonkind, but to preach their faith in the open in often a death sentence. In serving their masters, the cultists risk the enmity of gods and elementals. Priests condemn them, kings suppress them, and savants ponder the weakness that leads mortals to betray Creation to its enemies.
And yet they remain, hidden. You've gained a great insight from this, and would be able to create a network like this on your own. A great web of hidden cults and spies that could stretch from one side of the world to the other, hidden from all who would destroy them on discovery. Furthermore, you've truly gained all the skills necessary to be a member and leader of these cults. Subtlety in your activities, hiding entire bases and temples, setting up legitimate-looking fronts, spreading coded messages through your following, and other subterfuge. You could evaluate someone's willingness to be recruited your organisations with a glance. Even amongst the Exalted there are many who have fallen, and you'll know exactly how to push someone in the right direction. You'll find you have the skill to figure out exactly what kind of person you can bribe, what kind you need to blackmail, and what kind simply needs to be... removed.
But often you will not even need to, for in every new world you visit you'll find that existing cults dedicated to ancient, chthonic, and demonic powers are already in place. Both ready and willing to assist you in any way they can, they'll provide valuable support, information, and worship so that you may hit the ground running wherever you end up. But since these disparate groups are unlikely to worship the Yozi outside of Creation, convincing them to turn their dedication towards the Yozi or yourself exclusively may be harder than going along with the beliefs they already hold.

Infernal Governance [100, free Noble]
You would hardly be a noble if you couldn't look and act the part. Luckily this is something you have internalised completely, able to project a sense of dignity, grace, and nobility through your body language. And you don't just look like it, you also have experience with politics and governance, to the point that you would be able to walk into near any court in Creation and be accepted, while you would actually be able to be a good ruler. Of course to live the lifestyle of the nobility, you'll need a certain amount of wealth. It is a good thing then, that you're just as skilled in selling whatever you wish, finding the appropriate buyers, and setting up a shop to do so. Lastly this makes you skilled at coming up with convoluted plots to accomplish your goals, which somehow seem to work better than simpler schemes.

Hellish Export [200, discount Noble]
Amongst the special rights the Green Sun Princes enjoy in hell is the right to import goods from Creation into hell, such as artifacts, magical materials, human slaves, and other treasures... As well as the right to export goods from hell into Creation, which includes everything from malfeas brass, raw vitriol, hellforged artifacts, demonic body parts and leftovers, to hellforged artifacts and seedlings from the Silver Forest that is Szoreny.
They are granted free access to entirety of the Demon City, even allowed to enter any home and place of business for any reason... as well as permission to leave Malfeas at their leisure, to go forth to Creation as it suits them, and to return whenever they wish. It is little

surprise then, that an enterprising Infernal may amass quite a fortune trading in goods both with demonic lords and the occultists of Creation.
You however are an oddity even amongst them, for this permissive attitude and exemption in the law seems to follow you from Malfeas into other worlds. Allowing you to flaunt import and export laws, run into people's houses uninvited, walk into businesses for free, and more. All without the law even being able to touch you.

The Equitable Market [400, discount Noble]
It is, of course, not merely enough to be able to simply sell what you have in stock. You must also be able to find that which your customers want, and find the right markets to sell these items. Neither of these shall be a problem for you, as you have gained an innate sense of what your customers would want... before they themselves even know it. For as long as you intend to sell them, you shall be able to find nearly any goods your customers would want, even if some rare requests might require you to seek out specialized procurers. May you always stock what you buyers wish for.
Yet, a trade stock without the market around it is hard to sell. And so you will get knowledge on how to join or set these up yourself, how to write you trade agreements and contracts... and supreme skill in setting these up so that you may enforce a stranglehold upon the market at large. With time and effort, you may set up a vast network of countless contracts and trade agreements, such that whatever whatever businesses do not already belong to you must pay a tax to simply operate. Eventually, your system may continue to be guided by your hand or simply be left to sustain itself as it brings you more and more wealth.

Peer of Hell [600, discount Noble]
As one of the Princes of the Green Sun, you fill an unique position within the hierarchy of Hell. Like the Strangers that wandered in from elsewhere, you are not beholden to the Laws of Cecelyne. Unlike them though, you are still protected by these Laws. As such, you position is above all Serfs of the First Circle and above many of the less potent Citizens of the Second Circle. Even if you should leave, the lesser demons will still see you as all but Unquestionable, your demands as much a proclamation as a binding word of Law. While this is most effective on demons of all kinds, your authority extends even beyond Malfeas, as your words will command those below you as surely as it does the serfs of demonkind. Most will simply and unthinkingly obey whatever command you give, convinced on an unknowable authority you wield over them. Those of exceptional power and will may resist or even completely ignore you, as long as you are not obviously greater.
Even those mighty beings are somewhat affected though, granting you a measure of leniency and respect they may never grant to any but their own peers. In doing so, you may even question their will and ignore the commands of those great demons of the Third Circle, Unquestionable as they otherwise might be. Most unique of all... you could even approach the Yozi themselves, when they take humaniform, to engage in courteous conversation with those the inhabitants consider above all. And while you might not be able command them, you will find it easy to speak to all those who consider themselves Unquestionable and above all others. As a true favorite of the Demon Princes, you will find yourself the peer and perhaps quickly a trusted advisor of the highest ranks of demons and even their progenitors. Should you play your cards right, you might even be able to take the Shadow’s place as the mastermind of the Reclamation.

Savant's Understanding [100, free Savant]
A good scholar is one that understands quickly, and remembers their lessons well. Gaining a sharpened mind, you will make connections and associations extremely quickly, your burgeoning mind filling with ideas and potential solutions. But remembrance is just as important, so you will find that your memory clear and enjoy near-perfect recall. Indeed, the memories of life and technology in the First Age, which your Exaltation retains from its past life as a scholar of note, are likewise quite clear. Even better, you will find it easy to retain absurd amounts of newly acquired information. For some reason, this also makes it easier for you to construct elaborate monologues to reveal the full genius of your grand schemes.

Architectural Madness [200, discount Savant]
Malfean architecture is unlike anything found in Creation, with endless variety and many oddities. Many techniques that were once burned away by She Who Lives in Her Name have been rediscovered. Foremost in these are the techniques to allow demons to build structures that do not need pillars, arches and other support structures. Buildings hundreds if not thousands of feet high can be built without any apparent load-bearing walls or struts. Windows and doors can be placed anywhere without disrupting the integrity of a building. Of course these techniques work best with the brass and black stone common to Malfeas, even if they work to a lesser extent with other materials. So it is just one more reason most buildings in Malfeas are made of brass and basalt, along with their abundant presence.
Yet many more techniques are used by the artisans and architects of Malfeas, even aside from the omnipresent murals, wall carvings, and other ornamentations. Techniques to create such marvels as buildings that sprout from the ground at unnatural angles and made of polished brass turned a rainbow of colors by a process known only to the most skilled of architects. In many of these techniques you have gained the pinnacle of skill and knowledge, that you might might replicate the Demon City's constructions even in other realms. While you might not have reliable access to the materials common to those in hell, you will be able to substitute many other materials for these in your structures. And as a truly talented architect you will find the design and construction of Manses comes just as easily to you, even gleaning some additional power from the conflux of essence it is build upon if you do use these hellish methods.

Vitriolic Craftsman [400, discount Savant]
The artifacts of Malfeas differ on a fundamental level from those of Creation, and as such Infernal artisans have devised many techniques to create these infernal relics. The making of such artifacts requires the pure form of the dark and acrid liquid known as vitriol, and the binding of demons into these relics, dissolving their forms and integrating their still-living Essences into their creation.
Under an infernal artisan's ministrations, pure vitriol serves as a catalyst. Objects bathed in it are seared free of weakness, making them as strong as any of Creation's magical materials; component parts flow together and intermingle, amalgamating into a unified whole. Where an artificer in Creation would spend months carving and shaping an artifact's components, his Malfean counterpart immerses them in vitriol and guides their slow, inextricable melding. Then, one slowly integrates the dissolved form of a living demon, known as Chalcanth or

Azoth depending on their power, into the device's nascent structure. A demon must be of sufficient stature to match the power of a relic in order to bond with it, and likewise must its nature also accord with the relic's function if the procedure is to succeed.
Now you too will join the ranks of hell's greatest artisans, with knowledge and skill that encompasses vitriol itself, the acids and catalysts derived from it and its use in the crafting of infernal relics. Your knowledge encompasses much understanding of demonic Essence, as well as the instinctive ability to use the appropriate mundane crafts to use together with vitriol as the catalyst. Bonding the Chalcanth to a Brass blade of your own design shall be a labor almost considered easy to an craftsman of your skill. Likewise the arts of demonic magitechnology and the creation and modification of life through vitalizing essence are known and practised by you, though their applications are somewhat more complex.
As one of Hell's master artisans you may even surpass the limitations of the dull and feeble demonic essence contained within your creations, to instill them with a demonic will as a true Hellforged wonder with its own intellect and awakened essence.

Primordial Psychologist [600, discount Savant]
For all that the Green Sun Princes emulate the Yozi, and the ancient Solars fought and bound them, there are few amongst them that truly understand how the minds of the fallen Primordials work. Very few savants in Creation even have any kind of idea of what the Yozis are, as a group, or how they work, much less in-depth psychological profiles of particular titans or a clear view of their history. To truly understand the Yozi, one needs a working model for how endless seas of consciousness and alien minds forged raw from chaos translate into observable behavior patterns, and for how a thing beyond mortal rationality can function in a superior yet irrational fashion.
You've got a astonishing talent for understanding alien, bizarre minds and beings, able to easily pick up on their subtleties and obsessions. As such, you've even managed to gain an understanding on the behavior and thought processes of the Yozi, and how they influence their souls and are influenced in turn. This isn't just limited to the minds of the Architects of Creation, but you'll have to spend some time interacting with or observing other beings to grasp their particular psyche.
Of course in the course of your research into the minds of the mad titans, you have learned a great deal more... The legends and accounts of the time before reality, the tales of lost Zen-Mu, the birth of Creation itself, and the long histories from before and after their imprisonment within Malfeas. Even the histories and lore of demonkind are open to you now, most of the knowledge contained within Orabilis' glass libraries already known to you. But your intimate understanding of the Primordial condition gives you one other benefit, as it allows you to translate the supernatural powers of one Yozi to another as the Yozi themselves do. Through this, you may adapt the charms you know of one Yozi into an equivalent that uses the themes of a second Yozi. But remember that this is by and large merely aesthetic, and some sufficiently different abilities may prove impossible to translate.

Warrior's Mettle [100, discount Warrior]
A warrior is nothing without his weapons, but a weapon is nothing without a warrior to wield it. So such you have become skilled in your weaponry and fighting style of choice, which comes with an understanding of how to best use these skills to your advantage. Perhaps you

were one of many spearmen marching with an army, perhaps you were a trained archer, a martial artist, a gladiator, or even an assassin. But martial skill alone does not make a warrior and you have also gained an understanding on how to taunt your enemies, how to make them hate you, how to draw them out, and how to break them. You will also gain a grandiose and terrifying villainous laugh, to properly express your satisfaction at your victories.

Demon Realm Traveller [200, discount Warrior]
Malfeas is not a nice place to be. High above the Green Sun shines down its merciless rays, the acid seas of Kimbery occasionally flood the streets and vapors rise from it to condense into acid rains, the swamp of Metagaos consumes all that enters its territory, corrosive vitriol flows throughout the entire realm, the air is toxic to mortals, lethal winds of Kalmanka and her progenitor Adorjan slaughter everything in their path, and various demons and behemoths roam throughout, the greatest of which uncaringly trample vast areas underfoot. Even time is not consistent through the Demon City, either. Five days in one part of hell might be one day elsewhere, or ten.
If one of the Princes of hell wishes to survive travelling throughout the demon realm, they must be hardened against its dangers, and so you have been. You could bathe in the acid waters of Kimbery, frolic among Kalmanka's flying razors without harm, and even survive the passing of the Silent Wind. Even in realms not composed of the broken bodies of the Architects of Creation, you will find yourself exceedingly resistant to environmental dangers. Yet as great as this protection is, it will not provide any respite from deliberate attack. If some being turned their attention directly towards you, it will fall solely to your own defences to protect you.

Way of the Infernal Fist [400, discount Warrior]
Not quite fiefdom, nor quite temple, but surely greater than a mere building are the fighting academies of Malfeas. Here worthy students are accepted into an academy to learn the infernal martial arts and various armed fighting styles. While unworthy students are either rejected, accepted only to be used for sparring practice and manual labor or killed outright. You were one of the worthy ones, accepted in a Malfean school and taught the ways of martial combat.
Perhaps you found the Ten Shadows Academy in the wake of the Ebon Dragon and learned of the ten principles exemplified by the Ten Shadows, those principles of assassination, obfuscation, misdirection, interrogation, seduction, betrayal, deception, secrecy, persistence and the poisoning of the spirit. Perhaps you joined the brutal school of Suntarankal, and endured the ruthless and callous nature of this Unquestionable to train for seven years in hellish regimens from which many students leave injured, crippled, or outright destroyed. Perhaps you joined any of the hundreds or thousands of other schools. Perhaps you simply relied on your own talent and gained understanding of the brutal Infernal Monster style in the frequent battles on the streets of Malfeas. Or perhaps you apprenticed directly to a demon master, as Mara may teach you the Black Claw style that is her creation.
But regardless of where you learned to fight, you do it well. The forms of your martial arts come easy to you, the shaping and manipulation of your essence into new patterns accomplished with supreme skill, and so too may you learn or even develop entirely new styles of combat and the martial arts with far less time and effort than most would require.

Hero of Hell [600, discount Warrior]
In Creation, the Immaculate Faith preaches of the evils of the Anathema, and how they are drawing the world into despair and ruin. They tell of people who have become conduits for terrible, dark power with their souls forever tainted by demons. When the monks speak of these Anathema, they are describing the Solar, Lunar, and recently even the Abyssal Exalted demonizing them as the enemies of the Immaculate Faith... Yet this description fits the new Princes of the Green Sun quite aptly, wielding the power of the Yozi and guided by the demon who has become their Coadjutor. So, why not become the very thing they fear? You may now be the Anathema amongst the Chosen, embodying the ideal of a horrifying being of dark power far beyond the Princes of the Earth. Aside from a tremendous increase in physical attributes beyond that of even other Chosen, this brings some other benefits. You shall grow in power with every victory, bolstering your strength and skills. So that you shall soon become an unstoppable engine of destruction when faced with your enemies, a mastermind without equal, and a socialite beyond compare. Every aspect of your being shall be enhanced, and word will spread across the lands of your terrible deeds. The mighty of Creation will hate and fear you, or tremble in fear of this unknown yet atrocious enemy. But in hell, you shall become the star of the Reclamation, the envy (and sometimes hero) of your so-called peers, and demonkind shall either worship you or rage at your meteoric rise in status and power.
Yet, hell is a ruthless place and this greatness has a price... For should the unthinkable happen and you suffer a defeat, this bolstering effect shall be broken and you will be reduced to your base ability until once again you may taste victory. If word spreads of such a thing, it could even damage your reputation as an unstoppable force of ruin and corruption. Nevertheless, this power will serve you well for as long as you can hold on to your advantage. With it, you might soon be the one to shatter the gates of hell...

Name That Unfolds Like Lotus Blossom [100, free Drop-In]
As you may have noticed, Creation and Malfeas both have an abundance of flowery and impressive sounding title-names. Perhaps sometimes to a rather excessive degree. With this, you'll be able to start carrying one of these, in case you've ever wanted to be called something like the Whispering Petal Bodhisattva, the Maelstrom of Endless Fangs, the Labyrinth of Seven Angles, or even the Bride of Sanguine Roses...
But as you could simply declare you wish to be called such here, this has another effect. You will be taken completely serious, despite the ridiculousness and length of any names and titles you introduce yourself by, both here and in other worlds. In fact, you might notice that by doing so, people will actually tend to respect you a little more than someone with an ordinary name.

Below Notice [200, discount Drop-In]
Malfeas is a place where time has little meaning, the green hang overhead at all times of day, while the constellations and weather move guided by the whims of many, many individual demons. There are no months or season, yet demons knows the passing of the year through Calibration. A time when the borders between worlds grow thin, and enterprising demons may attempt to leap through a gap into Creation.

More importantly however, on the five days of Calibration, the Unquestionable set themselves apart. Whether to commune with their Yozi or the prepare for a summons, it matters little to the lesser demons. Whatever the reason, they leave the other demons alone. This yearly taste of freedom is considered a true holiday to demonkind, and now you may carry that with you on further days. Whenever you wish, you may appear to others as someone or something below notice. Such that enemies will simply walk past you, any of your superiors will care not for your absence nor call upon your services, and even your closest friends may fail to notice you sitting amongst them.

Acts of Villainy [400, discount Drop-In]
While the Torment of the Green Sun Princes makes it quite clear when an Infernal strays from their purpose, they alone may alleviate this burden, unlike their Cursed cousins. For when an Infernal performs certain actions pleasing to the Yozis, actions that many Creation-born might view as acts of great villainy, they could reduce or even eliminate their building Torment. It is interesting then, that these acts shall still please the Yozi and be rewarded... even if they betray the goals of the Yozi and work against the plans of the Reclamation. In this way, one could be a beloved subject of the demon princes, while doing everything to help your assigned "enemies".
Perhaps you captured them, before giving a diabolic monologue explaining your plans to provide food to the starving orphans in the city as a first step to corrupting Creation and starting the Reclamation. Perhaps you left the spy you were assigned to kill in a elaborate deathtrap, but "failed" to eliminate the obvious escape routes as you left them to their slow fate. These and many more are your options, and you will find acting out these villainous acts shall give you much more leniency than it would anyone else. After all, none could compare to your obvious evil. Even in other worlds, those of a villainous persuasion can be charmed quite easily by such acts. Yet curiously, your enemies seem almost friendly, as they keep mentioning that they know what side you're really on...

Orphan Cub of the Devil-Tiger [600, discount Drop-In]
As the Dragon Beyond The World was once both there and yet to be, so too was there was a Devil-Tiger. With a Triumphant Howl they became Primordial, by Swallowing the Scorpion they freed themselves from the Yozi's tethers, through a Tempest of Inward Focus they redesigned their Caste, in the Flames of the Rising Phoenix they wrought new Charms for their Primordial selves, and in front of the Face of the Titans they subsumed their Coadjutor and refined their Urge to match their will.
And yet... no such being exist now, in flesh or in memory, but for an echo from Beyond. You now carry this echo, your Exaltation matching that of this lost Tiger. Unlike all other Infernals, you are free from the Yozi's influence and carry the potential to learn Charms based on the themes of your forebear. Themes that seem up to your choice for now, though you will never be able to change these when they have come into reality.
While your Caste has been irreversibly changed to another from this point on, you may still use both the Caste and Favored Yozi you picked beforehand for the purposes of your discounts on Yozi perks.

YOZI PERKS:

The King Is Here [200, discount Malfeas]
Malfeas is the King of the Yozi, and incomparable in his invincible power. Once he was the Infinite Radiant Is, the supernal transcendence of all divinity, the Holy Tyrant, the King of the Primordials. Though he may now be unjustly bound to rage impotently, as he dances and forgets himself, some of that ancient splendor is shown again. Likewise, you will be seen by all as a powerful king, incomparable in your own right... and in anger and hate you will gain an aura of terror, that the weak-willed shall flee before you and the powerful shall be shaken. Yet when you feel joy and your heart is at peace, you will gain instead an aura of awe and brilliance that all who see you will feel as though your divine majesty is one who should be their king.

Brass Dancer [400, discount Malfeas]
Music and dance are intertwined, the two arts inseparable, as well-played music makes listeners want to move in time with the melody, and the rhythm of dancing feet makes its own music. In Malfeas every kind of demon has a special dance to express their very nature, and now so do you. You could dance a specific dance that expresses yourself in impossible clarity, and even when dancing in other ways or taking someone else's lead, you move with supernal grace. Your movements and poise executed with elegance unmatched by any, but the greatest in the Demon Realm. With exceeding care and practice, you might dance with Malfeas Jouten and perform his weapon dances together as his equal... for a time at least. Even the efficacious dances of demonkind come easy to you if you see them performed, so that you may slay onlookers with the Gilmyne's Dance of Extinguishment or crack the earth and cause earthquakes with Stanewald's thirteen dances.

Sacred Azure [200, discount Cecelyne]
None but Cecelyne's priests may witness the sacred azure. Internalising this law means that whenever you use azure ink for anything, anyone else will get the distinct sense that it is forbidden to read your writings, to look upon your works. They may still do so, if they think it important enough or themselves greater than you... But it will manifest as an extreme aversion to even looking at it. Of course, writing that can never be read by anyone else may not be the most useful to you, so you may designate others that may be allowed to read your sacred texts as your priests. In addition, anything you have written in both azure and the malfean dialect of Old Realm can be understood by anyone authorized to read it, even if they do not know this ancient language.

Desert Wanderer [400, discount Cecelyne]
Those who travel through the Endless Desert that is Cecelyne move upon a vast barren landscape of shifting sands under a cloudless, starless sky. At times, the green glow of Ligier can be seen on the horizon, while at others, all is black. All who wish to travel Cecelyne, to reach the Demon City or to return from it, must survive the five-day trip across her wastes. As there are hidden passages from Creation to Cecelyne and back, so too may you find these in other worlds, allowing you to step into the wastes of Cecelyne and travel

the five-day trip to any other point within the same realm of existence, or any adjoining one, no matter the distance. For despite the vast size of the Endless Desert, the trip always takes the exact same amount of time.

Crystal Clarity [200, discount She Who Lives]
The Principle of Hierarchy is methodical, analytical, and utilitarian to a fault. Such ruthless efficiency cannot be attained while burdened by such distractions as emotions and stray thoughts.
As such, you have learned to induce in yourself, with a small exertion of will, a state akin to She Who Lives In Her Name herself. While you do so, your emotions are suppressed, your thoughts are ordered, and your mind is sharpened to absurd degrees. In this way you may coldly calculate how to best accomplish your goals without distraction, unnecessary exertion, or delaying.
Through this understanding, even your voice has gained some fragment of her own harmony. From now on, you may speak in a perfect voice like crystal chimes, and with practise you could even tune your voice further to reproduce sounds of any tone, pitch, and length in perfect detail.
Deaden emotion. Gain clarity of purpose. Exemplify Order.

Principle of Hierarchy [400, discount She Who Lives]
The Whispering Flame embodies the perfection of design and order as does no other. Even the limited limited freedom of choice that had originally been granted would ultimately resulted in tragedy and imprisonment. As such she pities the world for being less perfect than herself, and imposes her nature upon it as an act of mercy.
Likewise, you may do the same, murmuring the secret name of She Who Lives In Her Name or even your own name should you wish to empower it so. As this name reverberates in all listener's ears, it compels them to accept a place in an order or hierarchy of your making and become loyal drones to follow your directives. Even amongst those that already follow you, you will inspire fanatical loyalty to yourself and any order they are a part of.
Of course, the strong-willed could still resist you even with the power in your name. Yet even then, the power of She Who Dwells Within Her Own Name will not be denied. Every action or ability you bring to bear in enforce order and suppress free will shall be enhanced to perfect efficiency and methodical force, though powers of the mind similar to her own benefit from this the most.
Establish Hierarchy. Reinforce Order. Improve Efficiency.

