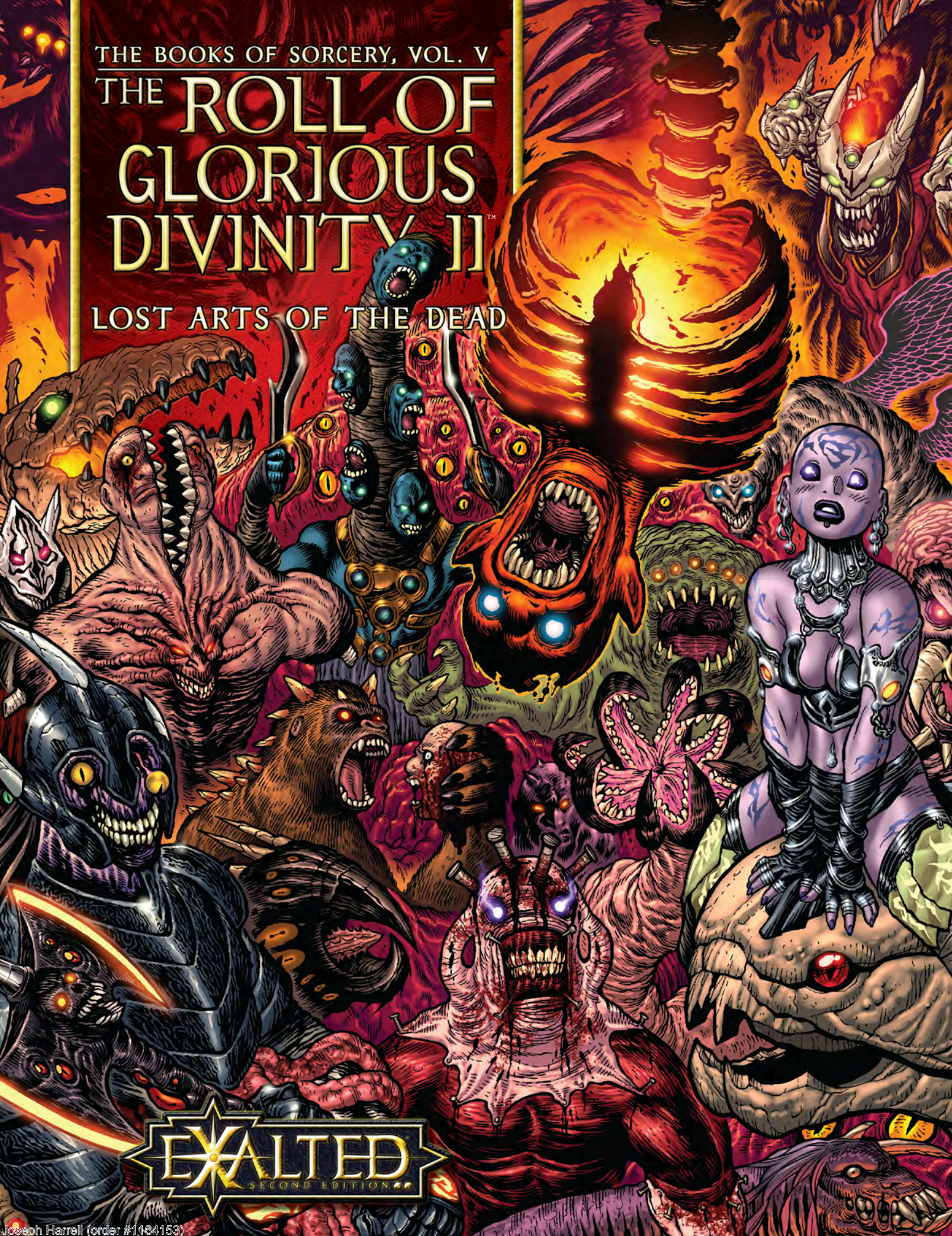


THE BOOKS OF SORCERY, VOL. V

THE ROLL OF GLORIOUS DIVINITY II™

LOST ARTS OF THE DEAD



EXALTED
SECOND EDITION

THE BOOKS OF SORCERY, VOL. V

THE ROLL OF
GLORIOUS
DIVINITY IITM

LOST ARTS OF THE DEAD

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LOST ARTS OF THE DEAD

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ARCANOI

EVOKE THE ANCIENT CLAY

With the Charm called Weighted with the Anchor of Flesh (see **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pp. 144-145), a ghost can manifest physically in a shadowland during the day or in the living world. Doing so is draining, however, especially if the ghost has many responsibilities in Creation. Therefore, pioneering ghosts developed this Arcanos to ease passage between the parallel worlds.

WHISPER

Cost: 1m; **Mins:** Valor 1, Essence 1; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

Speaking softly, the ghost makes himself heard in the region of Creation that parallels his present location in the Underworld. Anyone within one yard of his mirror location hears the words as clearly as if the ghost were whispering them in his ear. The player of any character outside that radius may make a (Perception + Awareness) roll to make out the whispered words. The difficulty of that roll is 1 for everyone within 10 yards, and it rises by 1 every 10 yards farther away the listener is from the ghost's mirror location.

The ghost's words are as audible as normal in the Underworld while he whispers into the living world. If the ghost speaks louder than a whisper, however, his words are inaudible in the living world. The ghost may not use this Charm to whisper from Creation to the Underworld.



