Graceful Wicked Masques



In the far-flung reaches beyond the veil of Creation, where the boundaries blur and chaos reigns supreme, there lies a realm of madness. It is a realm both formless and infinite, where shapes dance amidst the swirling tempest of chaos. Amidst this tumultuous sea of formlessness dwell the Unshaped, beings without faces or names, born of the primordial chaos itself.

These Unshaped, harboring resentment against the ancient order of the Primordials, waged ceaseless war upon the structured realms of Creation. Yet in their defiance, they became ensnared by the very forms they sought to destroy, exiled from the wild expanses of the Wyld. Known by many names—rakshas, fairies, or soul-devouring abominations—the tales of these exiles and survivors weave a tapestry of intrigue and peril in the borderlands of existence.

Some among them seek the annihilation of all that is, while others merely strive to survive amidst the strange and hostile landscapes they now inhabit. Forever bound to the borderlands, they cannot return to the formless chaos of the Unshaped, nor can they thrive in Creation that carves away at them with every new dawn. With their Immortality left little more than a fragile illusion before the Creation-born, they hide from the horror of it in meaningless raids and political machinations, vying for dominance in the long march toward oblivion.

The Fomorians, true to their origins, harbor a singular purpose—to undo the fabric of Creation itself. As hideous monsters of the outer realms, they sow chaos and destruction

wherever they tread, their madness leaving ruin in its wake. Some lurk in the shadows, feared even by the Raksha courts, while others infiltrate society, sowing discord and anarchy from within.

The Church of Balor, with its seductive promise of apocalypse, draws followers from among the ranks of the Fair Folk. Yet, for many, it is but a hollow echo of a forgotten cause, a semblance of purpose rather than true conviction. Yet, amidst the chaos, there are whispers of a new crusade, driven by voices both within and beyond the bounds of Creation.

And amidst the tumult of chaos, the Five Courts of Opal, Lapis, Pearl, Jet, and Ruby stand as bastions of order and principle. Followers of Compassion, Valor, Conviction, Temperance, and Willpower, or at least a soulless imitation of such transcendent principles, offer structure in a world devoid of it. Yet, beneath their veneer of stability, lies churning horror, as each court vies for dominance in the ever-shifting landscape of chaos.



But these movements are but fragments of a much larger whole, as the hordes of chaos remain vast and unknowable. The Creation-born may never truly understand their enigmatic nature, for they are ever-changing, forever eluding the grasp of definition. If for no other reason, than because they would change themselves to escape any definition firm.

To take up such an identity would be a lie. But everything about the Raksha is a lie.

Take this 1000CP (Chronicle Progress) to pin down your tale.

In Medias Res

Your story may start you anywhere in the Wyld close enough to know the touch of reality, or within reality itself anywhere the hordes of Fairy can reliably reach. By default, you start five years after the Disappearance of the Scarlet Empress, but may set your start time to any time after the end of the Primordial War.

Caste



To be a story you must tell a story. As a Noble Raksha, you are as defined by how your story is told as you are by what your story tells. From this come the two virtues that will be your guiding lights going forward.

Shadowed Diplomate
Diplomacy is the domain of the Staff, and what passes for Temperance for the Fair Folk. For you though, the Staff is a tool that *serves* your purpose rather than is your purpose.

As a Shadowed Diplomate, you take **Two Tokens of the Staff** and one purchase of **Shadowed Diplomacy** for their Ascendent Grace Free. Pick one caste from -

- An **Anarch** uses civilization to destroy civilization, with the Sword Ascendant. Take **Two Tokens of the Sword**.
- A **Luminary** uses civilization as temptation, embodying its desires through the Cup Ascendant. Take **Two Tokens of the Cup**.
- A **Panjandrum** crafts civilizations into strange alien utopias, the Ring Ascendant. Take **Two Tokens of the Ring**.

Shadowed Entertainers
Temptation is the domain of the Cup, and what passes for Compassion for the Fair Folk. For you though, the Cup is a tool that *serves* your purpose rather than is your purpose.

As a Shadowed Entertainer, you take **Two Tokens of the Cup** and one purchase **Shadowed Desire** for their Ascendant Free. Pick one caste from -

- An **Artisan** makes things people want, woven from desire with the Ring Ascendant. Take **Two Tokens of the Ring**.
- The **Courtier** tempts people with their social order, their Staff Ascendant. Take **Two Tokens of the Staff**.

- A **Xia** enjoys the temptation of the simple answer of violence, with their Sword Ascendant. Take **Two Tokens of the Sword**.

Shadowed Warriors
Violence is the domain of the Sword, and what passes for Valor for the Fair Folk. For you though, the Sword is a tool that *serves* your purpose rather than is your purpose.

As a Shadowed Warrior, you take **Two Tokens of the Sword** and one purchase **Shadowed Conflict** for your Ascendant Grace Free. Pick one caste from -

- The **Eshu** display violence and a warrior's spirit to deter violence, their Ascendant Cup turning violence itself into a message. Take **Two Tokens of the Cup**.
- An **Imperial Raksha** carves empires with the blade, born for war on a grand scale with the Staff Ascendant. Take **Two Tokens of the Staff**.
- The **Strategos'** expression of force as both means and end, the Ascended Ring wields the sword with calculated restraint. Take **Two Tokens of the Ring**.

Shadowed Workers
Industry is the domain of the Ring, and what passes for Conviction for the Fair Folk. For you though, the Ring is a tool that *serves* your purpose rather than is your purpose.

As a Shadowed Worker, you take **Two Tokens of the Ring** and one purchase of **Shadowed Industry** for your Ascendant Grace Free. Pick one caste from -

- A **Scribe** is an invisible pillar of law and order, their Ascendant Staff transforming chaos into order. Take **Two Tokens of the Staff**.
- The **Ornamental Raksha** forges themselves into an adornment of the court, desired by all with their Ascendant Cup. Take **Two Tokens of the Cup**.
- A **Cataphract** epitomizes knightly ideals and the mailed fist of the courts, with their Sword ruling. Take **Two Tokens of the Sword**.

The Anatomy of a Dream



As a Raksha, simply existing is a chore. Yet you must do more than that if you're to overthrow creation… or just have the kind of party that leaves the neighbors soulless husks.

Tokens may be spent on their own grace. E.g. **Tokens of the Cup** may only be spent in the Cup Grace. They will purchase the relevant Charm once for free.

All charms cost 100 CP unless otherwise noted. You may purchase charms multiple times so long as they have a cost, and multiple tokens can be spent to purchase a charm multiple times.

The Liar and the Lie (Free and Mandatory For Everyone)

A Raksha has no soul. This may sound meaningless - what is a soul exactly? As an endlessly embodying world traveler, you may have been many things that are "soulless." The important part is here; it's unclear if there is any **Is** for a Raksha that is not a lie. Whether any ego they have can really be called such. Even if there is, once they've taken on a mode of existence inside creation, they're quick to discard it the moment they reach the Wyld. Embodying as a Raksha would be nothing more than an elaborate form of suicide without some form of protection.

So rather than being the Lie, you are the Liar.

You are the storyteller, telling the Raksha, rather than the Raksha itself. This grants you no protection from things that affect your vessel. If your Story is bewitched, you are bewitched. If your story is slain, you are slain. And you are as caught up in your story as you are in any other identity you take on. But if your story throws away its self-identity and takes on a new one… you are untouched. You will be as affected by your new story as you were by your old… but you will still be you.

This will function for other identities that are fundamentally lies going forward.
This grants one other protection. Your core self - the one that's hidden inside the liar rather than the lie - can't be detected. If you plot treachery, someone can read it in the mind of the Lie. But they wouldn't be able to see that the motivation for this came from the Liar, from your out-of-setting knowledge. Parts of you that have no foundation in the world you are in are invisible, with in-setting veils or explanations inserted to hide the discrepancy.

A Heart Filled With Dreams (Free)

The Raksha are dreams, they don't have them. They can turn the Wyld into dreams, spinning possibility into something a touch heavier, but they can't reach inside themselves and pull out a new dream. Not spontaneously the way any mortal can.

Behind the Lie is the Liar, though, and the Liar can dream. You are your own source of Gossamer. This is no modest sum; your dreams are touched by every world you have visited, and every person you have been. For each 'identity' you have *become*, there is a wellspring, and a new one will open for each new becoming. If this would be quantified into numbers, you could call it ten points of Gossamer every lunar month within creation, or every "story" when in places outside the bounds of time.

The Heart

Pass Through Nirakara (One Purchase Free)

To exist within creation is to be entrapped within its order. Yet without that cage, no interaction is possible. The cage might be fleeting, or a work to last the ages, but to exist is to be burdened with existence.

For you, a liar from beyond, needs no justification for your lies. You may design a lie to inhabit; this form can be designed with a handful of minor advantages - It might be aligned towards an element, or a bestial one. If you have a copy of Graceful Wicked Masques or Exalted: The Fair Folk, you may design this using 3 mutation points worth of Assumption charms that create a form and have no prerequisites not included in earlier purchases. If you don't, pick three minor benefits your form grants you.

You may freely take on this form at need, or when you step into a place of existence as if it were a permanent mutation when convenient. When you step out into a less defined place, you may dissolve it away and become a floating skim of possibility within the chaos, and can "exist" in places that deny fixed existence. There may be other places and times where you can discard your form, though beware not to be caught without one within existence. While you have it wrapped around you Iron will only cut you as one of the Creation-Born, though it may still cut away your lies. You may buy this again to craft a new 'base form.' You obviously can develop your own Assumption charms - they simply will lack the free nature of this Charm.

Assumption of Might

While a consistent lie may be useful, a liar should be flexible in their tales.