Her Hate Is Safer [200, discount Adorjan]
Sometimes, Adorjan falls in love. Her hate is safer. Such did Marus, the murderer of Lilike, Fetich soul of the River of Torments, come to understand too late as he came to regret the love of Adorjan and vainly sought to earn her hatred until his terrible death.
But perhaps you believe you shall be different? Certainly you'll be able to catch the interest of alien and powerful beings much easier with this. And you'll even get a sense for how to try strike up an actual romance with such exotic entities, as well as how to maintain something...

reminiscent of a relationship. Just remember that you must never forget what her love means…

Hateful Wretched Noise [400, discount Adorjan]
The Silent Wind abhors noise, so demons fill the streets of hell with constant shouting, the clangor of gongs and bells, and the music of her progeny. But not all music in hell is meant to keep the Silent Wind at bay. The Yozis themselves greatly love music. It is perhaps the only aspect of their being that remains untouched by the rage and spite they feel at their imprisonment.
The songs of the Demon Princes may consume those who listen to it in their wondrous perfection. The demons descended from them have inherited their passion, though not all their impossible skill. Those melodies created by the Unquestionable merely drive the listeners mad or transform their identity, and while those of the Second Circle rarely achieve even these heights of skill, even they may make stones dance for joy or mortals swoon for grief. Amongst the First Circle, there are entire breeds and species of demons created solely for the purpose of music, and all demons love to hear music being played. Everything from percussives, horns, flutes, bagpipes, and rarely even the softer tones of string instruments is heard in the vast and endless melodies of Malfeas.
Most visitors from Creation have some difficulty adjusting to this ceaseless cacophony, but you are somewhat of an exception. Unconcerned with the many different voices in them, you can appreciate the grandeur of the Demon City's musicians in full. And furthermore, you have gained perfection in the arts, able to play every instrument of Malfeas and Creation as a true master, your melodies and voice beautiful enough to tempt the Yozi themselves into a dance, most especially the Brass Dancer, and to rival even the greatest musicians amongst the Second Circle... which will only improve with practice, never degrade. In time, you may sing as the Yozi do.

Shadow of All Things [200, discount Ebon Dragon]
See, while all the other Yozi are more focussed on the big picture, on the gods and humanity as a whole... The Ebon Dragon hates every single being personally, and finds greater joy in thwarting the dreams of others than advancing his own agenda. Appropriately, you will gain a similar aptitude in corrupting and seducing others away from virtue and honor. You will know how to tempt anyone, how to slowly corrupt their morals, how to reveal horrible truths or tell vile lies at just the right moment to turns heroes into villains. But if you're not feeling like corrupting, you will be just as skilled in breaking their wills by taking away just what they love most, torturing their weakest most sensitive areas, showing them what they fear most, tormenting them, and even defiling their happiest memories, until they are all but hollow husks just as the Dragon itself.

Pleasing to the Ebon Dragon [400, discount Ebon Dragon]
Consequences? Oh, sweet child, you actually think you have to worry about *consequences*? Did you learn nothing of history? Nothing of Me? No... Consequences is what happens to other people. Those without the guile to slip away from the punishments of the virtuous. Come with me, and I can show you how to divert your just rewards to those... less adroit of

your peers. Because when everyone blames you, when the worst transgressions ever recorded are put at your feet, when you are the cause of everything bad that ever happened... that is the time to sit back, smile with an insincere apology, and accept a slap on the wrist. And laugh. Laugh as you get away scot-free, no persecution, no justification, no laws binding you. It might not make you any friends, but you'll never get punished for your sins directly.

Lintha Ng Jumper [200, discount Kimbery]
The Lintha are the scourge of the Southwest. Pirates, crime lords, cultists and self-mutilating cannibals, they make hidden port at Bluehaven. Yet the line of the Lintha descended from Kimbery is very old, dating back to before the Exalted defeated the Primordials. Over the ages, unions with outsiders have diluted the blood of the Demon-Blooded Lintha and much of their power.
You may now become a part of this family too, as one of the trueblooded Lintha of Bluehaven. While your Exaltation burned away many of the special powers and charms you once possessed, the skills and support of the Lintha remains. So too does your appearance remain with your blue or green skin, the mutated gills which many Lintha now carry to let them breathe in water as well as air, the powerful build and exceptional health typical of Demon-Blooded Lintha, and the further increase in natural attributes that are the fruits of a brutal training regimen.
Alternatively you may emerge from your Chrysalis touched by the power of Kimbery herself, reshaped into a pure-bred Lintha possessing many of the traits of their original, glorious forms. A tall and gaunt people, you might easily reach seven feet in height. Your skin shall be the bright green of newly sprouted rice and your hair a pure and shining white. You will have a long, thin face and burning crimson eyes, and move with the grace of hunting cats. Unable to breathe water as the modern Lintha, you instead reap the benefits your piercing crimson eyes grant, allowing you to see in darkness and detect immaterial spirits. But while you might otherwise have had access to potent charms and a far lengthier lifespan, these traits do not persist after Exaltation. Nevertheless, your descendants might eventually relearn these charms with enough time and study into the nature of your blood.

Blood of T'Foor Na [400, discount Kimbery]
Kimbery the Great Mother loves to warp herself and others into new shapes as useful as they are uncomfortable, imagining herself a great artist. She may be right, but even her siblings find her aesthetics bizarre and vile. Nonetheless, she continues to mold all kinds of creatures into her transfiguring art, and it is considered a mark of her generosity to those she deems fortunate enough to serve as her living clay. Even aside from her own offspring, the Great Mother has created many adoptive scions, those creatures warped in body and mind to suit some need or fancy.
Is it not appropriate then, that you too should gain the ability to infuse beings with mutagenic essence and warp their bodies? Your capacity to mold a being so will start out small, only being able to desecrate natural animals and mortals with mutations to twist them into something wholly different. With time and effort however, you may learn to warp other beings such as gods and demons, slowly create massive living reefs... and eventually you may

even be able to slowly spawn lesser behemoths just as Kimbery herself does within her corrosive waters.

Metal Trees [200, discount Szoreny]
Three vast forests exist under the light of Ligier.The first is the Yozi Szoreny, easily the largest and most notable of all forests. The many trunks and branches of the Silver Forest meld with the ground while his mass of silvery roots spreads up and into the air to form a forest of tree-like chromed branches centered around great trunks scattered throughout the area. Szoreny stretches out for hundreds of miles in this manner. The roots of the tree fill the sky with a canopy of silvery foliage that often filters out much of Ligier's light. Of course, there are other forests as well, such as golden Vitalius, the Forest of Chimes and brass Hrotsvitha, the Spawning Forest… and many more, lesser ones.
Now you may spread the metal forests of Hell further, as you may create your own trees and plants. By simply touching any inorganic solid matter and imbuing it with essence, you may gift it with verdant life, such that it shall slowly send forth roots, shoots and leaves of its own substance. It will take on a full life, though if it cannot spread or spawn more of its kind on its own. Larger objects would require more essence to be expended, and things resistant to alteration would be much harder to affect than mundane materials. Even so, you may affect the magical materials or stranger substances from beyond this world… but they will only grow the closest material found in Creation or hell, such that Orichalcum will grow branches and leaves of gold.

Perfect Reflection [400, discount Szoreny]
To mirror someone, you must understand them. Such is the way of Szoreny, the Silver Forest. And now, it is your way too. For you may lock eyes with someone, and understand them as Szoreny understands those who carelessly glance into his mirrored trees.
All there is to know about them, you will know. You will have studied their every thought and deed. You will have shared their every feeling, their every memory. You will have analyzed their every possible future path... You will understand them better than you understand yourself.
You will love them. You will hate them. Above all, you will *know* them.
This grants you some further benefit too, beyond mere understanding... You shall be able to reflect them too, as you mimic their movements perfectly. Or you might synchronize your body and mind with one another, so that cooperative activities such as dance or battle become instinctual. But do take care not to lose yourself in the reflections of others.

Irresistible Force [200, discount Isidoros]
TINY ONE.
SHOULD YOU LET ANOTHER COMMAND YOU? SHOULD YOU FEAR THAT WHICH IS POWERFUL? SHOULD YOU EVER GIVE UP?
NO.
YOU ARE CHOSEN.

LET YOUR WILL BE ALL THAT HOLDS SWAY OVER YOU, AND NEVER STAY YOUR COURSE FOR ANOTHER.
LET NOTHING STAND IN THE WAY IN THE WAY OF YOUR GOALS.
SHATTER THE LIMITS OF YOUR BODY, AND PUSH YOURSELF BEYOND THE BRINK. IGNORE PAIN OR INJURY. IGNORE OBSTACLES. FALL NOT TO HARDSHIP OR DOUBT.
JUST. GO.
AND IF YOUR WILLPOWER WOULD ALREADY BE STRONG, THEN LET YOUR WILL NOW BE UNBREAKABLE.
Ahem. As you may have gathered from my incomparable progenitor's speech, this will bolster your willpower greatly, and allows you to force your body to keep going despite how broken and bloody you might be, on pure grit.

That Twists The Sky [400, discount Isidoros]
GNAT. YOUR TINY, WEAK SELF DANCES ALONG THE PUPPET STRINGS OF FATE AND YOUR BETTERS.
FIGHT.
STAND UP. WREST THE STARS FROM THE SKY. BREAK THEIR LIMITS. TWIST THE PROPHECIES OF THOSE WHO WOULD DARE TO RESTRICT YOU. TAKE YOUR FREEDOM, AND GO FORTH TO SHATTER THE FATES OF ALL WHO WOULD GAINSAY YOU. NO FATE CAN HOLD YOU, AND YOUR TOUCH DESTROYS THE DESTINIES OF ALL OTHERS. STANDING FIRM AGAINST PROPHECY, YOU CAN EXTEND YOUR NATURE AS A BEING OUTSIDE FATE TO THOSE YOU WISH. GO FORTH, FATE-BREAKER.
Again, I shall explain my liege? As one of the Princes of the Green Sun you do, of course, already stand outside fate. But now you will also be extremely resistant to effects that would force you back under fate's sway, and gain the ability to bring others outside fate.

Demonic Bartender [200, discount Hegra]
Demons love their liquor. As water is extremely rare and milk nearly unknown in the demon realm, Hell instead offers a thousand infernal wines, whiskeys, brandies, vodkas and other drinks. Many of them contain other drugs, both natural and supernatural. Some are flat-out toxic to mortals. Still, those Exalts who cultivates an immunity to poison and cast-iron gullet can explore a world of strange intoxicants that range from gut-ripping vileness to soul-shuddering delight.
You've gained an understanding on how to create all these brews yourself. How to ferment bone-wine, thanachvil, and gurshant. How to distill liquid emotions and waking dreams derived from Hegra's rains into elixirs. How to bottle the perfect pleasure that is sypax, or the liquid Lethe of final rest elixir... and finally, even the most precious drink in all of Malfeas, chalcanth. chalcanth is the liquefied, distilled essence of a demon. The unfortunate demon is dissolved in pure vitriol while still alive, so that drinking chalcanth is like tasting pure Being to a demon, and grants both Essence and memories to any who drink it. Of course if you'd prefer, it could also be used in forging infernal relics, by far the most common artifacts in hell.

Emotional Storms [400, discount Hegra]
Most forms of precipitation and rain in the Demon City derive from the Yozi called Hegra, the Typhoon of Nightmares. She collects the constant fog of dreams that rises from Creation and condenses them into her clouds, to dispense them to the rest of the Demon City. Sometimes, she lashes the terrain beneath her with cold sweat from victims of night terrors. Sometimes, she sends erotic cloudbursts or blizzards of fancy. Anyone who touches her rain and snow, sleet and hail feels the emotions and perceives the visions of Creation's dreamers.
So too, may you now infuse your works with emotion and dreams, that all who drink from your hand, all who look upon your works, all who read you writing, all who hear your voice and more besides are affected by the emotions you choose to infuse. Delirious passions, mad fear, and ever-changing visions are yours to grant to all you wish. Such is the strength of these moods and visions that you could drive mortals mad with them, if you are not careful. Though those of stronger make, like demons, will delight in them and revel in the exquisite experience.

The All-Hunger [200, discount Metagaos]
Metagaos devours everything. There is no discrimination before his hunger. Likewise, you shall be able to sate your hunger with anything you wish, whether an apple plucked from a tree, a rock picked from the ground, or an enemy grabbed hold of. Instead of simply swallowing these things, you may absorb them through your skin as you absorb that what is not you into yourself. You may ingest almost anything without ill effect, as absorbed diseases and toxins are unable to affect you negatively, things that might not seem to even be edible to any other shall nourish you, while even living and supernatural beings less than the Yozi may be slowly devoured.
In addition your sense of taste too has become indiscriminate, refining your palate far beyond mortal comprehension and gaining the ability to use your sense of taste with any part of your body at will. This further allows you to ignore deleterious effects stemming from flavour or smell, and become able to discern even the subtlest differences in taste with ease.

Thousand-Toothed Blossom [400, discount Metagaos]
Metagaos devours all. So too, may you devour that which is around you. At will you may unleash a devouring hunger like that of the All-Hunger Blossom itself in a wide area around you. Light will dim, colors will fade, and beings inside will become, step by step, like unto ghosts: colorless, gaunt and faceless, drifting like shadows through the trackless gloom as you devour their strengths. And as their health is devoured too, they are simultaneously riddled with the many diseases of Metagaos. Even the fabric of space and time may be gnawed at, such that a single step covers many miles of distance, or an hour's passage in some places is as a day elsewhere.
None of this is under your direct control, but all of it shall bring you nourishment for as long as you continue to gnaw at existence. Soon all shall be your helpless prey, excepting those with the ability to shield themselves from your hunger, or such beings of might akin to the Yozi themselves, who may simply be harmed by it instead of gnawed down into empty husks such as lesser beings become.

Furthermore, regardless of whether you are feeding on your environment or not, your teeth shall forever be flawless and immaculate. Despite whatever punishment you are put through, they shall remain clean and strong, all but indestructible just as the relics of Hell are. Even your bite has likewise been enhanced to great strength, such that you might shatter stone with your teeth and bite straight through mundane armor.

Border of Impossibility [200, discount Oramus]
Firstborn of the Primordials, Oramus, the Dragon Beyond the World, whose mind dwelled on alien vistas beyond perception. The conceptual Without, an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of its thoughts. As a being of anomaly and chaos, Oramus defied all attempts to define or contain his nature. Instead, it was he who defined others, declaring all that was inside and outside Creation.
So too, does your presence defy definition and containment, allowing you to walk along the border of the impossibility that is Beyond. Aside from being a little harder to lock down, this grants you one more impressive capability. Impossibility itself follows in your wake, thus you may make the unlikely into something probable, the nigh-impossible into the likely, and perhaps one day even the impossible into the presumed. While that day may be far away for now, you will still find that unlikely things will happen often around you.

Mu [400, discount Oramus]
When Oramus' dreams are fitful, Wyld-light shines around and through him. Then he takes forms other than his own, as many and varied as all the facets of those things which could never be. He might appear as an opalesque temple with seven minarets; a cyclopean lantern burning with seven varicolored flames; a seven-sailed galleon of blue wood and starmetal, chained to an anchor carved from a single pearl; a titanic snow white bird with seven broken wings.
All those are Oramus and not Oramus, for he is The Dragon Beyond the World and looks always to be the thing which he is not. Likewise, you may shine the Wyld-light of Beyond though yourself and take on such varied forms. Unfortunately, you cannot yet fully encompass those things that are Beyond, and as such these are mere seemings that do not change your nature or abilities... Not that anyone else would know. For you are protected from any information gathering by charm, spell, or any other supernatural ability that might be used to gain information about you. All these will instead simply answer with results that do fit the question appropriately, yet do not describe your actual state. With some practise you could even tailor the replies, if you are aware of them.

Perfected Calligraphy [200, discount Elloge]
Elloge is a writer and storyteller without peer, ever creating within herself new vortices of vocalization and tangles of text. Her inner worlds reflecting manifold different tales and countless chapters of her own narratives. The deepest parts of her have little to do with reality as it is or ever was, idealized paradises and grand dramas unfolding in realms that resemble Creation, Malfeas, lost Zen-Mu, or any number of other, fictional worlds.
So too may you craft elaborate narratives and uniquely beautiful stories, ever writing with the zeal of inspiration, and muse-born linguistics that would stand out even in the countless

annals and libraries of Hell. From now on, you shall live and breathe the ingenuity of a talecrafter without peer. Appropriately to the wondrous correspondences you shall write, you will also gain the calligraphic skill to write with neat flowing script or ornate glyphs in all the numberless languages of the Sphere of Speech.

Writ of Worlds [400, discount Elloge]
All things that enter under the influence of the Sphere of Speech dissolve into whispering glyphs that hang upon the air, writings that spell out their own identities and qualities in the numberless languages that are Elloge. Within her inner realms perception and travel are difficult for intruders hailing from conventionally physical realms, requiring them to acclimate themselves to formless aural or textual existence so that they might explore the peculiar volumes of her inner spaces.
Drawing upon some of her power, you may spell out the identities and qualities of those things you would like to create. Instead of physical means you may use your own writings to create objects of symbolic reality defined by the whispering glyphs. Forge swords of biting retorts, traps of erotic expressions like barbed hooks, cryptic devices, winding paths of efflorescent prose, and even living beings like savage packs of itinerant paradoxes and koans. All these may be created by you, even if the creation of permanent literature requires the same care that the forging of artifacts would, lest they reach the end of their narratives after some time in an unwritten world.

Meditative Transcendence [200, discount Qaf]
Hell's priesthood is reserved to Cecelyne, but infernal ascetics, of which there are many, have made Qaf their road and their temple. While Cecelyne's bleak infinities crush the soul, Qaf's impossible summit offers a strange sort of hope to these pilgrims, as they search for their own enlightenment. So too may you partake of this hopeful transcendence, for you have gained wisdom on the slopes of the Heaven-Violating Spear and transcended worldly concerns. Your mind and spirit shall ever be cast forward, ceaselessly passing through the numberless stations of enlightenment even in daily life, such that your wisdom and understanding is always on the path of bettering yourself. You will know peace and contentment now, wheresoever you shall go from here.

Enlightened Discourse [400, discount Qaf]
It is said that Qaf has neither base nor summit. His dimensions are not defined not by space and distance, but by discovery and understanding. In ascending Qaf's slopes, a barefoot monk can easily outpace the swiftest flying engine, if he is wise. In his numberless stations, timeless scenes are reenacted and lessons are learned, even if these lessons are antithetical to mortal souls. So too, have you gained the calm wisdom of an enlightened master, calmly speaking to others as you teach and enlighten them with but a few well-placed words. Your wise teachings are such that a bloodthirsty warrior might forsake battle and cast aside his blade, to instead simply sit and hear your lessons of wisdom and spirituality.

The Divine Ignition [200, discount Cytherea]

The Exalted scholars of the Age of Dreams were not content to be left in the dark on the subject of Cytherea's nature. They quested, they probed, they engaged their most potent Charms and sorcerous engines. They hypothesized and extrapolated until, in the end, they were all but certain as to her history and her nature, cataloging a wealth of myths and legends about the being they dubbed "the Divine Ignition". But their hard-earned lore was theory, not fact, for it seems to be part of Cytherea's nature to defy understanding. Nevertheless, you seem to have a talent similar to that described in the earliest myths known about her. It is said that it was Cytherea was the first amongst the Primordials to awaken from her dreaming state within Chaos, and woke her fellow dreamers with the fires of her greatness. So too may you awaken dormant forces similar to yourself to become more active and awaken them. By dint of your Infernal might, you may be able to rouse the Yozi to speak with them within Malfeas or wake Cytherea's sleeping brothers from restless slumber, given enough time and effort (though let it be known that waking dread Sacheverell would be opposed by all). And perhaps you might be able to rouse other mighty forces found deep in Pure Chaos or other worlds entirely, should you find common ground with them. Incidentally, this also gives you an affinity for the creation of new demesnes and geomancy in general.

Mother of Creation [400, discount Cytherea]
Theory is all that remains of the Exalted host's understanding of Cytherea. The truth regarding her secrets has yet to be won. Still, many of the legends Exalted scholars once collected point towards the same direction. A creator and inventor by breed, just as the other Primordials were, but hers was the imbuing and purifying Essence. It was her who provided Gaia's Essence with the substance to spin Creation out of the Wyld. It was her who strained to purify the purest of the Primordial King's flames into a new and white flame, hotter than even her king could stand, which would become the fires of the Daystar itself. It was her who worked with Oramus to bestow upon Luna her ever-evolving, indomitable urge.
So too will you be a force to imbue and and purify, to raise up the efforts of others to new heights unseen on their own. With your help, the meek shall become mighty and the mighty shall become transcendent. This ability shines brightest in the creation of all things, such that craftsmen and sorcerers alike would all but beg for your aid. You shall become the muse, your power the amplification of the might and efforts of others into something far more than they could ever achieve on their own.

This is all *wrong...*

Remember the Past [100, discounted if you don't take Yozi perk discounts]
Each of the Green Sun Princes has the potential to call upon the memories of her last incarnation prior to the Usurpation. Not all of them actually have the ability to call upon these memories though, for some of the Solars who previously held these Exaltations were quite young when they were slain in that great betrayal.
Not so *your* predecessor. One of the most notable of these venerable God-Kings, your past life was several millennia old and a master of almost every human endeavor. For nearly any task you can call upon decades, centuries, or even millennia of experience to effortlessly succeed.

Yet with so many and such potent memories to call upon also comes grave risk. For such a deep imprint also leaves a deep imprint of self, and for someone with lesser experience there is a risk of temporarily being possessed by the personality of a powerful First Age Solar. When that happens, you will be compelled to act according to the goals of the Solar that once was. Luckily, this shall only happen should you call upon these memories and either fail spectacularly or succeed *too* well, and only temporarily. Though you may also give your forebear control of your own volition, allowing them to do as they will with the full weight of their aptitude.
And along with these emotional memories, you have inherited less dangerous understandings of First Age civilization and technology too, which may compound with that gained from Savant's Understanding so that you shall understand this lore as if you had grown up amongst it and studied it for decades.
Remember me, and be repulsed at the corruption of the Yozi.

You Are Not Me [200, discounted if you don't take Yozi perk discounts]
An infernal has quite a bit more going on within their souls than most people, between the memories of their past life and the voice of their Coadjutor within their mind. As such, it is important to keep these parts separate from yourself.
From now on, you will be utterly certain what parts of your mind are your own, and which are outside influences. You may still be influenced and overwhelmed, but you will ever know that something is happening and so shall be able to attempt resistance with more ease than before.
While this does not help if you should decide to defy your Urge, you may now tune out your coadjutor completely and isolate them from your thoughts if you wish to silence them. Additionally, if you have Remember the Past, you may elevate your past life to a similar status as your coadjutor. So they may speak to you within your mind and advise you on a great many matters, as well as perceive and experience the world again through your senses.
Hear me, and inherit my glory.