MARSH LIGHT

Cost: 1m; **Mins:** Valor 1, Essence 1; **Type:** Simple

Keywords: Compulsion

Duration: One scene

Prerequisite Charms: Whisper

With this Charm, the ghost causes a light one foot in diameter (or a number of smaller component lights) to appear in Creation parallel to her Underworld location. The light can take only a simple shape (or shapes), and it moves in Creation only as the ghost moves.

If a living creature sees this light and is not doing something he considers vitally important at that moment (such as fighting for his life or lashing a comrade's leg to a makeshift splint so they can escape an imminent threat), his player must make a reflexive Conviction roll. If the roll succeeds, the character continues what he was doing. If it fails, he spends a miscellaneous action staring at the light. Characters with higher Essence ratings than the ghost's are immune to this Compulsion effect.

SWEET WINSOME LIGHT

Cost: 4m or 5m; **Mins:** Valor 2, Essence 2;

Type: Simple

Keywords: Compulsion


Duration: One minute per success

Prerequisite Charms: Marsh Light

As his player makes a successful (Charisma + Occult) roll, the ghost spends four motes of Essence to create a beautiful, intriguing ball of light that drifts and dances enticingly in the air. It lasts for one minute per success on the roll, and the ghost can create it anywhere within 20 yards of himself. It moves as he commands and can go anywhere within his line of sight. For an additional mote, a ghost in the Underworld can create the ball of light in the living world within 20 yards of his parallel Underworld location. It moves there as he directs, but it cannot leave a 20-yard radius around his parallel Underworld location—though that area moves as the ghost does.

Animals who see the light are drawn toward it, compelled to approach at their top Move rate. More intelligent witnesses who see the light might think it's a traveler's torch, a playful spirit or some interesting natural phenomenon, and they are also compelled to approach. If the Charm's activation roll scores more successes than the witness's appropriate MDV, the witness moves toward the light at her top Move rate. Spending a point of Willpower negates the alluring





effect of this Charm for one minute. Controlling an affected animal and keeping it from following the light calls for a (Dexterity + Ride) roll that opposes the Charm's activation roll.

TINKER'S BODY

Cost: 4m; **Mins:** Valor 2, Essence 2; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Marsh Light

An intangible ghost in the land of the living can use this Charm to construct a physical body out of any nearby loose objects. These objects fill the space that her incorporeal body would take up if she were manifest, and they provide a limited sense of touch. The ghost cannot speak through this body of scraps, but she can use it to make noise and to pantomime her intentions. If she constructs a face out of enough small, appropriately shaped pieces, she can even express her emotions through it. Constructing a suitable face requires a (Dexterity + Craft [Air]) roll, difficulty 2. If that roll fails (or if the ghost doesn't bother in the first place), the ghost suffers a -2 internal penalty to any social action.

While the ghost's Mental Attributes stay the same in her scrap-body, her Physical Attributes depend on what she uses to construct it. The body has one dot in each Physical Attribute, with four more split up among them based on the available materials (and Storyteller approval). Light, fragile materials yield higher Dexterity but less Strength. Firm or springy materials lend themselves to higher Strength. Larger, thicker pieces might yield more Stamina. The body this Charm constructs has only four health levels (-0/-1/-2/-4). The wound penalties represent only the diminishing structural integrity of the body as damage knocks it apart. The body does not transmit pain to the ghost.

SLEEPER'S CAUL

Cost: 3m; **Mins:** Valor 2, Essence 2; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Marsh Light

This Charm is the opposite of Tinker's Body. With it, an intangible ghost in the living world can create a solid, immobile body for himself. It can hear, speak, see and feel. It can't move anything other than its mouth and eyes, though. This shell can take damage (three health levels worth), but although the ghost can feel the pain while he's in the shell, he doesn't actually take any of the damage himself.

EMBODY

Cost: 5m; **Mins:** Valor 2, Essence 3; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Sleeper's Caul

Using this Charm, a ghost in the living world can weave a physical body of Essence. This body can move and feel as the ghost wishes, and it looks like the ghost looks (with an allowance for minor cosmetic variations). The ghost retains her Intelligence, Wits and Social Attributes in this created body, but her other Attributes all decrease by two dots, to a minimum of 1. The body has only four health levels (-0/-1/-2/-4), and the ghost feels any pain inflicted on it. When she disperses the shell and becomes incorporeal once more, though, none of the body's damage carries over to her.

MANIFEST THE DARK STEED

Cost: 3m; **Mins:** Conviction 2, Essence 2;

Type: Simple

Keywords: Touch

Duration: One scene

Prerequisite Charms: Embody

If the ghost is in the presence of his ghostly steed in the living world, he can lay a hand on it and make it manifest when he does so. The steed does not manifest when the ghost uses this Charm, but later in that scene when he uses another Charm to make himself manifest (provided he's touching the steed when he manifests). Other animals of the mount's type shy away from this weird beast that looks like one of their own, though they can be trained to tolerate such a steed's presence.

Mounts or other ghostly animals made manifest in this way retain all of their normal traits and qualities. They remain corporeal until either the scene after they manifest ends or the ghost ends his own manifestation—whichever comes first.