Each time you buy this, you may buy eight points worth of Mutations you can take on when you don your form. You don't have to; these are tools to fill out the story you're telling. Changing your story does require you to be in a place where you could discard your form first. You may use them with any other Assumption charm you know, as well as with similar powers. These count as Permanent Mutations when convenient, and you may take them from permanent charms. You can still dismiss them when they don't suit you.

If all the mutations being picked to be added to an Assumption belong to a particular Grace, you may spend a Token of that grace to buy this.

Sovereign of {Element}

Upon purchasing this charm, pick an element. This could be one of the five of creation, the underworld, the six elements of Autochthon, or something stranger. Upon purchases, you weave a story of your authority over that element and fix it in place. This counts as a Permanent Mutation when convenient, and may be discarded when not.

Going forward, that element will aid you and those you wish in subtle ways while in your presence. It will similarly hinder your foes. You may craft that element with ease as a natural part of existing, and if it is normally transitory your craftsmanship will last for a single cycle of the moon (or twenty-eight days in places without a moon). You may wield it as a weapon, and with Essence may call it forth in dramatic demonstrations of violence. Lastly, you may for a cost of Gossamer and Essence, weave a form of your element to embody a dream into reality.

The Crown of {Beast}s

Upon purchasing this charm, you entwine your lies with stories of a particular animal that comes to symbolize you. This does not have to be a natural or real animal, though nothing mightier than a tyrant lizard or smaller than a mouse. Upon purchases, you weave a story of your connection to that beast and fix it in place. It counts as a permanent Mutation when convenient, and may be discarded when not.

Going forward, you can shape change towards that beast, using it to enhance your story with feats suitable to it. You can call upon that beast's abilities, or become it. You may channel the story of that beast in a hostile manner, using it as a hex upon your foes - perhaps you roar like a lion, causing their hand to pause in fear at a critical moment. For a cost of Essence, you may invoke images of those beasts into the world as teeth to grind away at your foes, or call upon them as helpers. With intention alone this is but a momentary fantasy, but with Gossamer it can be invoked to do so in a manner that will last for a scene within your greater story.

Profound Muse of {Passion}

Upon purchase of this charm, you pick an emotion that you represent. Upon purchases, you weave a story of your embodiment of that emotion and fix it in place. It counts as a permanent Mutation when convenient.

The emotion in question bolsters you and your ally's actions, but its madness is better suited to hindering the actions of your foes as appropriate to its nature. You can also invoke your emotion in others to twist their nature, the vary way they will approach the world, and for a time change it into one suited or defined by the emotion you embody. For a cost of Essence, you may wield your emotion as an invisible and intangible weapon that cuts at the

heart. It does no physical damage, but the out-of-control feelings make the victim lose control of their energies, causing them to leak away. Lastly, for a cost of Gossamer and Essence, you may weave a form of your emotion to embody a dream into reality.

Ashen Bone Coronet

Upon purchase, pick a broad theme of the past, defeat, memory, or attachment - something like ‘heirlooms’ or ‘home.’ Upon purchase, you weave a story of your embodiment of that anchor and fix it in place.

You count as dead when it would be convenient - you could answer beckoning for the dead, or even Necromantic Summons, and then throw off the controls they try and leverage to control you, as you are not dead. You may respire in the underworld, receive burnt offerings, and otherwise engage with the magic and nature of the dead. You may become incorporeal like a ghost, or disturbingly physical like a zombie, and your appearance echoes one of the dead. Anyone who has an appropriate intimacy, passion, anchor, or other connection to your theme finds it harder to oppose you, and you find your action against them eased.

Those you kill, if not protected by magic or mighty enough to simply deny your influence, will rise as ghosts if you wish. You are an anchor to any such ghosts, and this arcane connection gives you an inherent advantage over them and may be leveraged into further dominance. They rise with a passion connected to you; with this alone, that passion will just be about you, but other charms and powers may manipulate it further and they’re explicitly vulnerable to your abilities strongly shaping them to your needs.

You may use your Theme or a ghost's own desires to pull a shade from its shape and cast it into one of Soulsteel. Such craftings make exceptional objects but are otherwise little different from what *Demiurgic Anvil of Plenty* produces - impossibly fine works of craftsmanship with fairytale properties, though the strength of those properties is defined by the strength of the ghost, and they’re not subject to the weaknesses of Glamour. You may use this with *Demiurgic Anvil of Plenty* and its successors to create more profound objects.

Such transformations are works of glamour, and such a transformation could be stopped by magic or power to overturn fate. Further, it will fall apart with time; the ghost shaking itself free whether it wants to or not. With an investment of Glamour and Essence you may push this to become a work of Permanent Work of Glamour, a true and normally irreversible transformation into an object. You may decide if the ghost is somnolent in its new form; that it only dreams of itself as the object you made. Or if it’s awake and aware - whether that be as punishment, to make a controlling intelligence for an artifact, or just because you like the idea of a cursed sword that possesses its wielders.

Lastly, for a cost of Gossamer and Essence, you may weave a form of your theme to embody a dream into reality - such things will have a ghostly or underworld nature.

Descent of the Mad God

In the end, the Unshaped might be great enough to defy the order of the world, but the Raksha are below the horizon of the Sun's contempt. Show the world how foolish it is to underestimate you so.

Upon purchasing this charm, fill your definition with razor teeth of glamour that cut and chew at any attempt to change you against your will. You refuse clean definition; you count as a 'thing' or 'automation' or 'person', whichever is more convenient to you at the moment, and become immune to most direct mental effects. You are outside of fate - while it's possible to overcome this and drag you inside, until such a time you are immune to prophecy and similar forces.

It is possible for you to exist inside creation without an Assumption now, though such a formless existence is dangerous in the extreme.

Your chaos fills your sorcery; magic you wield becomes more resistant to being countered, and any Glamour Sorcery you wield will be cast out of form rather than unmade in the face of countermagic.

Dictate of Law

Just as you lie about what you are, you also lie about the nature of the world. Upon purchase, choose some limited mundane task. If you possess the rulebook for exalted, this task is the size of a single Specialization. Otherwise, pick something like 'The Longbow" or "Pretending to be Innocent." You cannot fail, and the outcome is twisted to be more favorable towards you, unless opposed by something able to defy fate or magic. 'Defying fate' in this context is not an impressive thing; this is the level of defiance heroes perform constantly, though not always effortlessly. In the face of such opposition, your action is still enhanced, but it can be overcome. The outcome is still adjusted in your favor as dictated by your fundamental magic, even in the face of a loss. Though that can just mean 'losing slower,' or maybe not even that in the face of truly overwhelming might.

This task does not have to be a skill; any aspect of you or how you interact with the world can be the focus of your dictate. This counts as a permanent mutation when convenient.

The Hearts Bastion

You have hidden your heart away from the demands of Creation, and will not allow it to touch you. Not in mind, body, or soul. Not in by word or deed. Not directly or indirectly. Not by harm or hindrance.

Such a childish refusal will fail in the face of magic or those able to defy fate, though even there they will have to overcome the armor of your solipsism. Its strength is dictated by your fundamental magic, the strength of your Essence twisting away the paths to strike at you. This counts as a permanent mutation.

Embrace the Bedlam

While madness might sound scary, there is something liberating in it. Whenever you are subject to Bedlam, you aren't simply ruled by madness, but liberated by it.

When madness overcomes you, your willpower is refreshed, and your rejection of sense acts as an upwelling of Gossamer to fuel your magics. Any who wishes to stop or harm you must struggle to raise a hand against you, for you are all the wonders that do not exist, and to strike at you is to strike at their own heart. This is not just a mental effect; you really do become a thing of beautiful chaos for a time, and while in it you will mutate your form, taking on and discarding elements at need - if you have the gamebooks, treat this as ten floating points of mutation.

You may give yourself a purpose while falling into madness. It will become an obsession that defines you during your sojourn from sense, but it will also greatly empower you while you pursue it, as if the very virtues that sent you into your fit were empowering your every action in pursuit of your cause. This will also work towards any supernatural oaths that currently bind you. You need not fear betraying either the cause you picked or the oaths that bind you even in the depths of insanity.

Lastly, when you return to sanity, you will discover that your spirit forged any number of strange or impossible things. Most of them will simply be useful as mystical consumables, but sometimes you may forge an actual artifact of some kind.

Upon purchase of this charm, you gain the ability to send yourself into such a fit of madness at will, and will be able to continue to do so even in future jumps even when Bedlam should be in your past. Such self-inflicted fits will usually last for a single traumatic 'event' (for example a major battle). If there is no such dramatic event, it will last until one happens, or five days pass. This charm will also trigger under other fits of supernatural madness, like the Great Curse.

All-Encompassing Vision

The greatest sin of Creation isn't its existence, it's that its existence inflicted itself upon the infinite Wyld. Perhaps there are places in the Wyld where the light of creation never reached, where possibility wasn't curdled, where causality never came to have a say. But

for the Raksha? No matter how hard they try and pretend, they cannot escape the hand of causal relationship.

While you may not be able to refute Creation, your vision won't brook any lesser vision imposing itself upon you. You freely and reflexively oppose all shaping and transforming of reality that would include you, to which you have not given permission. Your heart splinters stories others tell about you, dismisses vistas they impose around you, hides away your Essence from the reach of their events, and otherwise both removes you and lessens them.

This is not all-powerful, but reality warping that includes you is weakened and deflected, while you are always further away from it, dodging or at least reducing its influence upon you. You can always treat yourself as 'aware and resisting' against such effects, and you always count as a larger, more significant object to affect for the cost and result of such powers.