Can't Keep Me Down [400, discounted if you don't take Yozi perk discounts]
The Yozi are broken. Transformed by defeat, shock and the murders of their component souls, they have been mutilated and lessened by the might of the Exalted. Crippled as they are, they have deliberately been made unable to ever recover from the terrible traumas in mind and spirit they have suffered, their impotent hatred and rage now written in their very nature.
Unlike them, you shall never fall to a fate as terrible as this. No matter how you are broken, how terribly you are mutilated, how incurable the damage, how great the curses to prevent you from recovering, or how many other complications are brought forth to keep you mangled… your mind and soul shall ever find a way to recover from even the worst of abuses, mental issues, and traumas. Your mental state shall always improve, and never stagnate in anguish or deteriorate naturally.
Look upon my deeds, and deny your enemies the same.

Once Before, Never Again

GENERAL PERKS:

Beautiful and Terrible [Free/200/400]
Malfeas is a great city full of terrible and wonderful things, undeniably more fantastic than most any city build in Creation. it is a city of terrible dangers around every corner… Yet it is also a city of many and varied wonders. Demons that wear forms beyond mortal imagination walk the streets. Businesses and markets offer goods not for sale anywhere else. Pleasure houses and brothels offer every diversion and perversion known to man, and many that are not.
Why then, should you not join these wonders of the demon realm? For free, you will be able to take on some of the demon realm's splendor and have your visage be refined, clearing up scars, blemishes, modest asymmetry and other subtler imperfections in appearance. What is more, you will gain some subtle physical aspect of the demon who delivered your Exaltation onto you.
But why be content with just that? With a single extra purchase, you will gain an appearance like a flawless work of art, that even other Chosen would envy and adore your beauty. And if you should choose to gain the full effects of 400 CP? Then your elegant beauty and allure will truly be a thing of legend, even amongst all the myriad wonders of the Demon City and it's inhabitants.

Prince of Hell [50]
The Infernal Exalted are wicked princes, blindingly radiant in the awful glory of the Demon Realm. In the Yozis' names, they will wrest Creation from the usurper gods who stole it and the caretaker Exalted who continue to squabble over it.
Fittingly then, you may focus your anger into projecting an aura of menace to shake your enemies' resolve. Alternatively, you choose to gain the ability to assume an air of graceful, yet alien nobility to express your nature as a Prince of Hell. Or project an unnerving wrongness that is palpable in your every movement and agitates those who look upon you, akin to the alien wonder of the demon realm. You may buy this up to three times, gaining ones of these auras per purchase.

Sorcerous Initiation of the Yozi [200/300/400]
By the power of the Primordials, Creation came into existence and elements, deities and even life upon it. Sorcery is this power, filtered down through fractured glimpses of understanding that cannot begin to describe the intricate elegance of the universe. And through these shallow fragments, those sorcerers amongst the Infernals may cast sorcery through the lens of the Yozi… But such magic imposes the themes and imagery of the appropriate Yozi upon every spell cast, and as such some spells might be easier, harder, or even impossible to cast depending on which Demon Prince supplied the lens of creative psychosis you attempt to work miracles through.
Furthermore, there are some differences between those sorcerers of the Green Sun Princes, and the rest of the Exalted Host. For one, it is impossible to learn spells with Holy effects, for these are innovations of the Exalted whose nature is antithetical to Yozi Essence. Second, the summoning of Elementals is likewise impossible due to incompatible essence. Third, infernal sorcery does not bind demons through the oaths of the vanquished Yozis, but rather

in fulfillment of Cecelyne's cruel law. As such, they use variants of demon-summoning spells that do not require the lengthy rituals the Chosen of Creation rely on, instead summoning them with casual ease whenever the borders between worlds grow thin enough. Of course, as the summoning of the Unquestionable is rather more involved, these *do* require similar rituals and cannot actually bind them aside from a compulsion to hear their summoner out. Worse, a summoning like this is a blasphemous event that may provoke a response from heaven itself, if used within Creation's borders. But on the other hand, these powerful demons may also be called forth at the night of the new moon instead of merely during the five days of Calibration.
With this perk, you will be initiated into the first, Emerald Circle of Sorcery for one or a couple of the Yozi you can access the charms of and will gain the ability to cast appropriate spells within the bounds of this initiation, though it would be wise to keep in mind that initiating yourself through the enlightenment of multiple yozis will spread you somewhat thin. You may also unlock the higher circles of Sorcery for a small extra fee, if you do not desire to sacrifice and grasp for this supernal wisdom yourself. For each of the two circles above the Terrestrial Circle of Emerald, you may pay an additional 100 cp to gain access to them.
Furthermore, by purchasing this, your understanding of the wickedly jagged shards of cosmic awareness that is primordial sorcery deepens. With this, you may even cast other spells through any of the initiations you know. When doing so, your spells are subject to all the benefits and restrictions of the particular initiation you use, and the themes and imagery of the appropriate Yozi are imposed upon every spell cast.

The Inner World [400]
Just as the Yozi have their World-Bodies and akin to the abstract sanctums that rare demons maintain, you may carve out a sanctum from the substance of your soul, piece by piece creating a small world of your own design. Although this does not require the use of charms, you will need to remain in a meditative trance to do so at least for the initial stages of its inception. While you are unable to create demesnes and magical things, you may otherwise slowly shape you sanctum into most anything you please and grow it until it reaches the size of a small town. When it attains that size, its development will slow to an absolute crawl, requiring centuries for the least of noticeable growth.
Once established, you can step within yourself at any time, vanishing from existence to exist within your own soul-body just as the Yozi exist within themselves, and step back out at the exact spot you left existence with casual ease. Likewise, you may bring any object or consenting being inside of your sanctum with but a touch. However, any immaterial being with knowledge of your inner world's existence may also enter without your permission by stepping through your material body in the same instant that you allow someone or something else entrance… Though even then you may bar entrance to any being lower in essence than yourself.
Moreover, the formation of this sanctum concentrates and pools the Primordial energies your Exaltation now draws on, allowing your inner world to act as a Manse of your own aspect. The specifics of the structure and powers it shall gain from this depend on your own designs, but fully grown it is an powerful Manse that resonates with the very core of your Essence. As this Manse inherently exists within yourself, you will always respire essence as if standing within its interior halls. If you wish you may grant permission to allow other people to attune to it too, but they can only draw from this wellspring of power when actually inside.

Should you ever learn The Spirit of the Living World, this inner Sanctum shall form the heart and center of your full World-Body, as your new reality expands from its borders.
And if one or more of your fellows would purchase this ability too, then you may create a shared sanctum that may be accessed by all of you, and even merge the Living Worlds you may eventually create in one. Lost Zen-Mu may now only exist in stories and tales, but with this you might be able to recreate your own version of that ancient world..

Descending Hierarchy [300]
At the center of the hierarchies of the Demon City are the unquestionable, the demons of the Third Circle. These mighty beings emanate from the Yozis themselves, who define the demon realm by their very existence. Third Circle demons are forces of nature, with several terrible and simultaneous bodies. Usually, they are totally immune to death by physical assault; their weaknesses are few.
Some of these Demons Princes live atop great spires, castles and aeries that overlook their fiefdoms of lesser demons. In other cases, these demons are the structures themselves, or the streets, rivers, chasms, and other landmarks seen everywhere in the city. Some rare demons posses even more abstract and ephemeral forms, such as a living emotion or a piece of music. Each of these monumental beings has seven souls, each a Second Circle Demon in their own right.
You can now follow the Yozis example and externalize an aspect of your soul to form the core of a new being. Weaving a chrysalis out of thin air and essence, to incubate a sleeping and inchoate demon of the Third Circle. Depending on how much power it is desired to have, this phase may take anywhere between three weeks or more than two seasons. Once they emerge from this fully formed, they may then themselves form a set of seven demons of the Second Circle as normal. Who may, in turn, create entire races of First Circle demons to serve them.
You may create up to eight of these mighty Demons, before you cannot endure the strain of creating another. However, if one should be destroyed in some way despite their power, you may replace them with another by weaving their chrysalis anew. None of the demons created by you can be more powerful than you in general, for no part can eclipse the whole... But they may outpace you in specific areas and in their own specialties, if you are unskilled there. So it might come to pass that a warrior without compare could create a lower soul that far surpasses them in sorcery, but never one that could defeat them in single combat.
And while Demons created in such a way are not required to obey their creator, they carry an unbreakable tie of loyalty towards them and should their progenitor ever die a final death, they shall perish with you. This influence is mutual however; as you will gain an unbreakable connection to their goals just as they feel loyalty towards you.
Should you ever learn The Path of a Thousand Whispers, the limit on how many Third Circle Demons you may have shall be expanded. So that you may retain a maximum of twenty-three in total, matching the most numerous of Yozi and awarding you eight more than any other Devil Tiger might be able to spawn.

Heart and Soul [200]
All Yozi have a fetich-heart, a demon of the Third Circle who acts as the defining soul of their being, more powerful and important than any of their other souls. If these should ever be

slain, their Yozi progenitor would find themselves remade. As an Infernal possessing of a soul of you own, you would normally be above such weaknesses.
Yet this state also grants advantages and so you may now invest a greater measure of your might into one of your externalized demonic souls. This will both make them terrifyingly more powerful than most Third Circle Demons and able to channel your own full power for a short time, if you permit them to. Take care though, for if they call on your might too often without taking time to rest, they shall destroy themselves. Unlike the Yozi, the death of your heart soul does not mean your identity is completely remade, as you still have your original soul, though the experience will be extremely painful.
Should you have Descending Hierarchy in addition to this perk, and later learn The Path of a Thousand Whispers, then you may empower two of your souls in this way. Just as the King of Primordials, The Empyreal Chaos, was once flanked by his twin Fetich Souls, so too shall you be flanked by your own.

Akuma of Your Own [500]
An akuma is a mortal or Exalt who has voluntarily submitted to eternal service to the former masters of Creation. Through the Investiture of Infernal Glory they are transformed into powerful slaves of the Yozi. First they are wracked with agonizing pain as pure vitriol from Hell's heart pours into their body, warping and reshaping it to suit their soon-to-be patron's twisted aesthetic. Then their mind is reconfigured and memories are edited, the akuma's life experiences and memories cut apart and reshaped like the artistry of a demented child. Through a process that takes several hours, their body and mind are twisted to better serve their purpose. Yet, this is only the beginning. What comes after are days filled with further agonies as they suffer the violation of their very soul, while their essence is extracted from them and alloyed with vitriol before being returned to their body. This is also the point where the new servant suffers a total loss of self and free will. They will still be sentient in some fashion, but are now unable to defy the Urge they are now instilled with, and must press on relentlessly and obsessively even if situations change. Until their orders change, either by their patron Yozi directive if they are bound to obey, or the reapplication of this process if they are bound to a task.
Still, they are useful tools with all their power. They retain access to almost everything they had before with the exception of those thing antithetical to the Yozi, gain access to the Charms of their Yozi patron, a demonic inheritance to bolster their immediate usefulness, as well as access to sorcery and martial arts one step above their natural potential. So mortal akuma may become Terrestrial sorcerers, Dragon-Blooded can use Celestial sorcery, and Celestial Akuma may initiate into the Adamant Circle in service to the Yozi.
Something similar lays within your power now, as you may create Akuma of yourself. You may take a victim who offered their body, soul and mind out of their own volition, and invest them with access to all your powers in the same way the Akuma of the Yozi have access to their Charms. Their mind, body, and soul is yours to twist and rewrite as you wish throughout the process, and their newfound Urge shall be yours to compose. At the end of it all, you will have a powerful slave with unfaltering loyalty.
Should you later learn The Song of the Shadow, you and the Demon you assign to learn the Investiture of Infernal Glory may create Akuma of yourself as a whole and Akuma limited to your Devil Tiger Charms interchangeably. Furthermore, your deepened understanding of the process by which you pass on your enlightenment, will allow you to create Akuma that retain

their free will in addition to their new Urge. In the same manner as the Green Sun Princes do, as they shall suffer the Torment manifestation of your Devil Tiger.

ITEMS:

Greetings to you, Exalt. In my infinite generosity, I have elected to handle all your requirements in equipping you with the relics and artifacts you will need in future times. I am Ligier, the Green Sun, *shin giri* Malfeas, The Demon City. You may rejoice, for you have been given this boon without any cost to yourself whatsoever - no elaborate summoning rituals, nor portentously-correct deeds, nor Calibration is necessary to request my attention on this most special of occasions. I shall do this now as an expression of our magnanimity and a sign of the trust we placed in your person. Furthermore, I shall be pleased to grant you a humble stipend of an additional 300 CP to be used here, with compliments of the house. Such that we might make certain that you shall be properly equipped for your tasks.

Dancing Flame Tattoo [200, discount Cultist]
Infernal artists use needles of brass and bone to insert Chalcanth beneath a recipient's skin, inscribing a tattoo made from a demon's living Essence. Such a tattoo takes on the semblance of the demon as it was in life. So incredibly lifelike is a well-formed demon ink tattoo that it seems to move as onlookers watch, while it *does* move when hidden from sight. This particular tattoo has been created out of Gilmyne, the Dancers at the Saigoth Gates. It attunes its wearer to the movement of their dancing, granting both sinuous and seductive grace to your movements as well as an exquisite improvement to your appearance. With it, you shall dance skillfully and find that evoking emotion is as natural as breathing. The tattoo itself appears akin to the silver fire that makes up the true form of the Gilmyne, lapping flames that seem to move with the wearer's movements and ever enhancing the dance further.

Hellclaw Boots [200, discount Cultist]
These knee-high boots of unbreakable Cecelyne glass always feel slightly heated and nearly weightless. Despite the fact they appear almost reptilian with their clawed toes and digitigrade feet, when attuned and worn they become the most comfortable footwear you have ever worn.
Keeping your feet cool and dry in all conditions, you will never develop blisters while wearing them. Furthermore, these boots will allow you to both run and march considerably faster than normal, giving you the ability to overtake carriages and keep up with the fastest mounted cavalry. Even most walls are no real obstacle to you, as they allow you to jump much further and higher. With some use of essence, you may even use the boots' claws to grip the surface of walls and ceilings to run and stand on those as you move further. And aside from their uses for mobility, you may also simply use them as relic weapons to deliver powerful kicks and clawed scratches to those unwise enough to challenge you, without ever stopping or slowing down in your assault.

The Auhzian of Bluehaven [300, discount Cultist]
In the Time of Glories, the ancient Lintha Empire crafted works of peerless function and form, blades so sharp they could hew islands two even in untrained hands and shields of greened copper that could never be broken. This is not one of those blades, for with Kimbery's imprisonment the ancient works of the Lintha imploded, so dependant were they on the use of her component souls in their practices that they could not adapt to her absence.
Instead this blade was forged, as the last craft of the last Lintha of truly pure blood to live in Creation. Like those ancients blade, it is wrought of greened copper. Unlike them, it was made by the new practises develop in Malfeas after the fall. Like the weapons that have now become the trademark of the Lintha pirates, this Auhzian is a razor-sharp straight-bladed sword with a wide, serrated hook curving back from the tip. This hook can be used for disarming and for scrambling up the sides of enemy ships. Like all auhzian, this one has no soft hilt covering, and the hilt, pommel and handguard all feature pointed blades that can be used to stab and cut.
While it may not be able to cleave isles in twain, it is still a formidable weapon. Both from its razor-sharp edges and greater size, as well as the stranger it has gained in the millennia since its forging. Until now, it has laid sunken in the darkest depths of Kimbery herself, one final offering from her favored children. In these depths it has gained further power over water and acid, that a swipe of it shall simultaneously unleash a wave of nearby water. A skilled user may use this to form blades of water that may cut through distant foes, or raise watery curtains to obscure themselves from archers. Lastly, if it is plunged point-first into any liquid, then it may draw on the wielders essence to convert these waters to the caustic acid akin to those acrid depths of Kimbery herself.

Compliant Umbral Panoply [300, discount Cultist]
The first of these panoplies was devised by Sekai, the Shadow-Rider, a Second Circle soul descended from the Ebon Dragon, in emulation of her own mutable nature. It has since been replicated a few times despite the difficulty of its creation, for the adaptability it possesses makes it useful to almost anyone in a variety of circumstances.
In its quiescent state, it appears as a palmful of restless black liquid. Once attuned it flows into and merges with its owner’s shadow.With a thought, the owner may warp her shadow into a form or forms of her choosing, stretching and shrinking depending on the prevailing light.
More importantly, the owner of the panoply may cause it to rise up as a tangible mass. Tangible shadow is night-black, opaque and as strong and hard as stone. It may assume any form imaginable; examples include armor and weapons, slender bridges, grasping tendrils and tireless steeds suited to water, earth or air. And many other uses will occur to a clever owner.
But while the compliant umbral panoply is attuned, its owner’s shadow is never entirely human seeming or entirely still, nor does ambient light alter its length or orientation. A knowledgeable occultist might recognize these signs for what they are.

Faithless Horror [400, discount Cultist]

Hellstriders are the unholy amalgams of Malfean metal and living flesh. With a skeleton forged of infernal metals, hardened in a colossal bath of vitriol, and then immersing five demons of the first circle into the font to merge together and form the hellstrider's tendons and musculature. Various other components are added over a period of months, melding with the demonic flesh and overlaying it with an impregnable armored shell. Finally, it appears as a massive suit of armor, a war machine inset with a hollow chest compartment called the fuselage from which the pilot controls may control it.
This particular hellstrider has been forged with a core of three Teodozjia, as well as a pair of one Radeken and one Tomescu. Resembling the Lions Sent Into The World the most, this lion-headed symbol of the glory of Hell stands easily twenty-two feet tall, its strength and black jade armor comparable to the royal warstriders of the Chosen of Creation. Upon its chest, the scripture of the Teodozjia has been inlaid in shining glyphs of malfean old realm. Wherever it walks, the holy symbols of mortals and gods alike shatter and tarnish. Its clawed hands grip a massive fighting chain of black malfean iron, with which it may respond in kind to any that dare oppose it. Adorning its back are sculpted wings of jade feathers, which it may use to take flight with a single wingbeat and powerful streams of condensed essence. Thus it can ensure that nothing is safe from its maddened wrath, even as its roars terrify its enemies and it smells the weakest of its foes to pick off…
Though powerful beyond most other warstriders, it suffers from its nature as being forged solely as a tool of war. Unlike many hellstriders, its mind is too maddened to be of much help when its pilot wishes not to brutally destroy their enemies. Additionally, while it's armor and strength surpasses all but the colossus warstriders used as siege engines in Creation, its sheer bulk and power means it is slower to respond and more tiring to pilot than most hellstriders. Even so, it is still slightly more mobile than the most common variants of warstriders used.

Raiment of Jewels [200, discount Noble]
Demons lack mortal qualms about altering their bodies. Many are themselves created things, and as for the others, pain holds little meaning for those who dwell in the Demon City. Piercings and tattoos abound everywhere in the City, though the art of grafting enchanted or demonic components onto one's body is less common.
This sizable set of extravagant piercings is a testament to these customs, of exquisite make and set with small, shining gems that have been gathered from throughout the city. When worn together, they gleam in fascinating patterns that inevitably draw the eye of those who see them. More than simple decorations to enhance natural appearance, this jewelry has a more practical use. For while all exalts desire protection from harm, there are situations where wearing armor would be considering rude or even styles of martial art that cannot be used while wearing these at all.
These thus bring a solution to this problem. When faced with an attack, the jewelry projects a shimmering sheet of luminous essence over the wearer's body, that is both obviously magical and at the same time stunningly wondrous. In this manner the wearer is protected from attack, as if wearing a durable yet light set of artifact armor.

Ruby Eyes [200, discount Noble]

These two flawless ruby spheres were once taken from the surface of Ululaya, the Blood-Red Moon that moves erratically through the skies. Baptised in Vitriol, treated with the essence of sleeping Sacheverell, and purified in the fire of She Who Lives In Her Name through a lengthy process, these simply appear as a set of perfect gems of indeterminate size. When attuned however, they settle and resize themselves to match the exact size of the user's eyeballs. Originally these crystals were commissioned to replace the eyes of a powerful Citizen once blinded in battle. But now that his life has been lost to time too, only these Eyes remain of the demon that was Shabranigdo.
Yet implantation of the eyes is not truly necessary, as anyone who attunes to them may see through the Ruby Eyes just as they would be able to see through their natural eyes. Even the blind may see again if given these, the magic of the eyes ensuring they may observe at least as well as a mortal could. So long as the Eyes are within a hundred miles of the user, they may be seen through. Because of this, the Ruby Eyes' purpose has shifted from its original purpose somewhat to become a tool for spies, and have changed hands many times over the course of their existence.
Another benefit of their use can be gained by offering the eyes a single mote of essence, causing them to glow bright with red-hued, inner light. This makes their magical nature obvious to any who see them and lightly stains the user's sight red. But while they burn like this, they also reveal to the user the flow of essence and the recent wounds of people manifest as dark-red lines and markings before their crystalline gaze.

Flute of the Spheres' Music [300, discount Noble]
Within the Spheres of the Principle of Hierarchy resounds a music of song and light. This is Sanceline, the Most Glorious Maiden of Empyreal Harmony, the fetich soul of She Who Lives In Her Name. All who hears her music and see her light are compelled to work to common goals, and it is this property that has been captured within this crystal flute.
In the hands of a skilled flutist, it may be used to create music of surpassing beauty and shall conjure radiant displays of light and color that shall accompany their melodies. But when used in more practical ways, the tunes of the flute may touch upon that transcendent music that underlies all things, and so compel all who hear it to work towards one goal determined by the performer for as long as they keep playing. They might be called to dance the dances of the Yozis, or work ceaseless all day to build a monument to your glory. Whatever the case, one accustomed to the unique interplays of sound and light created may use the melodies of the flute to bring joy beyond any found in the flesh.

Mist-Demon Tattoo [300, discount Noble]
Not uncommonly found amongst the Lintha, demon-ink tattoos like these contain the essence of the Eristrufa, the mist-demons that haunt Kimbery's storm-tossed waves. This tattoo would cover your back with swirling abstract patterns. Barbed tendrils that shift position when unobserved shall weave their way out along your limbs. And in its presence polished surfaces cloud over with condensation, while grasses drip with brine.
Alive with malign sapience, the tattoo takes sadistic pleasure in terrorizing mortals who venture upon the ocean or live upon its shore, and grants access to powers over fog and mists. Wearing it, you may spreads from yourself a creeping fog, have the tattoo extend tendrils of solidified fog from your flesh to serve as additional limbs for a time, and craft illusions of terrifying sounds and shapes within the fog. Moreover, in addition to its malign

intelligence and Charms, the tattoo imbues its wearer with the pervasive and terrifying aura of the demon fog as well as skill and talent at the hunting of ships along the waves.