BIRTH THE PERFECTED MASTER

Cost: 10m, 1wp; **Mins:** Valor 2, Essence 3;

Type: Simple

Keywords: None

Duration: Five minutes per success

Prerequisite Charms: Embody

Normally, when a ghost manifests, the physical body he creates for himself in the living world is only as good as (if not worse than) his Underworld corpus. With this Charm, however, he can make a better, idealized form. To do so, the player rolls (Valor + Occult). The resultant body lasts for five

minutes per success garnered and retains all the ghost's Attributes, health levels and other traits. It also has six additional dots that the player can split up among the body's Strength, Dexterity, Stamina and Appearance. The body manifests naked with no equipment. (That is, no *items* that were in the ghost's possession before he manifested. The ghost's manifested "equipment" is as fine as he wants to make it.)

BIRTH THE WARRIOR FORM

Cost: 10m, 1wp; **Mins:** Valor 4, Essence 3;

Type: Simple

Keywords: None

Duration: Five minutes per success

Prerequisite Charms: Embody

If a ghost needs to manifest for a fight in the living world, she uses this Charm instead of its prerequisite. To activate it, the ghost's player rolls (Valor + Occult). If the roll succeeds, the ghost creates a physical body in her image (with the same allowance for cosmetic variation) that has her full Attributes and health levels. It lasts for five minutes per success on the roll.

Along with her body and clothes, the ghost may also manifest a single weapon and set of armor. The weapon and armor must be non-magical, and the normal Resources cost of each may not exceed the ghost's Essence rating. The weapon and armor are physical and work normally for as long as the ghost remains manifest. When the Charm's duration ends (or before that if the ghost ends her manifestation early), the weapon and armor disappear.

UNENDING REBIRTH

Cost: 8m, 1wp; **Mins:** Valor 4, Essence 4;

Type: Simple

Keywords: None

Duration: Six ticks per success

Prerequisite Charms: Birth the Warrior Form, Birth the Perfected Master

When a ghost has learned this Charm, she can switch at will from a physical form to her incorporeal one and back again in the living world. She must use some other Charm (usually Weighted with the Anchor of Flesh) to make herself manifest to the living, after which she can activate this Charm with a (Wits + Occult) roll. If the roll succeeds, she grants herself the ability to switch from her material form to her incorporeal one at will. That ability lasts for either six ticks per success on the activation

roll or the remainder of the duration of the Charm she originally used to materialize (whichever comes first). Each switch from one state to another costs a single mote of Essence and is considered a miscellaneous action.

CONJURE THE DEFEATED VESSEL

Cost: 5m; **Mins:** Conviction 3, Essence 3;

Type: Simple

Keywords: None

Duration: One hour per success

Prerequisite Charms: Pole the Black Depths (see *The Books of Sorcery*, Vol. V — *The Roll of Glorious Divinity II*, p. 129), Tinker's Body

A dead pilot can steer a ghostly ship from the Underworld through a shadowland and into Creation. (Bringing larger vessels into Creation thus can increase the Essence toll required to enter the land of the living—see *Exalted*, p. 313—at the Storyteller's discretion.) Normally a ship and all ghosts aboard become intangible when the ship crosses into Creation. If the ghost uses this Charm once the vessel arrives, though, the boat becomes fully physical.

Activating this Charm calls for an (Intelligence + Sail) roll, after which the boat remains physical for one hour per success. At any point during that period, the ghost's player may spend additional Essence and roll again to extend the duration. The new duration is based on the new roll, and it begins from that moment. The boat lasts until its duration expires, the ghost who made it manifest becomes incorporeal or the pilot becomes incorporeal—whichever happens first. If direct sunlight touches it, the boat disintegrates into a cloud of ash. All Essence used in this effect from the moment it first manifests in the living world is committed until the effect's most recently determined duration expires.

Boats from the Underworld made manifest with this Charm often look like broken, derelict vessels with leaning masts, holes in their hulls and rotting sails and lines. Nonetheless, they function just as normal, undamaged vessels of their type. Even their rusting, barnacle-covered weapons still work as though new. The only time this doesn't hold true is when a ghostly vessel suffers actual damage in the Underworld—such as from savage storms or deathknight piracy—before manifesting. If a vessel damaged in the Underworld manifests in the living world, it remains in its same damaged condition, though it's still just as seaworthy as it was in the Underworld.



SUNKEN ADMIRAL TECHNIQUE

Cost: (8mperboat), 2wp; **Mins:** Conviction 4, Essence 4;

Type: Simple

Keywords: None

Duration: One hour per success

Prerequisite Charms: Conjure the Defeated Vessel

This Charm works in all ways just like Conjure the Defeated Vessel, except that it can manifest multiple boats at the same time. For every Underworld vessel in the ghost's line of sight that she wants to make manifest in the living world, the ghost spends eight motes of Essence. The ethereal fleet becomes physical in Creation and lasts for one hour per success on the (Intelligence + Sail) activation roll. (The ghost must spend the Essence toll for exiting the shadowland—see **Exalted**, p. 313—for each boat, though.)

The ghost can renew the duration of the effect just as she can with Conjure the Defeated Vessel, but she may affect no more boats on each subsequent renewal than she did on the previous renewal. Also, as with the prerequisite Charm, all the motes devoted to the effect remain committed until the final duration expires.