The Cup

Shadowed Desire of the {Grace}

The Raksha are often defined by what is less important, more than they are by what is more important. Want, temptation, entertainment… to you this is a tool, not a goal. When you use extravagance, decadence, or other tools of the cup, you can subvert the process so that it serves another goal.

Whatever Grace you bought this for, its goals, tools, projects, and methods can be advanced in sync with any hedonistic accomplishments you make.

You may choose to have this manifest through one goal helping the next, as if you were some masterful schemer murmuring 'just as planned'. In this way, both accomplishments will remain distinct and separate, if accomplished through the same tools.

You may choose to have this happen by intertwining the project; in doing so, it becomes nearly impossible to advance one without advancing the other, or hurt one without hurting the other. This is a work of glamour, and those significantly more powerful than you can find ways to untangle your web.

Or you may choose to have your true goal parasitically consume the project you are pretending to advance. In doing so you give it greater weight and push it forwards faster, and in a hidden manner. Doing so happens at the cost of harming the project you pretend to advance.

The Chipped Chalice

Despite the fact that it will drink their blood, few can resist drinking from it.

When engaging in reality shaping that wields the power of desire, want, or similar forces, your actions are enhanced. You are faster, more skilled, more tempting. When you engage in shaping reality, the outcome is always enhanced if you weave elements of the Cup into them, proportional to the strength of your Cup Grace. If you are fighting through such manipulations, your Cup births terrible weapons of want and confusion for you to fight with.

As a final benefit, your very interactions are always twisted by a subtle kind of reality warping. This does not make them more potent, but rather allows you to engage in multiple vectors of social attack at once. Rather than having only one stream of interactions, you can segregate them towards different targets. Without magic or the power to overturn fate, people will only be aware of the 'lane' of social interaction you direct towards them. You can have a maximum of ten streams of interaction at a given time through this charm.

As an alternative to simply increasing your number of channels, with a second purchase of The Chipped Chalice, you have learned to trust your message to stand without your shepherding it. You may now express your channels through any work that carries your message - whether a painting that has a vastly different subject to different audiences, or a letter that has a different message to different readers. You must make all decisions about how the channels will exist and who will see what when you create the work.

Regardless, additional purchases will always make you generically better at ‘cup-aligned’ reality warping.

The Spirit Twisting Obsession

Whether or not you have actually learned this style, you naturally embody its principles.

In places of dream, unreality, or when engaged in reality-warping contests, or in hostile social contests, you can force a victim to obsess with you, and by doing so give you power over them. You entangle them, sap their strength, and grow stronger yourself as you conflict with them. At the same time, you weaken them as their story begins to tell of their own failings and fallings. Few can fight back, when their own strength betrays them and becomes yours.

Soul-Carving Artifice

The Wyld is known as an ocean in which men's souls are salt, but there is a certain purity in dissolution, and men do it to themselves, chasing their hopes and dreams in the only place you can really find them. When dissolution comes for you wearing a fair form, though, that dissolving takes on the properties of hunger. Yet are not the dreams you bring with you just as sweet?

Like the Wyld, you bring with you a mist of Want. What you want, or the wants of those around you. How much dreams you have to shape come from your fundamental magic, the strength of your Essence manifesting even in the hostile universe of reality.

If parlor tricks of illusion aren’t enough for you, you may consume the mists of unreality in more dramatic action. Enough mist can even be consumed to fuel the true storytelling of the Fae, even in reality. Such shapings are even more restricted than the Boardermarches, the stories told unlikely to last even minutes, and railroaded into branching off from the narrative that already exists in Creation. No original dramas of your own creation, only a poor fanfic of the poor storytelling of Reality.

But if you pick the right moment, it can be enough to divert events along a more favorable path, your storytelling guiding the world more wisely then that poor talespinner named fate ever could. Just hope no one has the heroic spirit or magic to defy fate. While the strength

of your essence defines how hard your storytelling is to defy, reality is weighted against you, and every defiance will bring your illusion to an end that much sooner.

Or you could just ravage them. For when the sea comes to dissolve a soul, it wears your face.

If you're strong, you might be able to tell one story inside creation using nothing but your own presence. If you reach the peak, you might do it twice before your presence is reduced to tatters. That said, if your passive presence doesn't generate enough unreality for your use, just feed more essence into the mists to thicken them. You may regenerate them faster than they would normally recover this way, or push them past their normal limit for a time.

Ecstasy of the Lost

The Wyld is not something for mortal men and mortal minds. It is glorious, horrible, and… *more*. More than reality can ever be. Simply by being in your presence, people are exposed to things they aren't ready for - can't be.

While most won't understand why, people find you fascinating, and are drawn to you like a moth towards flame. Such people hang onto your words and find themselves driven to please you, in hopes of being validated by your attention. For some, this is just a passing thing, or something shaken off, but many become obsessed and addicted. Or perhaps corrupted, for the very memory of you is a piece of you, and becomes an arcane link you can use against them without allowing a reciprocal vector.

To escape this link, they must both shake off their addiction and blur the memory so that it no longer bears the Wyld-born touch of your fake soul. Until then they are within your mystical reach.

You may exclude people from any parts of this charm you wish, and have that exclusion occur automatically.

The Craft of Adoration

You weave about you a story of grandeur and support, and incorporate it into your own story. In response, creation fills in the details. Allies, backing, contacts, connections, influence, mentors, wealth, and more find their way to you. Reasons are given for why they support you.

Like many illusions, such things don't last. The wealth passes on to new hands. Allies drift away, Mentors find people they're more interested in teaching, and other reasons appear as fate reclaims what you stole from it. Such things don't matter, as they'll rapidly be replaced. Always with what you need at the moment.

This manipulation of reality is a work of glamour, and can't twist the fates of those significantly more powerful than you.

The Naming of Secrets

The Wyld has infinite mysteries, but Raksha struggle to engage with those of creation. If they won't surrender to intuition, perhaps artifice is a better tool.

You weave a net that catches secrets, and stretch its illusionary vastness across your illusionary fate. Going forward, secrets cling to you. Bringing them inwards, into your story, you become unnaturally perceptive, your intuition seeming to leap to the answer, the mysteries both occult and mundane unraveling themselves for you.

Pushed outwards, you may wrap a situation or thing you can interact with in castoff secrets. It becomes confusing, unclear; harder to learn of, to investigate it, engage with it at all. With even more investment even those who do already know of the situation or thing you have hidden find it struggles to stay in their mind, or if you push it far enough, their memory.

In time, fate will burn away the web of false secrets you have spun. The topic will become approachable again, those who have forgotten details of it will remember, and it will stay in their mind when they think of it. Magic or the power to overturn fate may let someone overcome your web, or think on a topic you have forbidden, and those significantly more powerful than you can refuse to be deflected.

You only have so many secrets to spin, whether inwards or outwards, and those put to one task are not helping with the other.

The Craft of Contempt

You weave about you a story of loss and disdain. In response, creation rejects those in conflict with you. Those who try to figure out your secrets find their calls unanswered, their allies distant or unavailable, and their networks inactive. More forceful opposition will result in broader and more lasting disruption, as your story drags away everything that is theirs and makes their words ring hollow and false to all creation.

In time, fate will drag their treasures and allies back to them, and this disruption is a work of glamour. Magic or the power to overturn fate may let them reclaim what was taken from them, and those significantly more powerful than you can refuse to be taken.

Anvilicious {Virtue} Expression

The Raksha both embraces and corrodes virtue; it is a foundation for power, a chain, and food. Its presence can be a tool for you, or a weapon against your foes.

You weave a story of the virtue you selected, whether telling of its glories… or its downfalls., You twist it about yourself, and can embody it yourself, glutting your virtue to impossible extents. Or the reverse, inflicting it on those around you to constrain their actions. Treat this as a pool of five "points" of virtue that you may divide among the people around you, moving it from person to person as you need it. Alternatively, you can *suppress* it, reducing it by a like amount to free yourself or steal the fires of conviction from another.

When you use these points yourself, they count as a permanent mutation when convenient. However, when you give them to others, they're a work of glamour and can be resisted by those significantly more powerful than you.

Shinmantic Entrapment

The Exalted tend to dismiss the magics of the Fairies. Fools them, for at their height the Raksha can work with the very substrate of the world; the same forces that the Primordials used to build their house. While a mere Waking Circle Sorcery might be dismissed, the same is true for many a mere terrestrial circle spell.

You can work changes upon a piece of reality, using Gossamer and essence to tug at the underside of reality, to expose the Shinma, and from there you can work upon them; corroding their influence into a new form.

This isn't a fast process, but given time you can create Sorcerous Working that makes a permanent change to reality and how it works… if only in a limited area, or through an object, or otherwise pinned down in some limiting fashion.

Abiding Definition

Just as the Fair Folk define themselves with Naming, so do they entrap, dissolving away their freedom through the Cup's corrosion. Sometimes they might *thank* you for it.

Truly, the creationborn are perverse.

Upon learning this, select a task or subject, exactly as you would with *Dictate of Law*. Instead of it being *your* law of self though, it's one you will wield against others. Furthermore, you must choose whether it's a *Gift* or a *Curse*. If it's a Gift, the task is made certain, just as with *Dictate of Law*. If it is a *Curse*, then it is equally certain… *they will fail*.

Just as with *Dictate of Law*, it can be overcome by that which is able to defy fate, or by magic.

When you buy this, you must also choose if this boon or bane is one you *wield*, or a mutation you *express*. If you wield it, it will take both a measure of Glamour and Essence to call upon (though not a punishing amount), and you may affect more people by fueling it with more. It's something you invoke, an ability you wield.