The Black Pearl [400, discount Noble]
This simple and small black pearl inlaid with brass, does not appear to be anything more when examined. But if attuned by its owner and dropped into a sufficiently large body of liquid or sand, then its true appearance shall be revealed. From the surface this pearl shall rise, held up by the hands of a angelic statue of black basalt, the figurehead of a great ship wrought of blackened metal-woods which carries three sails of demon-spider silk as strong as steel, of which all is treated with Vitriol to be nigh-indestructible.
Bound to it is the essence of an ancient demon of the Second Circle, who can serve as the entire crew as well as its captain on his own, every part of the ship's components obeying its will should this be necessary. Whichever way this ship goes, its sleek hull may move across the sands of a desert as easily as it does through the seas. The winds shall blow forever into its sails to speed it along its, already swift, course, directed by the weather-demons used in its forging.
Carrying thirty-two cannonades forged of hell-metal, these shall all fire blasts created from a mix of algarel and concentrated Essence, collapsing into vortices of disintegrating light and caustic fire on impact, to devastate any other ship it encounters with a fierce bombardment that would put to shame the shipwrights of the First Age if they could but see it.
Should it ever be destroyed beyond repair or be deemed no longer necessary to its owner, it shall sink back into the sea or sands, leaving only the pearl. So it may be called forth unblemished and wholly ready to serve once more, at a later date.

Wand of Dragon’s Breath [200, discount Savant]
Hellwands are devices forged in imitation of Creation’s firewands, and use volatile algarel to fire blasts of caustic vapor mingled with green flame. In addition to being loaded with algarel, the hellwand contains a tiny Cecelyne-glass reservoir that must be filled with vitriol; the trigger mechanism adds a tiny drop of vitriol to the algarel to catalyze the blast.
Outwardly resembling these, this sublime example forged of malfean metal shining with kaleidoscopic refractions of light is much like them and yet not, even aside from its barrel cast in the ornate likeness of a dragon and the seven wing-like protrusions extending from the back. For this relic is much than those humble creations, and is loaded instead by the swirling wyld-light that replenishes infinitely from Beyond. When fired, the whirling prismatic fire that erupts will burn both enemies as well as geometry, as it will curve around any obstacles or defences to chase and incinerate its wielders foes.

Mirror of Kagami [200, discount Savant]
It is said that within every mirror in Malfeas is found Kagami, a mirror of the world as it might have been, and stepping through a mirror within the Demon City may take you there if the shadow of the Ebon Dragon blot. Mirrored phantoms bearing the likeness of those who dwell within the real Malfeas may be found there, though with minor differences and perhaps changed space and time. One might meet friends who made unfamiliar through altered histories and different lives, enemies who never fought you before, or even confront the shades of those as yet unborn.

While information gathered there can never truly be trusted, the possibility of learning secrets and insight, or simply taking mirrored shortcuts, still means that it provides an enticing place to travel to for demons and Exalts alike. Creation too, is reflected within Kagami, though it may only be travelled through within a ten miles of the sorcerer who summoned the demon Kagami, stepping outside that area returns them automatically to the real world…

But not everyone has the luxury of travelling to the Demon Realm or summoning a Demon of the Third Circle whenever they wish. So it is that this mirror has been crafted from the silver-mirrored bark of the forest Szoreny, and bound in a gleaming frame of elegantly carved, metallic woods. And when left alone, it is merely that, a perfectly clear mirror of luxurious. However attuned by its owner, it's perfectly clear surface will show not the visage of those who look into it, but a portal into a mirror of the world around it. There you may find the world as it might have been, and from there you may explore for ten miles from the mirror's location. Any further, and you are returned to reality. But within this range, you may step out of Kagami from any mirror and even step back inside through any other reflection. Should you will it, others may even follow you through the mirrors or step in themselves, making every mirror near you into a portal to the City of Mirrors.

Prayer Strips of the Demon Princes [300, discount Savant]

Prayer to the Demon Princes can be efficacious, but who can depend upon their caprice? Many prefer ironclad agreements with the infernal powers instead. One knowledgeable in the occult may craft parchment from a living demon's skin and write the name of its Third Circle progenitor upon it in the finest calligraphy using his own blood as ink and bring it to said Third Circle demon with a petition for some future favor.

At any time thereafter, whosoever bears the prayer strip may throw it into the air while calling upon the named Demon Prince. When the bonds of the demon prison are weak enough for a Demon Prince to force its power between the prison's bars, the strip hangs aloft, shrouded with unholy fire, serving as a channel for the demon's Essence as it fulfills its agreement with Blasphemous power. Once the demon's aid is ended, the strip burns to ash, its power exhausted.

Seven of these Prayer Strips are now yours, and each year you shall receive your choice of one of these again, while each decade you shall once again receive all seven.

Firstly, you may call upon Jacint, the Prince Upon The Tower, to call forth a road of black stone, reinforced by iron and brass, which will unroll from the user's feet at a rate of two yards per second. It may pass through any terrain, even carving a route through mountains or arching over empty gorges, though keep in mind difficult terrain will slow its speed. Its normal pace comes to four miles per hour, and Jacint will extend it for up to 25 hours before he deems his work complete.

Second, you may call upon Erembour, That Which Calls to the Shadows, to sound the melancholy call of her horn. Reaching about nine miles, the call targets everyone who hears it, potentially transforming them. Some become beasts associated with the night, some retain their basic identity and intellect yet can no longer bear the light, some become monstrous creatures that abhor the sun, and some suffer an irresistible obsession with the darkness and its sinister pursuits. These changes can be resisted by those of strong will and hardy body, and may be reversed by appropriate magic.

Third, you may call upon Madelrada, That Which Wears Down Mountains, to send forth a Scale of her soldier-selves to serve loyally for a single day. Her soldier-selves are all those who accept her coin and march beneath her banner, joining an entity greater than themselves. They take many forms; some are mortals and demons, but most are ancient Lintha bound to her service across the ages. Her Essence flows through them all; their blood is seawater, while their wounds scab over with dark blue ice. The oldest consist wholly of ice, their flesh having perished with the passing years.
Fourth, you may call upon Munaxes, the Ravine of Whispers, to swallow the words of those who speak ill of you and those who have spoken words of betrayal about you. Should one of these be unwise enough to stand before you when you call upon her such, she will crack open the earth and swallow the offender into her endless depth.
Fifth, you may call upon Ipithymia, the Street of Gold Lanterns, to wander the festival of her pleasure-palaces for five days and enjoy the company of her mortal form for five nights. One should take care though, for none who visit her curving streets and back alleys leave untouched. When she walks in mortal form, she is accompanied by the scent of sex and opiates and can generate a longing and lust in all but the divinely chaste, the thought of being denied her causing a pain so profound it physically harms.
Sixth, you may call upon Orabilis, the End of All Wisdom, to speaks words of wisdom and have these words rain down upon a nearby site as beads of liquid glass in a molten deluge that lasts up to an hour. After five days, the drops coalesce into a great glass library, a source of knowledge for whatever subject the End of All Wisdom desires at the time.
And lastly, you may call upon Kashta, 18th soul of Isidoros, to erect a fabulous coliseum anywhere you would like. Local entities find themselves sitting in the stands… or on the field. Kashta herself divides those fifty to a hundred demons she chooses into teams who battle for her favor, but one who invokes this prayer strip may choose to use this supernatural call to arms in other ways.

Arm of the Anathema [300, discount Savant]
Shimmering in prismatic colors, this protean limb is grown of seven delicate and slender wings folded and melded together into a single arm that shines with iridescent inner light. When attached to the stump of a hand or arm, it changes its shape according to its owner's whims and a moment's concentration. Able to take any shape you can imagine, as long as it is smaller than a yeddim, it can be a powerful weapon or tool useful for any occasion. Yet no matter what shape it takes, the wyld-light inside shines through its skin, making its unnatural nature obvious to all who see it uncovered. Though should you decide to discard subtlety, this radiance may also be a boon, for with a touch you may show your victim a glimpse of the Beyond and all that never was. Shaking even the strongest of wills, repeated use may drive mortals and demons alike insane, and even the Chosen shall feel it's maddening power for a time.

Glove of Reality's Architect [400, discount Savant]
This elegant glove of intricately embroidered satin reaches just beyond the elbow of the wearer, embroidered with shining brass-thread woven into occult patterns both pleasing to the eye and practical. Far from just a simple fashion accessory, the glove springs to life with an imperceptible hum of essence-charged might once attuned by an Infernal. With a thought, the wearer may plate their arm with a gauntlet of crystal-fire, a translucent construct

composed of white light and pure force. Equally solid to material and incorporeal objects and beings, this gauntlet may be wielded as a worthy weapon and defense should one wish to punch the gods in the face and topple their thrones.
Yet this is only the least of the glove's powers, for a wearer with access to the Constructive Convergence of Principles or similar reality-shaping Charms will find these greatly enhanced, allowing them to use devastatingly rapid Shaping at the price of further increasing the essence costs of these Charms. A costly affair indeed, but one that could allow the wielder to call forth armies from nothing, change the topography of the battlefield with a wave of their hand, and raise up Demesnes as in an explosion of Essence resembling a geyser.

Gauntlets of Enlightened Fury [200, discount Warrior]
Angering one who walks the path of the Infernal Monster is unwise. Yet that style's characteristic berserking anger is sometimes... less than desired. For that reason, these ornate gauntlets were created. Forged out of green iron, bound in Brass with decorative patterning along the knuckles, baptized in the blood of several seasoned second circle generals, and holding powerful blessings of both Madelrada and Kashta...
They bestow upon their wearers an enlightened, cold fury, ensuring that when they go into a berserker state gained from infernal monster they will actually become more powerful as a result. The anger and fury of the style will merge seamlessly with the cunning and rational thought the wearer possesses without the charm, to form something closer to the Yozis particular sense of spiteful hatred. The wearer will still rampage and slaughter, but now it will a calculated and precise effort instead of the random destruction the Infernal Monster embodies naturally.

Excellent Air Boat [200, discount Warrior]
Innovated by the Haslanti League, many mundane airships of cloth and feathersteel are fielded by their Wind Fleet, forming the largest air fleet in Creation. Much rarer than these mundane constructs however are the enchanted variants, of which only eight have been created in the last few years since their inception. Unlike normal air boats, which propel themselves with peddle-powered air screws and the gas bag with hot air generated by burning kerosene or whale oil to provide lift, these artifacts use Essence for both purposes. While this ship was not constructed by them, a casual observer might consider them much the same. Yet the Haslanti themselves would quickly notice the difference, for it is both more sophisticated and more luxurious than those military vessels. Instead of a feathersteel construction with the mark of the Wind Fleet upon it, this one floats through the night's sky as a beautiful, baroque ship of ebony and silver, with the cigar-shaped gas bag above it constructed from treated demon-spider silk.
Beholden to none but its captain and the Yozi, it is an immense creation easily two hundred and fifty feet long and sixty feet in diameter, designed to carry a crew of six along with seventy passengers and cargo. Being a mostly mundane construct that uses Essence only for essential functions, it requires absolutely no maintenance. All that is necessary is for the captain to commit Essence to the vessel and its Essence burner will generate unlimited supplies of hot air, while the vehicle's sorcerous engine also turn the vessel's air screws. While it is not currently outfitted with any artifact weaponry, it does carry fire bombs and parachutes for carried troops.

A Heart of Green Iron [300, discount Warrior]
A whirring clockwork masterpiece of glittering vessels and gears, this mechanism of radiant green iron is intended to replace the fleshly heart in its owner's chest. While implanted, the owner lacks a heartbeat, and those who listen for it may discern that the heart whirs and ticks like a clock, its pace never changing even in the thrall of desire, wrath or terror.
The heart's boundless power greatly increases the owner's strength and stamina, while its unremitting drive increases her bull-headedness and the strength of her convictions. Alas, a mechanical heart has little room for sentiment in its metal chambers. Thus, the owner's empathy and compassion is dulled somewhat.
Of course, it does have to be implanted first. But we can arrange for that to happen.

Aegis of the Overlord [300, discount Warrior]
Superheavy plate, the armor of Exalted warriors, too heavy to be worn by mortals except as mobile walls during sieges. It covers the wearer's entire body in interlocking plates of heavy verdigrised brass and malfean iron, foregoing chain reinforcements entirely in favor of artfully arranged and reinforced metal to leave not a single gap in its sleek bulwark.
With its thick plating and nigh-indestructible make, this armor would allow you to ignore all but the most powerful blows. Only the head is left uncovered, but for the accompanying helmet. Imposing and spiked, it is as much a crown as a helmet, carrying a socket intended for a single shining hearthstone upon the brow. When worn, it darkens the face of the wearer still visible through the face slot, simultaneously bestowing a gaze of burning green fire to the wearer's eyes and cloaking them in terror and authority magnified a thousand times. The mere arrival of the wearer at the battlefield is often enough to turn the tide of battle, as terrified awe spreads through the ranks of both enemy and ally alike. It is not uncommon for even an army that massively their enemy to rout and flee when confronted with an overlord of hell who has donned his terrible armor.

The Vassal's Sword [400, discount Warrior]
Wrought from infernal Brass and etched with Vitriol, this Daiklave is a true masterpiece. Forged in the heart of My Illustrious Forge, upon the very anvil of my King's hardened black bone. Requiring the rarest of ingredients, and possessing the Azoth of one of My own component souls. It was smelted by my light and heat. Hammered into shape by my hands. All that to make a blade that could be a weapon to rival and mirror my own. And through my efforts I forged a sword that captures the glories of the Sword of the Yozi. Now, this greatest of blades is offered to you.
If you should accept and wield this greatest of boons, offered only as an expression of our magnanimity, you will be filled with the might of an entire army, you presence magnified into a terrible being of more-than-divine wrath. And further, you may use it to draw upon my light, to move with speed unrivaled by all as blazing green contrails surround you.

Love & Agony [200, discount Drop-In]
Once there were two lovers, who promise to spend eternity together as one. But Creation can be a cruel place, and so it would come to pass that one of this pair died with disease sweeping across the land. Undeterred, her lover held onto hope and travelled down into the

underworld so as to fetch her ghost. When she was finally found, her lover fell to despair and cried, heartbroken. For beneath the black sun of the Underworld her ghost had been cruelly forged into a Soulsteel blade to suffer eternally.
Yet... their reunion dulled the pain of the blade's forging, and screams of agony were haltingly replaced with fragments of an old song. Shocked, her lover answered with the other half of the song, one they sang together long before.
Before long, they would call upon the services of Alveua, the Keeper of the Forge of Night, a demon of the second circle renowned for her craftsmanship and ability to hammer a mortal's flesh into peerless objects, while their spirit still lingers within the shining black metal. At her forge, the second lover was reforged into a powerful relic blade of black iron, so that the lovers would form a pair of swords meant to be used together.
Named Love and Agony, these paired blades are again together for eternity. When wielded as a pair, they sing beautiful melodies together and cut swifter than any weapon alike. When drawn apart, the blades grow leaden and dull, as the spirit of one descends into agonizing pain and the other falls to infinite sorrow.
But I'm sure you would treat them well, right?

Spine of Isidoros [200, discount Drop-In]
This heavy Vajra of ebon material bears more resemblance to a harpoon than any ordinary javelin, bladed and barbed as it is. When first confronted with it, an observer unfamiliar with it might assume that it was forged of some dense malfean metal. It is only when it is thrown by its attuned wielder that its true nature becomes obvious.
For as it sails through the air it only speeds up further never slowing before it finds it mark, and even appears to pull those things that it passes into its slipstream. Stone and sea twist like taffy as it flies by, though they usually snap back into place once it has passed. When it does impact upon its target, it will deliver a force so terrible that it belies even the great size and weight it is already seen to posses. Such is the might of The Black Boar That Twists the Skies, that even a single bristle from his hide would become a mighty artifact when willingly relinquished and bathed in Vitriol for so a time that lesser materials would have long since crumbled to dust.

Hellstorm Rider [300, discount Drop-In]
This helltech vehicle cast in Brass and black iron resembles nothing so much as an unwholesome hybrid of dragon, great cat, and scavenger bird bound within the shape of what could only be described as a motorcycle. Single-seated and with a front like a draconic head, it is fitted with a Omen-Weather Engine of terrible power for its manageable size. At rest, emerald flames curl out of the exhausts and if a rider bids it to move, these flames will spew with intensity akin to that of lesser hellwands. Wherever it goes, inexplicable bursts of wind and static electricity follow, a subtle marker of its hellforged nature.
For within this relic is bound the spirit of Madling Hellstorm, which craves nothing more than to howl and ride and rage with the strength of stolen storms. And to do, so it can absorb such things as wind or storm, pulling a part of that weather into itself to use. These stolen powers it may use to launch attacks of biting essence-weather to those near it, and even enhance the attacks of its rider with hail and scalding steam.
Lightning, vapors, and smoke roil around it as it accelerates to its impressive maximum speeds, roaring with all the fury of an unbound storm. With but a slight push, it could even

intensify this thunderous roar into a shockwave that could cause physical damage. Lastly it may, at its rider's behest, transform both itself and its rider together into a bestial-seeming cloud of dark vapor to escape the grasp of gravity and glide above the ground, still tailed by the viridian flames of its engine.
Oh, what's that? You already have a vehicle like this? Well then, I suppose it might be possible to transplant its engine and raging spirit into that bike or yours...

Hellstar Guitar [300, discount Drop-In]
Knowing that Adorjan abhors noise, and that because of this simple fact demons fill the streets of Hell with constant shouting and the clangor of gongs and bells, an outsider may be forgiven for thinking that the repelling of the Silent Wind is all the only thing lesser demons love music for. But this is not so, for all demons love to hear music played well. While musical talent occurs no more frequently than it does among mortals, at least for those breeds of demons not created entirely as musicians, it is telling that all demons appreciate it when it appears. Any demon that cannot at least keep time by clapping or stamping will not survive long in Malfeas.
Thus demons play most of the instruments known in Creation and design some of their own. Stringed instruments are not heard as often as others in the city streets, but this is only because of their softer tone. Malfean versions of harps and lutes, fiddles and zithers are usually played at smaller and quieter gatherings. Not so for this relic guitar.
Stringed with the heartstrings of seven dread behemoths, composed of silver wood from the heart of Szoreny treated to reflect not images but sound, and bound with the spirit of a demon lord that howled with surpassing strength and deafening noise. From this was born an exquisite instrument without any equal, that may be used to make wondrous music of supernatural potency and could make gods of music weep in despair at equaling its beauty. But while its wielder is protected from adverse effects, even striking a single note may temporarily deafen those that stray too close to the sheer thundering sound it produces. Indeed, when at rest, it still emits a constant and vaguely pleasant low drone. An inept user could unleash a storm of noise and shattered eardrums that would be audible from leagues away, while a skilled user may shake the towers of the Demon City and rouse the attention of the Yozi themselves in a concert the likes of which have not been seen since the Time of Glories.

Belt of the Infernal Battle Armor [400, discount Drop-In]
This is a heavy belt of green iron and Moonsilver baptized in Vitriol, which will adjust to fit anyone who attunes to it perfectly. Merely a somewhat bulky accessory in its dormant state, it will become much more useful with a simple offering of essence...
From within the belt shall explode a multitude of thin and disturbingly organic-looking tendrils, quickly covering the entirety of the wearer's body. Upon this wiry frame will form chitinous armor plating, complete with masked face, forming a suit of armor resembling a vaguely insectoid appearance.
Aside from providing excellent protection, this helltech battle armor also reinforces the wearer's strength and jumping force, doubles running speed, filters out poisons in the air, and while the demons it was forged from only retain a feeble awareness they nonetheless manage to whisper useful military advice to its wearer on occasion.

If necessary though, it also offers one more option as an unpleasant surprise for any foes hoping to surround you... You may call upon the fires of hell, to erupt in a blaze of green fire. Afterwards, you may retain these emerald flames so that your form is wreathed in them until battle dies down.

Staff of Forbidden Light [300, discount Sorcerous Initiation of the Yozi]
Within the Demon City, certain knowledge is forbidden, and demons that learn such things are doomed. When Orabilis finds them, he says, “These are things known only to the Yozis,” and lays his hand upon them. The touch of Orabilis casts an offender into the void between the layers of Malfeas, where she burns like a fateful star, until eventually being extinguished. This relic was forged by catching the burning light shining from untold multitudes of such stars, before sealing it within the confines of an indestructible staff of clearest crystal. Purified and blessed with purpose by Sancelline, the Music Within The Spheres herself, the light within this crystal now burns with an eternal flame of purest white. Unlike the base crackling of ordinary fire, it emits a pleasingly harmonious murmur, that someone who attuned to the staff might hear contained within the secrets and forbidden insights gleaned from the glass libraries of hell.
An invaluable tool for those desiring to walk the path of a sorcerer, this staff will focus to advise those wielding it on the proper use of sorcery, greatly simplifying complex rituals with perfectly retained information, and the pulsing fire within grants it the ability to act as a perfect focus in near any kind of ritual. Should it be required, it may even act as a tutor for a great deal of the spells demonkind has gathered, during the ages before and after their imprisonment.

Chalcanth [50]
The life force of a demon preserved in vitriol, chalcanth appears as a cupful of vibrant liquid. The color and consistency of any given dose varies with its origin, but the fluid always stirs restlessly of its own accord and issues a faint susurrus, as the demon liquified in its creation still lives. Chalcanth’s primary purpose is the creation of infernal relics, but that is not its only use. Many in Malfeas seek it out as an intoxicating source of essence, because if one drinks it they will be energized as the flavors of the demon’s mind and soul tumble through the drinker’s brain in a synesthetic wash of images and emotions. With one purchase of this, you will gain a cupful of high quality Chalcanth once every five days.

Purest Vitriol [50]
Passive and reactive in nature, Vitriol was designed by the Primordials to catalyze evolutionary transformation in matter and Essence. But in the millennia since the Primordial War, the Yozis’ loathing for their jailers, their captivity, and their own broken natures has permeated the very nature of vitriol, infusing it with their hate. Now, it consumes all that it encounters. The stuff bubbles in open pits laden with the detritus of all that it has dissolved, and these impurities must be removed before the vitriol may be used for magical purposes. With one purchase of this, you will gain a weekly supply of enough pure Vitriol to dissolve a demon in or baptise one relic smaller than a vehicle.

Yozi Venom [50]
The distillation of pure vitriol from its raw form creates a by-product of toxic sludge that may, itself, be distilled further into Yozi venom. This procedure is an arduous and dangerous one, making the poison expensive and difficult to obtain. Nevertheless, this venom is one of the most deadly substances found in both Hell or Creation, as even a taste can prove a swift and fatal end and injection of it almost always does. With one purchase of this, you will gain a weekly dose of Yozi venom to be used at your own discretion.

Demonic Liquor [50]
The drinks of the Demon City are many and varied, numbering amongst them thousands of demonic wines, whiskeys, brandies, vodkas, and other drinks. Many with other drugs, natural and some supernatural, and even some toxic to humans. With this, you may get a endless supply of some particular infernal beverage, from fermented bone-wine, to the perfect pleasure of poisonous sypax and the perfect peace of final rest elixir, or even a supply of the many and varied liquid emotions and dreams of the Hegra-elixirs. All these and more you may choose to have in endless supply for your use, though you gain only a limited selection of liquors for every purchase of this.

Exotic Components [50]
Artificers of hell construct their relics with a greater pool of exotic reagents than those of Creation-made artifacts, for the world-bodies of the Yozi are rich with alien metals, stones and woods, not to mention the tissues and excretions of countless species of lesser demons, animals, plants and other entities that mortal savants might not even recognize as life. Of course, while these many be easy to come across in hell itself, not all Infernals have the luxury of staying there whenever they work on their relics. So with one purchase of this, you will gain a starting wealth of exotic components and an additional weekly supply of more than enough to construct a lesser relic, straight from the Demon Realm.