HONORED ANCESTOR WAYS

This Arcanos is the most frequent means by which ghosts venerated by ancestor cults reward their living descendants for their observance of familial duties.

COURIER IN DREAMS

Cost: 2m; **Mins:** Compassion 1, Essence 1;

Type: Simple

Keywords: None

Duration: Eight hours

Prerequisite Charms: None

With this Charm, a ghost enters a meditative state and speaks a message intended for a living being. The message can be simple—"The White Walker will find you, my apostate daughter!"—or complex—"I, Mara Sparhawk, being of sound mind and spirit, do attest and swear that this is my last will and testament, part one..."—but it must be no longer than 50 words. The message then seeks out the intended recipient in Creation and waits for up to eight hours. If the intended recipient goes to sleep within that period, she dreams of the ghost standing before her and speaking the message. Anything the listener might say in response is not transmitted back to the ghost.

The ghost can send this dream message from the Underworld, a shadowland or Creation, and he can send it to anyone anywhere in Creation.

HONORABLE DESCENDANT BLESSING

Cost: 5m; **Mins:** Compassion 2, Essence 1;

Type: Simple

Keywords: Emotion

Duration: One day

Prerequisite Charms: Courier in Dreams

If a ghost feels that a living descendant has attended his familial duties to the fallen with due respect and piety, the ghost may grant this blessing as a reward. She speaks the descendant's name and pictures his face then activates the Charm. When she does so, the descendant feels a sense of peace and self-confidence deriving from a job well done, even if he's not aware of the ghost's blessing.

At some point in the next 25 hours, the descendant may draw upon a one-time, three-die bonus to supplement a single roll of any action of his choosing. This bonus cannot allow the character to exceed his normal limit of bonus dice. Honorable Descendant Blessing works only on living characters who descend directly from the ghost granting the blessing. The ghost knows immediately whether or not the blessing is granted, but the Charm gives no knowledge of how the descendant put the blessing to use.

DISHONORABLE DESCENDANT CURSE

Cost: 6m; **Mins:** Compassion 3, Essence 2;

Type: Simple

Keywords: Crippling

Duration: One hour per success

Prerequisite Charms: Courier in Dreams

When a descendant has behaved badly or failed to uphold her responsibilities to the dead, a ghost with this Charm can levy a minor punishment. (The ghost can also levy it just to torture a descendant he doesn't like.) As with Honorable Descendant Blessing, the ghost speaks the target's name and pictures her face as he activates the Charm. Likewise, the Charm works only on living characters who descend directly from the ghost.

As the Charm goes into effect, the player of the vengeful ghost rolls (Compassion + Lore). If the roll succeeds, a dull pain suffuses the target's body and lasts for one hour per success. During that time, the target loses one die from all dice pools and takes a -1 DV penalty as well. When the ghost has exhausted his retaliatory Schadenfreude, he can reflexively dismiss the curse at any time before the duration expires. A ghost can levy only one such curse on the same descendant at a time, but any number of related ghosts can curse the same person at the same time. The penalty

in the latter case is cumulative, but it cannot exceed an amount equal to the highest Essence rating among the ghosts ganging up on the victim.

SCHOLARLY WAYS

The framing motif of this Arcanos is largely a metaphor for the ways in which its Charms affect a character's knowledge and his relationships with others. Originally, only ghostly pedagogues and their students practiced this Arcanos in Stygia's hallowed centers of learning. Over the centuries, however, knowledge of these Charms has spread wide across the Underworld.

UNSEEMLY LIBRARIAN NATURE

Cost: 2m; **Mins:** Temperance 1, Essence 1;

Type: Simple

Keywords: None

Duration: One hour per success

Prerequisite Charms: None

The ghost knows more than he even realizes. All the nights he spent locked away in his chambers poring over Underworld manuscripts long lost to Creation pay off every time he uses this Charm. As the ghost activates the Charm, his player rolls (Intelligence + Lore). If the roll succeeds, the character gains one automatic success on any subsequent rolls of Craft, Investigation, Lore, Medicine and Occult. This bonus lasts for one hour per success on the activation roll.

DISCERNING STUDENT TECHNIQUE

Cost: 2m; **Mins:** Temperance 3, Essence 2;

Type: Simple

Keywords: Social

Duration: One minute per success

Prerequisite Charms: Unseemly Librarian Nature

The ghost with this Charm not only has a wealth of information floating around in her mind, but she can subconsciously compare statements made in her presence to reliable patterns of information in her mind. These patterns make up a "big-picture" view of human (and ghostly) nature. While the Charm is active, the character can measure a person's statements against this big picture to determine whether the speaker is either lying or simply wrong.

To activate the Charm, the ghost spends the requisite Essence as the player rolls (Perception + Investigation). The effects last for one minute per success. During that period, if a speaker in the ghost's presence knowingly utters a false statement, the ghost's player receives one automatic success on rolls

to realize that the statement doesn't ring true under these circumstances in the big picture. (The ghost doesn't automatically know what the truth actually is, though.)

The Charm provides the same benefit when a speaker makes a statement of fact that he believes is true but is actually false. The fact in question must be an objective one that is currently and accurately on record in a scholarly storehouse somewhere in the Underworld. If, for instance, a speaker made some spurious claim about relative Underworld population figures in Chiaroscuro and Sijan, the ghost would have a good chance of recognizing the error, based on those two cities' current ghostly census records. The ghost wouldn't get any sense of whether a speaker's claim about the nature of the Emissary of Nexus was true, however, as that being's actual nature is not on record anywhere in the Underworld.

MASTERLY PEDAGOGICAL INQUIRY

Cost: 3m; **Mins:** Temperance 3, Essence 2;

Type: Simple

Keywords: Compulsion, Social

Duration: Instant

Prerequisite Charms: Discerning Student Technique

A ghost uses this Charm to compel someone to answer one question truthfully. The ghost spends the Essence and asks the question as his player rolls (Manipulation + Presence). If the successes exceed the target's Dodge MDV, the target answers truthfully to the best of his ability—assuming he knows the answer, of course. The answer must be as full and honest as the target is capable of giving, though the target will normally keep it to about a paragraph in length.

If the target's Essence is higher than that of the ghost using this Charm, the Charm automatically fails. The user of the Charm is aware of the failure even if the target pretends to comply.

IMPERIOUS INSTRUCTOR'S DICTATE

Cost: 5m, 1wp; **Mins:** Conviction 4, Essence 3;

Type: Simple

Keywords: Compulsion, Illusion, Social

Duration: One day

Prerequisite Charms: Masterly Pedagogical Inquiry

As the ghost's player rolls (Charisma + Presence), the ghost spends the activation cost and speaks a short, imperative statement to a target. If the roll succeeds, the statement makes no sound as the words go straight into the target's consciousness. If the roll's successes

exceed the target's Dodge MDV, the target carries out the ghost's order, believing that it was his own idea to do so. The Compulsion effect lasts for one day, after which the target changes his mind about what he was trying so hard to do. He does not realize that the ghost put this idea into his mind. If the roll fails, the ghost speaks her command aloud and the target treats it as any other command she might give. If the roll botches, not only does the target treat the command as any other verbal order the ghost issued, but he automatically understands that the ghost tried to supernaturally compel his obedience.

If an intended target has a higher Essence than the ghost using the Charm, it automatically fails. The ghost using the Charm is aware of the failure even if the target pretends to comply.

FAVORED STUDENT CHARM

Cost: 10m, 1wp; **Mins:** Compassion 4, Essence 3;

Type: Simple

Keywords: Emotion

Duration: Varies

Prerequisite Charms: Imperious Instructor's Dictate

Both prospective masters and ambitious students use this Charm, which fosters cheery camaraderie between themselves and their targets. As the ghost pays the activation cost, his player rolls (Charisma + Socialize) against the target's Dodge MDV. If the roll succeeds, the target engenders the friendly respect that exists between a wise instructor and a favorite student. The dynamic mirrors the relative status of the ghost and the target unless the ghost and target are of equal status. If that's the case, the ghost determines whether he is the figurative student or instructor for the Charm's purposes.

The affected target of this Charm will do all she can to help the ghost, though at minimal risk to herself. She won't fight the ghost's battles for him, be they physical or intellectual. She'll do what she can to help the ghost win those battles, though. If what the ghost needs the target to do violates the target's Motivation, an Intimacy or a Virtue rated higher than 3, the target won't do it.

This Charm works only on ghosts, and only those with lower Essence ratings than the ghost who uses the Charm. The effect lasts for an amount of time based on the threshold successes of the activation roll, as follows:

Threshold Successes	Duration
1	One hour
2	Until the next dawn

3	One full day (25 hours)
4	One week
5	One month

When the duration ends, the ghost may extend the effect without a roll for another increment of the same duration by spending the activation cost again. Once the duration lapses and is not extended, the target grows uneasy around the ghost, vaguely aware of what he did to her. Thereafter, for a period equal to the total amount of time the ghost had the target under the effect, the difficulty of all social rolls made for the ghost when he interacts with the target increases by 1.

ETERNALLY LOYAL STUDENT PRANA

Cost: 10m, 1wp; **Mins:** Compassion 5, Essence 3;

Type: Simple

Keywords: Compulsion

Duration: Permanent

Prerequisite Charms: Favored Student Charm

This Charm is like its prerequisite in that it works only on ghosts with fewer dots of Essence than the character using the Charm has. With it, the ghost can implant a permanent command in the target's mind. This command cannot run directly counter to the target's Motivation, an Intimacy or any Virtue in which he has three or more dots.

To implant the command, the ghost must spend one whole day with the target, at the end of which she spends the requisite motes and Willpower as the player rolls (Manipulation + Presence). The roll must garner at least two successes in excess of the target's MDV. If it does, the ghost implants the command permanently into the target's mind. The command cannot be more complex than can be communicated in about 100 words. If the activation roll garners more than five successes in excess of the target's MDV, however, the command can be as complicated as the ghost desires.

SHADOW CONSTRAINT CRAFT

Those who dwell in the Underworld follow complex codes of taboos and secret laws. Some of these strictures are unwritten laws set forth by the Dual Monarchy or a reigning Deathlord. Others are taboos carried over from Creation into the afterlife by extinguished cultures the living have forgotten. Ghosts who practice this Arcanos understand how to manipulate these unwritten laws and punish those who violate them.

ILLUMINATE THE SHADOW CONSTRAINT

Cost: 1m; **Mins:** Temperance 1, Essence 1;

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Ghosts who either travel widely in the Underworld or dwell in areas with richly multicultural populations are wise to learn this Charm. To use it, the ghost considers one aspect of the Underworld society around himself and spends a single mote of Essence as the player rolls (Perception + Bureaucracy). Each success on the roll reveals a single taboo associated with that aspect of society. The information revealed is only as specific, however, as the aspect of society the ghost considers as he activates the Charm. Pondering "food" as an aspect of society might yield general taboos such as "Never eat food outside" or "Eat food only with the thumb, index and middle finger of the right hand." Pondering "apples" might yield more specific information such as, "Never eat an entire apple all by yourself" or "It is rude to eat an apple you yourself have picked."

This Charm works only while the character is immersed in the society whose taboos he hopes to reveal.

DARK SORCERY OBSERVATION

Cost: 1m; **Mins:** Temperance 1, Essence 2;

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Many taboos in the Underworld concern the use (or inappropriate use) of necromancy. This Charm, therefore, grants a ghost some insight into how necromancy is being used in the world around him. With the proper activation cost and a successful (Perception + Occult) roll, the ghost notices any active necromancy effect in her field of vision. Any person, object or area that is under the effect of a necromantic spell seems to the ghost to be surrounded by an effervescent black aura. A single success on the activation roll grants only that awareness. Three successes reveal the circle of the spell in question, while five successes give the observer a one-word description of what the spell is doing (e.g., animating, disguising, binding, tormenting, scrying, etc.).

GHOSTLY MAGISTRATE PERCEPTION

Cost: 1m; **Mins:** Temperance 2, Essence 1;

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Illuminate the Shadow Constraint

Using this Charm allows a ghost to tell who's breaking the law. First, he can tell who's breaking the natural law of the Underworld just by being there—i.e., who in his line of sight is a living being. Second, he can tell who in his line of sight has committed an unforgiven violation of a local Underworld taboo within the last 25 hours. The subject of the latter need not be aware she has committed the violation. The awareness granted the ghostly magistrate does not include the exact nature of the violation or even the particular taboo in question. All he knows is that the subject violated a taboo at some point in the last day.

This Charm functions only in the Underworld and only while the subject is in the area governed by the taboo she broke. Activating the Charm requires a successful (Perception + Bureaucracy) roll.

BRIEF EXEMPTION

Cost: 3m; **Mins:** Temperance 3, Essence 2;

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Illuminate the Shadow Constraint

A favorite of corrupt enforcers of Underworld law, as well as those who must use criminal methods to ferret criminals out, this Charm grants a character temporary immunity from a local taboo. On a successful (Manipulation + Stealth) roll, the character can choose a local taboo of which she is aware and get away with breaking it for one scene. If anyone sees her break the taboo, she still has to deal with the social consequences and the attention of other enforcers of the law. For the purposes of any magical perception or enforcement of the rules (such as Ghostly Magistrate Perception), however, the character does not "read" as one who has violated the taboo. Likewise, the character suffers no internal penalties for violating the taboo, regardless of whether anyone sees her do so or not. When the scene is over, it is as if the ghost had never violated the taboo at all during the scene (unless she's still violating it at scene's end).



Exempting oneself from a natural taboo requires only a single success on the activation roll. Exempting oneself from a taboo imposed by necromancy or Charms (such as Impose Stricture) requires as many successes on the activation roll as the character who imposed the taboo had dots of Essence at the time the taboo was levied.

Using this Charm does not count as a violation of any taboo.

ACCEPT AMERCEMENT

Cost: 3m, 1wp; **Mins:** Temperance 4, Essence 2;

Type: Simple

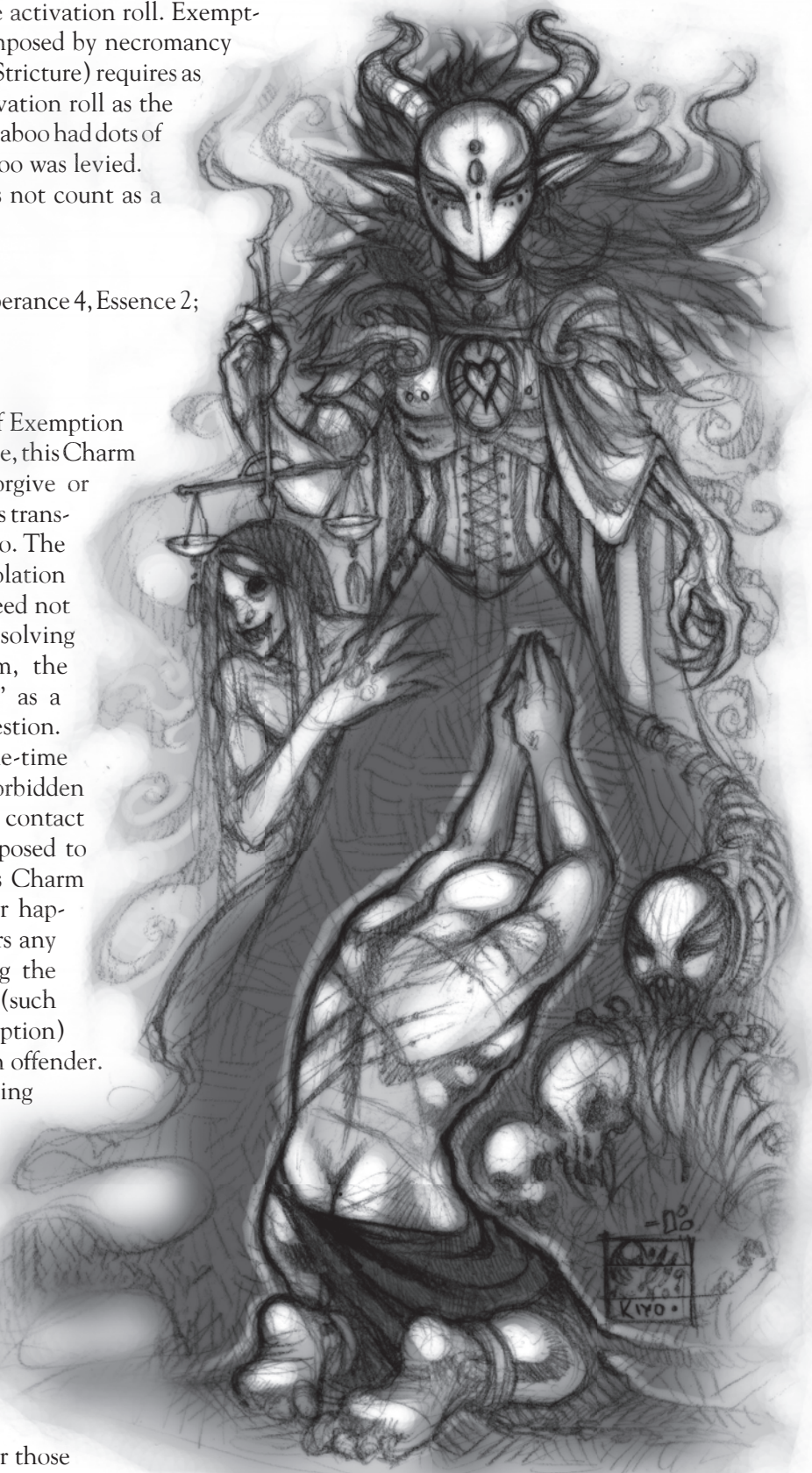
Keywords: None

Duration: One scene

Prerequisite Charms: Brief Exemption

Similar to its prerequisite, this Charm allows one character to forgive or alleviate another character's transgression against a local taboo. The criminal must admit her violation of the taboo, though she need not be repentant. When the absolving confessor uses the Charm, the criminal no longer "reads" as a violator of the taboo in question. If the violation was a one-time action, such as eating a forbidden fruit or making brief eye contact with someone she was supposed to pretend not to notice, this Charm wipes it away as if it never happened. She no longer suffers any levied penalty for breaking the rule, and magical perception (such as Ghostly Magistrate Perception) no longer registers her as an offender. If the violation is an ongoing defiance of taboo, such as wearing armor in a place it's forbidden to do so, she is exempt from that taboo until either the end of the scene or the moment she corrects her behavior (whichever occurs first).

This Charm applies only to taboos the character has already violated or those she is currently violating. It cannot be



used to forgive a character for a transgression she has not yet committed.

LEVY FINE

Cost: 3m; **Mins:** Temperance 4, Essence 2;

Type: Simple

Keywords: Stackable, Touch

Duration: One scene

Prerequisite Charms: Accept Amercement

If an Underworld law-enforcement officer feels that the punishment a criminal suffers for violating a taboo is not harsh enough, she can add a punishment of her own. She need only touch the criminal in question, which could require an unarmed Martial Arts attack, and declare her additional punishment aloud. This increased burden might include such hindrances as a two-die penalty on all rolls, a visible brand that declares the target a criminal or some ethereal physical impediment (such as a translucent ball and chain) that reduces the target's Move or Dash rate by one-third. Other punishments of similar scale are acceptable as well.

Excess punishments last for one scene. A character can stack as many punishments on an offender as she pleases, but she must activate the Charm separately for each one, and she can add only one punishment per taboo of which the criminal is currently in violation. If the target is not guilty of the offense (or if another Charm has rendered him exempt from it), this Charm has no effect on him.

HOUSE ARREST

Cost: 5m, 1wp; **Mins:** Temperance 4, Essence 3;

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Levy Fine

If an Underworld lawman catches a living person violating a taboo in the Underworld, the lawman can lay down a harsh penalty. Using this Charm, he can confine the offender to the Underworld until such time as the criminal is forgiven for her crime. Gaining forgiveness involves having the user of this Charm or a character with higher Essence use Accept Amercement on the offender's behalf.

While the penalty remains in effect, the character can use no means natural or supernatural to return to Creation from the Underworld. She can emerge into a shadowland, but she physically cannot leave its borders during the day. If she tries to cross the shadowland's border at night, she always winds up in

the Underworld, regardless of whether she spends a mote of Essence or not.

This Charm has no effect on ghosts or on Ghost-Blooded individuals.

HIDE THE LIVING NAME

Cost: 10m, 1wp; **Mins:** Temperance 4, Essence 4;

Type: Simple

Keywords: Touch

Duration: Indefinite


Prerequisite Charms: House Arrest

An especially brutal or cruel Underworld magistrate can levy this extreme punishment on a living offender of Underworld taboos. She must touch the target, possibly as a result of an unarmed Martial Arts attack, and loudly proclaim the nature of the taboo the offender violated. If the offender did, indeed, violate that taboo and was neither forgiven for nor exempt from it, his hun (his intelligent higher soul) is stripped from his body. His body is then magically transported to a secret holding facility somewhere on the border of the Labyrinth. From then on, the offender is forced to exist as a ghost, with all the normal traits and capabilities a ghost has. This sentence lasts until either the ghost who imposed it or a character with a higher Essence uses Accept Amercement to forgive the crime.

Aside from the drawbacks of being punitively transformed into a ghost, an offender has a few additional things to worry about. The first is that his confiscated body continues to age at its normal rate even though he's not in it. The second is that the holding facility where his body is stored is neither guarded nor wholly inviolable. From time to time, spectres creep into these places to possess the empty bodies, take them into Creation and wreak havoc with them. These evil wraiths take special delight in using the bodies of the virtuous for their wicked joyrides. If the total of the character's two highest Virtues is higher than the number of Willpower points (not dots) the offender had left at the time the sentence was levied, his body is especially attractive to spectres. The bodies of offenders of weak virtue or with the will to resist their baser natures, however, are hardly worth a spectre's time.

Fortunately, for all the trouble a joyriding spectre can cause in a stolen body, it can't actually destroy its stolen vessel. If the body is "killed" in Creation while it's possessed, the spectre is ejected, and the body returns to its holding facility where it regenerates at





its normal healing rate. If the body is gone when the offending character's sentence ends, the character's ghost is suddenly transported to the holding facility where he may wait until the body returns. If he doesn't want to wait, he can follow his body into Creation and try to take it back.

Spectral possession is not necessarily a given while a character is under this Charm's effects. Whether or not it happens is up to the Storyteller.

IMPOSE STRICTURE

Cost: 10m, 1wp; **Mins:** Temperance 4, Essence 4;

Type: Simple

Keywords: None

Duration: Three days per success

Prerequisite Charms: Levy Fine

This Charm allows a character to impose a taboo over a local area of the Underworld. (It does not function in Creation or any shadowlands.) To do so, the character announces the new stricture aloud and spends the required Essence and Willpower as the player rolls (Charisma + Bureaucracy). The new taboo lasts for three days per success on the roll, and it applies to an area equal in radius to one mile per dot of Essence the character has. Taboos created thus must either forbid or require a single, simple behavior. Such taboos cannot literally be impossible to follow, but they can state inherent contradictions with symbolic solutions. A character could state, for instance, that all residents of the area must be both blind and able to see simultaneously. While that taboo applies, residents could adhere to it by simply keeping one eye covered or both eyes closed at all times.

Taboos laid down with this Charm carry automatic consequences for those who violate them. The basic consequence is a one-die penalty on all rolls that begins the moment the person violates the taboo and ends one hour after the person ceases to violate the taboo. The consequence applies only to violations of the taboo that occur in the affected area during the

duration of the effect. If the violation is an ongoing one—such as wearing a forbidden item of clothing—the consequence kicks in the moment the offender engages in it. It lasts until either one hour after the offender stops, one hour after the offender leaves the area of effect or one hour after the duration of the effect lapses, whichever occurs first.

The character who laid down the taboo or a character with higher Essence can use Accept Amercement to alleviate the penalties for violating the imposed taboo. Exempting oneself with the Charm Brief Exemption requires achieving more successes on the activation roll than the character who laid down the stricture has dots of Essence.

CURSE OF THE DAMNED

Cost: 10m, 1wp; **Mins:** Temperance 4, Essence 4;

Type: Simple

Keywords: None

Duration: Permanent

Prerequisite Charms: Impose Stricture

This Charm narrows and amplifies the effect of Impose Stricture. With it, a character can lay down a taboo with the same restrictions and consequences as those allowed by Impose Stricture. The taboo applies to only a single person, though, who must be in the character's presence at the time.

This imposed taboo is effectively permanent, barring certain conditions. First, the character who imposed it can remove it with the Accept Amercement Charm. Also, another character can remove it the same way as long as that character's Essence is higher than that of the character who imposed it was when he did so. A character whose Essence equals the taboo-imposing character's Essence at the time of imposition can alleviate the taboo for only one scene with Accept Amercement. The victim herself can do the same for a single scene with Brief Exemption, but only if her Essence exceeds the taboo-imposing character's Essence at the time of imposition.

The ancient dead keep their own counsel, and they have learned from bitter experience to hold onto any advantage to avoid Oblivion. The Charms within represent such advantage in the Underworld, a means of bringing powers unknown to most of its denizens to bear when necessary. Once practiced only by the dark realm's elite, these arts have begun to filter out to the masses in this Time of Tumult. And if these powers are rare in the Underworld, they are uniquely terrifying to the inhabitants of Creation who face them.

A ghostly supplement for **Exalted** featuring:

- Four Arcanoi absent from Second Edition, until now: Evoke the Ancient Clay, Honored Ancestor Ways, Scholarly Ways and Shadow Constraint Craft