If it's *expressed*, you must define how it is expressed. Maybe anyone who looks upon your face, or into your eyes, or at you, or strikes you, or comes near you, or who you confess your love to, or who you strike with a weapon, or…

This condition must engage with your presence in some way. It can't be something abstract like 'becomes your enemy.' An *Expressed* Gift or Curse is somewhat weaker, easier to overcome, but costs you nothing. You may take it on as a Permanent Mutation when convenient, and it can be set aside when inconvenient. Though taking it up or setting it aside must either happen in some place of unreality where you can discard your form, or during a time of uncertainty 'between stories.'

Either way, such blessings or curses will fade over time, as the events pile themselves atop your artifice until it collapses under the weight of causality. Likewise, as a work of Glamour those significantly more powerful than you can refuse to be blessed or cursed.

The Ring

Shadowed Industry of the {Grace}

The Raksha are more often defined more by that which is less important than they are by that which seems more important, at least, more important from a human's perspective. Industry, Progress, craftsmanship… to you this is a tool, not a goal. When you use industry, science, or other tools of the ring, you can subvert the process so that it serves another goal.

Whatever Grace you bought this for, its goals, tools, projects, and methods can be advanced in sync with any concrete accomplishments you make.

You may choose to have this manifest through one goal helping the next, as if you were some masterful schemer murmuring 'just as planned'. In this way, both accomplishments will remain distinct and separate, if accomplished through the same tools.

You may choose to have this happen by intertwining the project; in doing so, it becomes nearly impossible to advance one without advancing the other, or hurt one without hurting

the other. This is a work of glamour, and those significantly more powerful than you can find ways to untangle your web.

Or you may choose to have your true goal parasitically consume the project you are pretending to advance. In doing so you give it greater weight and push it forwards faster, and in a hidden manner. Doing so happens at the cost of harming the project you pretend to advance.

The Heartless Machine

Its names are killing words.

When engaging in reality shaping that wields the power of definition, phenomenon, or similar forces, your actions are enhanced. You are faster, more skilled, more certain. When you engage in shaping reality, the outcome is always enhanced if you weave elements of the Ring into them, proportional to the strength of your Ring Grace. If you are fighting through such manipulations, your Ring crafts terrible weapons of form and causation to define your reality.

As a final benefit, your own reality is now certain enough to exist within creation for a time. For a hefty cost of Gossamer, you make use of one of your graces to perform a Wyld Stunt, a momentary shaping even within the calcified world through sheer inspired creativity.

Additional purchases of The Heartless Machine will make your Wyld Stunts more powerful - think of it as a ‘half step’. Where once a given level of effort would achieve a stunt matching an effect at the level of a Terrestrial circle spell, it will now play at the level of one of the Man-Machine Protocols. A third purchase would put your ‘basic’ Wyld Stunts at the level Celestial Circle Sorcery, then the God-Machine Protocols, and a fifth and final purchase would place your ‘basic’ stunts on par with Solar Circle Sorcery.

You can’t purchase this effect more than five times. While you could ‘stunt’ higher than this, that will require more than this charm alone.

As an alternative to simply increasing the power of your stunts, you may achieve greater vision, giving your Wyld Stunts the potential to have more lasting consequences. Essentially, this lets you ‘stunt’ effects that persist an unnatural state of affairs. The more such an effect deviates from the norm, the swifter reality will wear them away. The more they work with reality, the more persistent, more ‘real,’ they can be. Each purchase of this will allow your works to deviate more with persistence, or even become ‘permanent.’ Or as permanent as anything in reality is.

Regardless, additional purchases will always make you generically better at ‘ring-aligned’ reality warping.

Wealth Conjuring Attitude

Many Worker Raksha become living upwellings of Gossamer, always quick to pay with fairy coin. You have taken this a step further, for your coin is forged into the currency of reality.

The story of wealth spills forth from you. You are surrounded and saturated with wealth, with glamour transmuting into works of *permanent glamour* to fill in all the nooks and crannies around you. Such works are real and permanent, and will not be dismissed or damaged by iron or other methods of asserting reality. This level of wealth can be called 'sufficient.' It's enough wealth moment to moment that practical limitations of what can be done are more important than theoretical ones. Only if you lived among the gods would comparison become meaningful. Such wealth can also be abstract - dreams to be conjured into reality rather than actual physical objects.

This wealth isn't just limited to resources. People discover you bought their debts, or purchased land around where you're staying, or otherwise inserted wealth and resources into the system to acquire and transform your surroundings, and assert control over it. These transformations are real and lasting.

Not all of this wealth will be 'caught' by you, about half of it will go towards improving the world around you. With focus, you can catch this 'lost' wealth, and transform it into intentional craftsmanship - vehicles, palaces, clothes, food, a sword in your hand… anything else you want within reason. But even if you don't, this spilled wealth will go towards beautifying and improving the areas you inhabit.

If for some reason you don't want to push away the grime of the mundane world, you can plug this glamorous fountain.

Demiurgic Anvil of Plenty (Requires Wealth Conjuring Attitude)

Before, your glamour poured into the world as mundane wealth. Now it does so more as the ideal to which wealth aspires. The 'items' created belong more in dreams than in reality. Too light, too strong, too resilient. Just better than mundane craftsmanship could achieve. If you have the books, treat these as created through the Gossamer-Forging Art, and a Perfect Permanent Dream Sheath. If you don't possess the books, this is an impossibly fine work of craftsmanship with fairytale properties that can be denied through heroic action or magic.

This extends to more immaterial purchases - if your presence purchased a debt, it wouldn't just solve that debt, but in some way improve the situation around the debt. Alternatively, if that person later tried to welch on it, it would become a curse and noose around their fate.

Now you don't merely gentrify the area around yourself - you slowly transform it into an impossible fairyland, even in the heart of creation.
You may now use the caught wealth to grant reality to a Dream you hold, using this as a method to invoke such a treasure into reality. This can be transitory, or permanent, as desired. If transitory, the dream will return to your position at the end of the Story it is invoked into. If permanent, it is now a permanent part of reality, and beyond your control.

Alternatively, caught wealth can be spent to add additional dream sheathings to a work, though every additional story element added this way makes the next harder and more expensive to add.

World Crafting Wonder Approach (Requires Demiurgic Anvil of Plenty)

While acting as a living fountainhead for dreams and wonders might be impressive, in the conflict against the Realm such trinkets are dross. As a final evolution to your ability to refine your fairy coin, you improve it once again.

A steady stream of the wealth you bring into reality will now take the form of Wyld Artifacts; fairy treasurers of true power. These artifacts can *also* be landscapes, palaces, or other manifestations of wealth conjured from your Demiurgic Anvil, but they can't be immaterial or abstract forms of wealth. Even raw grace could be conjured forth, ready to be forged into new wonders or granted to 'deserving' souls. Or at least useful ones.

This will happen passively - just a smattering of them appearing week after week. But when you 'catch' your wealth and forge it, you can concentrate such manifestations and craft them to purpose. If you have the books, this would be something in the order of two two-dot artifacts a week, with it taking exponentially greater time to make anything more impressive than that, but going forward you'll have true wealth at your fingertips.

If you also have Shinmantic Entrapment, you may manifest sorcerous workings as part of your Wealth the same way you could with Dream Sheath Technology, though such workings will only be minor with this alone.

The All-Consuming God-Monster

Whether or not you have actually learned this style, you naturally embody its principles.

You are simply a more overwhelming figure, your stunts more effective in overturning common sense than they should be. Your hunger consumes the marks you make upon reality, leaving you more stealthy and making attempts to affect you with reality warping somewhat more difficult.

But more fundamentally, you are *wrong*. There is a wrongness to how you interact with space, crossing improbable distances both in the Wyld and in Creation in a manner that doesn't quite make sense. In reverse, forces against you seem to not want to quite reach you, and if they do their strength is abated by their passage through impossibility. This is especially potent against various forms of shaping.

Self-Referential Competence

You are competent, why? Because you have said so. Why are you qualified to say this? Because you are competent.

The Raksha have an ability to simply inform reality of their greatness, as often there is no reality to contradict them. Even when traveling into more defined lands, they bring with them this energy. You have a level of Style unmatched within the Raksha hordes.

But more than this, you are a judge. You don't merely judge yourself competent, but you can do so for those around you, letting them manifest some ability to do the same so long as they're in your presence. Likewise, you can judge someone incompetent. While it won't reduce them before reality's unwavering gaze, it can steal their ability to defy that reality through chutzpah and bring them down to earth.

The Staff

Shadowed Diplomacy of the {Grace}

The Raksha are more often defined more by that which is less important than they are by that which seems more important, at least, more important from a human's perspective. Diplomacy, compromise, meeting in the middle… to you this is a tool, not a goal. When you use diplomacy, compromise, or other tools of the staff, you can subvert the process so that it serves another goal.

Whatever Grace you bought this for, its goals, tools, projects, and methods can be advanced in sync with any Diplomatic accomplishments you make.

You may choose to have this manifest through one goal helping the next, as if you were some masterful schemer murmuring 'just as planned'. In this way, both accomplishments will remain distinct and separate, if accomplished through the same tools.

You may choose to have this happen by intertwining the project; in doing so, it becomes nearly impossible to advance one without advancing the other, or hurt one without hurting the other. This is a work of glamour, and those significantly more powerful than you can find ways to untangle your web.

Or you may choose to have your true goal parasitically consume the project you are pretending to advance. In doing so you give it greater weight and push it forwards faster, and in a hidden manner. Doing so happens at the cost of harming the project you pretend to advance.

The Unbroken Pillar

Your oaths are carved upon it.