Sozen, the Cataphract of Keys [200]
Sozen's name is spoken in whispers in the Demon City's gaming houses and seraglios, its alleyways and thieves' dens. Even Hell has its laws and boundaries, and when one wishes to break them, who better to turn to than the Cataphract of Keys? No brazen gate can bar her way, nor thousand-eyed sentinel glimpse her passage. She is queen of Hell's underworld, admired and feared, a legend made flesh.
She also does not exist.
Sozen is a suit of armor containing the Essence of a demon that never was, laborously created by her Solar creator with such skill that the world itself forgot that Sozen was false. The armor appears as a mass of spiked orichalcum plates tarnished green by demonic Essence, covering its wearer from head to toe. Each plate's underside is filigreed with occult glyphs of starmetal and black jade. The faceplate is an exaggerated demonic mask; even when worn, there appears to be nothing behind the eye and mouth slits. While an attuned Exalt wears the armor, she takes on Sozen's aspect and mien. None can distinguish her true identity short of magic meant for that purpose. Powers that reveal creatures of darkness will perceive her as such, but other magics that specially affect creatures of darkness do not treat her as one.

Seeds of Potential [400]
Just as Malfeas has its own forms of vegetation, so too does it have its own forms of farming. These plants tend to be made of metals such as tin or brass, though the will of a powerful demon can result in other substances. As the woods of Creation, these metal-woods can be set aflame, albeit only through a specific method employing a firedrill, logs from Vitalius or Hrotsvitha, and demon ichor. Other sorts of fire will not ignite metallic Malfean vegetation, and their metallic flames might melt other sorts of fuel but will not set them afire. Paper will not burn on a fire of metallic logs, and would only be heated. If smelted and cast into new form, the metals of Malfeas lose this property. Their means of cultivation also diverge greatly from those found in Creation. Malfean crops rarely require anything so simple as plowing, sowing and reaping. Instead, they might require to be grown from human finger bones planted in the ground, bear fruit only to the beating of drums, or release their harvest only at the sacrifice of a living demon.
Now I will offer to you a collection of five kinds of seeds. One kind of the ivy of gray lead, one of the bloodmelon vines, one of the malice-nut tree, one of the squash vines of black porcelain, and one of the brass-stemmed roses with petals of green-black glass that grow only in rare parts of hell. All of these will grow where you will, as long as they are properly cared for, and the collection will replenish in number in case you wish to start additional gardens.
And lastly, I shall offer you these three seeds of potential, harvested from Oramus' slumbering temple-body. While they come in lesser number, and will not be replaced as the collection of lesser seeds will be, they are far more remarkable. For if they are pierced by a spike of metal or any other material and planted in the ground, and then regularly fed with a prayer for its growth, these will grow into the seedlings of new trees or plants incorporating the spike's materials. Of course, as a new species you'll have to discover the ways to cultivate them further yourself, and the rarer materials may give you more difficulty... but with a wise selection of ores and minerals, it may be well worth it.

Tanith, the Balefire Diadem [400]
Once known as a great Queen of Flame, Tanith was a mighty Demon of the Second Circle. The former Defining Soul of Ferand the Chariot Aflame, she taught Governance, Diplomacy and Etiquette from her palace in hell. However what began as a minor dispute of decorum between her and her master would quickly spell her end, as Ferand thought her opposed to himself and sentenced her to my forge.
Now Tanith stands tall as a twenty-six feet tall Hellstrider, her elegance undiminished even as her stature was increased further. Her frame carved from blue stone similar to that with once made up her living body, yet now bound in brass. The sockets of her skull-faced helmet still burn with unholy flame like an oil-lamp, like she used to. Much of her identity as Queen has been hammered out of her as she was remade, but at the same time her grandeur only grew. Even after her transformation, blades do not dare touch her and fire bends to her will. During her time as a hellstrider, she has mainly acted as an elite unit worn only by demons of the Second or Third Circles and their chosen champions. Held in her right hand is a blade fit for a hellstrider of such might, a gargantuan daiklave carved of the same blue stone as she herself was, of which the cutting edge likewise burns with unholy flame.
Her skill at arms is matched only by her social prowess, and she is often unfettered to rally troops in battle or command the attention of the masses when her pilot wishes to speak to

them. But while remarkably calm compared to other hellstriders, in her heart she desires only to rule once again over her former kingdom. If left to her own devices in her madness, she might go rogue and wander off in an attempt to recreate her lost empire wherever she may find herself, and rule once again as its eternal god-queen... or until you get back anyway.

The Crown of Thunders [400, discounted if you don't take Yozi perk discounts]
After the conclusion of the Primordial War, the Unconquered Sun handed down a Creation-Ruling Mandate to the Exalted, through the Crown gifted to the Solar Queen Merela. With her coronation by the Sun himself, the rulers and undisputed lords of Creation would henceforth be the Exalted of the Unconquered Sun, as the Unconquered Sun himself became the ruler of Heaven. While the Mandate of Heaven formally rests in the hands of the Exalted as a whole, the Crown of Thunders endured as the symbol of the Mandate and Her Most Luminous Excellency, Queen Merela, held her title if not her absolute power as Queen of Creation for all of the First Age. The crown itself was a beautiful headdress of solid orichalcum with three hearthstone settings, created by the Unconquered Sun himself.
But now it has been recovered from its resting place within the vast tomb-complex of that long-dead Queen. Baptised in vitriol to prepare it for the use of a Green Sun Prince, its previous appearance of shining gold has now taken on a brassy tinge flecked with the green of verdigris. With its substance corrupted into a more form more suitable to the needs of the Infernal Exalted, it may be worn and attuned by yourself. Merely doing so magnifies your physical abilities greatly, and it is an even mightier tool of rulership. By spending a tithe of essence on it, you may gain an aura of command that greatly enhances all your social interactions. While that effect is active you may spend a further tithe of essence, to appear glorious and mighty. Mortals may not attack her and treat all of her orders like compulsions, while other entities may ignore it or be similarly affected, depending on their will and mental defences. This compulsion may be resisted with a great effort of will, conferring temporary immunity to it for a month and a day.
Regardless, this is a crown fit for an empire spanning the entirety of Creation. The Chosen of the Gods have had their chance and squandered it. Now comes the time for an Infernal King or Queen to once again take up the mantle of rulership.

MANSES:

I'm sure my great brother has already offered you a great many treasures, but perhaps you would like something more substantial? I am Amalion, the Manse of Echoes Ascending, and I have gathered a selection of manses that may interest you. All of them are of the greatest architectural craftsmanship to be found in the Demon City, and will serve you well both as simple residences and as places of power that provide strong Hearthstones. Further, each of these will be designed specifically for you, such that residing within shall be like dwelling in a universe tailored to your preferences. They will be covertly place at a location of your choice in either Creation or Hell. And when you leave Creation they may also be taken along with you, becoming attached to this Warehouse you possess. Though most of them also have a specific method to call them into the world outside should you wish to move them there. Of course doing so may warp the existing geomancy a little to incorporate them.
If you should still have points left of your Item stipend, you may also use those here.

Bulwark of the Reclamation [400, discount Malfeas]
The bulwark is a cyclopean basalt structure, a grand fortress reinforced with shining brass and essence to be completely impervious to damage, and possessing a singular, heavy gate of brass. Circular in shape, it surrounds a large open courtyard. It is staffed by a garrison of warlike demons numbering in total six-hundred and fifty demonic soldiers, and headed by a bound demon of the Second Circle. While most of the Bulwark is taken up by defences, barracks for demonic armies, and training grounds, there are still luxurious rooms set aside for the owner of the Manse and their guests.
More importantly perhaps, the center of the courtyard has been inlaid with circles of vitriol-etched brass to form powerful host-binding circles in a sunburst motif. With these, you may call forth many demons at once to serve in your hellish legions or even summon Second Circle Demons during any normal night instead of only during the new moon. Using the hearthstone it provides as a focus, you may even summon the Bulwark into Creation or other worlds on the night of the new moon, as the brass circle expand outward from you and the fortress walls will raise themselves in a new world to invade. Regrettably, this summoning shall only work once every decade.
As a final measure, should this fortress ever be in danger of being taken by others… you, and you alone, may start a self-destruct sequence which will cause the manse to build up roiling essence and detonate in a brilliant explosion of green fire and radiant destruction that annihilates everything within five miles. It shall reappear a year and a day after this, having returned to attach to your warehouse with its demons reformed.

Monastery of Shifting Sands [400, discount Cecelyne]
This temple complex has been constructed entirely out of the silver sands of the Endless Desert, which still flows as if the desert winds could blow them away at any moment. In this way, the layout of the manse keeps changing. Opening a particular door at different times can lead to different rooms, staircases going up can open onto lower floors should you tarry too long. Sparse furniture and decorations of desert creatures of silver-metal wood and Cecelyne glass are likewise moved by the shifting sands, never straying while being watched, yet also never remaining when observers glance away. Despite its mercurial nature, the Monastery itself will attempt to form itself in pleasing ways, forming shortcuts to where you wish to go, lengthening the path of intruders, and deliberately moving the nicest decorations into the room whenever you wish to impress visitors. Though it has only rudimentary intelligence, it will comply with any requests you ask of it.
Perhaps far more impressive is the consecrated nature of this manse as a temple to the Yozi without compare. For within its sand walls and the holy grounds up to five miles away from it, prayer to the Yozi will be greatly enhanced, the acts of Yozi priests will be aided, and servants of enemy powers like the Gods and the Chosen of Creation will not respire any essence. They are unlikely to notice this inability to regain their essence though, for while within range of the Monastery they shall be continually assaulted by flensing desert winds. These winds could slay a mortal within minutes, and similarly flays the wills of those enemies who do choose to stay, compelling they to leave as their will is eroded.
Finally, the manse may also sense anything within its holy grounds, whether spirit or material, and may communicate the locations and shape of anything within five miles of the structure by forming elaborate down-scaled replicas of its surroundings out of its sands.

Once every decade, the Monasteries' hearthstone may be planted on top of a sandy area of sufficient size, upon which the sands will turn as silver as Cecelyne and the manse will slowly form itself there whilst disappearing from its previous location.

The Crystal Palace [400, discount She Who Lives In Her Name]
Composed entirely of crystallized white light, formed into perfectly geometrical shapes, this palace surrounds a central tower reaching into the sky, with circular private chambers orbiting this in precise and harmonious patterns. Decorated as a royal palace fit for an entire court, with geometric decorations and rainbow bands of color, it is a dwelling fit for a king or queen of hell filled with symbols of mastery and order.
It resonates with the minds of those within, sensing the thoughts of sentient beings and unsubtly overpowering their wills. It may be commanded to search visitor's thoughts right down to memories and report its findings to you by whispering in your mind with a demure, crystalline voice. Likewise, it may control sentients within its walls, directing the activities of any thinking creature not attuned to it. Though this can be resisted with a supernaturally strong will or shaken off for a single moment with an act of will, most beings are made into simple tools for it to use as you command it the limited intelligence contained in these shining walls.
Furthermore, the throne room in the central tower has been inset with a pattern of emeralds, sapphires, and diamonds to channel the manse's Essence into sorcerous power. Any spell cast within its wide halls requires much less essence to fuel itself and its effects will be enhanced to greater heights than could be touched outside.
If you should desire this palace to be set somewhere else, you may shine upon its hearthstone the light of your anima. Once every decade, it will act as a prism that scatters rainbow light everywhere around to eventually coalesce into crystals walls of white light in a brilliant display of beauty.

Chimes of Silence [400, discount Adorjan]
Here you will find a simple open platform, floating high on up in the air half a mile above the ground. It's buoyant essence keeps it afloat, though a simple thought may direct it to lower itself downwards, or to raise itself up to a thousand yards above the ground, or even to spin in place as fast as it's owner desires. It cannot move away from the demesne it is built on, yet this is scarcely a concern. For the demesne itself slowly travels, leaving this manse to float through the air in an smooth but erratic pattern. Surrounding by a silent vortex of winds, it diverts all intruders who do not use one of the levitation platforms the manse may lower at your mental command.
Entirely open space, unfurnished and without walls or thresholds, the worn white surface of it is broken up by small groves of many sakura trees in perpetually full bloom, in whose branches simple wind chimes of red glass are hung. Air here is in constant motion, playing the chimes in a barely audible music that seems to muffle other sounds and conveys a feeling of solace and serenity to those who visit here. Even the internal structure between the main platform has channels drilled into the sides, through which winds blow to stir music like quiet fluting and even more internal chimes.
Despite its height, the environment around it is entirely pleasant within and for hundreds of yards around it, the temperature fluctuating slightly but remaining pleasant even in the most frigid or sweltering of weathers. Neither the worst storms can touch the eternal serenity that

is present here, nor can outside noise disturb its quiet peace. This is place of tranquility, where you may rest or meditate accompanied by soothingly soft sounds, or be alone with someone as you wish. Even should a visitor leave, they will carry with them the soothing effects of Chimes, that they might face the world with calm serenity.
Should you wish to call it for into other worlds, you may clasp it's hearthstone within your hands and give a mental order for it to come. Once every ten years, it shall answer a summons like this, descending from the heavens to float there again and allow you access.

Residence of Shadows [400, discount Ebon Dragon]
A stately manor of of black and grey stone, cracked in many places, this particular mansion is not much to look at. Literally, for as far as anyone outside can tell, it might as well not be there. The geomancy of the building diverts the senses so subtly that one must literally stumble upon it to find it. It gives no sensory impression, with the sole exception of touch and even the land where it should be seems normal to observers. Even battles fought within aren't obvious, though geomancers and other sensitive to the flow of essence may notice its presence. Even then, complicated geomancy and disguising of signs make it hard for anyone to decipher the manse's aspect or figure out anything at all about it. Even fate itself finds it difficult to detect the building, as it is disguised from the eyes of heaven, and brought outside fate.
Entering it rarely makes it easier, for the spiraling corridors, shadowy illumination, and winding stairs found throughout the build make it easy to get lost in the essence-blurred maze that is its interior. Traps, both benign and dangerous, are around nearly every corner, and the shadowy flows of essence within make it hard to eavesdrop on other people and every hamper scrying and other forms of distant perception. Even the anima light of the Exalted would not help, for the fundamental property of active essence to has been carefully removed from the reality within these walls. Only the spare lighting provided by the mansion itself, or mundane torches may light the way of visitors.
Those aware of the building's trick, on the other hand, can use the many secret passages and hidden corridors within to subtly get around, quickly bypass much of the manse's dangers, or even use a hidden escape tunnel to escape should that be necessary. And thus this Residence is the perfect hiding spot, a refuge for those of shadowy persuasion.
Should you require this dwelling at other places, you may hurl its hearthstone into a shadow cast on a suitably open spot, once every decade. With your next step forward, you may then pass the threshold of your Residence, to find your hearthstone deep within.

Thaia yn Ebunma, the Leviathan [400, discount Kimbery]
A behemoth-manse who looks much like a gigantic proto-whale, Thaia yn Ebunma was created long ago in the Time of Glories as the prototypical ancestor of all those lesser cetaceans. The size of a small city, she is a being capable of languidly swimming through the seas of Kimbery and Creation alike. She is unbound by any particular location, for the demesne she was formed around is her beating heart and will follow her wherever she goes. Course hide and uncountable barnacle cover her form, while essence suffuses her tough inner flesh. Even should her flesh be disturbed, she will regenerate from nearly anything and stabilize her geomancy naturally. She may speak in low and slow tones reminiscent of the song of whales, yet her ancient intelligent has also learned to speak in the many tongues of demons and mortals, betraying a sentient mind of vast age and wisdom beyond even many

of the greatest gods and demons.
If anyone dares travel past her nacreous teeth and tongues of coral, she can provide air, ample living space, and nourishing fruit from her own veined walls to let people life in disturbing comfort. Mutagenic essence suffuses everything here, slowly transforming unattuned beings into aquatic beings aligned with Kimbery over a period of many months. Should you wish for her to come to you, only clasping her hearthstone and calling her name in waters connected to an ocean is enough for her to surface moments later. This shall only be guaranteed to work once a decade, but if it is done again sooner than that, then she will simply do her best to swim towards your call with haste if at all possible.

Mansion of Mirrors and Briars [400, discount Szoreny]
A stately manor composed entirely of twisting chrome trees and silvery thickets of briars, this Mansion is filled with carefully-arranged mirrored surfaces and artful decorations. The mirrors within show just *slightly* wrong reflections, showing grins and small movements where there are none. This is small price to pay however, for the mirrors also reflect the essence of everything within their sight, including immaterial spirits or invisible assailants. Not only the mirrors are unusual, for minor tricks and confusing patterns fill the manse. Strange mirrors exhaust the eye, normal methods of navigation don't seem to work, opening a particular door can lead to different rooms depending on the time, staircases going up can open onto lower floors, even such features as windows or fireplaces might lead to new places within the manse, and lost wanderers always finds themselves back at the doorstep. After some time spend inside, residents eventually learn their way, and a small army of demonic servants wander the halls to serve and entertain residents and guests alike. Even the manse itself may not always be in the same spot, for its geomancy has been arranged such that it may disappear once a day and reappear an hour later at one of twenty-five different spots in the same realm of existence. Likewise, it can simply appear to follow you at one of twenty-five spots in a new realm of existence every decade.

The Fortress That Moves [400, discount Isidoros]
The first an observer notices about this manse is the rumbling noise it makes as it approaches. A moving manse build upon a travelling demesne, it resembles nothing so much as an absurdly massive fortress-wall serpent of midnight black stone, that snakes through the world. The front of it burst with steam like a locomotive, as the interior of the building is filled with titanic machinery and gears that may or may not be required for its movement. It avoid the destruction of those things in its path by distorting space to shunt away all that would be in its path. Ground, water and air part before it and flow around it like a stream washing around a stone, carrying buildings, trees and players characters along for the ride. Unbroken barriers warp like taffy to accommodate the manse's movement, and after it has passed, the warped space will return to their previous locations and shapes. The titanic engine in the front is stoked by a mighty demon of the Second Circle descended from the Black Boar, while it cannot leave the manse, it may help you as best as it can... Which includes showing you to work the central controls built into this mighty engine. Should you be willing to brave the grinding gears and steaming heat, you will find geomantic controls to steer the demesne the moving fortress rides on. With these, you may roughly pilot the manse itself towards your desired direction, for as long as you stay at the helm at least. You may even disable the warping of space the manse uses the leave obstacles in its

path intact, but beware that you do not hit something that cannot be uprooted or torn apart by the armored and nigh-indestructible train of doom you have been giving. For if that happens, the Fortress would catch on it and halt, being dislodged from the demesne and turning it into a static structure without the magical power it had as a moving manse. Nevertheless, you may summon this manse again every decade by simply holding the hearthstone up in the air, and commanding it to appear with an iron will. Should your call be sufficiently adamant, it will steam over the horizon towards you at full speed.

Tavern of Reveries [400, discount Hegra]
This manse takes the form of an slightly irregularly shaped bar and attached restaurant, the interiors decorated in the styles of the Demon City and with iridescent banners covering the walls. An invitingly cluttered interior is marked by lightning bolt motifs and continuous soft music of varied yet ever pleasant melodies. Within these halls, friendliness and calm comes easy, such that rowdy patrons are swiftly calmed by the essence-charged environment. Those who enter are greeted by the enthusiastic welcome of a disembodied voice, as server and assistants or iridescent mists, lights, and colors serve drinks and plates of food to all who come here. The faint smell of incense burns in the background, as the central piece of the bar is the gleaming wood counter, stocked with many different drinks both from Creation and Hell behind it. Here a friendly bartender of softly shining essence will mix drinks and help you as the owner of the manse with anything you may require. Further to the side, various entertainments of light and sounds are displayed as projected images to amuse and captivate the observers. Even the climate within is adjusted to be pleasant, maintaining a pleasant temperature and humidity, removing pests and unpleasant scents.
But in truth… Neither the servers nor the bartender are real, mere images and sounds created by the Tavern itself. The drinks can mix themselves, the food can be prepared magically, and the plates of food and trays of drinks may float through the air unassisted and unerringly to the intended recipients. Everything within the manse is directed by the fully sentient will of the building itself. A mind with an artistic bend and bubbly personality, it is a formidable cook and bartender, who desires most of all to serve and help their customers as well as to help you. It may control all the functions within itself to do as you command, and could tend the bar on its own to an extend. Should you desire to tend the bar yourself, it shall be overjoyed and will do anything it can to assist you. The restaurant and bar even grow their own food and drinks in the basements below, including the famed Hegra elixirs of liquid dreams and emotions, allowing it to nourish and sustain a great many people without any outside assistance.
Should you sleep and dream while bearing the hearthstone of this manse, you may communicate symbolically with it, allowing you to know its condition and command its intelligence. Once every ten years, you could even ask it to come to you in your dreams, so that the building manifest either around or near you, depending on where you slept.

Morass of Virii and Manifold Beings [400, discount Metagaos]
From the outside, this manse looks like nothing more than a massive knot of tangled wooden roots and trees in the center of a stagnant swamp, colored a faded grey. Should you approach it however, the the natural walkway of roots across the moat-like swamp gives access to a door of vines opens that opens automatically when approached, the vines sliding out of the ways.

The sealed interior is likewise created of vegetative life, wooden walls and vegetative furnishings, all attached to the building itself. Indeed, the manse is a living being, as much a product of geomancy and as from genesis engineered biology. This alive nature gives it some advantages compared to normal manses, allowing it to regenerate and stabilize its own essence should it be damaged.
Deep within its labyrinthine construction, past many vivariums of amphibian creatures of many wondrous kinds and hidden patches of brilliant colors, the true purpose of its construction is hidden. A full genesis laboratory, it serves as an ideal workshop for the creation of new life, stocked with vats of vitriol and generative essence, tools to rival those of the First Age, every mundane ingredient one could wish for, many exotic ingredients gathered from across hell or created right here, and even a grand library of many templates from sentient beings, predatory animals, and virii to produce existing or extinct species through the genesis crafts.
Furthermore, its senses may analyse the essence within to examine the workings of living beings, artifacts, and even the souls and spiritual nature of those within to give you much information on these… or to replicate any of those beings that step within these walls. For the rudimentary intelligence within this vegetative laboratory may be set to work producing living artifacts with its automated productions, without ongoing involvement of its owner. It may even produce many simultaneous batches of the same life, if it is not pushing the boundaries of possibility to produce a completely new and powerful being. Moreover, many small amphibian beings of vaguely humanoid shape wander around here too, naturally skilled genesis engineers who exists to assist the owner of the Morass and perform maintenance on its living systems.
Left without orders, the manse's intelligence will simply wait for any living thing to enter, at which point it attempts to analyze and produce a template for this being to present to you when you return. Given even more time undisturbed, it shall begin to improve existing templates according to what it has learned of your preferences from your visits. It will not put these into production without active permission, but will gladly show you its designs in hopes of providing assistance.
Should you wish to call this manse forth in other worlds, you may simply let its hearthstone sink into a shallow pool of stagnant water. From there, the waters will expand and the Morass will regrow itself in the center over some time.

The Artful Temple That Is Not [400, discount Oramus]
Unlike the many other Yozis, Oramus has no temples in the Demon City beyond the great prison-temple built atop his slumbering form. Thus, this temple cannot exist despite, its meticulously artful design and wondrously magnificence the likes of which seem impossible to ever match in other architecture.
And in truth, this is correct. For this temple exists Beyond, the place of things which are cast out and never existed at all. All around it are floating worldscapes; upside-down places, angled places, in-and-out places. Existence seems to have the quality of a cube winding in toward a central locus, and all through the air floated things unguessed and never before seen.
Here, in these alien vistas beyond perception, which are an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of your thoughts, you may create and think on those things deemed impossible by all. Still, caution is for the wise,

for while you are protected by reality within the walls of this temple, the outside is not so kind and should you get lost behind babbling brooks of names… you might find that you never really existed at all.
Of course, bringing this manse within Creation or Hell would defeat the very point of its construction. And so alternative measure have been devised. With but a sideways step through any doorway, the holder of the temple's hearthstone may step within its walls, and from inside you may also open a stable portal to other realms so that others might likewise enter.

Scriptorium of Fantasy Penned [400, discount Elloge]
Appearing like a great stone castle covered entirely in glyphs and writ in a thousand times a thousand language, it's grand halls are covered in row upon row of books, scrolls, and memory crystals containing fictions, historical annals, occult texts, many spells, and many more topics are contained in the vast repositories of information held within this manse. The inner halls of the building stretch for far longer than even the great size of the castle would suggest.
The manse itself can answer questions on the any of the myriad topics contained within, and with the right passwords, the meticulous master catalogue can allow you to quickly find whatever source and have it summoned to you through the essence of your words.. Even books and other sources of information you bring within its halls will quickly be catalogued, sorted, and added to the endless rows of the bookcases within.
Librarian demons formed from Elloge's living glyphs and sigils move throughout to maintain the massive collection contained within. Rooms tailored to the writing of books both informative and fictional are scattered everywhere around the manse, as are scribing desks where books and others sources may quickly be transcribed into any literary form imaginable by writing implements that move of their own accord. Likewise, there are quiet and comfortable seating areas perfect to read or enjoy a memory crystal in solitude or with companions.
Once every decade, it may be called to your side simply by writing its name in Old Realm upon any surface, at which point it will manifest the tale that describe itself from the words you wrote, until it solidifies the walls the tale is writ upon.

The Terrace of Enlightenment [400, discount Qaf]
A brilliant terrace of alien stone and black nacre, ringed with alien plants and overcast by a sky is as blank and white as an unwritten page, it is set upon the slopes of Qaf itself. A portal rimmed with black nacre leads from and to this manse, allowing you to move into the space occupied by the Heaven-Violating Spear. It's portal is a gate to any particular realm, which may be either Hell or Creation here. Completely invisible from the outside, the portal of black nacre gives nary a shimmer in the air as it manifest by you.
Once in the manse itself, you may once again climb the slopes of Qaf and though you will never find another terrace to leave to Malfeas, you may meet with infernal pilgrims who likewise climb towards the impossible summit. On these slopes, you will learn much of wisdom and enlightenment, but should you tire, you may retreat again to your terrace. Delicious though alien grapes grow on the plants ringed the terrace, and fresh demon wines spring eternally from clear fountains in the center of the terrace.
Towards the back of the great terrace, you may find a sizeable dojo, in which you may

practise your martial arts and meditative in undisturbed peace. In addition, the dojo is built such that you may call forth the Third Circle demons of Qaf without waiting for the new moon. However, as successfully summoned demon is not fully manifested, and is instead bound to simply answer your questions and teach what lessons of understanding, fundamental principles, and martial arts they know to you.
Should you find yourself in other worlds, then you may hold the hearthstone of the terrace and meditate on the nature of perfection. You will then open your eyes to find the invisible nacre gate of your terrace in front of you, though it will only be led to a new realm of existence once every ten years.

The Sixfold Weave of Sublime Efficacy [400, discount Cytherea]
Quite unlike the other manses on offer here, this is not actually a singular manse. Instead, it is a network of six smaller manses arranged in an artful pattern of geomantic resonance, empowering the central manse with the essence gleaned of the other five. Each created from white brass and inlaid with black basalt, the five are formed into slender towers that channel their essence towards the center, while on their own providing little more than a luxurious abode and a minor hearthstone.
It is the central manse that is of most note to you, though it is still build up a weaker demesne than the other manses you might acquire here, the difference is more than made up for by the creative power funneled into it by the supporting manses. A palace of white brass walls and ringed by streets of black basalt, it is a marvel to the eye built to be just as aesthetically pleasing as it is functional. Her walls are decorated with frescoes bearing differing images of the Mother of Creation and the demon princes descended from her, fortified to withstand the greatest of sieges. Her halls are lit with purest white flames that burn eternally, miniscule fragments taken from the flame that would become the Daystar's solar flames. Her rooms are furnished with wealth to bankrupt many princes, every need and want you might have catered to by the servile intelligence of the manse itself, her only desire to aid you. Even the essence of the manse adapts to make sure you are comfortable and every small detail aligns in your favor.
And beyond all that, you will find many, many rooms filled with magnificent workshops for every craft imaginable. Glassworking, pottery, smithing, painting, woodworking, jewelcrafting, and many more. The manse itself will aid you with any project you wish to take on within these halls, tools responding to your desires as eagerly as to your touch, and even gentle advice given on any of your handiwork if you wish for another opinion.
Should you desire to, you may rearrange the flow of essence from the supporting manses to another manse than this one, but in reaction the palace shall become still, unable to help you as it wishes.

COMPANIONS:

It would be a little difficult to try and accomplish all your goals here on your own, wouldn't it? Thus, you will now be given the chance to purchase the services of some excellent companions from amongst our ranks. I am *reasonably* sure they won't decide to betray you, which means they're just about the most loyal allies you can find in the entire Demon City.

Coven [100/300]
The Infernal equivalent to a Celestial Circle, a Coven is a group of Infernal Exalts gathered together for a common purpose. Generally they are ad hoc groupings that exist only for a particular mission, as Infernals typically operate solo. I'm sure we can make an exception in your case though, and so you may purchase this up to four times to add Infernal Exalted members to your Coven and even grants them a stipend of 800 cp to use in the previous sections. If you decide to make it a "perfect Circle" of five different Castes with yourself included, I'll even lower the price to a mere 300 cp for a full four of your companions. And yes, you may have your existing companions fill these positions instead, allowing them to be elevated to the position of Princes of the Green Sun and gain the cp that all those you recruit shall receive.

The Thing Infernal [100]
Oh? You require *even more* aid? Well, I suppose you could request this at the Althing, where all Infernals gather to discuss. After all, the primary reason Green Sun Princes gather for the Thing is that it aids in coordinating their responsibilities under the Reclamation. If anyone needs help to accomplish a short-term goal, or even a longer-term one, a Thing is the best place to ask for it. So with that in mind, you may purchase this option to gain additional conspirators that would be willing to assist you. You will receive the aid of one more of your peers for each purchase of this, to a maximum of four times. Though perhaps they might not always be able to physically help, as other duties will obviously require their presence, they could offer plenty of advice and/or material support to help you get the job done independently. Once again they shall receive their own points, which for these would be a full 800 cp, and you may elevate those in your existing retinue to the stature and power of one of the Infernal Exalted if you would prefer their company.

Lunar Mate [200]
In ancient times, when the Exaltations were first created, each of the Lunar Exaltations would be emotionally linked to a specific Solar Exaltation, mated to it in fact. The possessors of each would inevitably be drawn to one another; the Lunars would serve the Solars as shield mates, seconds, bodyguards and even lovers as the case might be. Of course this bond could manifest in a lot of ways, depending on the personalities in question. Some may become lovers, while others may become close friends, rivals, or even hated enemies. As one of the Green Sun Princes created from corrupted Solar shards, you too still have a bonded Lunar.
And for this small price you shall both meet them earlier and be allowed to take them with you when you leave this world again. We… might even be able to tweak things slightly to allow you to import someone into this role if you prefer.
In any case, I'm afraid this option is one per customer, and they shall gain no CP to be spent here. Though your fellow Green Sun Princes may also spend their own points to gain the company of their Mates.

Oh… And as a one-time special offer, we could have your Lunar be converted into an Akuma for you? This would grant them access to the Charms of a single Yozi of your

choosing, along with both perks belonging to this Yozi, allows them access to the Adamant Circle of Sorcery, will allow their mind, body, and soul to be twisted to cater to your wishes, and subjects them to an overwhelming directive, an Urge if you will, which we will likewise allow you to select. As a final benefit, the tattoos that keep them stable shall be alloyed with green iron and vitriol to create a more elegant and effective configuration, which also provides the benefits of the Demon Realm Traveller perk above.
It's really a shame about the horrific agony and loss of free will they will be subjected to during this process. But I'm sure they'll get over it, especially if you would command them to. And do take care picking an appropriate Urge, because changing those for any reason requires doing the excruciating procedure all over again.
I suggest one along the lines of: "Love, honor, and obey my Mate"?

Followers [Free/200]
Of course, you might like to have assistants that do not posses might anywhere close to your own? You may take up to eight of your existing companions, and have them 'benefit' from this option. They shall receive the form of a mortal, one background with their free perk, along with a 100 cp stipend.

For a mere 200 cp extra, the stipend of your followers will instead be increased to 500 cp, though they may not purchase General Perks with this, aside **Beautiful and Terrible**. If they should purchase **Orphan Cub of the Devil-Tiger**, they will become a mortal Akuma of a Devil-Tiger that never was, while retaining their free will. They shall enter the world with a respectable, though limited, selection of Charms… but find that neither Creation nor Malfeas holds any being that could teach them more. Should they desire more than this, they may choose instead to become a similarly free-willed Akuma of any Infernal who has likewise purchased **Orphan Cub of the Devil-Tiger**. So it is that they may find a teacher in that Infernal. Or… they could simply pick an existing Yozi for them to become a true Akuma of, and even get to design an Urge for themselves to follow for their time here. They don't really *need* free will, do they? It's just a silly little mistake to be fixed.

Demonic Retinue [50/100/300]
But of course, mortals can only do so much and are best used in prayer mills. Demons, on the other hand, are often created for more involved purposes. For 50 cp, you may take along a small retinue of sixteen Serfs or Citizens of the First Circle.
These demons rarely think of themselves as individuals and tend to share stereotyped personalities, based on the purpose for which a greater demon created them. Many exist solely to perform some specific tasks or fill a specific role. But perhaps you would like to take along some of their number, to serve you? Perhaps some Erymanthus Blood Apes to be your enforcers, an Agata Demon-Wasp to serve as a mount, an Angyalkae Harpist to serve as musician, a Neomah concubine and fleshcrafter, or even a Sesseljae Stomach-Bottle Bug to serve as physician or take care of the disposal of filth.
More interestingly perhaps, you may pay additional cp to expand your retinue of demons by a factor of five for every 50 cp extra you spend, which you may do up to four times. In this way you might gain a larger retinue of eighty demons by spending 100 cp in total. Or if you should spend the maximum of 250 cp, you would be able to gain an entire army the size of a First Age Legion, ten-thousand demons ready to march into Creation on your command. Or

perhaps just a massive harem of every kind of demon that pleases your tastes. Whatever the case, they shall serve you loyally and only take up one of your companion slots all together, whatever their numbers may be. Though if you would prefer them not to be companions at all, they may also follow without taking up any slots, though this precludes them from being imported as a whole. If you already have an existing retinue, you may import those companions into these positions, granting them an appropriate demonic form, though they will not share companion slot as the rest of the Retinue does.

For a little more than the basic retinue, you may instead gain the service of a demon of the Second Circle, one of the emanations and souls of the Unquestionables of the third Third Circle. Unlike the servitor races, these demons always have individual personalities and are unlikely to be as subservient. Still, you may take along any one of these beings as you like to become one of your vassals for every 100 cp you spend. Both of these options also allow you to bring in one of your existing companions to granted them a new form and powers.

Alternatively, you may spend a full 300 cp to gain the *chance* for the companionship of an Unquestionable. A good word for your person will be put in, but it will be up to you to convince them to come along with you. They must agree of their own will to this request, as none but the Yozi could command them. Still, if you manage to gain their assent, you will gain an ally with power more akin to a natural disaster than to anything a normal being could wield.

Lastly, you may receive one of a selection of rather... odd demons. Small and harmless, they are effectively powerless. The only reason I'm offering them to you at all, is because they resemble the Yozi themselves, except tiny in size and adorable in looks. I… would like you to take them off my hands, lest our progenitors take offence to their existence. I can assure you they are harmless, even if their behavior somewhat resembles the Yozi they are based on. In fact, just yesterday this miniature version of the Ebon Dragon tried to ruin people's days by replacing sugar with salt bottles and the hiding of their keys. You may purchase these at the low price of only 50 cp each, though I'm afraid I can't just give them away for any cheaper… Unless you wish to purchase them in bulk, in which case I can give you those based on Yozis involved in the Reclamation for merely 100 cp or even a full set with all of them for a scant 150 cp. As a small bonus, they won't count as companions, so that you may take them along without having to sacrifice one of your slots.

Unwoven Coadjutor [Free/50]
The demon that once bore your Exaltation as it delivered it to you, is not quite gone after this task. For as long as the you live, the demon's personality will live on within you, in a form referred to as the unwoven coadjutor. Unable to affect anything, the coadjutor perceives what the Infernal perceives, and it has access to her thoughts. At your request and often without prompting too, the coadjutor can offer advice, helpful information and a running critique of your actions. While most aren't too useful, we can ensure that yours shall be exceptionally helpful for a small extra fee. They shall be able to tell you nearly anything you would wish to know of the Demon City, help recognize Yozi Cultists in Creation, and even provides a sort of sixth sense to warn you of danger through its attunement to your surroundings.

You may import also one of your existing companions into this position, though they might not know too much of the Demon City to advise you on. Either way, as long as they remain merely a voice in your head and fused to your soul, they will not take one of your companion positions.

Demonic Familiar [50]
Of course, perhaps you'd rather not get a pathetic worm like a minor Demon as an actual companion? Instead there's this option, allowing you to take a First Circle Demon of your choosing as your Familiar. It's exceptionally loyal to you, somewhat of a more powerful specimen than the norm (though still a limited, weak being), can be called to your side without the need for Sorcery or Thaumaturgy, and best of all, it won't take up a companion slot.

But... if that is not to your liking either... I do have one last offer. You may instead take with you a woman, of pale-skin and blood-red hair, to act as your Familiar. She won't be especially loyal, doesn't have any supernatural powers, seems unable to speak, and her laughs and white-jade smiles are a little... disconcerting. But she did ask to accompany you rather enthusiastically, is at the peak of human excellence in literally everything, and she seems to make even the greatest of Demons uncomfortable and nervous. I'm sure it's nothing to worry about though. Freedom is to let go, right?

DRAWBACKS:

Your shadow speaks up at this point, a smooth ebon voice whispering at the edge of your hearing… Did you manage to get everything you wanted? I'm betting you didn't. With just your thousand little tokens? Nowhere near enough to get everything you *need*. I could help you out a bit with that, you know. Giving a little more breathing room to buy everything your heart desires.
But, it will cost you something in return. Just a tiny bit really. See, I've got a nice list of small disadvantages you can take on for your time here. Each of them will give you some extra points to use, depending on how much I would enjoy them or how much more... *interesting* they'd make your life.
I'm even going to be *generous*, and shall allow you to take as many of these as you like. Do try not to bite off *too* much more than you can chew, alright? It would be *such* a shame if you lost here...

Remembering a Past Life [+0]
Oh. Before I forget… this one's free. I'm somewhat obligated to offer it, so don't get any ideas.
You've been here before, right? Well, maybe not *here*, but in Creation at least. Yes? Good, then you will yourself back in this world just after the very moment you left from Creation last time. You've still got your whole new history, but perhaps the world has already changed from your actions.

What First Two Chapters? [+0]

And yes, this one is also free. It's more of a courtesy than anything. It has come to my attention that the portrayal of the Green Sun Princes and their role in Hell has been *slightly…* exaggerated in awfulness, insanity, and full of contradictions with other information. As such, you'll find the things described largely do not actually happen. Which means that, amongst other things, you'll find no mutated girl being used to store the Exaltations waiting to be distributed to new hosts.

Saturday Morning Cartoon Villain [+100]
So remember how you had a lot of freedom to act as you will, as long as you work with the Reclamation? Not anymore, because now you feel a constant compulsion to act much like the these scoundrels of moving drawings shown on the daybreak of Saturn's Day. You'll hatch dastardly and overly complex plans, emulate the villainous enemies of this James Bond fellow, and generally act like a somewhat insane but harmless exaggeration of evil (EVIL, I tell you) as you try to TAKE OVER THE WORLD (or do something similarly Evil, like free the Yozi as you should). You might want to start practising your best "Curses! Foiled again!" and evil laughter. Trust me, it's an art to do it right.
On the bright side, you won't have much to worry about from your Torment, because you'll be performing Acts of Villainy with *quite* some regularity.

Horrible Coadjutor [+100]
The demons send to deliver Exaltations and serve as Coadjutors are some of the very best amongst the First Circle, rigorously selected to make sure they'll be useful. But of course, some of the less effective demons do slip through sometimes. Congratulations on getting one of these. You'll now be forced to listen to the constant babbling of a Coadjutor who never, *ever* shuts up and will be irrevocably useless no matter the circumstances. You won't even be able to ignore them as you otherwise might, because somehow their prattling will always come through to resound in your mind. Let's hope you don't go mad too soon, shall we?

Demonic Aspect [+100]
Speaking of Coadjutors, the melding that occurs during Exaltation usually leaves some minor physical mark to denote what kind of demon it was before. In your case, it won't be so minor though. It'll be obvious and altogether awful, perhaps you gained a deformed gorilla-like build from your Blood Ape, or perhaps a certain, *ahem*, lower body part has been replaced by the barbed stinger of your Demon Wasp. Whatever it is, you will hate it. And the easier you would be able to hide it, the worse it will be if revealed. Even if you could change your shape somehow, it will stay a fixture of your form no matter what. Get used to it.
If you really want to hate yourself and mirrors for your time here, you can also take this an additional two times. However, in addition to another horrible physical marker showing up on your body, each time you take this makes all of them even worse for you.

Omen Weather [+100]
When certain demons enter Creation, a peculiar phenomenon arises. Strange weather and other unnatural occurrences precedes them. There might be rains of frogs, hails of blood, showers of salt, flames that burn green, dice coming up one's, wounds bleeding honey or smoke, and strange substances like headless lizards and glass flowers appearing where

they step. You too will suffer from these and not just in Creation, but in all realms of existence including Malfeas itself. At least you'll continually have an interesting variety of strange occurrences happening near you, as the omen weather switches its manifestation every so often to never truly let you get used to it.

Blade of Hatred [+200]
Ah yes. The good news is that you've gained possession of an exceptionally powerful hellforged wonder, a blade that cause wounds to bleed a bitter black ooze. The bad news is that the malign sapience within hates you with a burning intensity that might rival Malfeas himself. It will constantly betray and turn against you and your loved ones, or wait and lure you into a false sense of security until it can bring great ruin to you. Even attempting to rid yourself of it would not work, for it is completely indestructible, and will return to your hand or near your person even if cast aside. Worse yet, it is permanently attuned to you, taking some of your essence just to maintain that bond. As long as you have not been given endless suffering and ruin, it will not allow attunement to lapse… not even supernatural effects that would forcibly sever the connection can break the bond between you.

Terrible Torment [+200]
Now, usually your urge would fit one of various archetypes determined by your patron Yozi and then adjusted in the field by your Coadjutor to change it into something appropriate for you and your environment. But now you'll get the very worst Urges, receiving orders you specifically will absolutely hate and be disgusted by. Even if you complete it, you just get an new, even more terrible one. And you will have to complete it, or deal with the consequences, because you'll always seem to run into opportunities to advance these goals and your Torment seems to be especially... trigger-happy for any minor defiance or slacking. Not even trying you absolute best to mitigate this will help you. But at least you'll still be helping out the Reclamation, and at the end of the day that's what it is all about, right?

Past Lives Matter [+200]
There was a risk inherent to my plan of letting the Green Sun Princes access to the potent memories of their past lives. After all, when an Infernal of barely twenty Calibrations gains access to a Luminary of the First Age with memory stretching back several millennia, there is a grave risk of the younger being subsumed into the elder. However, I decided such events would be rare and temporary affairs, and have not been wrong yet. Though it does seem your Exaltation has been imprinted with a particular strong-willed past life. They shall try to wrest control of you whenever you let your will slack or even try to rest, instead of just occasionally when you call upon its knowledge. Worse still, they seem absolutely disgusted with what happened to their Exaltation and will actively work to sabotage anything and everything you try to do. Try not to let them interfere too much, alright?

A Hellish Rival [+200]
With so few Infernals to go around, conflicts and antisocial behavior between them can only be taken so far… relatively, of course, as this *is* still the Demon City. In return for getting you some extra shiny points though, I could plant some seeds of discord. One of your peers in the Thing Infernal will absolutely hate your guts and will do much worse than simply being rude to you. They will become a rival that will constantly taunt you at the Althing, undermine

your efforts and sabotage your goals, and strangely will keep appearing with orders contradicting yours. While this would normally not be allowed, their transgressions will be overlooked when it comes to you and their own orders will be executed unreasonably well, even when they shouldn't. They still won't be allowed to try and kill you, for fear of severe punishment from both their own patron Yozi and your own… At least, as long as you remain loyal to the Reclamation's cause. They'd be delighted to bring back your Exaltation if you didn't stay around.

Demon Hunters [+200]
Of course, the life of an Infernal isn't just all great. There is a reason for secrecy. The reclamation requires subtlety and many would fight the Chosen of Hell should you be revealed. Too bad then, because if you take this option, subtlety never seems to work out quite right for you. Demon hunters seems to be constantly on your trail, the Wyld Hunt is somehow informed of your presence whenever you do anything important or stay too long in one spot, and even the Sidereals of Heaven will show up with full teams to hunt you down and kill you from time to time. And you can forget about using Blasphemous charms, unless you're willing to duke it out with the entire Aerial Legion. Of course, Malfeas is still *mostly* safe from these, but you could still expect the occasional Sidereal to pop in for the express purpose of bring in your head.

Love of Adorjan [+200]
So, it would seem my lovely sister might have found a new paramour? How delightful. I'm sure you'll enjoy being chased through the Demon City by her joyous laughter and blood-red winds. Though I do hope you could survive her touch, when even the most powerful demons flee from her. But if you do manage not to drop like a fly as most beings do… then a few lacerations and awful scars to cover your body are a small price to pay for love, right? She might even give you her most precious gift, Silence, and teach you her secret truths. Do try not to go too insane, alright? It'd be so boring if you couldn't *enjoy* her affections anymore. Even if you can't visit your new lover within the City, you might be visited by a delicate young woman with white jade teeth at any point in your dreams. She *might* actually be quite gentle then, even as her silent winds destroy the landscape of your dreams and mind. Demons might curse your name in private if this results in any more of her daughter-winds though. But in any case, I would advise you to seek a way to earn her hatred… It would be much safer, and less prone to horrible death.