When engaging in reality shaping that wields the power of social, legal, economic, or similar forces, your actions are enhanced. You are faster, more skilled, more deliberate. When you engage in shaping reality, the outcome is always enhanced if you weave elements of the Staff into them proportional to the strength of your Staff. If you are fighting through such manipulations, your Staff invokes terrible weapons of entanglement and karma to mire the conflict.

As a final benefit, the Staff mediates between forces. This perk adds to the power of The Chipped Chalice, The Heartless Machine, and the Blade of Conflict. Likewise, each of those perks strengthens the Unbroken Pillar. Going forward, abilities that are part of a set in a similar way will also form a pattern of mutual support.

Additional purchases of *The Unbroken Pillar* will work to make your abilities support each other more, and when using a 'combo', using multiple abilities in a mutually supportive way, they will twist themselves to work together better, and strengthen themselves at those points of mutual support to become more than the sum of their parts.

Regardless, additional purchases will always make you generically better at 'staff-aligned' reality warping.

Heartless Servant Contract

A Raksha's retinue may often be little more than a show, but that doesn't mean it's pointless.

When you purchase this charm, gain the ability to 'hire' servants into existence by paying Essence and Gossamer. Simply reach out and pull them into being. Such servants count as perfect permanent Shape Forged Servants. You may grant them up to ten points of mutations, though the more you give them, the more Gossamer this will cost. There is no other limit on how often you can use this, though remember that they only possess a facsimile of intelligence and don't do well unsupervised. Ultimately, they're set pieces rather than entities. If you do not possess the books, then this can be a being up to a tyrant lizard or minor godsblooded, and with a decent array of skills or traits.

Tainted Horde Imperative

It is beneath your noble dignity to deal with such issues yourself.

Pick a 'need' of yours, a task you have to deal with, but one that doesn't require your personal touch, and an ability of yours that can demand service from the world. Just out of sight and mind, you begin to work, as you hand the task off to yourself, washing your hands of the whole mess. Knowing the futility of refusing, you begin to work.

As a work of glamour, a narrative of 'you' working on that task exists. This illusion of you will interact with no one, and for most intents and purposes doesn't exist, but will constantly engage with gathering and directing its task. If you buy this, and task it with making sure you have an army at the ready, it will constantly work to grow your army, and maintain its readiness. If you task it with giving charity to the poor, it will constantly make arrangements and set minions to the task.

If you selected *Ecstasy of the Lost* as the ability, and the task 'manage a spy network,' then people who fell under your *Ecstasy of the Lost* ability would start to be organized into a spy network, worked into cells, and otherwise manipulated into the arrangement as if you had set to the task. This is a work of glamour; no one actually met you, you did not spend your

time on this, and magic or those able to defy fate may resist being moved or directed by something that didn't happen, while those significantly more powerful than you can refuse to be tasked by a hollow whim not even incarnated into reality.

The main ability this 'you' will draw upon is your passive abilities, and whatever ability you gave that 'image' of you. That said, it can use other abilities in support of that if appropriate. For example, if you selected *Ecstasy of the Lost*, it might use your Shinmantic Entrapment to leverage the arcane link. That said, the only resources it has are yours, or what you *could* have gathered without a significant investment of time or energy. You may refuse an image spending your resources if you need it for another task, but this may stall your illusions efforts.

You may pick if this is 'dynamic' or 'fixed' when you buy it.

If it's dynamic, you may change its task on the New Moon or during Calibration or between stories (or similarly often in a world not on a regular lunar month).

If it's fixed, while you may suppress it if you don't need that marshaling for forces, you can't change it. In return, it can take a somewhat deeper, more complete view of it's task - a 'you' set to with making sure you have an army at the ready and gave it *Heartless Servant Contract*, it still couldn't *lead* your armies, but if your forces were attacked it might start crafting servants to counter the attackers, or craft servants with knowledge of the attacks to spread information across your armies, or otherwise take a *fae* approach to the limits of its actions in pursuit of your goals.

You may treat a purchase of this like a 'companion', and import it to grant it useful abilities. The 'image' is not the companion in these instances. Rather, the collection of followers it manages/creates is, with the effect treating the collection as the entity with the ability. What this means will vary, and not all abilities will work or make sense; maybe an ability that grants great tactical skill is divided across the group, making them collectively more tactical even if they aren't individually. Maybe a blessing that strengthens minions is used on the group, treating individual followers as 'minions' of the collective. Use your judgement. Such followers do not become permanent followers or companions from this alone, and the abilities will follow the group, not individuals in the group.

A Society of Oaths

Oaths are important to the Raksha - the ability of the Creation-born to break theirs is an incomprehensible abomination in their eyes. One you won't have to deal with.

When someone makes an oath with you, it binds them and becomes their reality. To them, it is as if their Conviction had been Ravished with the forbidden event 'The breaking of the oath,' they had been Incumbered to keep the oath, and if they manage to break it anyways

they will be Vexed each time until the Incumberence finally shatters. They will use *your* graces rather than their own. The Ravishing can only heal once the Incumbrance has been overcome completely.

The Vexed possession will go to the victim of the oathbreaking rather than you specifically. The victim upon seeing the possession come to them will instantly understand why it has appeared, and will know that the other party broke their oath.

If you do not own the books, having conviction ravished means that the oathtaker can't bear to see the event in question, and actually participating in it is will-draining on a level few can endure, scaled to your Cup grace. Suffering incumbrance is a kind of geas that requires willpower to defy each time you try. Being Vexed means that a possession of theirs is taken.

A being significantly more powerful than you can refuse to allow your sanctifying of the oaths to occur, but only if they haven't agreed to allow you to sanctify the oath, and you will know that they aren't bound. If they agree to allow you to bear witness or sanctify the oaths, no resistance is possible.

Abjure the Sacred Oath (Requires A Society of Oaths)

When you sanctify an oath with A Society of Oaths, you may pour in Gossamer and will to grant it power. All those who are party to the oath gain power from it as if it were an Abjuration. The more demanding the oath, the easier it is to raise the power of the Abjuration it can become. This Abjuration can't be reclaimed or reused - it only exists within this one oath.

People can normally only be a part of a single Sacred Oath at once, barring other abilities you have or develop.

Ghost-Breaking Scapegoat

Whether or not you find it legitimate, the core complaint of the Raksha with Existence is that they did not opt into its binding limitations, its rules of identity, self, causality. In the depths of the Wyld, they might tear at each other, inflicting and having inflicted on them any number of horrors, but all such things are passing.

Creation isn't.

It is somewhat ironic then, how often they inflict fates that cannot be escaped.

While you probably couldn't disentangle anyone from causality entirely, you might escape most lesser fates… if you can afford it. For a cost of essence and glamour you may pull together an image, whether yourself or another, and shift the reality of something to that

image, before tossing the image beyond existence with a contemptuous gesture. It bears with it that relationship, that bit of causality. An injury, a curse, a relationship… Whatever it was, it now belongs to an image dissolving in the chaos of the Wyld.

This is a work of permanent glamour. Magic or those able to defy fate might make injuries that are more expensive to disentangle, and those significantly more powerful than you might leave behind relationships you do not have the weight to shift.

Once every five stories (if beyond places of fixed time) or years (if within them) or once upon incarnating into a new world and identity, you may throw away your own unmaking or doom. If you suffer an ending that only world-breaking fiat might save you from, you may consider this as such.

A Lord of Chaos

The Raksha style themselves as the lords of chaos. Whether or not that is true, it is the story they tell. To them, that's more important than any reality.

This charm is effectively three purchases of Dictate of Law, with the specialties of 'Loved by Chaos', 'Command Chaos', and 'Feared by Chaos.'

Each further purchase of this will add three more Dictates - one representing the Cup; how you tempt, entrap, or please or beguile chaos. One the Ring, how you record, or build up, or order Chaos. And one the Sword, how you threaten, overpower, pillage, or dominate chaos.

The Laughing Monster

Whether or not you have actually learned this style, you naturally embody its principles.

When others attack you through changing reality or occult means, your protests come at the same moment - the very act of attacking you creates a time and place for your counterattack to exist, for you to have already changed things in response and your counterblow will resolve inside the same timeless moment. Worse for them if they missed, for an esoteric attack that didn't resolve in your presence can be caught, adjusted, and sent against anyone who has drawn your malice. And miss they shall, for the stronger your magic, the harder it becomes to touch you with reality-redefining attacks.

The Sword

Shadowed Conflict of the {Grace}

The Raksha are more often defined more by that which is less important than they are by that which seems more important, at least, more important from a human's perspective. Violence, threat, extraction… to you this is a tool, not a goal. When you use theft, threat, or other tools of the sword, you can subvert the process so that it serves another goal.

Whatever Grace you bought this for, its goals, tools, projects, and methods can be advanced in sync with any martial accomplishments you make.

You may choose to have this manifest through one goal helping the next, as if you were some masterful schemer murmuring 'just as planned'. In this way, both accomplishments will remain distinct and separate, if accomplished through the same tools.

You may choose to have this happen by intertwining the project; in doing so, it becomes nearly impossible to advance one without advancing the other, or hurt one without hurting the other. This is a work of glamour, and those significantly more powerful than you can find ways to untangle your web.

Or you may choose to have your true goal parasitically consume the project you are pretending to advance. In doing so you give it greater weight and push it forwards faster, and in a hidden manner. Doing so happens at the cost of harming the project you pretend to advance.

Blade of Conflict

Beneath it, the world burns.
When engaging in reality shaping that wields violence, power, monsters, intimidation, or similar forces, your actions are enhanced. You are faster, more skilled, more potent. When you engage in shaping reality, the outcome is always enhanced if you weave elements of the Sword into them proportional to the strength of your Sword. If you are fighting through such manipulations, your Sword unleashes terrible beasts of war and plunder to feed the flames.

As a final benefit, your very potential for violence can incarnate as a horde you may drive before you. Through this, you can scythe through the battlefield, an army into yourself. When you attack, you may split that attack through a shattered prism. When you strike, nine streams of interaction will manifest as beasts and monsters and fae horrors. In this manner, you inflict violence ten times rather than one. While facing your monsters, people find it hard to reach you until each of them has been struck down. Only when the mirror is

shattered entirely is the mastermind revealed. Only through magic or the ability to overcome fate may someone reach you before overcoming your strange reflections.

As an alternative to simply increasing your number of interactions, with a second purchase of the *Blade of Conflict* you may grasp a truth, that all change is violence. By doing so, you gain the ability to leverage your horde through the principles of another Grace chosen at purchase. How your horde manifests will be determined by how you are using it. You may only pick the Heart if you have bought every other Grace, representing all the interactions not covered by the other four.

Regardless, additional purchases will always make you generically better at 'sword-aligned' reality warping.

Pillage and Burn

The purpose of violence is to take. When you inflict violence, every success leaves you richer. When you harm others, you take from your victims. That could be money in their pockets, the weapon from their hand, Essence, or their very health. Regardless, to you, all combat happens under the auspices of the sword, and its principles carry through. The greater the harm you inflict, the more you may vex your victim.

There is a flip side to this. When you are harmed, you can trade away that harm for possessions. Rather than allowing yourself to be hurt, your foes can gain power. This could be in the form of Essence, Gossamer, or other forces you command. The more harm you deflect, the more you'll have to pay. This will never harm your attacker - you can't give them something that will make them worse off, though you can give them something they have no use for.

Plunder the Created Image

You are alien to this world - alien to the countless worlds you walk upon. And if they saw… if they *understood*…

You won't let them. Wielding the Sword against reality, you don't attack anyone in particular, but Vex *what is real*. From it, you steal the essence of 'belonging', and cover yourself in it. You may use this to warp your nature and form to hide yourself as 'part of the world.'

While your real essence remains beneath, even ways of seeing deeper into reality won't instantly see through you, as on some level, this is not a disguise. You really wear the essence of the world. You may also change how your abilities look, to cover them in the essence of your current world in ways that make them look like they belong. This won't change their function or behavior; these are real but superficial changes.

This ‘native nature’ doesn’t just disguise you as part of the world, it also gives you the image of ‘belonging.’ Those native to the world you’re emulating are more inclined to like and trust you, scaling to your own power.

If you buy this multiple times, you may use it to emulate the nature of multiple worlds at the same time.

Watering the Lotus

It’s hard for those so divorced from reality to take on its nature - it claims a terrible price for one of the fair folk to dip their toes into the Creation *this* deeply. That said, some do it.

Upon taking this charm, you gain the ability to learn Martial Arts like one of the Dragon-Blooded. Moreover, you learn it easily. You don’t just favor martial arts, but are a true prodigy of it and its charms.

Moreover, you gain access to several ‘assumption charms’ that further enhance your ability with any supernatural martial arts you have learned to the Form level.

The first essentially is an assertion that, as a prodigy of a style, you are armed and ready. You always have the weapons and tools of that style ‘at hand’, even if you’re disarmed. More than that, using it becomes easier - hard to use techniques become simpler, and simple techniques might become reflexive. Eventually you might start combining techniques automatically in ways that most people must practice to achieve.

The second is an assertion that, as a prodigy of that style, you embody its nature. You literally manifest Style that can only be used for it - not just with its charms, but whenever you act in that style's nature. Any ‘natural’ stunting you perform in line with that style will also regenerate your pool of Style. Also, you are simply aligned with it, the martial arts style is a Signature Style for you in the sense of Stunting as well as martial arts.

The last is an assertion that, as you know these martial arts, it is your nature to use them. Some of the essence and will you spend to use this martial arts will not vanish, but ‘float’, able to be used again with this style. Such floating resources will rapidly dissipate if not used. With great enough mastery, some achievements might truly become costless and effortless.

All three of these scale to your Sword Grace and how many charms of the style in question that you know, but this is a ‘slow’ scaling. You may ‘assume’ one of these multiple times to increase that scaling.

If you buy this charm multiple times, every purchase after the first acts like one ‘purchase’ of each of these ‘charms’ for every style you learn to the Form. This counts as a Permanent Mutation when convenient, and may be discarded when not.

In future worlds you’ll find that you can stretch ‘what is learnable’ or even ‘what is practical’ a bit further than you should when it comes to martial arts. You may continue to develop these assumptions for any supernatural martial arts you take to a high enough level.

The World Devouring Warlord

Whether or not you have actually learned this style, you naturally embody its principles. On a basic level, you are simply better at using the Sword Grace - you hit harder and with more finesse, you defend yourself gracefully, and the harm you inflict is greater. This stacks with the Blade of Conflict, and if you have that Charm will extend to aid any shapings that charm would affect.

Secondly, the longer a conflict goes on, the more your presence grows upon the field. This manifests as diminishing attacks against you, increasing the strength of your own attacks, and weakening efforts to defend against you.

Nightmares Born from Flesh and Bone

You are never unarmed. A monster rests, sheathed at your side.

You command a particularly terrible behemoth, one whose strength scales to your own power and the power of your Sword Grace. It will possess several unique powers and charms that follow a theme, and may have special traits or natures that make it follow unusual patterns. These abilities might be works of glamour to be resisted in one manner or another, or true works of permanent glamour where reality has been curdled into a new lasting form not easily refused. That said, such resilience comes at the cost of power and flexibility.

This behemoth is not a true creature - its existence at your side is an assertion of your own nature - it may be affected by charms or abilities that affect you, though think of it more as a limb than a being. If killed, it will simply wander back to your side a short time later. This counts as a Permanent Mutation when convenient, and may be discarded when not.

If you possess ways of manifesting dreams into reality, manifesting your beast this way will twist its powers to work along that theme. Rather than the form of a beast, it may also take on the form of a weapon appropriate to the way you invoke it into the world. But even without such methods, it can simply follow you into reality, or be sent into it on its own. Though be warned, it is not a terribly intelligent agent when unguided. In more abstract

places and in contests of shaping reality, it manifests as a more conceptual beast, a weapon to be wielded to shape reality by force.

Additional purchases can either make your current beast more impressive, or grant additional ones.

{Grace} of the Primordial

This is a set of five charms, one for Sword, Staff, Ring, and Cup. Only if all four of those are purchased may you take the final one - Heart of the Primordial.

Each time you take this Charm, the Grace in question pulls free from you and incarnates as a subsidiary 'being.' This does not create a new grace, it is not a companion or a follower - it is an independent manifestation of your own self. It will have core abilities of yours - if you are something, it will start as a weaker version of that same something, but within the auspice of its own Grace it will exceed you in raw ability before perks. For now, it is a Noble Raksha of a caste with the grace you gave it ascendant. It will have diminished versions of any perk you have that is relevant to its auspice. If a perk wouldn't make sense as 'diminished', then it may just have that perk.

It is perfectly loyal to you, and can't be corrupted against you or twisted to oppose you. So long as it lives, it strengthens its grace and adds power to everything that grace does and represents. If it is slain, you may birth it anew with Gossamer and allow it time to gestate within your Essence. Within Creation or other places of finite time, this will normally take a lunar month.



If you have the Heart of the Primordial, so long as your Heart is not dead, you do not count as dead, and it can restore you in the same way you can restore your other Graces.

While your Heart (or other grace) may certainly learn arts to further spawn aspects of itself into a descending hierarchy, This charm does not itself count as 'of the heart' or 'of the sword' (or whatever), and they do not gain it. Likewise for any similar powers you gain in the future.

Followers

The Raksha are as known for their courts and their pageantry as much as they are for the power of their armies and their terrible magics. Low indeed is the Fairy Lord who stands alone. To keep you from being counted among the failures, take these **Four Follower Tokens**, each of which allows you to take a single companion for free.

Ever Distant Whim of Arbitrary Recursion (Free)

This Unshaped is less a companion than a challenge. You will never find them within the World, not even the World of the Wyld. It's not even clear if this is "one" unshaped, (if that even means anything). But at the edges of your mind, along the borders where you - The Liar's – dreams lie, there is… a continuation. Space that you can reach but not enter, a place that is **not you**. And from that place, you can yell your challenges to… what is beyond.

And something will accept them. How mighty the challenge is will scale to what you quest for. If you seek a petty trinket, you'll face a petty lord with petty emanations. If you seek to bind a fragment of the Shinma… they will be less petty.

What they want appears to be unknowable, but a loss will usually involve them tasking you with some goal to further chaos or make the world a less certain place. If they vex you, you can expect to find your lost grace turned into an artifact of some kind, and positioned to act as a destabilizing force at some point in the future.

Invocation

Perhaps you don't need a new friend, but wish to invite an old one. Each time you take this, you may summon four companions to your side in the form of Raksha. They gain all free Charms, a Caste, and **Five Tokens of the Heart**, Spendable on all perks. Alternatively, these could be new Raksha of your design.

The Survivor

This scarred and cynical **Eshu** is actually quite fond of creation. It's where his lunch is. He isn't actually that old, but he's spent his time involved in the events of Creation, and would claim to have done more living than those ten times his age.

He has the free charms, The Blade of Conflict x2, Self-Referential Competence x2, The Craft of Contempt x2, The Crown of Crows, The Chipped Chalice, Anvilicious Valor Expression, Dictate of Law (Flee), and Assumption of Might filled with Sword Charms.

The Formorian

It’s pointless talking about this one's identity or history - before long they will return to the chaos, cast off their form, and then reinvent themselves into a new monster to once again attack creation. The only constant is their hatred of all forms.

They have the free charms, Blade of Conflict x3, The All-Consuming God-Monster x2, A Lord of Chaos x2, The Heart’s Bastion, Pillage and Burn, Heartless Servant Contract, and Descent of the Mad God.

The Paladin of Uncreation

Where the Formorian is a formless monster raging at form, the Paladin has been a steady advocate of unmaking since the Balorian Crusade. In all the time, she has never wavered in form, identity, or approach. Her message is always the same. Existence is a curse, one that will only lead to Non-Existence. Only that which is possible, can be eternal. In her own way, this **Cataphract** loves the Creation-Born, and would liberate them all from the curse of existence if she could.

She has the free charms, The Hearts Bastion, Descent of the Mad God, The Craft of Adoration, Anvilicious Compassion Expression, Anvilicious Valor Expression, Anvilicious Temperance Expression, Anvilicious Conviction Expression, Profound Muse of Despair, Wealth Conjuring Attitude, Demiurgic Anvil of Plenty, and World Crafting Wonder Approach.

The Wanderer

This **Ornamental Raksha** doesn’t remember their own history. Not for any terrible reason; it’s simply not important enough to keep track of. They have traveled the directions. Which ones? They don’t remember. They have had plenty of adventures they’re sure. Adventures are for the moment, so what’s the appeal of *remembering* them. Better to make new ones.

They have the free charms, Sovereign of Fire, Water, Wind, Wood, and Earth, The Craft of Adoration x2, All-Encompassing Vision, The Heartless Machine, Pillage and Burn, and The All-Consuming God-Monster

The Courtier

Ironically, this Courtier… isn’t one. She’s a **Scribe**. That said, she has been diligently playing the games of the court for centuries, slowly working her way up the ranks. Her plans stretch before her, as she slowly chronicles her rivals' falls. One of her greatest strengths is that she’s not one Raksha, but six. And no one knows.

She has the free charms, the Cup, Ring, Staff, Sword, and Heart of the Primordial, A Lord of Chaos, Self-Referential Competence, A Society of Oaths, Abjure the Sacred Oath, Ecstasy of the Lost, and Dictate of Law (lie).

The Hunter

This **Changing Moon Lunar** barely has their tattoos. Theoretically, they were supposed to drive the Raksha away from the territory, but in the end, the temptation of being tutored in the glamour arts decades before their teachers thought they were ready won them over.

They have The Liar and the Lie, A Heart Filled With Dreams, and a Lunar Exaltation. That's more than enough.

The Mask

This **Chosen of Secrets** might claim to be selling creation down the river to line her own pockets, but you shouldn't believe it. Or anything else that was just claimed. They have a scheme, and you have a part to play in that scheme. That said, their coin has spent well, and will continue to do so.

They have The Liar and the Lie, A Heart Filled With Dreams, and a Sidereal Exaltation. Why aren't you running yet?

The Sellout

They would argue that they betrayed no one. None of their men died for the service they sold. That said, this **Air Aspected Dragonblood** lieutenant of Lookshy was happy to make an under-the-table deal with one group of soul-eating monsters to hunt down another. And he won glory for doing so.

He has The Liar and the Lie, A Heart Filled With Dreams, Dictate of Law (Tactics), Dictate of Law (Martial Command), Self-Referential Competence, and a Dragonblood Exaltation.

The Pirate

This **Fire Aspected Dragonblood** sorcerer cleaves more to the romantic version of what a Pirate is than most actually are, enough so that a normal person would be suspicious. Luckily for him the Fair Folk love a good tale and are hardly equipped to understand those kinds of subtleties. A more observant party might realize that he's more of an agent than a free agent, and that his ship is involved in some genuine intrigue. Of course, that would just make the Raksha like him more.

He has The Liar and the Lie, A Heart Filled With Dreams, The All-Consuming God-Monster, Profound Muse of Hope, Anvilicious Temperance Expression, and a Dragonblood Exaltation.

The Merchant

While she might present herself as a friendly old granny, this ancient **Earth Aspected Dragonblood** guilder has been involved in selling flesh to the fair folk for nearly four hundred years. In that time, she has indulged in every vice, betrayed and been betrayed, climbed the ladders of the guild only to fall back down, and had her act together enough that such a fall wasn't the end of her. If you want to find someone who knows it all, she's your woman. If you want someone with the moral integrity the Ebon Dragon gave a rat, look elsewhere.

She has The Liar and the Lie, A Heart Filled With Dreams, and a Dragonblood Exaltation. She also has a branch of the guild under their control, which will import in future jumps as a major corporate headquarters, including three less experienced Dragonblood minions that act as helpers and muscle.

The Broken Sky

Visions of Creation's Ends made unreal, this bare and hostile landscape stretches out as far as the eye can see. The shattered fragments of the House of the Primordials hang in the pitch black sky above, broken rubble forming constellations and celestial bodies in silent mockery of Yu Shan.

Approaching through a wasteland of slick glass shards—ashen grey, scorched black, radioactive green, all tumbling weightless across the wastes and slashing with razored edges at the slightest disturbance—a wanderer might journey at last to the centre of this nightmarish place.

There, the glass gives way to a broken and rotting skeletal framework of metal beams. Sagging bridges span box canyons full of silent weapon emplacements awaiting unreal hands to turn them upon the Creationborn, endless black abysses await a heavy or incautious tread at every step and turn, and the light flickers and dances treacherously over the many hazards. The greatest of these abysses, a vast shaft ringed with broken arcane mirrors reminiscent of a gouged out eye and broken monocle, is spanned halfway by a narrow bridge, leading to the bonfire of this Freehold, a baleful flame sustained by the longing to leap forth and burn away the tyranny of Shape carried by the Heart Grace it was formed from.

Descending down the endless abyss along the bridge's spiralling other half—existing only from the halfway landing where the bonfire burns—the wanderer eventually reaches the extensive catacombs and barracks below, filled with half-formed monstrosities and lesser Fair Folk warriors. Should one survive these twisting, perilous tunnels and halls, they may find themselves above one last dark and narrow pit, flames dimly visible below and a slick glass pole in the form of a snake rising from it. Grasping hold and sliding down, the

wanderer would eventually breakthroughs to creation, landing in this Wyld Freehold's Creation-based counterpart.

By default this counterpart is a single waypoint, bonfire barely distinguishable from the patches of guttering flame that dot the crater and only minor elemental influence of the Direction to be found, the only thing of note the ladder of tarnished silver and glass that descends into a crevice and leads back to the Wyld Freehold. This may be imported into other properties to turn them into a weak and minor Freehold within the world of forms.

However, any place of property you own that is sufficiently magical can be linked to *The Broken Sky* as another breakthrough, letting you connect disparate properties across vast distances… provided one is willing to travel through the Deep Wyld.

In future worlds *The Broken Sky* may be found beyond the bounds of existence if such makes sense for that world, or within *The Ever Distant Whim of Arbitrary Recursion* if not. Either way, it will remain a bridge between your properties.

The Lies that Are I's

A story is defined by adversity. In this, you are no different. What tribulations have you invited upon yourself to enrich your tale?

A familiar story (+0 CP Toggle)

Perhaps this is not a new journey, but one you've revisited? Do you wish to meet yourself? The Raksha have long raged against the chain of causality; if you wish to break them this once you may, or you might merely resume a story interrupted. No matter; nothing you change will have any influence on your own 'now', and any 'you' you'll find will merely be the 'you' that belongs and is of this world, rather than your greater empowered self.

A time forgotten (+0 CP Toggle)

You may also move your starting point to any time after the end of the primordial war. From those early battles for unification, to the time of cascading years, to the mad invasions the Solar exalted invited on themselves to fill the long years, to their fall, to the years of decay, to *the crusade*.

There are so many places you could insert yourself.

This gives you no points at any point where… well, things are stable. The Raksha had a much smaller presence during the first age, but the Solars let them have their embassies and traded with them. Any such time period is only for your own enjoyment.

On the other hand, if you join during one of the great wars the Fair Folk waged against creation, you may take 100CP. Even if you avoid being in the 'spotlight', the heightened tensions can lead to unexpected consequences.

If you *join* one of the wars, it's +200 CP. This has to be a real one - one of the times the Solars ruptured the geometry of creation for their play wars, the post-Balorian Crusade wars as creation slowly took back its borders, or similar. Your story will not allow you to escape the war for at least seven years, unless you end that war yourself.

Lastly, for +300, you must join Balor and fight in the crusade. Alternatively, you may fight *against* him, but you must be part of the conflict from the beginning.

Grand Saga (+100 CP)

Is a single volume a grand enough venue to tell your story? No! Every time you take this, you add ten years to your stay. If you stay outside creation or in other places where time is

less pinned down, your stay will instead be “Ten extra years worth of adventure”. Regardless, you may only take this a total of 9 times. Ten novels should be more than enough.

Changeling Child (+100 CP)

Rather than a Raksha, you are one of their mortal children, one of the Faeblooded.

There are many consequences of this. You lack the preternatural skill and raw attributes of your fairy parent. Faeblooded can’t support the same level of Essence as a Raksha. Your tolerance for bearing Mutations is generally lower, and they often come with more consequences. You don’t receive Pass Through Nirakara until the end of the jump - you don’t put on a form, you have a form. And this is just a sampling of all the ways your weakness may come to define you.

This Drawback is only so cheap because the flipside of this is that Faeblooded can much more easily live within creation. They’re people, and often will be treated as such. If you take a drawback that forces you to the front lines of conflict (like fighting against the Balorian Crusade), you may treat this as a +200 CP drawback.

You will become a full Raksha at the end of this jump when this drawback falls off.

“Principled” (+100 CP)

Raksha play at passions more than have them, with virtues and flaws more checklists than character development. One of them inevitably is overemphasized - their lure. You have one as part of your in-jump identity as a Raksha, as part of the Lie. Every lure is a situation where you are *compelled* to act, and in acting, Channel your virtue. And in Channeling your virtue, take one step closer to ripping away your mask of humanity and sanity to reveal the writhing chaos beneath.

You had one. Now you have more.

Each time you take this, add another lure to a different virtue. Only once every virtue has a lure may you double up, and no further. You may only take this a maximum of seven times. Even the most juvenile writer tires of endless pointless passion.

Drank the Kool-aid (+100 CP)

It’s always dangerous for a liar to hear himself speak, for he can quickly become his own target audience. Even for a Raksha, you get caught up in your own stories… a bit too easily. You lose track of the metanarrative you’re spinning, and before you know it you’re forging intimacies, binding yourself with woes, and *caring* about the dross around you.

Sometimes a writer needs to let their characters speak, but it often feels that you've forgotten to separate yourself from the narrative at all.

Oath Child (+100 CP)

You are an Oath Child. Your parents traded Oaths to each other, and sanctified them by bringing you forth, born with a third Oath that binds you. And the Oath you are born from sucks.

There's no getting out of it, resisting it, defying it, tricking it. You have something nasty compelling you, and if it is ever invalidated your heart will shatter. Maybe you, the Liar, could survive that, but the Lie would never commit themselves to such a course. Even if you have a method of resurrection, you cannot willingly allow the oath to be broken.

- *Bastard* (+200 CP More)

  Of course, it could be worse. Your parents might want *out* of their oaths.
  You mean they do? Well, isn't that a kick in the nuts.

  You have two older experienced Raksha, both lords of the courts (or in similar prestigious positions) who see your death as necessary for their own ambitions.

Owned (+100/+300 CP)

Someone owns you, or at least *part* of you. A powerful Raksha Prince or Princess owns one of your Graces. They're old, experienced, and have their act together. They don't intend to *waste* you, but they have a use for you, and you don't get a say in the matter.

For 300 CP, this is your Heart Grace. Otherwise this is only 100 CP. You can take this multiple times, but each grace can only be owned by a single person, and each owner will want different things from you. They won't be enemies… but neither are they friends. Remember that so long as you have your Sword Grace, your Heart Grace cannot be Vexed away, so losing that can be seen as slightly more serious than the rest, if not on the level where it would grant more points.

Frienemy (+100 CP)

You are oath-bound in a relationship with a nemesis - a foe who seeks to undo you as you seek to undo them. While there are theoretical benefits to the relationship - a steady stream of Gossamer - you probably don't care about that.

What you do care about is that ending the relationship *for any reason* will shatter your Staff grace and drive you mad. If you kill them? It shatters. If you trivialize them such that they're no longer a foe? It shatters. If you mend bridges with them? It shatters.

Dealing with them, thwarting them, and being thwarted (even if you could stop it… you can't stop it because *that's the story*) will eat up time, energy, resources, and attention. They're not a bad sort, and it can be fun to play the game… but it is an attention and energy sink. By default this foe is a Raksha built like an Invocation, but any equivalent foe is valid. If you want, you may take them as a companion when you leave.

- *One Way Frienemy* (+200 CP More)

  Oh, did I say it was fun? Sorry about that. You are Oathbound against *them*. They are not oathbound against you. They just hate you and want to watch you die. But they would be fine just hearing about you dying, if that will get you dead sooner.

A Vexing Situation (+200 CP)

It seems you have been. Of everything. You'll bring nothing with you into this world but what dreams are spun from here.

Bedlam Prone (+200 CP)

A Raksha's emotional completeness is an illusion, one which can fail. When their ability to express a passion is exhausted, the illusion of their sanity breaks, and the chaos within reveals itself. This madness is called Bedlam. Yet falling into it is usually an almost mechanical truth, unfitting for a prince of chaos. Your Narrative is more dynamic than that.

Whenever you're *near* the limit, whenever one more push could push you over, you *may* fall into Bedlam. It won't happen every time, or even most times. But the boundary of your emotional stability is fuzzy, and in a bad way. But isn't it better this way? Where madness feels unsafe?

Face the Sword (+200 CP)

Drama is born from opposition, but this group wants to close the curtain on your story. This is a group of competent and ready mortals - a mercenary army, a realm expeditionary force, part of the Guild, or similar. They have access to Thaumaturgy, minor artifacts, and spirit contacts, and they are hunting for bear.

And by 'bear' I mean fairy. They are after *you* in particular, but you are not their only target. You can play games with fleeing or distraction, aim them at other agents of the Wyld, but their attention will return to you until they are dealt with. Even if you eliminate them, you'll have to do it four more times, as they're part of a larger or more spread-out group, and the rest of the organization will come looking for revenge.

- *Face the daiklave* (+200 CP More)

  Did I say mortal force? I mean Dragonblood. They'll have two whole sworn brotherhoods worth of support for each time this group reappears.

★ *I mean, Grand Daiklave* (+200 CP More)

Of course, the Dragonblooded are often led by stronger Exalt. Not as much in this fallen age, but… A Lunar or Sidereal is involved in leading this group to hunt you down. And now the various forces will no longer politely wait to come at you one at a time; after all, 1 + 4 = five. You're facing a perfect circle.

❖ *Oh. It's Soul Mirror* (+200 CP More)

What did you do exactly? You aren't being hunted down by a perfect circle of Sidereals or Lunars. No. You're being hunted by a perfect circle of Solaroids. I didn't even think any of them were this experienced yet? These aren't young Exalts - they aren't growing into their heroic destiny. They're *there*. The kind of perfect circle that could challenge a Deathlord with confidence.

Face the Censors (+300 CP)

Normally you would enter this world as a real Mary Sue. Every Raksha wants to be the Mary Sue, but reality intervenes, and…

Well, we know what Raksha think of reality, and why they think that.

Normally, you would have a bunch of Charms - Perks - that say something like 'This counts as a permanent mutation.' That text is coming off. Now, whenever you want to use those charms it will cost you Gossamer and Essence, just like any other Raksha who wants to enter reality or influence a stable world, and people can just… pretend your story *doesn't matter* if they are perceptive enough or strong enough in their magic or have a shaping defense or…

And not a *small* cost in essence either. Committed, so long as you want to keep such abilities. So there's most of your pool gone before you started. And you'll need to *source* all of that Gossamer - you're good for it, but it keeps adding up.

Of course, you could *actually* take them as permanent mutations. Doing so will stifle your Essence, move you towards calcification, and unlike the friendly perk version they won't go away when you don't want them anymore. They're full-time commitments, and getting rid of them would involve spiritual self-butchery. Ones you might engage in just to *escape the suffocating weight of…*

Well. Being *real* is a burden. Now you get to feel it as much as everyone else. Doesn't it just make you want to *delete this* ***F—***

- *Calcified* (+200 CP More)

  Or maybe you don't even have the *room* to take another serious permanent mutation. Maybe you got caught by the realm defense grid and only *half* solidified, maybe it was a curse, sorcery, or some other malediction, but you are almost completely solidified. You can take no more Mutations without reducing your Essence. It's all downhill from here.

The Gateway of Sundrayrisha (+300 CP)

It seems that you cast off your old shape before donning a new one. You have left all your perks and powers behind - a form you assume may benefit from your Body Mod, but nothing more.

Notes

While you are subject to Lures and Bedlam for the duration of this jump (unless you have perks that would protect you from that), it stops being true *after* the jump. Same for any companions. If you craft Graces for people in future jumps, they will deal with them like the Creationborn - they can be subject to the various curses if you control their Grace, but will eventually throw them off.

There's a number of times I use language that sounds something like " magic or those able to defy fate". This touches on the character of Raksha magic, that a lot of glamour is absolute… so long as it's against things that don't matter.
That is, if you matter, you have magic or are able to Stunt. An army can fail to strike a fae warrior, but they can easily be struck down by a farmgirl with a heart filled with heroism. Likewise, such powers fail to their weakened state the moment any magic is used against them.
It's also worth remembering that Heaven's Reach established that 'sufficiently advanced' counts as magic.
Such powers usually don't completely stop working, and the relevant perks in this jump won't. But they are weakened, becoming less absolute, powerful, or reliable.

The "assumptions" that Watering the Lotus 'creates' all cost 6 glamour to assume for a story. You may take them as mutations if you can afford it, of course.

There are several Exalted Companions. They lose the Great Curse after the Jump, and a Lunar won't fall to Chimerism going forward.

V1.11
Cleared up a small amount of post-jump cleanup.
Made clear that Heart tokens can be used on anything.
Added a new Heart Perk.
Added three new Cup Perks.
Added two new Staff Perks.
Added three new Sword Perks.
Added The Broken Sky Freehold (credit Kathunk's No Moon. I renamed it (to avoid confusion with Lunars) and lightly edited it).
The All-Consuming God-Monster had effects in reality, while the other style emulating charms didn't, so added non-shaping effects to The Spirit Twisting Obsession, The Laughing Monster, and The World Devouring Warlord.
Gave The Chipped Chalice, The Heartless Machine, The Unbroken Pillar, and the Blade of Conflict explicit multiple purchase effects.

Added a note that Wealth Conjuring Attitude includes the effect of making ‘dream’ wealth as well as physical - that it includes Principle of Worlds, essentially.