A Bargain Made In Hell [+200]
If you're really strapped for points, there's always this option. You'd do anything for power, right? Even give up your soul and free will, selling yourself into slavery for just a few more precious little points. Right? You'll go through the whole process, but don't worry… I'll be kind and let you pick the Yozi you would like to be bound to on your own. But regardless of which of us you choose, you shall receive an Urge of the common and rather restricting kind. One that'll tightly bind you to obey all their edicts like a good little slave. Because really, a being like you shouldn't be left to roam around with even a *little* freedom. On the bright side, you'll retain the of the power you would've had as a proper Infernal, so you'll still be useful… Though as an Akuma, you'll obviously also be able to access the Yozi powers of your patron in addition to those that were opened up to the use of the Princes of Hell. And if you survive

your stay here, you'll retain access to these Charms even if that particular set was never opened up to the Green Sun Princes.
Doesn't sound so bad now, does it? You're really getting quite a lot, for the itty-bitty price of your free will.

Heretic [+300]
This might be a little cruel. See, with this the Yozi will consider you a heretic and a liability to the Reclamation's cause. Remember that whole support structure and networks of spies and cultists? That's now going to be used against as one of the prime targets of Hell. Expect assassin cults and sabotage from spies in other organisations, demonic hit squads summoned straight out of Malfeas, and if you survive that even Demons of the Second Circle and Akuma tailor-made to kill you will be send after you. Should you survive these too, the might of ancient Akuma and even your Infernal peers shall be sent after you in escalating attempts to slay you. Soon after, even the Unquestionable shall notice your defiance and those brought forth into Creation will attempt to obliterate you. Don't expect to be safe anywhere, for you will never again be able to rest easy. Not even Heaven itself would be safe from the Yozis' wrath… and should you start in Malfeas itself? You better start running. Fast.

Mortal Form [+300/+200]
Now, I'm sure there's a lot of things you might like on offer above, and I could understand if you might think you would enjoy them more than even your very Exaltation. So, we could make another little deal too. I'll hold back just this one Exaltation, and you'll receive a whole bunch more points to use. Sounds fair, right?
Hm… And before I forget to mention it, doing this for ten years will stretch your existence a bit *thin*, so to say. Meaning you won't be able to access your other powers either, until your Exaltation is freed with the end of your stay here. But I'm sure someone of your skill would be able to survive in a world ruled by demigods and demons with just your mortal form, right? You'll even still have everything you purchased above, just not those powers you got from… outside.
If that's not an option, I could make it so that those powers are still in your grasp, giving you access to everything you should have, with the notable exception of your Exaltation and the automatic support of Hell. Or even the reverse, letting you access your shiny new Exaltation, but not all those powers you came in with. But since those two options would take a lot more effort from me, and not be near as amusing, I'll only give you 200 points for that.
Oh, and should you decide to go with the Akuma option along with losing your Exaltation, or even losing everything for your time here? You'll still get the *benefits* of Akumahood, though as a mortal Akuma you will have to make do without the typical base abilities of the Infernal Exalted, such as their increased resilience, healing, and of course the access to other Yozis' charms.

Return of the Infernal Jumper [+300]
The whole purpose behind the creation of the Green Sun Princes is the Reclamation. The plan to free us from our prison within Hell, conquer Creation, and reclaim all we have lost. The newly exalted Infernals will not be the bulk of the forces marching into Creation, but they will lead these armies and prepare the world for our arrival. While this plan is usually already

all-important, taking this responsibility upon yourself makes it even more so to you personally…
Because you will be the right hand of the Reclamation itself. You will ever be put at the forefront of the forces of Hell, always working at one assignment after the next, subverting the defenders of Creation every step and the demon-hunters of Heaven on every step of the way, and ultimately you shall be responsible for the freedom of the Yozi. Or you will die trying.
If you have not managed to personally facilitate the freedom of at the very least *one* of the Yozi after your ten years are up, then you'll count as having failed this 'chain' thing and be shattered against the gates of Hell.

Guard Duty [+300]
But I wouldn't be me if I didn't offer an alternative, would I? This one is lot easier. I've been looking into your entrance and nature, and I believe I've found a way to make our escape much, *much* easier. Simply leeching some energy from this process, I'll be able to empower each and every agent working in service to the Reclamation. All beings from the Yozi and their most powerful souls, down to the most pathetic cultist shall be enhanced if they work towards our freedom. They'll even work together despite all their personal differences, bending all their newly-empowered and immense forces of towards regaining our freedom. Of course, you are exempt from this as the source of it all… But while you might not benefit from it yourself, any demon allies you have shall still enjoy it. And don't worry even without your intervention we could free ourselves in just a couple years. Now that would be a nasty shock for the Chosen of Creation, no? ...Oh, and I might've left a teensy tiny detail out. That is, if one of the Yozi is free at the end of your ten-year stay? You won't be able to continue your chain. But losing that is a small price to pay in return for setting right what once went wrong and handing back everything we had lost before. Wouldn't you agree?

Prison Break. [+800]
So. All the disadvantages above not enough for you? I suppose you might consider taking this option. Creation, Heaven and the Games of Divinity were all taken from the Primordials in the beginning of time, our surrender at the end of this great War marking our transformation into the imprisoned Yozi.
Now you'll get the chance to personally enjoy the "Mercy" of the gods and their Chosen. You will be crippled and forced to swear the same terrible Surrender Oaths we did on your own name, then be cast within the body of Malfeas as we were and banished from Creation for all time. To seethe in impotent rage and plot to regain your former freedom. Alive, but unable to return to Creation, or in your case, to continue along your travels to other worlds. Forever, unless you manage to free yourself from this bondage tailored to your own nature. You won't even be able to leave in just a meager ten years, if you haven't broken free from our prison by that time yet. You'll be here until you get loose, or until you die. Even should you simply petition the Incarnae for your freedom, you shall find them as opposed to your release as they would be to the release of any Yozi. No previous bonds of friendship and camaraderie will be sufficient to get you out of here, not when the wretched Sun imprisoned even his own father.
Your companions will be similarly bound within Malfeas, just as our demons are. Worse, they may be summoned and bound by Creation's Chosen, again just as our demons. For these

purposes, they shall be considered to belong to one of the Circles of demons, from the First Circle serfs to Third Circle Unquestionable, depending on powerful they are. Though this does not mean they are beholden to, or protected by, the laws of Cecelyne anymore than any other Outsiders.
...And I'm afraid that if you take this, then Guard Duty won't do a single thing until you are already at the cusp of breaking out. I'm afraid that means you won't get any extra help breaking out from that, but I'm *sure* we'll still be able to pull ourselves out of this cage with you when that day comes.

SCENARIOS:

Of course, maybe you'd like to take on a few extra challenges too, to spice up your time here?

Scenario 1: Dance Dance Baby

Five years ago, the Solar Exalted returned to the world.

Five years ago, Malfeas, the Brass Dancer, strode into the silver forest Szoreny to dance amid his own reflections. Those reflections came together to form a dancer of silver. One led and the other followed, and together they vanished into the labyrinth of mirrors. Then came a flash seen for miles and a wave of green and silver fire that blazed through that part of the Yozi-wood, incinerating all those demons that had not the wit to flee the dance.

From the heart of the conflagration sprouted a strange plant with leaves and stem of mirror-bright brass. Within days, it grew as large as a house, its leaves hanging down to the earth to form a maze of shining yellow metal. It has grown since then to become a single living tower the size of a small city, Szoreny's silver trunks and quicksilver pools sliding away to accommodate its expansion.

Demons gather around the manse. They adore it as they would an Unquestionable, or even one of the Yozis themselves. More and more have come as the manse has grown. They do not quarrel. They do not leave.

In the manse's fifth year, a bud began to swell at the tip of its central stalk. Now the bud looms as large as a queen's bedchamber. Its metal has become clear as glass, and an emerald radiance blazes forth from within. At the heart of the glow, observers can distinguish a perfect female figure curled in a fetal position amid the green. It is her will that gathers the demons to worship.

Her eyes are open. She awaits her birth.

Today might mark another milestone in her development, should you be up for the challenge.

To even be offered this chance, you must first impress both Malfeas and Szoreny with your prowess and greatness. Whether through sheer force of arms, musical skill to make the Demon Princes weep, craftsmanship to rival Ligier's best works, or other ways still.

Once you do so, you will be called to the silver forest Szoreny, along with a single partner of your choice. There you shall meet Malfeas, the Brass Dancer, and you shall meet Szoreny, the Silver Dancer, united to assess your worthiness.

For five days and five nights you must dance with your partner, dance to compete with the Brass and Silver Dancers until you prove yourself in a test of endurance, skill, and willpower. Take not a step out of line, not a breath of pause, not a single muscle must betray you or your partner... Lest the Dancers smite you for wasting their time.

Even should you be up to that challenge, another danger looms, for the weapon dances of Malfeas Jouten are as deadly as they are beautiful. Bolstered by his silvery twin you may find yourself torn to shreds, if you do not take proper care to evade or parry even as you weave such motions into your dance.

But should you prove worthy, should you prove yourself capable in this competition, then you will be granted a great boon. With the blessing of Malfeas and Szoreny, you may step forth into the great living tower known as The Transcendent Blossom of the Emerald Dawn. There the nameless, radiant figure inside the manse will speak into your mind, offering to you the hearthstone—currently, at this stage of its evolution, a shattering emerald aegis stone—clasped within her hands.

More than merely a simple manse, her tower is the nexus of a geomantic network spanning thousands of other Malfeas-aspected manses throughout Hell. Empowered as the nucleus of what is known as a Synergistic Overmind, her intellect is staggeringly powerful, and her powers of the mind greatest amongst the various ways she can influence her surroundings. She may speak telepathically, read thoughts, and command wills.

Should your time here come to an end, you have another choice to make.

If you wish, you may take the Transcendent Blossom of the Emerald Dawn with you, the great tower acting just as the other manses you might purchase, the radiant figure within waiting patiently…

Or you may have the clear metal of her bulb crack, the hearthstone shattering in your hands, as the nameless woman of radiance is born from the tower and confluence of Malfean essence, to join you as a Companion.

Scenario 2: Wedding Crasher

In addition to his plots and plans involving the creation of the Green Sun Princes, the Ebon Dragon is getting married. This announcement came as a shock to all who heard. The Ebon Dragon has no need of a mate for procreation, and he has never publicly expressed mortal sentiments of loneliness or a desire for companionship. Nevertheless, his wedding is very real, and it is happening soon.

The Ebon Dragon jealously guards the identity of his bride to be. He protects her from Yozi and god alike with this secrecy. All he will reveal is that his bride is a human. Most who hear this agree that she must be a woman of exceptional power and beauty, though no one can say for sure. He has already assigned several of his Exalted to protect this woman, forming the core of her honor guard.

The rest of the details about the upcoming nuptials of the Shadow of All Things is pure speculation. Those who know the Ebon Dragon well are certain this wedding plays an important part in the breaking of the Yozis' prison and their conquest of Creation. Most assume that it also aids the Ebon Dragon more in this regard than it does his fellow Yozis. Yet, exactly how this all works is a mystery and will likely remain so until the day the Ebon Dragon is married and his plans are revealed.

At least, without your intervention. Your objective in this matter is clear… You must break into the Palace of the Ebon Dragon, evade the honor guard he has assigned to protect his bride, and steal the woman right from the seat of the Shadow's power. Whether by force or subterfuge does not matter, as his honor guard is prepared for both.

Should you fail to rescue her from the depths of hell, you will still have another chance at this once she returns to Creation in preparation for the second part of the wedding ceremony. While you won't have to break into and out of Hell there, his bride's honor guard is strengthened and security is tightened and reinforced with corrupted Dragon-Blooded, as she stays in the Realm's imperial palace until the day of her nuptials.

Should you still not manage it there or if you deliberately wait for the last moment, you will have one final chance to rescue her… At the day of the wedding itself. At this time, you might be able to come closer to her than on any other day. Yet interrupting the ceremony for a last shot at stealing the Dragon's bride from his grasp will not be an easy task, as her honor guard will be on full alert, scores of Dragon-Blooded will be in attendance, and even one of the Ebon Dragon's very own 3rd Circle Demons will be there, possessed by their progenitor, to fulfill the role of the Shadow of All Things in the ceremony. Yet, snatching her away at this point might also be the sweetest victory, as the Dragon's frustration at losing his bride at the final moment might rival Malfeas' anger.

Of course, whenever you do this, the Ebon Dragon will not let a betrayal of this magnitude stand, even though it appeals to his own treacherous nature. For the rest of your time here,

you'll find yourself hounded by every scrap of resources he has to capture or slay you, and retake his bride. Even the other Yozi and their servants will join in on this on his urging, unless you could provide evidence that the Dragon planned to betray them at the moment of his own release.

In addition, the bride-to-be also possesses a mind shackled and tormented by the Ebon Dragon throughout her time spent as his captive prize. You'll have to do some work to help her break free her from his manipulations, and undo the damage done to her by the Shadow of All Things. But that should be the easier part of the aftermath.

Should you succeed in this, your prize is the companionship of the woman you rescued. For the Scarlet Empress is one of the oldest, and certainly most powerful of the Dragon-Blooded alive. Hers is a genius of statecraft, one that forged an empire solely to resolve around herself. Hers is power and sorcerous skill unrivaled by any of the Terrestrial Exalted. Hers is also the hubris that allowed the Ebon Dragon to drag her into Hell, a consequence of her search for true immortality.

There's another option for you to take here however. Instead of trying to steal the bride of the Shadow of All Things, you could join his honor guard, being "invited" to this prestigious assignment even should you not be one of his Fiends. In that case, you'll be tasked with dealing with all of the above, wave after wave of daring Exalts somehow catching wind of the upcoming events and trying their hand at a rescue mission. One day a Solar might try to fight his way into the shadow palace with his anima blazing, the other your colleague Racing Azurite Comet might be killed and replaced by a Lunar trying to sneak in…

If you manage to guard Her Redness from any threats and ill-fated rescue attempts, until the very moment she is wedded to the Ebon Dragon himself, you will be granted a different sort of prize. For her wedding, a wedding band was forged for the Empress of Hell, one that would both bind her in loving devotion to the Dragon and grant her access to all of the Ebon Dragon's charms for which she meets the minimum strength of essence.

For all your hard work, you shall be granted a similar, singularly powerful artifact. A wedding band of your own, wrought of the finest materials to be found in Malfeas and imbued with an Urge of your design. Unlike the ring made for the Ebon Dragon, this one does not grant any charms just yet… but it can be imbued with that capability, thereafter forever allowing it to grant whomever wears it the charms of a single Yozi or perhaps even of a Primordial. It is up to you which Yozi or Primordial's charms it is to hold, though a being able to teach these charms must instill them onto the band.

One last path exists for you to take however. A path steeped in hardship and betrayal even further than either of the previous two ways you might complete this scenario. You must join the Dragon's honor guard, concealing your true intent from the architect of reality most steeped in betrayal, and work to guard the Scarlet Empress just as one on the path of the loyal guard would. It shall be no less challenging to do so, but even as you work tirelessly to prevent these attempts as bride-napping, you have another task.

As the ceremony approaches, the Ebon Dragon will choose one of his Exalted honor guard to bear the ring. It will be the ring bearer's responsibility to hold it against the day of the wedding and keep it safe (woe unto him should it be lost!). You must make sure that this honor falls to you, either by impressing the Dragon with your loyalty and care so much that he would trust you with it (a monumental task in itself) or by ascertaining which of your fellow members of the honor guard has been granted this burden and relieving them of it.

Once you are the ringbearer, you will continue as normal until the day of the wedding, the intensity of rescue attempts and assassinations only increase. But there, at the altar, right in front of one of the Ebon Dragon's 3rd Circle souls possessed by the Shadow of All himself, surrounded by Dragon-Blooded and the remainder of the honor guard that worked with you to safeguard the Empress…

You must twist the knife and steal his bride as his most trusted servant, at the exact moment that should have been the Ebon Dragon's ultimate triumph. Should you survive this feat, and manage to flee the wrath of the Ebon Dragon denied, you will find that the ring you bore for the Shadow of All Things has joined you in your treachery.

The insensate demonic soul within betrays the Ebon Dragon right alongside you, through a hidden flaw in its design only now revealed. With this pledge of allegiance to you, the demon burns out whatever remained of its identity, leaving the wedding band blank. Afterwards, the ring will be ready to accept a new Urge of your choice, and might be imbued with the charms of another Yozi or Primordial. In this way, you shall gain a ring just like the one you would have gained if you had remained loyal.

But of course, this grandest of betrayals also allows you to take your stolen prize, the Scarlet Bride herself, with you as your companion. Winning her trust at this point might be more difficult than if you had attempted a straight rescue, but still far from impossible.

Scenario 3: One Night In Gethamane

Within the northern reaches of the Groaning Mountains lays the ancient, underground city of Gethamane. No enemy has ever penetrated the City Under the Mountain… except for the chthonic horrors hiding deep below. When the ancestors of its current inhabitants fled into the frozen wastes to escape the ravages of plague and banditry that followed the Great Contagion, they found the city whole and uninhabited. None know who built it; the glyphs that coil their way across the inner walls are in no known tongue, and the only gods in the city are those the refugees brought.

Below the city run the Underways, web of slick black tunnels winds deeper than any of the Gethamanese have ever charted, and their depths are home to all manner of unknown creatures. The lords of Gethamane have walled up most of these entrances; the rest they leave open so that scavengers may seek ancient magic and wealth, a few finds of which

have enriched the city considerably. Both open and sealed corridors are well guarded, for monsters occasionally force their way through even the most secure barricades to drag victims back down into the dark.

Today however, you have received a mission that will take you down into the deepest reaches of this webway of tunnels below the city. A mission that, if completed, might spell doom for the city itself and for Creation at large. The Ebon Dragon and Adorjan both have plans for the treasures below and to achieve their goal, they have combined their forces and decided to recruit you to lead the expedition… Make no mistake though, despite the team of Akuma both sides bring to the table, it is up to you to make this more than a suicide mission with slim chances of survival.

The greatest of the horrors below, Vodak, a hekatonkhire or ghost-behemoth, lurks in the deepest caverns beneath the city. At the close of the last Age, this horrific monster swept through the city and devoured everyone, leaving neither bodies nor ghosts. Yet while it was distracted by its genocidal feast, savants of the Mountain Folk wrought mighty enchantments to prevent the monster from departing once it was done. While it slumbers restlessly now, someone merely needs to rouse Vodak for it to annihilate the city once more.

And rouse it you shall. Adorjan demands for the North to be depopulated, and the creatures below make Gethamane is an oddly easy target for how well-defended the city is. To this end, one needs a lure… and the Yozis believe that a Solar's blood would provide the best lure to call Vodak out of the deeps. As such, infernal cells in the north have laid false clues as a lure to draw Exalted victims to the City Under the Mountain. They intended to capture one or two Exalted of little experience, yet indeed they've found a full circle of rather more powerful Lawgivers has come to Gethamane to investigate.

Your first task will be to make sure to spill the blood of one of these Solars in the upper levels of the Underways or even further down below, by whatever means you can devise, allowing Vodak to sense the Essence-charged blood seeping into the ground. Of course, contending with the Sun's chosen is not the only challenge at this point, because the further travelers in the underways go downwards, the greater their chances of encountering the savage monsters called cthritae, the eldritch underfolk, the loathsome leech gods, or other strange and deadly creatures.

This objective might be easier than it seems, for the inquisitiveness of the Solars will almost certainly lead them down into the Underways, even should you not capture one of their own yourself. Exalted blood will spill, one way or another… and Vodak will come. And you will have precious little time to hide from the monster. Only a circle of exceptionally powerful Exalted has any chance of surviving an encounter with Vodak, as the hekatonkhire views any and all Exalts as tasty treats. Even if you manage to hold out in a battle against the ghost-behemoth, it will quickly decide to recreate some of the most powerful entities it has ever eaten and have them continue the fight, while it rises to devour the city. It should be noted that the first time Vodak slaughtered the City Under the Mountain, it ate more than 10,000 experienced Terrestrial Exalted, and there is no telling what other beings it might be able to regurgitate.

As such, it is best to continue with haste once Vodak is roused, as you have another objective. A hidden layer of Gethamane holds what is known as the Cincture of Creation, and holds a set of reality engines. Normally, these potent devices stabilize a section of Creation against the Wyld. The twenty-five reality engines at Gethamane were meant to create a substitute Elemental Pole of Earth in case some cataclysm overwhelmed the Blessed Isle.

The Yozis have somewhat different plans for them.

First, however, you'll need to find them. Through their Akuma, the two Yozis can relay that Cincture can be entered only through doors hidden somewhere in the passages between Gethamane's bottom layer and the underways, but they cannot be more definite on a topic sealed by the Maiden of Secrets. They do know the access portals open only to a Solar anima. For this reason, the Akuma carry one of the mice of the sun in a soulsteel cage, the little creature burning with a Solar aura in a continuous attempt to banish its prison.

Should you manage to find one of the doorways into the Cincture without being devoured by Vodak and despite the interference run by the Solars pursuing your team, even that won't be the last of your troubles, for the Cincture is well-guarded, even after so many years. You'll have to break further into the Cincture, dealing with scarab-guardians, spinning trapped tunnels, magically-reinforced locks, astrological combination locks, and holy passages that burn Creatures of Darkness such as yourself and your fellows.

Once you are past all that though, things become remarkably easy. Although the Cincture is well guarded, the Deliberative designed it to use quickly and easily in an emergency, with precautions only against accidental activation. The instructions are even written in Old Realm on the central console. Each central console includes a big orichalcum button beneath an adamant lid, and two large keyholes a yard away on opposite sides. The orichalcum keys hang on fine chains. To activate the reality engines, insert the keys and turn them at the same time as someone presses the button. It's as simple as that.

When someone activates the Cincture, the reality stabilizing power of the outer 20 generators converges on the central chamber to define the infinite, unshaped power of the protoshinmaic vortex at the center of the array as a new Elemental Pole of Earth. The 25th reality generator burns out as it drives the forming elemental pole deeply into Creation. The reality generators take five minutes to reach their full power and discharge.

If the true Pole of Earth were gone, the new Pole of Earth would stabilize and connect to Creation's geomancy over the next few days. After a year, the reality generators could be shut down. But activating the system while there's still a true Elemental Pole of Earth places great strain on Creation's geomancy. Within five minutes of the new pole's formation, geomantic feedback destroys it and damages each of the remaining inner reality engines. Nevertheless, this would be considered a great success by the Ebon Dragon, for the competition between a new (albeit weaker) Elemental Pole of Earth and the original would metaphysically weaken the original pole and Creation as a whole.

However, as you enter the command center, the Adorjani Akuma amongst your group choose that moment to whisper an alternative… Adorjan herself would readily sacrifice one of her souls to become one of the geomantic principles of Creation. She could provide one of her Third Circle demons rendered into azoth, to replace the protoshinmaic vortex as the Cincture's core. Yet, the Ebon Dragon would not want Adorjan to make such a bid for freedom and power in Creation. A new "Elemental Pole of Adorjan" would do more than possibly allowing the Yozi the freedom to roam through the North. It would disrupt Essence flows throughout Creation. Dragon lines and demesnes would shift. Every manse in Creation might suffer geomantic damage, with possible reduction in power (or an increase). If Adorjan sets this plan in motion, it's war between her followers and those of the Ebon Dragon. Yet, the Akuma of the Silent Wind are exceptional assassins, and so the Shadow's Akuma that followed you into the Cincture can be quickly disposed of.

Whichever of these paths you choose, the nascent Elemental Pole you create destroys Vodak, wherever it is in Gethamane or below. The hekatonkhire is mighty, but Gethamane abruptly becomes too real and fixed for such a blasphemy to exist.

Your reward depends on which of the Yozi you decided to side with in the end.

Should you go with the original plan, devised by the Ebon Dragon, he shall reward you with the use of the entire Cincture installation in whichever way you please. Infernal forces will arm themselves with the weaponry found in the armories of the habitation ring and take up the city above, as it remains valuable as a strategic strongpoint, despite the depopulation and use of the Cincture. Once your time here comes to an end, you may take the Cincture with you, allowing you to summon it as the manses above and create new Elemental Poles of your own devising… Assuming you can replace the protoshinmaic vortex and the lost reality-engine, repair the damaged reality engines using the attached workshops, and reprogram the installation to re-use it.

But should you agree to carry out Adorjan's plan, your reward will be something more personal. Instead of the installation now beneath the Elemental Pole of Adorjan, you will be granted a fragment of that well of infinite geomantic power. The first benefit of this is that you are stabilized and fixed in reality by the Elemental Pole's influence, such that no shaping you do not allow can change you, but the main benefit of this gift is that you shall become akin to a powerful and mobile demesne.

Through this connection you may energize yourself with the wild essence, and allow it to stream out over everything around you, empowering and evolving the area to suit yourself (within Adorjan's themes). Passive, easily shaped people and animals will be attracted to you and the energy you radiate, and even those of stronger will find that remaining around you for long allows them to feel the essence soak through them, slowly but unmistakably transforming their flesh and minds. So too are the objects and the very environment around you influenced. But this is a process that takes years, and one might get impatient. So you shall also find that you can release great amounts of Adorjani essence into the area around you to speed this up, pour this essence directly into the nearby geomancy to transform it to

Adorjani aspect, or even pour it into a creature or object to change them into a being or object of Adorjani winds.

Of course, there is also a third option you could take. Both of the Yozi wish to slaughter the city of Gethamane, to use the Cincture to bring untold destruction, and to sacrifice the Exalts their agents lured to the City Below The Mountain. One can imagine you might take exception to that. So instead of joining forces with the agents of the the Shadow of All Things and the Silent Wind, you might join up with the forces of Creation or simply stay independent, to prevent the schemes of the Yozi from bearing fruit.

This is easier said than done, because even losing the entire team of Akuma they send to Gethamane is only a temporary setback. Inevitably more will come, and worse, there are Exalted Akuma amongst them as well as infernalist Dragon-Blooded to visit the city. If any of the spill even a single drop of blood in the Underways, Vodak will notice the bait... eventually. In the meantime, the Yozis' servants will aim for much more than a drop, attempting to covertly abduct or lure any Exalted in the city down into the Underways to bleed them dry. It will take constant and *very* careful effort to make sure that no Exalted blood is spilled here.

More than likely, you will find this a futile battle. At some point, Vodak will be roused and the horrific hekatonkhire will rise up into the city once more…At the cataclysmic twilight of the First Age, the ten-thousand Dragon-Blooded living in the city were no more than a delectable banquet to the horrific ghost-behemoth. Today, Gethamane's population is little more than mortals. As such, this leaves only you and the few Exalted allies you may have gathered amongst the defenders of Creation, to stand with you between this horror and another genocidal feast. You must drive the unliving thing back, slay it if you can and seal it deep down below if you cannot.

If you manage to complete this monumental task, you shall similarly be granted the Cincture installation, once the anima of your Solar allies reveals one of the entrances. Yet, since it was never claimed by the Yozi and their servants, you will be able to take everything found within as your own. This includes the untouched armories in the habitation ring of the installation, the full set of still-untouched reality-engines, and the protoshinmaic vortex to power the creation of a new Elemental Pole suspended in the center of the installation. With all of this, you will have everything you would need to create a new Elemental Pole of whichever element you would like, and an armory of artifacts besides.

Just make sure to prime the installation for a different element before using it. Wouldn't want to give the Ebon Dragon a win after all of that.

Scenario 4: Crystals VS Pirates VS Cthulhu

There are many, many things hidden in the depths of the Great Western Ocean. Things that have no seen the light of day in centuries or millennia. Things lost and forgotten. Things desired by the Yozi and their demons. Things both Kimbery and She Who Live In Her Name want you to get for them. Things neither Yozi is willing to share. Such is explained to you by two separate envoys of both the Lintha Family and the Seven-Stranded Vine.

Once you make your choice on which of these Yozi to support, you must join an expedition to leave from either the harbours of An-Teng or the Lintha port of Bluehaven. In the case of the former, you will be joined by a crew mostly composed of summoned demons, will-broken mortals, and a handful of Akuma of the Principle of Hierarchy. And in the latter case, you are joined by as many of the Lintha pirates as they can spare for this, including demon-blooded and a handful dragon-blooded amongst their number.

Both sides roughly even out, and both sides have roughly as long of a journey to sail across the Western waves. Yet when they meet, at odds and hostile, it will be Kimbery's Lintha who hold the advantage out at sea.

Should you survive the journey, the skirmishes with the other expedition, and manage to navigate to the location of the sunken treasure, you are faced with another problem. Namely the distance you will have to swim down into the depths to find your target. Assuming they also survived the trip, either the Akuma or Dragon-Blooded Lintha will be able to provide you with the magic you would need to breathe underwater and survive at these depths. You will still have to find your target though, as the depths of the ocean does not quickly give away her secrets… and lighting your anima to see more clearer may attract some creatures you would rather not meet.

The first indications that you are closing in on your target will likely be a few outward patrols, giant Siaka employed by squid-faced pelagothropes, the aquatic mutants of the west adapted to living beneath the waves. After that, the bioluminescent glow that lights their great city will be your next marker. Should any of the patrols you encountered at this point have escaped, you will find this city likely to be marshalling its defenses in preparation.

And a great city it is. A giant pentagonal ziggurat that stretches more than five miles at the widest points and a mile from base to peak, it resembles an undersea mountain as much as a bustling city. Pelagothropes and aquatic animals float through it all, a magnificent rainbow of bioluminescent coral lighting their way, and vigilant guards supported by tamed Siaka, those gigantic thirty feet long sharks, barring the way for any invaders or threats of the deep.

This is your target, the goal and true enemy of your quest. This city is the prize the Yozi desire, and you are the instrument of its conquest. You must lead your force of tinkling crystal demons or bloodthirsty Lintha into the heart of this city, breaking the pelagothrope defenses and taking it as your own. At the same time, you must prevent the expedition that serves the other Yozi from taking the city themselves, a feat complicated by the appearance of a powerful Exalted Akuma to lead them against you.

But if you journeyed towards the city peacefully, convincing the patrols and guards of your goodwill instead of attacking them, you may choose a different path. Joining the defenders of the city against the forces of the Yozi, you will have to work with a tentacled force which does outnumber either of the Yozis expeditions by a considerable margin, but is also rather outclassed by the infernal might of these hellish invaders.

Should you be victorious over both of the other sides in this three-way battle, you will find yourself left with a magnificent underwater city, one that has been lost to time for ages. One might consider this a fitting prize, if not for the Yozis' dissatisfaction with just that.

Instead, you will be urged to enter the bowel of the city-mountain, to explore the ruined city-sized complex within. Covered in silt and coral, left in disrepair for an entire age, and repurposed as the foundation of the pelagothrope city, it might be hard to discern the true nature of this artificial mountain. Yet, the further one goes through the choked tunnels, the more you will be able to see of the living stone that makes up the structure, the jade alloy that forms a magitech skeleton, and the long-dormant machinery.

Savants and those with knowledge of the first age will quickly realise this for what it is. An ancient superweapon, created as a sign of the strength of the Exalted host and a central bastion in case of cataclysmic invasion. One of the four directional Titans that were the pinnacle of the Old Realm's aerial fleet. The aerial citadel named the Flame That Marched Against The Sea, in eternal insult to Kimbery.

And yet is laid low. All of it's systems dormant, much of the structure in need of repairs and long-overdue maintenance. It was a point of pride to the Old Realm that none of the Titans ever touched the grounded, even during construction, but now it rests on the ocean floor deep below the waves. Still, the superstructure itself is intact, the living stone having long since regenerated whatever damage it had sustained in the collapse of the First Age.

Your task now is to repair this behemoth fortress, to allow this mighty fortress to take to the skies again and bring glory to the Reclamation. You must restore the auxiliary systems (including the workshops and all other systems not associated with actual operation), repair the mechanisms that allow it to expand into siege configuration and its main Eye of Judgment weapon system, restore the ablative energy shield that protected it, repair the five-hundred Essence cannons that serve as conventional armaments, mend the flight systems and rejuvenate the maneuvering engines, before finally reactivate the Animating Intelligence that would direct it alongside its commander. Perhaps you could even glean enough from the corroded archival templates to recreate the fifty thousand-forged dragons and hundreds of skyships that once graced its now-empty launch silos and hangars.

To this end, you will gain some assistance from other agents of the Yozi, but the remote and underwater location of the citadel makes it difficult to do so in large numbers, as much as redirecting all hands in the region to this endeavor would be preferable. As such, you will likely have to rely primarily on your own skills and those of the smaller groups of infernal specialists with you, as well as summoned demons and enslaved pelagothropes for manual

labor. This will not be an easy or fast process, as the advanced magitech of the fortress city took the Old Realm more than half a millenium to complete with all its resources.

Should you have joined the pelagothropes instead, you will have to convince this aquatic society to allow you to repair the fortress, and will likely have to refit much of the structure to allow it to retain water inside and allow the pelagothropes to live their lives within. Still, should you manage to convince them, they will lend their aid to your repair efforts.

Whichever path you chose, the end result is the same. Should you succeed in this task, the colossal vessel will at last draw breath once again, draining ambient Essence from the surrounding geomancy to power itself. The sunken city-mountain shudders and emits a long, hellish groan as the Titan sloughs off its excess carapace in a storm of sinking stone and coral. From there it rises to the surface of the water and beyond, once again floating above the western ocean as an impregnable bastion.

If you joined with Kimbery, your new flying city will be given a crew of five-thousand Lintha pirates to man it. Should you have joined the Principle of Hierarchy, you shall instead be given five-thousand demons and will-broken mortals, all specifically granted the skills needed to assist you aboard the citadel. And if you should have joined the pelagothropes themselves? You will have the entire population of the city to serve as its crew, including the Siaka and other fish. Each of these crews will serve to man the fortres to allow it to function at full capacity, and perform the weekly maintenance the vessel requires to the best of their abilities.

As much as symbol of the Reclamation's (and your own) impending victory as an a great weapon and central stronghold, your will be able to use it to remove armies, fortifications, cities, and behemoths alike from the the map with impunity. Just be careful no one manages to sneak in and take or destroy it from within.

Should your time here come to an end, you may take your prize with you to other worlds, allowing it to soar over the skies of other worlds at your leisure.

ENDINGS:

Assuming you survived your time in this world, you have one more decision to make after the decade of your stay has finished up. Either way, all your drawbacks are revoked.

Return: Perhaps the madness of the Demon Realm made you long for home, or perhaps you have simply have grown weary of dealing with the many worlds on your journey. Whatever the case, it's time to go home for you.

Stay: It'd be a shame if you did all that work to conquer and corrupt Creation, and then just had to leave, right? Or maybe you set yourself up to rule in Hell? Either way, you can stay here and do as you wish.

Continue: Or maybe it's time to travel Beyond and go to your next destination, to bring them the glory of Hell.

NOTES:

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

Appearance changes due to the Exaltation will be optional post-jump.

After the jump, you will no longer carry an Urge. Act of Villainy and Torment are now optional elements of your Exaltation, which you may indulge in to relief stress and either regain some measure of willpower or entirely refresh it, respectively. You may choose to fully keep your Urge and Torment, if you want that for some reason.

Sidereal martial arts are not possible to learn for Infernals, Hell's Chosen lack the native connection to Creation's principles to access the Blossom of the Perfected Lotus by any means.

Yes, you can pick any demon for the Yozi-Kin perk. 1st Circle demons are not recommended, because they're much weaker than others and wouldn't help much. 2nd Circle Demons are what the perk works best with, giving you a great boost in disposition with them and allowing you to learn all their charms. 3rd circle demons can be chosen too, but get a milder boost in standing with them (Though they'll still like you), and while you can learn spirit charms fitting to them you won't be able to learn their powerful custom charms. You may also choose to be a demon-blooded/hellspawn instead of a yozi-kin, as that is functionally equivalent.

Orphan Cub of the Devil-Tiger still lets you get discounts for both you Caste Yozi and Favored Yozi, despite you being a new Caste now. You can pick either of your Caste/Favored Yozi to be your Favored Yozi in-jump, while the custom Devil Tiger granted by the perk will be your Caste "Yozi".

If you have Remember the Past and Orphan Cub of the Devil-Tiger, you also get the memories of the non-existent Devil Tiger (including memories of the Devil TIger process to kickstart your own attempt). If you also have You Are Not Me, you can split their personality off in a coadjutor-like advisor along with your Solar Past Life.

Akuma created through the perk learn your powers like an Akuma would learn a Yozi's Charms. So that perk to let you run at Mach 2 will probably take a few "charm purchases" to learn at full strength.

The items stipend is for Items and Manses, but not for Companion purchases. Nor do companions get their own stipend.

Purchased Hellstriders and other magitech relics will not require Hearthstones to power them.

The red-haired woman under the Demonic Familiar option is a Splintered Gale fragment of Adorjan herself. If purchased, you will not have to worry about her greater whole reabsorbing or terminating her. She is beyond her reach.

Post-jump, you will still gain the benefits of any Cult you gained here for the purposes of any Messianic charms you learn. Similarly, cults praying to you in other jumps will also fuel your Messianic charms, despite those people likely not being designed as essence batteries.

Demons descended from you do not count as companions, since they're kind of part of you. This goes for all three Circles of demons. Though you'd need some way of taking your 1st Circles along (like an internal world), since they're not that closely connected to you.

Unless you decide you want to import them somewhere as a companion , in which case they become subject to all their rules and restrictions.

Likewise, you can import the other companions that don’t take up a slot (in case you want the mysterious redhead as a true companion), but they’ll become subject to all companion rules and restrictions.

In addition, 1st Circles who become distinct enough to become Citizens would also fall under Companion rules. Since at that point they're their own person.

The internal world gained through the Inner World perk and/or the Spirit of the Living World charm will allow inactive companions that are descended from you (either your demonic souls, or your children, or simply your creations) to roam there instead of being in stasis.

You still get your Exaltation proper after the jump, if you took a drawback that made you something else (mortal). If you took A Bargain Made In Hell, their charms are opened up for your companions too.

the Exaltation-dependent drawbacks obviously still work on you if you take Mortal Form, they’re drawbacks. That said, you might reflavor them a bit to fit your new status a bit better. For horrible Coadjutor you might be partially possessed, Demonic Aspect might simply make you a mutant, Terrible Torment might be a curse...

Modern infernal charms may be learned/developed as normal.

For your Coadjutor, you could fanwank some homebrew demon species if the Yozi who Exalted you doesn't have any canon demon races you would like.

Without picking either the perk or the drawback, your coadjutor will be neither very helpful nor working against you, at least to start with. It'll probably be pretty quiet.

You can be selective with what you ignore with What First Two Chapters?, so you can ignore the horrible stuff and keep the parts of it you like.

You may pick any Hearthstone power appropriate to the Yozi your Manse is aspected towards for most of the manses, though the Cytherean Manses only produce minor hearthstones.

If you purchased a group companion from Demonic Retinue, future imports will be split amongst their number as you wish. Whether that is a single one of them gaining all the benefits of it, or everything gained being divided amongst all of them, or anything else in between.

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

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

LEXICON:

Perks:

Demon Worshipper:
-knowledge of prayer, rituals, songs appropriate for a cultist.
-knowledge of rituals to summon a few kinds of minor demon.
-negotiating skill, specialized in bargaining with demons.
Yozi-Kin:
-you are enhanced a little beyond most people, in body and mind, by demonic heritage.
-possibly have mutations like glowing eyes, horns, extra limbs, or wings and such.
-one specific demon lord of your choice likes you.
-you may learn that demon's charms (magic powers)
Cult Leader:
-skill at socializing and rhetoric, making friends and convincing people.
-mainly focused on building devoted cults to yourself.

-you'll nearly always find a steady supplies of prospective cultists
-converts quickly become zealots
Yozi Cults:
-skill at managing/hiding spy networks and secret cults
-see who can be made into a good worshipper/employee at a glance, and how to convince them
-find cults in other jumps too, dedicated to demons/horrors/ancient powers/chthonic stuff
-those cults will happily assist you any way they can

Infernal Governance:
-noble bearing and politics experience.
-mercantile skill, how to sell your wares and stuff.
-convoluted plots are easier. go and Rube Goldberg it up.
Hellish Export:
-you can ignore most laws.
-most notably import/export laws. no need to smuggle.
-never pay for going to the theatre or cinema again.
The Equitable Market:
-a sense for what your customers want to buy.
-you'll always be able to find exactly what they want/need.
-able to set up entire markets.
-enforce a stranglehold on these markets, and profit from everything.
Peer of Hell:
-respect and obedience from lesser demons, they'll unthinkingly obey.
-obedience extends to other belows you instead of just demons.
-the 3rd Circle and Yozi respect and are lenient towards you (and this will have similar result with demon kings/eldritch powers in other jumps).
-quickly able to make yourself a peer/trusted advisor to these.

Savant's Understanding:
-quick of understanding, and near-perfect memory.
-clear (but impersonal) memories of First Age history, science, and magic
-retain absurd amounts of information.
-monologuing skill.
Architectural Madness:
-you're a great architect
-impossible/weird architecture techniques
-Manses build in this way are able to channel a bit more power
Vitriolic Craftsman:
-you're a master at using Vitriol to create demonic artifacts
-dissolve demons to use as ingredients
-mundane craftsmanship
-know the beginnings of magitech and life-creating crafts
-how to build still-aware hellforged artifacts
Primordial Psychologist:
-understanding alien and bizarre minds/beings

-innately understand how the Yozis think and behave, and the influence of their souls
-play psychologist/psychiatrist for the architects of reality
-knowledge of ancient lore, legends, histories, and most of demonkind's libraries
-adapt the aesthetics of one yozis charms (magic powers) to a version appropriate to another yozi, as long as it is possible to adapt to their themes.

Warrior's Mettle:
-skill at fighting and weaponry
-screw with your enemies' minds
-great evil laugh
Demon Realm Traveller:
-ignore any environmental hazards in Hell, extreme resistance elsewhere
-doesn't work against deliberate attack
Way of the Infernal Fist:
-trained in infernal martial arts (You can assume you mastered a particular Celestial style, and probably learned the beginnings of others. Or you mastered a few lesser Terrestrial styles.)
-martial arts come easy to you, even supernatural martial arts
-quickly learn with a tutor, or even develop entirely new styles
Hero of Hell:
-physical attributes are boosted, making you faster, stronger, tougher. Assume lower Captain America-ish.
-as long as you keep up a winning streak, you gain a noticeable boost to every aspect of yourself with every win (this scales to you).
-you also get a greatly enhanced reputation
-if you are defeated, the boost resets to base and your reputation will be damaged if word gets out.

Name That Unfolds Like Lotus Blossom:
-you're taken serious while calling yourself by the most ridiculous/lengthy names
-people will actually respect you a little more of you do so
Below Notice:
-stay off people's radar by appearing below notice/uninteresting
-hard to even notice you while doing so
Acts of Villainy:
-acting like a saturday morning cartoon villain gets you prestige/approval from villainous sorts (and moreso from the Yozi than any other Infernals).
-seem obviously evil and on their side to 'villains', even if you're obviously sabotaging your/their efforts with hammy antics
-at the same time, get in the good graces of your enemies/heroes, because they notice what your hammy antics accomplish
Orphan Cub of the Devil-Tiger
-you can choose a custom primordial theme to make your own charms for.
-your caste is something custom instead of the standard five.
-your forehead mark and battle aura (which appear when you use too much essence) are customized to whatever you want.

-you're now free from the Yozis control, and have an Urge appropriate to your primordial theme instead.
-you're not an actual Devil-Tiger though, missing a bunch of things as just the inheritor of one. -manually going Devil-Tiger yourself means you have two customized themes for charms.

The King Is Here
-kingly aura
-when angered, you get an aura of terror too
-when happy/peaceful, your get an aura of awe and brilliance
Brass Dancer:
-you're a fucking ridiculously awesome dancer, with skill far in the supernatural
-dance a specific, personal dance to express your nature
-can learn the magic dances of demons
Sacred Azure:
-anything you write in azure ink will be forbidden from being read by anyone else
-can be resisted, but is really hard
Desert Wanderer:
-you can walk into the Endless Desert anywhere
-then wander for 5 days to end up anywhere in the same jump, no matter the distance/dimensional boundaries
Crystal Clarity:
-you can suppress your emotions to gain a state of clarity, without distractions
-perfect crystal voice, which you can adjust to reproduce pretty much any sound
Principle of Hierarchy:
-a whispered name turns people into loyal drones or fanatics to your orders/hierarchy
-actions to enforce order or suppress free will are enhance, this works best with mental/psychic powers
Her Hate Is Safer:
-catch the interest of alien and powerful beings with ease
-start up a romance with those somehow, and maintain a relationship of sorts
Hateful Wretched Noise:
-adjusted to the Demon City's noise
-mastered playing every instrument in Malfeas and Creation
-able to create melodies (and sing) beautifully enough to make music as well the Yozi (so really ridiculously awesome music)
-musical skills only improve, never degrade even if you ignore them
Shadow of All Things:
-How to corrupt people, and how to break their wills
-turn heroes into villains
Pleasing to the Ebon Dragon:
-slip away from punishment for your crimes
-people will still hate you, but you won't be punished for your actions directly
-might cause those around you to get punished instead

Lintha Ng Jumper:

-you can be a strong, demon-blooded pirate. gaining gills to breath underwater
-or a tall, lithe pure-bred like their ancestors. gaining spirit-seeing glowy eyes
-your Lintha kids live much longer and might relearn lintha charms eventually

Blood of T'Foor Na:

-warp beings into stranger forms with mutagenic energy and mutations
-start with mortals and animals, works up to demons, gods, and ghosts.
-eventually able to create your own behemoths

Metal Trees:

-inorganic objects can be given life, turning into plants like metal trees or stone rosebushes
-things like the Magical Materials or other supermetals like Adamantium just get mundane equivalents growing from them

Perfect Reflection:

-super empathy, sorta. One look into someone's eyes, and you know them better than they do.
-gets you their memories too
-mimic them perfectly, or sync to work in tandem
-might make you lose your self if you use it too often

Irresistible Force:

-willpower boost, never giving up in the face of adversity
-with an ability to keep going no matter how busted your body is

That Twists The Sky:

-you are now permanently outside fate.
-Infernals are already naturally so, but now you can't be pulled back in by others.
-you can also pull others out of fate's sway with a touch

Demonic Bartender:

-you know how to make pretty much every drink in hell.
-including dissolved demon: the beverage

Emotional Storms: