

EXALTED - THE WYLD



Welcome, thing from beyond Creation. It seems that you've crossed the infinite expanse of Pure Chaos to arrive at the eternal insult that the Primordials have crafted. Or perhaps you have been crafted by those who arrived from beyond and obtained your independence only relatively recently. Regardless, perhaps it'd be best to give you some context on the cosmos you have now found yourself in. So, hear this story, one of many;

Think, if you will, of a state where time does not exist. There is no distinction between things, and all is everything and everywhen, infinite and yet one. Let us call this the Time Not. This was once the state of this world. Or perhaps it will be the state of the world in the infinitely distant future beyond the end of time. Or perhaps it's nothing more than an impossible ideal. Given the base premise of lacking time, it is not something that Creational beings such as humans could truly comprehend, so sadly shackled by the linearity of time in Creation.

But clearly, this world is not like that. What could've happened to force distinction and definition upon an infinite wholeness? The name of it is Advaita Iraivan, the Shinma that defines the principle of separation. It separated its ignorance from its awareness, which allowed it to separate itself from the Time Not, which allowed it to separate the Time Not into the infinite roiling mess that beings of today recognize as Pure Chaos, as well as the separation of a moment and the next. This is not to say that Advaita Iraivan is the "first" Shinma, or that it created anything (which it cannot do). It merely gave separation and thus self-definition to all that existed, and allowed time to exist in a way Creational mortals can comprehend.

After that came perhaps the ideal state of Pure Chaos, at least in the minds of beings who seek such a thing. The Shinma saw that there were things that were not Shinma, which were limited in their awareness and understanding by their lesser existence. This lesser state, however, allowed such base beings to combine and apply the principles the Shinma defined in myriad ways inconceivable to the Shinma, in ways either too large for Creational minds to truly grasp or too infinitesimal for such minds to recognize.

There were two types of these lesser beings. One type was content with their existence. Of them shall not be spoken of much, as the other type is much more interesting; those that were not content, and wanted more. Using secrets wrested from the Shinma, they learned how to not merely create, but to create with a purpose, to form something everlasting against the roiling chaos of existence, that would not change from moment to moment as Pure Chaos does. They reforged their identities, purged their ancient natures, and constructed hideous shapes for each other.

These beings then came to be known as the Primordials.

And they went further, of course. They were shunned by those who were content, and thus free to scheme and plan. And, one moment, as much as moments mattered then, they pulled a section of Chaos around themselves and did something that fundamentally changed existence in ways that no being could understand. Thus was born Yu-Shan and the Games of Divinity. Then the Primordials went further, stretching a hideous tendril of wretched order and stifled possibility, and choked a wide swath of Chaos into an ugly, static abomination. Thus was born Creation, a place with shape, constant rules that would not change in whimsy, and defined a strict flow of time that could not be ignored easily.

It was repulsive, and yet fascinating to the beings from beyond Creation. A novelty, one that brought interest, but was ultimately too static to really bother much after a while. The mortals were interesting, but ultimately flawed and not able to provide the endless entertainment that the beings of chaos were used to. Worse, Creation was dangerous and lethal to them, and the more they investigated and contemplated, the less themselves they became, infected by repeating patterns and static formation. So were the Raksha born, who dubbed the beings they used to be as Unshaped.

And then, the Primordials were overthrown. The interesting part of that was the beings that performed such deed, humans. They proved endlessly entertaining, if perhaps not as much as the Pure Chaos beyond, and their dreams and emotions proved a delectable feast for those Raksha that consumed them. Of course, the powerful humans in Creation fought back, and even expanded Creation, but the Raksha remained. Over time, Creation weakened, losing the shining golden heroes that expanded Creation, and the technology they wrought. Then a plague spread through the mortals, killing many of them.

And then something curious happened. An invitation. "Do as you wish to the living, for our sole concern is with the dead". Thus a Crusade was arranged, led by Balor of the Terrible Gaze. It was almost successful, an invasion into Creation by millions of Raksha, and many many lesser beings they forged to aid the war efforts. Unfortunately, Balor was betrayed by his own lover, and then the invasion force was obliterated by the Sword of Creation. Still, the damage was done, and Creation's border became tainted with Chaos, and came to be called the Wyld.

This is one story of the past, one of many. Is it true? Is it even accurate? Is it merely fanciful nonsense? Don't be so quick to define things in only one way, friend. The world is wide and wondrous, and adventure awaits. But of course, don't forget your budget:

+1000 Chaos Points

May your story be interesting. And don't forget that you'll be staying in this world for around 10 Creational years, as little as time matters to the Wyld.

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Shape

Oh, but surely you've taken on shape to arrive here? Or perhaps you have no shape at all? Well, feel free to choose here. As a primal being from existential chaos, you certainly have the choice, unlike the poor unfortunate souls trapped in Creation.

Fair Folk -0cp

You're a Prince of Chaos, a Raksha, a refugee of the lands beyond, trapped in the lands of shape and infected with a self too stable to properly live in the beyond you once called home. Still, Creation remains lethal, so you must develop your personal story in the Wyld between Creation proper and Pure Chaos. There are many of your kind trapped in the Wyld, at least, so you'll have plenty of potential rivals or allies to drag into your story.

Lord Of Chaos -400cp

Ah, you are no mere Raksha. You're an Unshaped, a true being of Chaos, if perhaps somewhat influenced by the trends set by Creation. You could actually survive long term in Pure Chaos, and have no obligation to acknowledge Creation's existence at all. In terms of your actual self, you are not an individual as mortals would recognize it. In fact, you have more in common with the hateful Primordials who crafted Creation than you do with the mortals that call Creation home. Your body is a conglomerate of Waypoints, let's say a few dozen, and you could consume more waypoints to increase your size, or perhaps expel some to make yourself smaller if you feel like doing so. You can organize your Waypoints in whatever manner you like in relation to the whole group of Waypoints, such as making them a cluster where you can reach any given Waypoint from any other, or a line where you have to pass through certain Waypoints first, or anything you can think of.

Additionally, your being is so vast that each of your Graces is not merely an artifact, but an individual in their own right, superficially similar to the Raksha by themselves. These are called Emanations. And of course, the interplay between these Emanations will reflect your own temperament, and any changes in the interactions between your Graces will affect you appropriately. For example, if you're compassionate, your Cup Emanation would dominate over the other Emanations, and if your Sword Emanation overthrows it successfully, you would become far more ruthless and warlike. Likewise can your changes of mind influence your Emanations in a similar way.

It's a two-way street, in other words. You aren't even limited to having one Grace of each type like the Raksha, so with some effort you may have more than five Emanations.

As for what form your Emanations can take, that can be whatever you desire. From abstract elemental forces such as hurricanes sweeping over the land of your Waypoint body, a region where everything is blue, a never-ending symphony, a mobile blood stain, or perhaps simply a writhing mass of something that cannot be defined. They can also take on a more solid shape, to more closely imitate your shaped cousins, the Raksha, particularly for Emanations that represent your fascination with shaped existence if you have such emotion towards Creation. And of course, you can act through your own Emanations, as they are a part of you and your Waypoint body can be quite unwieldy for interacting with other beings who do not share your vastness.

To mortals and perhaps even Raksha, you could be seen as a quasi-sentient location ruled by your Emanations. And to be fair to such a perspective, it wouldn't be inaccurate to say that you work kind of like a sentient Freehold. And lastly, of course, is questing. Raksha occasionally enter the Waypoints of Unshaped in ritual questing, seeking power, artifacts, or perhaps even dominance over you. These quests require you to decide on a set number of trials for the Raksha in question to overcome based on your Graces, as many as you wish, and if the Raksha surmounts all the trials, they can perform Shaping combat against your Heart Grace (which isn't allowed to fight back, only defend, unless the Raksha fucks up immensely). If they triumph over the Heart Grace, you must give them an artifact or strengthen one they already possess.

A Raksha succeeding in a quest also empowers you, and in fact questing is the only way for Unshaped to "grow". Out in Pure Chaos, an Unshaped may be unimaginably powerful one day and a whimpering weakling the next. After all, the very idea of classifying one's power and comparing it to others requires a shaped perspective, which the Unshaped lack (as you could tell by the name). Only through observation of shaped beings in relatively structured circumstances can an unshaped gain a perspective on shaped existence that allows it to evolve coherently without actually assuming a shaped existence itself, which is a source of immense hatred for plenty of your kind. In gaming terms, interacting with shaped beings in controlled circumstances is your only source of experience points. And quests are said controlled circumstances.

Caste

Lords of Chaos do not have access to this section.

The division of one thing into many is the principle Advaita that predates Creation. And just like the Raksha are influenced deeply by mere proximity to Creation's stability, so are they forced into distinction from their surroundings by Advaita. Thus the Castes were born, certain archetypes influenced by the four Virtues of Creation. Here you will choose your Castes.

The Castes, aside from being archetypes, also represent another thing, that being your feeding Graces. Those being the Graces that you can feed off of. For example, Entertainers are those with a Cup feeding Grace, and so they can feed upon the Compassion of their victims. Conversely, it means that Entertainers cannot feed from the Conviction, Valor, or Temperance of their victims, only their Compassion. Commoners are those with only one feeding Grace, and thus one Caste. Noble Raksha, those who are actually noteworthy and actually represent the ideal that one thinks of when they think of a Raksha, have two feeding Graces, one greater and one that is said to be "shadowed", and thus technically have two Castes. This combination results in a far more nuanced archetype that they play out, unlike the comparatively simple commoners.

Of course, these are just that, archetypes. A Raksha does not necessarily need to abide by the stereotype of their Castes, even if it does serve as a solid foundation for their role. The descriptions of the castes are only going to focus on the Archetype themselves, so don't feel too bound by the expectations of the castes of your choosing. Of course, don't forget that your feeding Graces are important, and not something you can ignore. And of course, as with all beings of chaos, in the long term even these Castes are not certain. In this world and in this particular Age, the Wyld regards itself through the lens of Virtues and Willpower due to the static influence of Creation. In another time, in another world, the auspices of the raksha's feeding may change, and the ramifications of that change can echo back and forward through time to all that has ever been and all that ever shall be. Fanwank responsibly.

Choose two, and choose which of your two picks is shadowed.

Conviction, The Diplomat

The Staff

Recognizing that society exists to strangle personal conviction in its coils and subordinate it to the broader principles of the culture itself, Diplomats study the arts of manipulation, intrigue, treaty and accord. There are no creatures so alien that a Raksha Diplomat won't seek common ground with, and by finding it, bind them to their will in an agreement all parties find satisfactory. It is the Staff that symbolizes the law of the Wyld, thus many oaths are sworn on ceremonial staves. The purpose of a Diplomat is to construct the alliances and (metaphorical) bridges that link the Raksha between themselves and others through the timeless years of their existence. By doing so, they channel the Conviction of the rabid monsters living in the Wyld, feeding off the Virtue and essence displayed during the binding.

Those Diplomats fond of Creation are so because despite the stifling lack of possibility in comparison to the Wyld, the Creation-born still manage to form dazzlingly complex cultures and hierarchies. However, those who hate Creation generally do so for one main reason: Creation lies. Those of Creation are not bound to oaths they swear without some form of power above them to make it so, allowing them to simply not fulfill a sworn oath, usually with no consequences to doing so at all. While Creation-born that defy taboos or cultural traditions risk banishment or worse, the mere possibility of such defiance is horrifying to Diplomats of the Wyld. Worst of all, Creation itself never shows respect to the sworn oaths of a Raksha, potentially forcing them to break their oaths due to circumstances beyond their control. This, say Diplomats, is unacceptable.

I'm proud of you.

Sacrificing your life for this pathetic little village —

I can taste the integrity of your choice.

I set in motion the cycle of events that brought you here;
that brought this doom of the wolf god's wrath; that lets you
save them by standing in its way. It is by my word and my
hand that this is necessary. But it gives me joy to know that
you are not chained. That it is your own nature and your
own desires that keep you here, bound in death's shadow to
this little town, waiting at the stake —
For the monster to come.

Compassion, The Entertainer

The Cup

Entertainers are everything you want. They are everything you crave. They are your heart's desire. There is no hole in the heart that they cannot fill and no quality in their possession that they cannot make others long for. They are joy and brightness, forbidden lust and blood-thirst, hungers, addictions, satiation and release. With their Cup, they offer the drought that slakes the thirsts of the raksha, serving as a gift of provenance that offers completion, certainty, and peace, and impart an eternal longing for the Entertainer. The Cup is commonly depicted with a cracked edge; those who drink from it cut their lip, shedding drops of blood that the Entertainer freely drinks. Through the passion inflamed in others, Entertainers can feed on the Virtue and Essence displayed.

Those Entertainers fond of Creation are so because of the intense and real passion of its natives. While the Raksha can ravish one another plenty, such affairs simply never seem as real as the love of a simple farm boy willing to betray everything he ever cared for in exchange for an Entertainer's kiss. On the other hand, those that hate Creation do so because it does not need or care for them. No matter how much passion and skill they devote to it, the great machine of the Primordials pays no heed and grinds on in callous indifference to the Entertainer's efforts. Entertainers simply do not understand or accept that Creation as a whole is simply not capable of experiencing love in the way that the Wyld can in response to the Entertainer's charm. Worse, an Entertainer dwelling in Creation runs the terrible risk of experiencing a love born from within, a *real* love, rather than a love cajoled out of them by someone's power. It becomes a barbed hook in their soul and an insult to all other Entertainers.

I'm sorry. I really am.
You don't have anything more to give me. You've used
it all up. Family, power, talent, health — it's all gone.
I know you need me. And I wish I could give you
more. But I can't. All I can do is let you go, set you
free of me, send you back to the cold dark world.
You asked me for that once, remember?
It's what you wanted.

Valor, The Warrior

The Sword

Warriors are legends and terrors. They are the people of fear and the outriders of death. They alloy themselves with their own nightmares and become creatures above and transcendent to horror, pain, and loss. They provide and fuel the endless conflict that gives meaning to the life of Raksha, driving off stagnation and fostering endless evolution. Their Sword means stasis, for those who fear the sword may shape themselves to the Warrior's service, and it means change, for each new cut brings new endings and beginnings to the world. And, most of all, the Sword means death.

Warriors love and hate Creation for the same reason; it can kill them. Compared to the dangers of the Wyld, where dying is largely aesthetic and it takes immense effort to bring about truly permanent change, those born from Creation can simply kill Raksha with incredible ease, as when a Raksha is killed by them, they remain truly dead. The heady forbidden thrill of a near-death experience intoxicates many warriors more than the strongest ale or sweetest dream, so those Warriors found in Creation almost always take on the role of a mercenary or warlord perpetually leading conflict against other forces.

A little girl looked at me and said, "I am afraid."

I told her, "Little one, even in this Age of Sorrows, there is virtue in mastering your fear. Take up your father's sword. Strike at me.

Perhaps it will strike true."

Ah! Was even the Unconquered Sun so proud of his children as I, when she raised up that blade? She struck at me, and struck not well, but I have made the town a pyre in her name.

Temperance, The Worker

The Ring

Workers are action and creation. They are the forces and movers of the Wyld. Their first act is to forge themselves out of gossamer and dream, and when this is accomplished, they do not rest. They pursue the labors of their lives with endless, rigorous devotion. They are machines. They are insects. They are pure and unceasing flames, driving with their work the great engine of the madlands. Their ring represents the closed circle, the snake that devours itself, the phoenix born from her own egg, the storyteller caught in her own story and the reflective "I" that gazes endlessly upon its own nature within a raksha's mind. While other castes define themselves by the goal they wish to fulfill and desires they seek to manifest, Workers define themselves by their work and efficiency.

Those Workers fond of Creation are so because even the least of their works are appreciated by mortals. If a Worker is driven to create, why not do so in a place where their works will be appreciated? On the other hand, those Workers that hate Creation do so because it is a mockery, a stifling and grotesque canvas compared to the infinite workspace of the Wyld. Worse, the mortals of Creation don't seem to know their place. They have no intrinsic caste structure save what is forced upon them by birth, and even then, they hardly accept their status and instead dream of becoming something more. A Worker knows and accepts the purpose for which they exist. A Creation-born rarely does. Clearly, the system in which such beings exist is flawed and in dire need of replacement.

I have changed your
dreams and aspirations.
They should be more
functional now.

Noble Archetypes

Ascendant Diplomats

Courtier (Diplomat and Entertainer)

Every court attracts Courtiers; the self-adoring acolytes of finery and coquetry, with their pointless intrigues and devotion to fashion. To others, they may seem little more than household pets or haremnettes, but their dances, whispers, glittering robes and lowered eyes serve as covert and petty contests of power and social status, sheltered from the barbarity beyond the walls of a court by the power of the throne. They provide entertainment and legitimacy to courts, but the social orders they create are parasitic, and subtly drain the strength of their lords, the weakest of which might become little more than a puppet meant to fend off the Swords and Staves of outside powers.

Imperial Raksha (Diplomat and Warrior)

Imperial Raksha forge empires with the sword. They are creatures of war, not battle — born to the disciplined sweep of behemoths and armies across the territories of the Wyld, binding every strongpoint left behind them with oaths of allegiance or compliance. They do not conquer for the sake of battle or possession, but for the glory of victory and personal achievement. Imperial Raksha who are unable to establish their own kingdoms serve as emissaries and lieutenants of stronger Raksha, securing alliances and tributaries with the threat of force. However, for all their military focus, they are diplomats first and warriors second; their main priority is success, not victory, even if it comes as a truce, a peace treaty, or even surrender.

Scribe (Diplomat and Worker)

Scribes are the functionaries of law and the cogs in the machine of empire. They are loyal, dedicated and essentially invisible; they exist as part of the apparatus of the court. They act as loyal advisors, ministers and attendants to the great, making their mark on society not through acts of chaotic greatness, but through steadfast, loyal service. Scribes are attracted to the mystery of writing; shaping custom, law, and story into eternal forms, and in the process expanding the web of connection that binds all Raksha as one people. In the hands of a Scribe, the quill and Staff are far deadlier than any Sword.

Ascendant Entertainers

Luminary (Entertainer and Diplomat)

Luminaries are the radiance and beauty that changes every rule. They burn with the same crisp brightness as a god's blessing, a child's first summer, the taste of a cold grape, the pains of opium withdrawal or the searing beauty a condemned man knows waking up to the symphony of birds on the day announced for his execution. Their touch exalts, transforms, muddles and inspires those around them. Every eye is always on them, every tongue spreads their reputation, whether as ingénue, benefactor or court jester. And if anyone dares to challenge their status as the fairest, most generous, most amusing or most desirable, they will see to their undoing personally. Their corrosive power changes and subverts the order of society for the sake of the Luminary, sweeping away resistance to their power. If the Luminary must tear down the entire edifice of the court to which she belongs in order to make a pedestal for herself, it is a negligible price to pay.

Eshu (Entertainer and Warrior)

Eshu are those who survive. They endure the harshest winters, when rains and sleets of acid and cold fire fall; they make their passage through the darkest unformed madlands, and the behemoths dare not trouble them; most are scarred and bear the weight of endless years of others' failure. They have the raw will to endure. They are dangerous and hardened creatures, who practice the arts of the Warrior so that none may trouble them. Their highest purpose is existence itself, and whether they face lesser enemies or greater, they will not sell their lives cheaply. They practice the arts of war as a display to others, as a warning in most cases. An Eshu evokes in others a great need and desire not to have the Eshu as an enemy. Many practice other arts as well. There are martial musicians, storytellers, smiths and poets in the Eshu's ranks. All are dangerous, and all are survivors because the Grace of survival has cast the Grace of death into its shadow.

Ornamental Raksha (Entertainer and Worker)

The Ornamental Raksha exist to grace, adorn and provide entertainment to the nobles of the court. Their search for beauty in life is almost honest, crafting themselves criteria for measuring her self-worth, they are almost always calm and composed, even to others' desires, rather than shaping others' desires to them. They exist not even to serve, but to be mere decoration for their master. For an Ornamental Raksha, it is enough to meet other's standards of beauty. As they have divorced themselves of all internal when harshly rejected.

Ascendant Warriors

Anarch (Warrior and Diplomat)

Anarchs are the savagery of the Wyld. The natural state of chaos is an endless, raging battle, where every raksha is an enemy to every other. There is no industry, no culture, no knowledge, no time, no art and no society. They use the arts of diplomacy to destabilize human and raksha courts, driving their kin and their victims into senseless conflict. Some do it for some ideological or perhaps religious goal, but most simply seek the decay of order, as it is in chaos and strife driven by treachery and fear that the Anarch thrives. It is their gift to find the points of compromise between any two positions, and it is their nature, on finding such opportunities for reconciliation, to shatter them and use the splintered pieces to fuel the fires of hatred and madness.

Xia (Warrior and Entertainer)

The Xia fight because, in every time and every place, some must always shed blood. They are sword-dancers and gladiators, dueling for the entertainment, status and bloodlust of their lords. They are soldiers and great generals, marching against the enemies of their court. They are grim avengers and hunters, endlessly working their arts against their foes. They fight for honor and glory and limited objectives, not for victory, for victory would mean a cessation of hostilities. They take service with others, they make themselves needed, they provide entertainment and military aid, but the goal of it all is their hunger for conflict. A fallen enemy is a wasted enemy, and a dead nemesis is an unrecoverable loss to be mourned.

Cataphract (Warrior and Worker)

The Cataphractoi shape themselves as dreams of knights, heroes, warriors and murderers. They are the mailed fist of the courts, bodyguards and elite troops, the warrior-servants of greater nobles than they. They are the shield, the armor and the sword that stands between their masters and the foe. They fight not in service to a greater cause, but because war defines them. They do not attend wars because they must or from bloodlust or in the name of tactical objectives. They fight because they are Cataphractoi. They come because the war is there, and war is where warriors go.

Ascendant Workers

Panjandrum (Worker and Diplomat)

Panjandrums are the living hearts and ritual centers of the raksha courts. They are architects of societies and worlds, organizing others into the patterns of their vision. They are shamans and mystics and, on occasion, social theorists. Their will and dreams and whispers shape the culture and courts of the raksha into eccentric, mad and alien forms. Where the leaders of the raksha use the staff to shape society in pragmatic service to their own ends, the Panjandrums shape society because they can. They believe themselves the architect of their society, and it might be what they are, or they might simply be an officious popinjay with an inflated sense of their own importance.

Artisan (Worker and Entertainer)

Even by raksha standards, the Artisan is a creator. Artisans are the virtuosos, the maestros, the geniuses, the crafters, the artists and the builders of the raksha. They are priceless resources, for each has mastered the trick of pleasing others with their arts. They craft wonders of art, architecture, science, glamour and policy such as even the raksha must treasure.

Strategos (Worker and Warrior)

Strategoi are the machinists of war. They are the weavers of the fates of battle, and at all times, the patterns of power and blood whisper to them. They craft the war plans of the raksha and direct the forces of the courts. They are elegant and dynamic, creatures driven to apply the utmost rigor and control to the byways and channels of death and fear. Strategoi can be said to be crafters, but their craft is war. There is no malice to it; in the Wyld, shaping reality to the patterns of death, pain and disease is scarcely more brutal than the patterns of the other Graces. In Creation, it is the same. The Strategos who crucifies 10,000 mortals as a warning to the rest is rarely pleased or saddened by their pain. The exercise simply expresses their beliefs about the inherent applicability of force.

Graces

Fair Folk gain a 300cp stipend in this section. Lords of Chaos do not.

Graces are one of the most fundamental traits of the Raksha. Indeed, Graces are what define a Raksha as one. But they aren't merely abstract representations of the self the Raksha pretend to be. They are also artifacts of great power, and it is thanks to the Graces that the Raksha have the ability to Shape what surrounds them.

To possess a Grace is to literally possess a trinket. A Cup Grace may be an actual cup, a piece of jewelry or clothing, or a basket, or whatever else thematically related to the Cup. Likewise can the Sword be an actual sword, or some other weapon like a spear, or perhaps even a suit of armor. Generally the Graces range in size from as small as a ring to as large as armor. Of course, the Graces commonly manifest as their namesake; A cup, a ring, a staff, and a sword, while the Heart Grace most commonly manifests as an adamant egg.

One might wonder that this physical form makes the Graces easier to steal, which is false (except for Creation-born). To steal a Grace, the opponent must defeat a Raksha in Shaping combat and Vex them, thus stealing the Grace of their choosing (although Creation-born can simply take them). This establishes ownership of the Grace, and thus control over the Raksha. Controlling a Raksha's Heart Grace means control of their will, transforming them from an independent being to a minion that lacks the free will to disobey their master.

But of course, one shouldn't fixate on the Grace's physical form. They are what create and define a Raksha's Virtues and Willpower. A Raksha is born as a soulless, emotionless thing, and through forging of their Graces they assume identity and coherence. And of course, if a Raksha overuses a Virtue, their Grace is temporarily exhausted, causing Bedlam, the loss of their ability to imitate the relevant Virtue and thus the revelation of the alien thing of the Wyld the Raksha truly is.

And not only Raksha, but other beings, such as Creation-born, can also possess Graces, although of course if they already possess a Virtue, they need not worry about Bedlam. Although if a target already possesses a sense of self and free will, they cannot obtain a Heart Grace of their own.

A final thing of note before explaining specific Graces is that the subject of possessing a Grace is not always simple. There's the Bearer, the Maker, the Owner, and the Possessor. The Bearer is the being for whom the artifact was forged and is connected to. The Maker is the one who forged the Grace. The Owner is the one currently attuned to the Grace. And finally, the Possessor is the one in physical possession of the Grace. Ideally you are the Bearer, Owner, and Possessor of your Grace, for the Owner of your Graces has control and power over you, especially if they own your Heart Grace, and the Possessor of the Grace is the one you must wrest it back from before you can reclaim ownership of it.

A consequence of the Graces is something called Lures. In short, Lures are circumstances where you simply *must* channel your virtue. Just like how mortals might behave with drug addiction, Lures are forbidden passions that coaxes a Raksha to ossify into a predictable and static creature. Unlike how mortals can simply avoid developing a drug addiction, Lures spawn from possessing strong Graces, tempting the Raksha into exhausting their Grace as they assert their Virtue. For example, a Raksha might face their Lure when they are asked for help. If they succumb to the temptation of helping too many times during a story they are telling, their Cup Grace will be completely exhausted, with the consequences being identical to lacking a Cup Grace at all.

You, of course, are no exception. Whatever your strongest Grace is, you possess a Lure related to it, some largely simple but likely common situation such as making commitments or oaths, resisting some mundane temptation like sex or drugs, facing against foes in epic battles, or the like. If you have two or more Graces of equal strength, just choose which one grants you a Lure. If you succumb to your Lure too many times, never more than five during one story, you will lose the benefits of said Grace, IE you will end up as if you did not possess said Grace at all. Look at the +200cp options for the Graces in their own section for details on what that means.

Take note, you have a discount on the Graces appropriate to the two Castes you chose above. Lords of Chaos have discounts on all Graces.

Staff +200/-0/100/200/400/600cp

The Staff Grace represents interaction, and holds the Virtue of Conviction. It is with the Staff that the Raksha restricts themselves and others, for otherwise the other Raksha are inherently unreliable, faithless, twisted bastards. The Staff Grace is convention, taboo, social contract and muzzle. It is the common language of restraint necessary for a society of elegant horrors to exist. The Staff teaches them and others what is done and not done. The conventions of court and household inscribe themselves on a raksha's Staff Grace, as do the bargains they swear to. The Staff is both Custom and Law. Because they have a Staff Grace, the raksha cannot break their sworn word. Their only answer to an impossible oath is to shatter their own Staff Grace and destroy part of themselves.

Shaping with the Staff Grace involves creating social contexts. Not merely populating false worlds around your targets, but also manipulating the social context that your targets abide by. The laws, taboos, and customs of others are yours to play with as a craftsman molds clay, to make them honest and straightforward or arcane and alien. The greatest Diplomats of the raksha weave spider webs of deceit and ponderous inevitabilities of power to place their victims and their peers in inescapable traps of obligation, taboo and interdependency. To lose in a Staff shaping contest is to be Snared, and Snaring others allows you to force upon them an oath of your own design. Snaring an Unshaped allows you to carve out an adjuration of your own design from their substance.

You may lack a Staff Grace for a refund of 200cp. The consequences of this is that Creation-born and other raksha are nothing more than objects and forces to you. You have no connection to them. They are not people. They are simply a peculiarly animate aspect of your existence.

For free, you may have a weak Staff Grace, albeit one that allows you to grasp that others think of themselves as people, and for some baffling and unfathomable reason, have an identity they consider comparable to your own. You may even come to agree with them.

For 100cp, your Staff Grace is somewhat stronger, letting you understand the necessities and convictions that drive others, and develop a good sense for where those meet or conflict with your own.

200cp gives you a respectably strong Staff Grace, making it easy to discern the motivations of those around you.

With 400cp you have an incredibly strong Staff Grace, reaching a level that allows you to recognize the desires of others, which surprisingly do not seem to match your own.

And for 600cp, you have as strong a Staff Grace as you can have, giving you terrifying levels of insight over the needs and wants of those around you, and how to manipulate them for your own goals.

Cup +200/-0/100/200/400/600cp

The Cup represents desire, and holds the Virtue of Compassion. It symbolizes concepts as disparate as passion, longing, corruption, sex, parasitism and artistry. It is the weapon the slave uses to chain their master. Those raksha who draw upon the Cup's power offer service, but on their own terms. It is a standing offer to those that might destroy them, saying "I can please you". But making their service pleasing is the lesser art of the Cup. The greater art is to make their service necessary, to addict others to their pleasures and arts, forming a dependence that grants the Raksha an insidious form of power in the Wyld.

Shaping with the Cup involves weaving transformations and pleasures. To create environments of indolent gratification, where no desire goes unslaked and unpredictable changes stave off boredom. To target someone with the Cup is to attack the target's self-control; hardening their heart, subverting their convictions, driving them into fits of passion, or inducing fear. It is to create addictive, paradisiacal environments and domains of madness, all tailored for the greatest emotional impact. Scenes of mystery and misdirection, moments of healing and consolation, and more. Just remember that subtle manipulation is more effective than trying to simply induce a specific emotion. To lose in a Cup shaping contest is to be Ravished, and Ravishing others allows you to damage one of their Virtues and make them unable to exert that Virtue in a situation you care to choose.

Ravishing a victim's Compassion lets you remove the victim's empathy for a target of your choosing. Ravishing a victim's Conviction lets you decide a situation the victim can no longer bear to witness, such as warriors practicing their art, or harm being dealt upon a specific Raksha. Ravishing a victim's Temperance lets you choose a passion the victim can no longer control, such as anger, lust, or despair. Ravishing Valor allows you to impart an irrational fear of something onto the victim, such as spiders or the stable substance of Creation. Ravishing a waypoint damages its ability to feed raksha with a Virtue of your choosing, making it as barren as Creation for Raksha who can only feed on that Virtue. Ravishing an Unshaped allows you to carve a glamour spell from their substance, or enhance one you already possess. Recovering from Ravishment requires either significant expenditure of gossamer or other supernatural materials related to the soul, or great spiritual power (such as the power wielded by Exalted).

You may lack a Cup Grace for a refund of 200cp. The consequences of this is that you are fundamentally alien. You may be alluring or repulsive, or even possess sympathetic goals, but you are utterly incomprehensible to others, and others are utterly incomprehensible to you.

For free, you may have a weak Cup Grace, barely enough to be comprehensible to others. Still, everything about you is disturbing and subtly unfamiliar. There is nothing in you that others can love or need, save through your magic and deception, or some terrible twist of fate.

For 100cp your Cup Grace is somewhat stronger, letting you convincingly emulate emotion and passion, enough to not be evidently insane by human standards. Sometimes you might even find people being comfortable around you without actively trying to deceive them about your true nature.

200cp gives you a respectably strong Cup Grace, enough that strangers might come to trust you on first meeting. Both Creation-born and Raksha alike can find your presence and demeanor pleasant.

With 400cp you have an incredibly strong Cup Grace, guiding you towards being naturally harmonious and seemingly kind. You can finally attract other's love, friendship, and devotion with ease.

And for 600cp, you have as strong a Cup Grace as you can have, making you enemy to none and friend to all. Animals actively come to you to be petted, mortals routinely fall madly in love with you, chthonic gods may crawl on you with a comfortable sense of kinship. You are alien to none.

Sword +200/-0/100/200/400/600cp

The Sword Grace represents Conflict, and holds the Virtue of Valor. To survive as anything more than a slave, the raksha must have a Sword Grace to serve as weapon and armor against the chaos. It raises them up, like an Exaltation, making them legendary figures that stand above the Wyld. It transforms them from fantasies into great warriors and monsters, standing in sharp contrast against the faintest wash of dream. It is their immortality and their power. Those who invoke the Sword use it to enact their will bluntly by way of brute force, forging their own dreams by denying the same privilege to all who would oppose them.

Sword shaping is perhaps the most viscerally straightforward of all to the Creation-born. It is battle, it is violence, of shed blood and clashing steel. When the Raksha wield their Sword, armies march, heroes and monsters strive, and open war is waged. Raksha die, struck low by the blows of their enemies, only to rise again as ghosts, walking corpses, or death-defying warriors. Blood flows, birds feast, and screams tear the roiling Wyld. To shape with the Sword is to weave together stories of battles and wars, races and duels, discipline and brutality, leadership and revolution. To lose in a Sword shaping contest is to be Vexed.

It is through Vexing others that you can claim ownership of their possessions, from artifacts and spells, to land and subordinates, to even the very Graces of your victim. The more powerful your Sword Grace, the more you can take after Vexing an opponent. You cannot lay claim to artifacts more powerful than your Sword Grace, and if you wish to take the Heart Grace of your victim, you must take their Sword Grace first, if it is not already broken. Vexing a location simply grants you ownership over it, letting you commit some essence to it for awareness of any Sword shaping occurring there, as well as letting you perform Sword shaping in that location, regardless of where you may be. While you may try to Vex a location within Creation proper, the sheer scale needed makes that unfeasible, not to mention the attention that would draw. Vexing Unshaped lets you carve a behemoth of your own design from their substance.

You may lack a Sword Grace for a refund of 200cp. The consequence of this is simple: You are nothing and no one, too powerless and meek to protect your identity from the will of others.

For free, you have a weak Sword Grace. With it, you are a thing that can do harm.

For 100cp, your Sword Grace is somewhat stronger, and now, you can kill. Dissolution shies away from you lest it face retaliation.

200cp gives you a respectably strong Sword Grace, allowing you the power to act as an agent of fear and death, and orchestrate the destruction of your foes.

With 400cp you have an incredibly strong Sword Grace, turning you into something that others dread, a nightmare of ice, blood, and horror that brings despair and death to your enemies.

And for 600cp, you have as strong a Sword Grace as you can have, making you a terrible and horrifying nightmare, imposing even amongst the unpredictable dangers of the Wyld.

Ring +200/-0/100/200/400/600cp

The Ring Grace represents Purpose, and holds the Virtue of Temperance. It is with the Ring that the Raksha defines the self created by their Heart Grace, it is with it that they create a purpose for themselves, a motivation driving them into action. It is with the Ring that a Raksha possesses self-awareness. It is the Ring that separates the Raksha from the mindless patterns and phenomena of the Wyld. It is what allows them to declare "I am", and to define the principles by which they live.

Shaping with the Ring Grace involves forging treasures out of the Wyld. To create and bolster intricate and elegant worlds that follow precisely crafted natural laws of the Raksha's design. It is the strength and weakness of the Ring to impose rigidity, thus it is immensely compelling but also slow and easily defended against. Ring shaping is a contest of laws, not of society but of the world at large, a complex interaction of the natural laws of created worlds and the laws of the raksha's nature. To wield Ring shaping is to seek to subjugate the target to one's own nature, to force them to accept the supremacy of one's own purpose, and to chain their labor for that purpose. In a sense, Creation wages a war of the Ring on every Raksha who enters it, on every creature born to it and, to a lesser extent, on every Prince of Chaos who looks upon it from afar.

To lose in a Ring shaping contest is to be Incumbered. To Incumber a victim is to impose a specific duty onto them, some specific task they are forced to undertake. It must be a possible task for them, it cannot conflict with other Incumberances, it cannot permanently damage the victim, and it won't force the victim to expend irreplaceable resources for it. Still, even if an Incumberance becomes invalid, the victim simply suffers from nightmarish remorse and withdrawal for some time. Noble Raksha are generally given light incumberances, to avoid providing great incentive to break free from the Incumberances, but there is no limit to the cruelty of Incumberances laid upon commoner Raksha. Incumbering a location imposes the purpose on it, which forces the Incumberance on any within should it be valid for them. Incumbering an Unshaped allows you to carve an artifact from their substance.

You may lack a Ring Grace for a refund of 200cp. The consequences of this is that you are aware of yourself, at best, as a dream. You are a transient notion bubbling up from the Wyld, a soap bubble, a moment's fancy, a toy of chaos. When you are gone, nothing of any lasting importance will remain.

For free, you have a weak Ring Grace, barely enough to live up to the Raksha standard. Still, your nature is fluid and strange, and elements at the fringe of your identity may fray like an old cloak.

For 100cp, your Ring Grace is somewhat stronger, giving you a sense of your own nature that drives you into action. Your integrity of self is comparable to a typical Creation-born.

200cp gives you a respectably strong Ring Grace, making you a tower of stability in the chaos of the Wyld, a bastion of decision and self-determination.

With 400cp you have an incredibly strong Ring Grace, making the laws of your nature inviolate despite that which others seek to impose upon you. Your workings establish powerful laws and mandates that are not easily defied.

And for 600cp, you have as strong a Ring Grace as you can have, making you complete. You are all that you require, so self-sufficient that even if everything that was or is or ever will be passed on, you would continue to be, immutable and perfect.

Custom -100/200/300/500/700cp

But you are not restricted to only the normal five Graces. It is recommended that you have them at least, of course, but you also have the option of forging Graces of your own designs, built upon an axis separate from the four Virtues. Great creativity is almost a requirement for this path, of course, but all the infinite possibility of Pure Chaos is at your disposal, to paint the canvas of existence according to your own endlessly creative will. As a special bonus, you may choose to make this Grace one of your two feeding Graces, which will influence your Caste accordingly.

For ease of design, it is advised you think on many aspects of your Grace. As an aid, find an answer to the following questions: What does it consume as a feeding Grace? What Caste does it form? How does it influence the other Castes, both when shadowed and ascendant? What Bedlam curse do those deprived of it suffer, and what resource does it allow you to carve out from defeated Unshaped? What are the themes and methods of the shaping it provides? What kind of infrastructure can it contribute to a Freehold?

As an example, the Way Grace, built upon the Shinma of Nirupadhika, which defines space and location. As a feeding Grace, the Way Grace allows the Raksha to consume a target's Perception, and forms the archetype of the Guides, who facilitate and aid the peregrinations of other Raksha and locate interesting places.

When ascendant, the Way Grace forms the following archetypes; the Harbingers (Diplomat), who announces the members and ultimatums of a Raksha court and spearheads any endeavors into foreign lands, the Vagabonds (Entertainer), who uses the intrigue and mystery of the ideal traveler from a faraway land as cloak and shield, the Nomad (Warrior), who wanders an eternal journey not for the destination, but for the interruptions and conflicts they provoke along the way, and the Ferryman (Worker), who enrich their lives by transporting interesting people within grand caravans or exotic vehicles.

When shadowed, the Way Grace forms the following archetypes; the Herald (Diplomat), who acts as the distant hand and mouth of a mighty power, the Skald (Entertainer), who move ceaselessly across the Wyld in search of inspiration for their ballads and tales, the Dragoon (Warrior), who set out on epic journeys to hone their blade against their chosen enemy, and the Attendant (Worker), who labor to create roads and vehicles for others to utilize in their journeys.

Victims deprived of the Way Grace (after they've had one forged for themselves) suffer from the Bedlam of Forgetfulness, making them unaware of context; they remember who they are, but not where they have been or where they are going, and they lose all capacity to form long-term memory. This Bedlam only abates once the Way Grace has been recovered or reforged.

Shaping with the Way Grace involves manipulating distance and orientation. It is to direct journeys to anywhere at all (or nowhere at all), to locate anyone or anything, or to obscure them from discovery. To lose in a Way shaping contest is to be Bewildered. To Bewilder a victim allows you to choose a location the victim will thereafter be completely incapable of finding on their own, and even if someone else guides them to it, they'll experience feelings of immense confusion and dread while in that location. The area the victim is barred from can be as large as 100 waypoints, or a region of hundreds of square miles (being larger the more powerful the Way Grace of the attacker is) in Creation. Bewildering a location inflicts this same confusion on anyone within it, making it incredibly difficult to leave.

With the Way Grace, a Freehold can be expanded with a Beacon. These waypoints are always highly visible from afar, such as a towering mountain or a mysterious glow beneath the surface of a lake. The Beacon lures the unwary and ignorant into the Freehold, and produces easy paths by which they may walk into the hungry maws of the Raksha dwelling within. The Raksha who administers the Beacon is called the seneschal, and they have awareness over the amount of essence stored in the Freehold as a whole as well as the essence held by any Raksha within the Freehold. It also allows the seneschal to insinuate themselves with the space of the Freehold, letting them be aware of and perform Way shaping anywhere within it, at any time.

Unlike the other Graces, you do not get a custom one for free, as they are not the standard that nearly all Raksha in the Wyld possess. You must pay 100cp to have it at all (even if you choose to make it one of your feeding Graces), which is on top of the normal price for greater tiers of the Grace (which is discounted if it's one of your Feeding Graces). Using the normal Graces as a metric for the potency and price of your custom Grace is recommended. You can buy as many Custom Graces as you can afford.

When in doubt, fanwank responsibly.

Heart -Ocp

The Heart Grace is the most important of all the Graces, for no raksha can have any sense of individual volition or purpose (or even imagine doing so) without it. A raksha without a Heart Grace is essentially an automaton with no will of their own. Such beings cannot exist save at the sufferance of their masters. The Heart Grace traditionally manifests as an adamant egg. It is unbreakable and sacrosanct, unless the raksha loses all four of their Virtue Graces to others and those attuned to them all withdraw their protection. Then, the Heart Grace becomes as fragile as glass.

Unlike the other Graces, the Heart Grace provides no ability with shaping. Additionally, it is immutable save by forces that fundamentally change what the Raksha is. Unlike the other Graces, it cannot be strengthened through great effort. As Fair Folk, your Heart Grace is incredibly strong, and as an Unshaped, it is as strong as it can be.

Courts

So you have chosen what you are, your feeding *Graces*, and the power of your *Graces*. Now comes the choice of what type of people you surround yourself with. These are called *Courts*, conglomerates of vaguely like-minded *Raksha* who agree to cooperate to some extent to control the circumstances that might hinder the stories they wish to tell about themselves, and to provide opportunity to enrich themselves with a steady stream of new contacts, conflicts, and schemes in a stable and familiar environment.

You have the option to be part of any of the five Major Courts, each of which is based around a particular *Virtue*, with the fifth being based around *Willpower*. They shall be described below. Alternatively, you may choose to design your own sixth Major House for 100cp, which will have at least a few dozen *Raksha* within it. You may also choose to not be affiliated with any Court. If you're a Lord of Chaos affiliated with a Court, well, that'd be an unprecedented occurrence, as Unshaped are usually closer to forces of nature than people.

Opal Court

This court is based around the *Virtue* of *Valor*. It is not a rigorously disciplined martial court as a mortal might expect, however. Indeed, the court as a whole tends to sleep in and wake late in the morning or even late afternoon. Servants rise early to perform necessary services, but their masters and mistresses lie abed well into the day. As many *raksha* of this court believe that a valorous noble will have similarly valorous servants, petty brawling and fights are common among the nobles' human pets and the lower Fair Folk. When the nobles rise, it is to a leisurely lunch and the planning of pursuits such as hunts, battles and raids. *Valor*, after all, requires a suitable setting to display itself and a proper length of time for anticipation to rise and crest.

While dueling is a rather common sport in this Court, Prince Japhtalia, ruler of the court, has many plans for future conquests, and thus wishes to avoid the court be torn apart constantly by feuds. To accomplish this, he set a fashion for challenges of will and glamour rather than actual fighting, and as a result, there are far fewer deaths and serious injuries. Unfortunately, this fad has begun to grow old among the court nobles. It is not merely possible, but likely, that bloodshed will soon be in style again.

Newcomers or young Warriors are always welcome on raids, as the nobles of the court consider it only fair to give others a chance to prove themselves. In a similar vein, it is viewed as somewhat pointless (though sometimes necessary) to waste time challenging those weaker than oneself. Where, after all, is the Valor in that? In consequence, the Opal Court is actually one of the safer ones for weak Raksha. They will be regarded as less worthy by those whose opinion matters, but that is a price many are willing to pay for safety. It certainly helps that late afternoons and evenings are full of feasts, contests, assassinations, carousing, and betrayals. In that respect, the Opal Court is unimaginative and merely copies human or Exalted mannerisms.

Customs of the Opal Court

- It is unthinkable for a noble of the Opal Court to show cowardice.
- It is improper for a noble of the Opal Court to admit to fear.
- It is unlikely that a noble of the Opal Court will retreat.
- It is likely that a noble of the Opal Court will take advantage of any situation to show his mettle.
- It is proper for a noble of the Opal Court to acknowledge courage in others.
- It is required that a noble of the Opal Court be an example of Valor to others.

Lapis Court

This court is a shelter for those who practice what the Fair Folk name Compassion and is ruled cruelly by Neshi of the Double Whips, who goes about perpetually veiled and who sleeps surrounded by human children. Neshi of the Double Whips is one of the first in the Lapis Court to rise, and she spends the first few hours of the day slaying any of her children who have disappointed her or calligraphing poems about the beauty of innocence. Equally, other members of the court often undertake matters of discipline or art at this time of day. Usually in public of course, so that their grace may be generally appreciated.

Unlike the rulers of the other Courts, Neshi does not hold a formal public audience. Instead, she prefers to behave merely like any other noble and to mingle with the general throngs for most of the day, wandering around the court's tents and watching the general activity. A visitor who does not take steps to bribe or please local nobles is liable to spend most of the day trying to find her among the swirling crowds. Given the court's ethos, the place is rife with humans who have been broken to varying degrees of servility, and particularly favored human slaves are almost as well-regarded as a petty Fair Folk noble. Needless to say, this state of affairs only lasts for a year or two, while the slave is still young, beautiful and amusing.

This court is not overly prone to dueling, but has a long and enthusiastic tradition of ambushes and torture. The concept of protecting one's loved ones has been adopted by the nobles of the court, who believe that it extends to visiting vigorous and painful revenge on anyone who touches those humans and Fair Folk who are a noble's personal "property." However, the court does enjoy great hunts of dangerous prey, and such an occasion is one of the few times when a noble can be reasonably sure that he can depend on his fellows. To come back with no victims or quarry is far more shameful than to neglect the opportunity to take revenge on an enemy.

Customs of the Lapis Court

- It is unthinkable that any creature should lack feelings. Therefore, use the hearts of others until they bleed.
- It is improper to fail to take into account another raksha's emotions. Remember that they will hate you for your deeds, and delight in it.
- It is unlikely that any member of the Lapis Court will lack a true love or a sworn enemy.
- It is likely that a member of the Lapis Court would rather collect their own human pets than trade with the Guild, as such affairs have more intimacy.
- It is proper that the members of the Lapis Court indulge in passion rather than destruction, except where the second results in the first.
- It is required that all members of the Lapis Court should have known both love and hatred themselves. Only those who have known emotions can fully savor their flavor in others.

Pearl Court

This court is a strange place. Duels in the Pearl Court are frequent but rarely go beyond a significant proof of mastery. They are generally not as vicious as in other courts, nor do they provoke quite the same degree of permanent feud. A Pearl Court noble who loses a duel may well bear a grudge against their opponent, but he will also blame themselves for the loss, feeling that their own Willpower cannot have been strong enough. This leads to a constantly self-loathing group of nobles, often testing themselves against each other and trying to improve themselves the remainder of the time.

As such, everyone in the Pearl Court is constantly busy. Nobles rise early and practice their particular skills, playing on lute or drums or flute, testing their weapons or leading raids out into the nearby seas and islands. Those who stay at the court must also struggle against Nehemeth's petty strictures, which range from approved colors of clothing and styles of fashion to legislature as to how nobles must (or must not) treat their human slaves and how duels must be conducted. The whole court knows that this is merely their ruler's way of proving her own dominance, but so far, none have challenged her successfully.

Humans cannot merely acknowledge that they are worthless slaves. They must constantly have the point rubbed in their faces, as the raksha of this court feel the need to prove their power by demonstrating it. Showing kindness to a human, or giving one respite, is viewed as a possible sign of weakness and a lack of will. This attitude pleases the Guild, as the Pearl Court goes through slaves very fast indeed and is always willing to buy more. Large-scale feasts or parties are rare in the Pearl Court, with small gatherings or private festivities being more common. Even Nehemeth invites only her inner circle when she hosts an entertainment or a council. It is also customary for a noble to invite at least one enemy to any party that they host, in order to demonstrate their power and their ability to let down their guard in this enemy's presence. Under these particular circumstances, the enemy in question is supposed to refrain from dueling till the next day, on pain of looking socially gauche. Caustic wit, however, is not only permitted, but expected.

Customs of the Pearl Court

- It is unthinkable that any noble of the Pearl Court should willingly choose to obey another.
- It is improper for any noble of the Pearl Court to give up something that they desire.
- It is unlikely that any noble of the Pearl Court will admit to weakness.
- It is likely that a noble of the Pearl Court will attempt to assert their will in respect to others at all times.
- It is proper for a noble of the Pearl Court to rule over lesser beings who have not the strength to resist them.
- It is required that a noble of the Pearl Court avenge any failed attempt to control them.

Jet Court

This court is the dwelling place of those who have a high regard for Temperance. Many of them strive to demonstrate this Virtue at the expense of their fellows and take pleasure in demonstrating how moderate and well-judged they are in their pleasures and hatreds. This state of affairs results in a number of duels second only to the Pearl Court. The Jet Court agrees that Temperance of some sort is the highest perfection to which a noble of the Fair Folk can aspire, and the nobles of this court disfigure each other bloodily to establish their own mastery of the Virtue.

While killing an opponent in a duel is generally considered too extreme for a court noble (barring a particularly elegant piece of reasoning to justify it of course), a significant injury, such as the loss of an eye or a limb, is a perfectly adequate response to most disagreements. Spying on others in order to present their inadequacies for court gossip and scandal is another major court pastime. Even human pets are allowed to present evidence of intemperate behavior, though, naturally, they are questioned under many entertaining forms of duress in order to ascertain the truth of their testimony.

The Jet Court never sleeps, and thus, there are no set hours for sleep or waking and no fixed times for feasts. The Courtiers move through the shadowy corridors of ice that currently house the court, whispering and gossiping and dueling in the corners. Humans are toys, and they never know how far they will be indulged or where the line of permissible behavior will abruptly end as their masters decide that further indulgence would be intemperate. Those who are not enchanted into hopeless dreams live in a state of constant terror. Fashions change constantly, sometimes even on the same day, and what was extreme yesterday is merely a display of indifference to the whims of others today.

Customs of the Jet Court

- It is unthinkable that a noble of the Jet Court should be excessive in any way.
- It is improper for a noble of the Jet Court to act solely on the grounds of emotion.
- It is unlikely that a noble of the Jet Court would neglect an opportunity to share words.
- It is likely that a noble of the Jet Court would be temperate in her use of human pets.
- It is proper for a noble of the Jet Court to somehow demonstrate her temperance publicly.
- It is required that a noble of the Jet Court be an example to others.

Ruby Court

This court prizes Conviction above all things. It does not matter what is done, so long as it is done with the utmost passion of the heart. The nobles of this court weep tears of blood to prove their intensity and take many human lovers, before slaying them in fits of utter jealousy or violent passion. Duke Aral is a weak ruler, however, and spends much of his time before his mirror, which is said to be a relic of the Duke of Mirrors himself. Thus, the nobles of the court largely guide it according to their will.

While most of the nobles here are slow to rise in the morning, once they have left their beds and their concubines, they are swift to attend Duke Aral's throne room, whether or not the Duke himself is present. It is there that many duels take place (after all, why have them in private and waste the spectacle?) and that general plans are laid for hunts and raids. Human slaves are only allowed to attend the throne room if they are accompanied by a raksha who will take responsibility for their conduct, as few of this court accept that humans can possibly equal any Raksha in sheer Conviction.

Again, whether or not the Duke is present, midday and evening feasts take place in the throne room. Conspiracies meet throughout the day and night. Most serious plans are formulated during periods away from the court, such as during hunts or diplomatic visits to local raksha Freeholds, but it is acceptable, if unfashionable, to plot treason in one's own bedroom. Another frequent feature of the court is funerals for recently slain human lovers, followed by feuds with the Fair Folk who seduced the dead lovers away from their suitors. It is easy to find a casual mentor in this court, as most nobles are delighted to gain a new catspaw or ally.

Customs of the Ruby Court

- It is unthinkable for a member of the Ruby Court to retract an action or statement once made.
- It is improper for a member of the Ruby Court to discard a current passion, enmity, concubine or fashion, unless he has another to take up in its place and with equal vehemence.
- It is unlikely that a member of the Ruby Court will react mildly to a contradiction.
- It is likely that a member of the Ruby Court will deal with the Guild. If the humans are moved to sell each other, why should the raksha argue?
- It is proper for a member of the Ruby Court to duel at a moment's notice or to accept some other form of challenge.
- It is required that a member of this court act according to his beliefs rather than according to the necessities of the moment.

Lesser Household

Aside from the big and important five Courts, there are many lesser ones, some also revolving around a particular Virtue, others basing themselves around other principles. While a household will often be guided by its master's wish and choose to dwell within a single court, there are as many cases where the members of the household have been scattered across the courts or have chosen to live elsewhere in Creation or the Wyld. While a household does not have the authority or power of a greater court, a sufficiently strong household can gather allies, and the Ruby Court was once a simple household. You can choose some minor court to be a part of or design your own from scratch. Particularly, you may be the ruler of this lesser household, unlike with the major Courts which simply make you into one of the many Noble Raksha that can claim membership in the Courts.

Locations

But even if you're affiliated with a particular Court, that doesn't mean you're in the Court's holdings, or even in the same Direction as them. Perhaps you've fled a particularly dangerous enemy, or traveled beyond on your own will. Or maybe you are indeed where your Court is settled. Regardless, here you will choose where in the Wyld you will start.

Depths

Here you will choose how deeply into Creation or the Wyld you begin.

Stranded +100/200cp

Wait a minute. You aren't in the Wyld at all. Actually, you're in the middle of Creation, and fairly deep within it too, somewhere around the Threshold. Mercifully you will start in a small cluster of a handful of Waypoints, but you will have to craft it into a Freehold yourself if you want them to last for more than a year and a day. You may choose the exact context of your location, whether you're in a hidden mountain valley, in some underground caves, beneath a lake or sea, or perhaps even hidden somewhere within a city. Wherever it is that you start, remember to feed on mortals to stave off Calcification. As a Fair Folk, you gain 100cp from this option, but as Creation is far more hostile to Unshaped than their shaped cousins, Lords of Chaos instead gain 200cp from this option.

Bordermarches -Ocp

Now we're talking, you're in the border of the Wyld, aptly named the Bordermarches, where the currents of instability and chaos ebb and flow like the waves of a beach. Depending on the phase of the moon and the inscrutable currents of the Wyld, the true edge where Creation ends and the Bordermarches begin is not immediate, and may shift hundreds of kilometers either deeper into Creation or the Wyld. Still, you need not fear Calcification as long as you are within the Bordermarches, albeit you will have to feed on mortals regardless to avoid starving.

The environment at this level of the Wyld shifts incredibly slowly, in the span of months, and only while nobody is looking. It is here that bizarre sights such as animals made of stone or trees that grow fruits of flesh or crystal may be found, and the strange resources found within can be used within Creation proper. You may even be able to find the same location after a few years of being away. In terms of size, the Bordermarches are about 20 Waypoints thick, give or take a few Waypoints depending on the Wyld tides.

Middlemarches -Ocp

Rakshastan proper, the Middlemarches is what most informed savants and scholars think of when they talk about the Wyld. Mutable and chaotic while still retaining an underlying coherence, the strange sights and creatures to be found here truly begin to emancipate from the strict rules of Creation. It is at this level that you may find lions composed of solid fire, or perhaps even rivers of liquid flame with strange and arcane physical properties. Unfortunately the wondrous traits of the resources found within last mere months inside Creation proper before they fade into mundanity, but with cleverness and fast transport they may still be useful, not to mention the use they have to those who don't bother interacting much with the things of Creation.

The environment truly starts to live up to the reputation of the Wyld here, changing in mere days even if there are people actively watching; a mountain may shorten into a hill then vanish into plains that sink to form lakes and seas, all over the course of a week or two, not to mention the endlessly varied flora and fauna that crawl out of holes that may not have existed moments prior in order to search for food and narrative. It is in the Middlemarches that most Raksha make their home, and where the Courts carve out their holdings. The region is about 60 Waypoints thick, certainly enough to house many strange sights for the brave.

Deep Wyld +100cp

Here even the vague stability of the Middlemarches fades away. 20 Waypoints thick, this region is as deep into Chaos as you can get while still remaining within Creation. Things shift so thoroughly and so quickly that massive changes happen in mere hours. For example, you might see a low glacier transform into a tall mountain peak only to then transform into a glittering citadel that transforms away as quickly as it came. The only coherence to be found is from the Freeholds of the brave and powerful Raksha who lay claim to land in the Deep Wyld, and those Unshaped who wander into Creation and generally prefer to dwell in these parts.

You can also choose to start near to one of the four Elemental Poles at the cardinal borders of Creation, or perhaps you'd like to start close to the edge of Creation itself instead. Given that space and distance decays around here, you can't actually get to Pure Chaos by journeying through the Elemental Poles themselves, you have to go around them. Besides, the Poles are bastions of Creation's stability, so why would you want to go there?

Courts Of Chaos +400cp

Well, you've certainly wandered far. You have well and truly left Creation now, into the utter and total madness of Pure Chaos itself. Everything changes every instant in all possible ways, to such an extent that even powerful Noble Raksha would be destroyed in a moment should they step outside Creation. Even Unshaped should tread lightly, for they've left even the vaguest notion of continuity that Creation offered them, and it is here that the Lords of Chaos truly reign and war amongst each other, like the Raksha conflicts of Rakshastan writ large. If you are thinking of starting here, please reconsider.

Directions

Here you will choose which Direction of Creation you begin in. This determines what elemental influences you will experience from Creation the most. If you've chosen the Courts of Chaos as the Depth you begin in, ignore these options.

East -Ocp

Influenced by the Elemental Pole of Wood, the Eastern Wyld is vibrant with life more than any other Direction. In particular, vibrant forests are a common theme, but sometimes they can be unrecognizable. After all, the trees and creatures dwelling among them are not restricted to wood and flesh. For example, one might find a forest where the trees are composed of human arms, or perhaps one where the trees have glass or ice instead of wood. Iron filigree that chimes like bells, bleeding flesh, braided human hair, whatever the wondrous and strange form the Wyld lands of the East take, it is almost always a forest of some description.

Another relatively common sight are trees so massive that they tower over the landscape around them and possess entire forests up in their canopy. The animals are not exempt either, and may even merge with the plant life; from vine wyrms that merge giant serpents with jungle lianas to the hatra trees that hatch these small but viciously swarming beasts from pods. Even the land can be warped, resulting in rivers of sap or blood, rains of beetles or seeds or ground that twitches like the itching skin of a gigantic beast. It is in the East that the Opal Court is found.

It is in the Deep Wyld that the forests finally end, replaced by an endless landscape of flower petals, fungi, leaves, and scattered twigs. Strangely, you can sometimes find replicas of locations within Creation in the Deep Eastern Wyld, albeit made from the miscellaneous wilderness materials that compose the rest of the landscape. These copies may imitate everything from the dense jungles of the Southeast to entire streets from Rathess or a small section of the tree-city of Chanta.

No space is certain and no track is sure, because there is no sky to navigate by and no earth beneath the feet, only the endless masses of vegetation. Two people could pass by each other and never know it, one walking on a layer of branches directly above the other. Scale and direction shift so that a traveler can never find the ground; she can climb along a branch, reach a trunk, find it is yet another branch and crawl along to discover she is apparently in a huge patch of moss where every stalk is a tiny tree.

South -Ocp

Influenced by the Elemental Pole of Fire, the Southern Wyld is the most hostile to life. The Bordermarches look little different from the deserts of Creation, with the small detail that their actual substance may be wholly different. Seas of sandy dunes may physically behave like actual seas of water, complete with eyeless fish swimming within. What is not sandy desert is instead fields of volcanic rock and exposed magma, which tends to take on strange forms and properties. You might find rivers of flammable materials like petroleum, or less appropriate substances like somehow liquid gemstones. The fires found here can be of any conceivable color, and never burn out naturally (unless taken into Creation).

Some conveniences to be found in the Southern Bordermarches are the underground lava tubes, dried from shifts of the flow of the chaotic magma. Still, the tunnels are coated in substances that hint at the nature of the lava that once flowed through; dried blood, gemstones, acid or even seemingly endless rows of human arms, kraken tentacles or other equally mobile and potentially deadly protuberances. Occasionally, these tunnels reconnect with the flows of chaotic magma and are flooded with no doubt deadly substances. It is also here that the Glittering Desert can be found, a scar of crystal white stability in the Wyld, caused by a madman using the Eye of Autochthon to crusade all the way into the Middlemarches. Everything was turned into glittering quartz in that event, from the greatest Raksha caught up in it to the smallest vermin. To this day, nothing lives in the Glittering Desert.

In the Middlemarches are born the various forms of liquid fire that flow into the caverns of the Bordermarches. Oddly enough, there are rivers of colored fire that can be relied upon to have specific properties, mainly only burning specific things, such as the yellow fire which burns only plants and leaves animals and their products unharmed, or the silver fire which does not burn and can support the weight of people or caravans upon it. It is the Lapis Court that dwells in Southern Rakshastan.

The boundary between the Middlemarches and the Deep Wyld is vivid and obvious. Once past this border, the entire landscape gradually but quickly transforms into a shifting plain where everything is made of smoke and ash. Whether or not the landscape happens to replicate some locale of Creation, its substance is all the same: fire and its products. Needless to say, navigation is quite difficult when the only air around is the blackened smog of a bonfire.

West -Ocp

Influenced by the Elemental Pole of Water, the Western Wyld faces the least resistance from Creation. It is more mutable than the other Directions and responds readily to the will of those within. This is largely due to how few mortals live in the Western oceans compared to all the other Directions. The creative and destructive aspects of Rakshastan are also most active in the West. Mortal sailors sometimes sail into Rakshastan and find the land of their dreams. However, waves of chaos can also sweep out of the seas of Rakshastan and dissolve entire islands and everything on them.

In the Bordermarches, the seas may seemingly come alive, forming waves that move regardless of wind or the lack thereof, and sometimes even tendrils stretching out to touch whatever comes close. The reflections of the water are also dangerous, as merely looking into the ocean for too long may form faces or even most of a body to emerge from the water surface. However, it is the world of the underwater seafloor that is most important to the Raksha, populated by many odd creatures such as man-sharks or siaka-men.

Out in the Western Middlemarches, the distinction between land, sea, and sky becomes blurry and difficult to determine; A sinking ship might drift down to a land under the waves; or a waterspout might carry one to a lake in the sky. In some places, water mimics solid forms from elsewhere in Creation, while remaining clear. In other locales, such as islands and the undersea lands, the Wyld copies substances as well as forms in its usual jumbled fashion. The tendency for water to animate and take shapes and images from visitors becomes even stronger than in the Bordermarches: not only can people's daydreams play out in the sea's reflections, the water may itself take the forms of visitors or their imaginings, if only for a short time. It is in the Western Wyld that the Pearl Court establishes its presence.

All the forms and qualities of Creation are present in the Western Deep Wyld, but everything is made of water. The endless sea evokes shining, transparent duplicates of whales, seals, people, islands, cities or anything else found in the West of Creation, or anywhere else. Volcanoes of ice spew steaming rivers. Forests of clear water rise from the waves. Breakers crash on beaches of granulated water, where liquid children splash and play. The difference between air and water becomes largely meaningless here. Most of the time, a visitor can breathe the water; but sometimes, they can drown in air.

North -Ocp

Influenced by the Elemental Pole of Air, the Northern Wyld is perhaps the most different to normal Creation, as land is not as stable and present as it is elsewhere. Even in the Bordermarches, it is common to see hills and mountains separate from the ground to form floating islands, not to mention that sometimes surprisingly temperate environments may be found at the top of upside-down mountains, thanks to the element of air expressing itself through the aloft mountain rather than biting cold. One of the most noteworthy landmarks is the Bridge of Tears, an often rainy mountain range only somewhat connected to the ground, whose floating side stretches over the chasm separating the Bordermarches from the Middlemarches. It also serves as a strangely reliable gathering point for floating lands of the Middlemarches, as there is no longer solid ground beyond the Sanctuary Cliff that marks the deepening of the Wyld. The Jet Court holds their territory in the Northern Wyld.

The land in the Deep Wyld is all made of snow and ice, and although as durable as ordinary rock or soil, it is no thicker than a child's hand, with only air underneath, and ripples like a flag in the wind. While gravity always remains oriented toward the surface a character stands upon, vast arcs of land twist and fold in the sky, and valleys can lead down to other, seemingly endless ribbons of land. Storms chase each other across the landscape, pursued by bright clear skies and perfect sunsets or glorious stars and moons. No shelter lasts for long; ice-forests of pine trees rise and then crumble again, cliffs fall to snow and caves lead down through long tunnels out onto mountain peaks high above the horizon.

Perks

You have 2 floating discounts for the 100cp, 200cp, and 400cp price tiers, and 1 discount for the 600cp price tier.

Chaotic Dreams -0cp

The Wyld is not truly real. Not in the sense that Creation is. Rather than a physical place with laws, Chaos more closely resembles fevered dreams and nightmares, stories and tropes. The Raksha are no different, but they are more resilient than the insensate phenomena the Wyld may churn out at any moment. This resilient pattern grants them a basic measure of influence over Chaos, even before any of their abilities or natures; this manifests as an independence of spirit over damages or changes that occur to them. They may be killed, burned, transformed, or driven mad, but they are not truly bound to suffer such things for long if they do not wish. With a simple effort of will, a dead Raksha may simply return their form to life. It takes great power and effort from another similarly powerful being, such as another Raksha, to inflict truly permanent change upon a Raksha. Additionally, a Raksha can simply change the nature of their character at will once a new story in their life begins, allowing them to fulfill any role they wish to take.

Do take care, however, that beings of Creation and other similarly wretchedly stable existence can simply ignore this. Such beings can steal your Graces by simply taking them physically from you, a wound they inflict cannot be merely glamourised away, and if a being of Creation kills you, you suffer true death. It is not hard to see why the Fair Folk think of mortals as so endlessly fascinating.

Sing Along -0cp

The Wyld can be said to be essence enfleshing within dreams. Few things within have the spiritual integrity to resist manipulation, or in other words, the very fabric of existence is but a prop for greater powers to control at their leisure. A basic trick that Raksha know is to form basic illusions that are only maintained by their novelty. For example, a thrown-weapons specialist unarmed in the Wyld might pluck a handful of flowers and blow on the petals, so that they rush out in a gust of wind and fall on their enemies like shards of stained glass. Think of them like stunts that imitate weak sorcery, infinitely versatile, yet weak and unlikely to work more than once. And against the Wyld environment and unreal things like measly mutated creatures, it may as well be sorcery, even if more stable things like Raksha and Creation-born resist them without effort.

Inhabitant of Fantasy -0/200cp

When constructing your own form, why not make yourself beautiful? This logic is shared by nearly every Raksha it seems, and you're no different. Having garbed yourself in dreams and fantasies, your physical form is ethereally beautiful, lacking any of the flaws of the waking world. Naturally this can go a long way on its own, as mortals seem to have an odd tendency to favor the attractive over the ugly despite what they might say otherwise. But perhaps you'd like to take this a step further? For 200cp you've discovered the trick of constructing a form so beautiful, it's outright supernatural, something right out of the most passionate dreams of the lovesick. It also comes with equal skill in seduction, letting you leverage your beauty fully. At this point your victims would need dedicated supernatural defenses to resist your charms. And it's not like those are common among ordinary mortals, even if all Raksha would have the means to resist you.

Garbed In Roles -100cp

One of the most fundamental skills for Raksha is acting. After all, they weave stories out of themselves and those around them, and they have to play their part. You're certainly no slouch in this regard. In fact, you're so good at this that you could concoct multiple roles and related archetypes on a whim, and be able to switch between such personas without stumbling. Your acting is impeccable and impossible to see through without supernatural means, such mundane perfection fooling anyone who doesn't know who you truly are or has some form of magic to see through your act. You could even assign such roles to other people if you feel like it, although of course they might not match your skill at fulfilling the archetypes they are given.

Slulura's Promise -100cp

The Raksha are widely known as terrible monsters that consume the souls of their victims. And yet, the Haltan kingdom of the northeast lives in tenuous coexistence with them. There's even Slulura, who has even been widely regarded as righteous and a hero for his oath to defend humans from other Raksha. Like him, you have a strange sort of luck that allows you to garner the respect and admiration of others even if you really have no rights being able to do so, like a maneater monster being lauded as a hero. Even if you prey on people, those very same people will welcome you with open arms with just some effort on your part.

Gateway Of Sundaprisha -100cp (Free to Lords of Chaos)

From where do the Raksha come from? Well, from many things, but the most powerful Raksha were once Unshaped that decided to shape themselves into a new form, for whatever reason might have compelled them. Even if you aren't a Lord of Chaos yourself, it seems that you possess this ability as well. In short, you can reshape yourself into a new and fundamentally different being, essentially being reborn, for the price of becoming permanently weaker in power and potential for doing so. Just like how the greatest of Raksha can still only barely approach the power of the weakest Unshaped, your transformation will fundamentally lessen you. While normally this comes with what humans would call "identity death" due to the part where you're fundamentally changing how you exist, with this perk you can guarantee a semblance of continuity for your own self. It'll be a disorienting and confusing change to experience, but at least you can say you're still you.

Additionally, the transformation is irreversible; even if you manage to reach the level of power you once had, it'll be as a new being growing to such an extent, not regaining your power. Of course, there is a silver lining to it, that being that you can adapt to the most alien environment, like how the Unshaped became Raksha to adapt to the Wyld, tainted by the stability of Creation as it was. Perhaps you might even figure out how to become a mortal human one day.

Wild Tales -100cp

The Raksha are a mercurial lot, with even the most essential traits of their character being fluid between a story and the next. Unfortunately, the stability of Creation means they must reside in the Wyld to change themselves in such a fundamental manner, forcing them to abide by one role for extended periods of time. Fortunately for you, it seems you can change yourself even within Creation. With a slight amount of effort, you can completely change your intimacies (in other words, your emotional connection to other people) and your motivation (as in, the purpose that drives you).

With this, you can adapt to be more fitting to whatever story you might find yourself in, such as traveling from the romantic intrigue of a Raksha to the violent warring of another. Technically speaking this is irreversible, but if you remember what intimacies and motivations you used to have, you can simply assume them again. Remember to be creative with your changes, that would be more interesting after all.

Balorian Way -200cp

With how inhumanly varied the Raksha are, the idea of rallying them all to one common cause seems like a fleeting fantasy. But what are Raksha not good at if not wielding such dreams and making something solid out of them? Like Balor of the Terrible Eye, you have an incredible level of talent at wrangling wildly disparate people under your command, and ensure some measure of loyalty so that they don't betray you (immediately, at least). This does come with a decent amount of skill at actual leadership, with whatever flavor of keeping your lessers in line that you might prefer. Of course, if someone is inherently treacherous, then there's little you can do about it without obtaining their Heart Grace, but if you're trying to be a leader of Raksha, you'll just have to accept that.

Malevolent Secrets -200cp

With how malleable the Wyld is, it's no surprise that the natives of Chaos are just as malleable. And while the Raksha and Unshaped are generally stable, that same stability betrays the influence of static Creation. But Creation isn't the only thing that can influence them. Even something like mastering the power of a specific Grace can be a transformative experience. But what if you want to avoid that, to maintain your current self for the time being, but still wish for the greater power that comes from strengthening one of your weaker Graces? Well, just like the Unshaped called Swar did, you can blackbox sections of your being, turning them into an inscrutable mechanism you do not understand (and thus are not tainted by), while still benefiting from it.

Swar, as an Unshaped taking on the form of a city, manifested this as an underground set of waypoints isolated from the rest of their being, where the Emanation of their Cup Grace, the Prince Malevolent, could work their craft without transforming the rest of Swar with the terrible rituals they performed on any victim that found themselves in their domain. Perhaps for you this will look similar, or something more subtle should you be a Fair Folk rather than a Lord of Chaos. Do be careful when dealing with such blackboxed sections of your self, as the whole point is that you will not understand what goes on within it.

Bastion Of The Self -200cp

As a being of fantastical chaos, it would behoove you to be beyond petty, mundane matters, to focus on the truly grand and important. But yet, the stability of Creation is inescapable, and even the least mortal can harm you. So you've developed a particular ability to protect yourself from the mundane, one based on one of the four *Graces* that you possess. Choosing the Cup would protect you from effects that would weaken you, like poison for example. Choosing the Ring protects you against undue mental influence. The Staff would protect you from undue social influence, and the Sword would protect you from damage.

While your choice provides you full immunity against mundane examples of such things, if they even have a slight amount of supernatural power backing them, that immunity is reduced to a significant increase in the difficulty of affecting you, extending up to Shaping attacks related to said *Grace*. You can buy this perk multiple times, choosing one of the four *Graces* with each purchase (or one of your custom *Graces* if you have a reasonable idea of what it'd protect you against). If you discount this perk, then apply the discount after accumulating the multiple purchases.

Plot Armor -200cp

Every story has a protagonist. And protagonists generally get a bit of leeway in the narrative, protected from petty threats and directed to great fortunes. While it may not be as overt as in some stories you might've read, it seems that you've somehow come to obtain some degree of luck, of the main character kind. You'll generally have a chance to fight against (or run away from) most threats you encounter, unless you deliberately bite off more than you can chew. And while your luck doesn't help with treasure, you'll find that once per jump (or ten stories, or ten years, whatever comes earlier), you can come back from true death once. Not the superficial death that *Raksha* can inflict on each other, but the permanent death that can come from truly terrifying levels of power, or the *Creation-born*. Try not to get too arrogant now.

Formlessness Constrained -400cp

Normally, beings of the Wyld carry the taint of Chaos with them, making them rather overt to the forces of Fate. It's quite difficult to stay hidden within the borders of Creation, but not impossible. You? You've gotten so good at it that you've made it into an art form. While laying low, you're entirely undetectable to the forces of destiny up in Yu-Shan, and your presence can't be discerned until someone is right up in your face (or within you as an Unshaped). You won't leave behind any kind of trace of your existence without intending to, and even when you're actively utilizing your powers you can restrain yourself just so that you still only appear as the absence of something rather than anything in particular to any means of detection trying to track you down.

Of course, feeding off of the locals to stave off calcification is another thing, but at least you won't have the forces of Heaven coming down to kick your ass and boot you off Creation. This is obviously more useful for Unshaped (who have many difficulties when hiding by virtue of essentially being regions of land by themselves), but even as a Fair Folk you might find some good use of being so sneaky. In future jumps this'll also apply to whatever supernatural or technological or whatever means of detection might be used to sniff you out and figure out where you are.

Masked Gateway -400cp

Nirakara is the Shinma that defines shape. It could even be said to be the gateway between Creation and the Wyld, the mask that beings without form take on. Appropriately, any Charm that utilizes Nirakara is generally talked about as passing through Nirakara. For Creation-born, crossing the gateway means acquiring Wyld mutations. For beings of the Wyld, however, it means obtaining solid shape with which to explore Creation. Perhaps you've crossed the gateway too often, but it seems that you've managed to tame Nirakara, achieving mastery over all Charms utilizing the Shinma. With it, your form is yours to shape as you please, to cater to your aesthetic taste without regards for practicality or sense. Your mastery is such that you can even transform while still within Creation.

That said, it's not just aesthetic. You could shape your form closer to a certain element for a benefit, such as Air making you immune to non-magical cold and allowing you to walk over snow or ice as if they were as solid as stone, Earth letting you see in darkness, or Wood letting you balance on even the thinnest branch. Perhaps you'd like to pretend to be a dead being of the Underworld, letting you count as dead for any supernatural effects. Even something more esoteric such as existing as the Wyld taint on

a Creation-born or a patch of land would be doable. The only limit of your own form is your imagination.

Shuddha Corrosion -400cp

Dharma is the Shinma that defines corrosion, ignorance, and desire. The source of the mad addictions and cravings of the Raksha. It is entertainment that calls upon Dharma, acting like a spiritual acid eating at the nature of one's victims. Those focusing on the Dharma concern themselves with how the Raksha ought to be, and frequently suggest moral systems scarcely comprehensible even to other Raksha. Perhaps you are one of such Shuddha Raksha, or not, whatever the case you've tamed the Dharma and gained mastery of any Charm that utilizes it. Yours is the power to touch hearts and move the souls of your victims, driving them to heights of emotion and dependence that leaves them helpless against your predation. Just remember that all of your manipulations are, in the end, illusory, and those sufficiently perceptive or powerful cannot be affected by them.

You could easily become an object of desire for your victims, a source of passion or inciter of madness. You could certainly praise and incite a Virtue of your target, both allowing (and forcing) them to wield the power of said Virtue and pushing them a bit further than they might otherwise go, to leave them vulnerable in their subsequent exhaustion. And, of course, you can control those who you addict to yourself without issue, such as preventing them from attacking you and even speak into their minds from far distances. And while within Creation, you could even weave illusory fates to temporarily grant yourself allies, connections, followers, spies, or even broad societal influence, or deprive others of the same. Perhaps you'll even curse others with illusory fates that force upon them enemies and general misfortune? You could even veil your manipulations in a glamour of mystery, hindering attempts to discover the truth, while also dooming them to always fail at a specific mundane action unless they utilize supernatural aid.

Heartless Identity -400cp

Nirvishesha is the Shinma that defines identity. It is the process and cold order that differentiates the Wyld from the Void. It is the heartless machine that ensures that each Raksha is but a cog in a great clockwork mechanism whose workings are as vast as they are incomprehensible. To speak the name of its aspects is to invite extinction, as the names that suggest Nirvishesha's existence are nagging, painful impossibilities. The Raksha are killed by the utterances of those names, and the Lords of Chaos use them as protection from corruption by wrapping themselves in non-existence. You know these killing words, these names, and have tamed Nirvishesha in many other ways besides.

You could destroy Waypoints, surgically cutting it in such a way that it collapses into the chaos of the Wyld. Alternatively, you can enforce the cold touch of causality and curse your enemies with burdensome fates for a time, shackling them with chains of causality. You can also create twisting worlds of circular reasoning and self-justifying propositions that, with the raw writhing vitality of a living thing, shapes themselves to ensure their own continued existence, or even briefly meld your will with the substrata of the Wyld to strike a target with an undodgeable Shaping attack, shaking the surroundings for miles around or out to 10 waypoints away with the song of your Shaping. And against those with no Staff Grace, you can enchant them with Glamour such that they accept any one statement of yours as absolute truth, unwilling to accept evidence to the contrary for a time, and even later remembering it as a distortion of the world at large rather than their mind.

Unbroken Communication -400cp

Nirvikalpa is the Shinma that defines interaction, in all of its forms. The unitary shape, to which all perspectives are one. Through it, the Raksha can express their thoughts to one another, and exercise things like master-servant relationships, courtly diplomacy, barroom brawls, and espionage. You've come to tame Nirvikalpa, and obtained mastery over its Charms. With Nirvikalpa, you can bind yourself and others into bonds that generate gossamer whenever reinforced, which can range from true love, to rivalry, to bitter hatred. It is through such Staff Charms that rings are formed among Raksha. You can create weak minions to do your bidding in case you don't feel like performing manual labor yourself, and you are adroit in the forging of Graces for others (or yourself if needed), although innovating with new types of Graces is a different matter.

Likewise you are an expert at opening the Graces of others, turning them into feeding Graces, or shutting them close to deny them a Grace's potential sustenance. Likewise can you clog the souls of your victims, temporarily doubling the cost of any supernatural abilities they are capable of using. You can also serve as the origin of new full-fledged Raksha, whether by yourself or with the contribution of others. Your expertise also covers the infusion of Graces into a Freehold, expanding it with new infrastructure based on the Grace it is implanted with, as well as forging Graces into new artifacts; turning Cup Graces into oneiromantic spells, Ring Graces into treasures, Staff Graces into Adjurations, and Sword Graces into behemoths, as well as reforging of any such types of artifacts that may exist. You could even turn a Creation-born into a minor

behemoth as you drag them into your narrative, letting you manipulate them like any other behemoth, should they lack the power to resist you.

Violent Control -400cp

Nishkriya is the Shinma that defines conflict. The lust for possession and control, the thief and the killer, death, fear, ravage. They spur growth and hardship in equal measure, and it is through them that Raksha assert their dominance over others. Outside of just violence, Nishkriya is also the prince of thieves, as stealing a Raksha's property is every bit as damaging to them as an actual wound. Perhaps you've tempered your blade in the fires of war, or honed it in incessant training for many seasons, whatever the reason you've come to tame Nishkriya, and have all the mastery over violence that implies.

Perhaps the most obvious ability is stealing the property of others to bring them under your spiritual ownership. You can also transfer any damage you might suffer onto any resources you own, such as gossamer. You can create monsters and armies out of the substance of the Wyld, and call upon any military force you command again and again even should they be killed. You could bar the passage of your enemies through territory you are occupying, preventing them from marching upon your forces, and parry even weavings of Fate wrought against you. Even through immense attrition you can bolster your forces such that they cannot be broken and kept down so long as you stand, as well as rout the forces of your enemies with similar effort.

Wailing Way -400cp

But perhaps you've obtained *Graces* other than the normal four. That is perfectly acceptable, but it would be remiss to disallow you the chance to start with mastery over the Shinma the *Grace* is developed from, would it? So with this option, obviously only available should you have purchased a *Way Grace* or some other *Custom Grace*, you'll have tamed the Shinma you wove the *Grace* from, requiring far less resources and effort to use the *Charms* and *Shaping* of the associated *Grace*. Please refer to the previous 5 perks for reference.

Think Of The Entertainment! -600cp

A large part of the Fair Folk lifestyle is simply playing out your personal story, reinforcing relationships such as courtly connections or bitter rivalries, and dragging in unsuspecting stragglers into the conflict that you define as the core of your life. But not everyone fits well into grand stories, especially mortals, and repeating the exact same narrative can get stale quite quickly, a rather lethal concept to any Raksha. For you, however, this never seems to be an issue.

One way or another, you frequently come across interesting people and events to enrich your life with, almost always in ways that will facilitate you getting involved and binding those you meet into your story. Even without too much skill and wit in weaving a compelling tale, you'll never run out of interesting things to do. Needless to say, you will likely grow in power and resources quite quickly, with such amazing material to incorporate into yourself.

Thief Of Words -600cp

But sometimes it's not quite the material you have that matters, but your ability to unite disparate characters, themes, and resources into one cohesive whole, an epic to span the ages and sway hearts all over the world. That skill, that adroit artistry in storytelling, is now yours. Like the Thief of Words who once united all Raksha under Balor's cause, turning their own arguments against them, you are a masterful storyteller, having incredible wit in the moment and great ability in planning future narratives while foreshadowing them in subtle but undeniable ways. Your own personal story, should you care to make things about yourself, would be a juggernaut that even Lords of Chaos would think twice about contending against, trapping people in weaves of narrative destiny that require immense effort to escape. Perhaps one day, with enough preparation and work done, you might become an Ishvara and ascend your narrative to utter supremacy.

Graceful Shinma -600cp

The Cup arises from Dharma. The Ring arises from Nirvishesha. The Staff arises from Nirvikalpa. The Sword arises from Nishkriya. Four Graces derived from four Shinma. But they are not the only Graces that can exist. The Way arises from Nirupadhika. And there are many other Shinma that exist, likely even more than are relevant to the existence of Creation. Normally this matters little, but for you? This is quite important, as you're now very talented in the creation of new Graces.

Beyond simply forging the normal four Graces to grant inhuman things some awareness of Compassion, Conviction, Temperance, and Valor, you can expand and influence the existence of others through the Graces you forge for them. For example, a Raksha who has no Cup Grace cannot conceive of or even imitate Compassion, but what if you gave them a Way Grace as a replacement? What would that look like, a being for whom direction and space are as integral to their being as empathy and connection are to others? And that's just using the known Graces. There are many Shinma out there, just waiting for a Grace to be forged that taps into their power and laws. Perhaps you'll even make Graces out of the aspects of a Shinma? Your imagination is the only limit. And what a limit it is.

Ishvara -800cp

The life of a Raksha is their story. A personal mythology by which they grow and interact with the world, growing in power as more people and things are drawn into their narrative. The strongest Raksha are those with compelling stories, who can assert dominance over lesser stories and move the hearts of bystanders along the living legend of the Raksha. Unsurprisingly, this results in a clash of mythologies and legends, of narrative themes and motifs, meeting and fighting and cooperating in a tangled mess of stories. Sometimes, almost never really, the personal story of a Raksha achieves a greater level. As if the protagonist had reached to the heart of the universe to grasp a myth so compelling and powerful that the world has no choice but to listen and play along, a legend beyond all legend, immortalized forevermore in the hearts of all. These are the Ishvara. This is you.

Rather than direct, tangible power, think of this as a narrative momentum. You can tangle with things that far outstrip you in scale, and survive the encounter all the stronger for it. The more important people and events are drawn into your personal myth, the stronger it grows, and the stronger you grow in return. Like an escalating story that never ends, you will rise to the occasion and meet problems head on, growing with the scale of your narrative as most protagonists in fiction are wont to do. Soon, not even the dreadful stability of Creation would be enough to stop your Shaping, even if great beings of Creation can resist your Shaping with their own abilities.

It would take truly mythical circumstances to end your story. Just look at Balor, leader of the Crusade against Creation. The myth he grasped was simple: he would be THE Raksha to lead all the Wyld against Creation, THE Raksha to whom all Fair Folk would answer as they marched to destroy the blasphemy of shape forever. By the time his story reached the climax and the forces of the Wyld poured into Creation, the majority of all Raksha that existed were beholden to his legend, following his word and banner as his story said they would.

As he reached the pinnacle of his power, truly reaching the core premise of his myth, his personal power was more than up for the task. His Terrible Gaze, perhaps one of the least of the powers he had gained in his epic journey, was nonetheless his most iconic ability; his eyes alone could sear reality and wound his enemies. Likewise he wielded Ishiika, an aspect of the Shinma Nishkriya brandished like a behemoth, a raging ocean of teeth in the shape of a scorpion, surrounded by an endless storm of biting jaws that speak the greatest fears of any who listen. And then, betrayal, a stab in the back from his trusted consorts in the height of his glory, and Balor was no more. Take care. For all your mythical might, your demise shall come in a similarly mythical form, if it ever comes. Never forget that even the greatest can be felled.

Items

You have 3 floating discounts for 100cp items, 2 floating discounts for 200cp items, and 1 floating discount for 400cp items.

Strange Substances -100cp

The Wyld is a source of many strange and wondrous things, even beyond the trickery of the Fair Folk. The unstable chaos of the wyld can mix with the sterile stability of Creation, combining in just the right way that they create materials and objects that would normally be too strange to exist in Creation but too stable to exist in the Wyld. With this item, which you can purchase as many times as you want (although discounts will have to be applied separately with each purchase), you can get your hands on a supply of such strange materials of your choice, which replenishes after each story or year, whichever might be more applicable to your circumstances.

Maybe you'd like some buckets of the liquid fire of the south, each color of the fire marking the different bizarre properties they have such as yellow fire which only burns plants and leaves animals unharmed, or green fire which only burns metal, or blue fire which only burns stone. Perhaps you'd instead prefer the unmelting ice of the north, either the green variant that always remains as cold as the coldest winter day of the far north, or the blue variant which remains only slightly below freezing and gives off a blue glow bright enough to be comparable to a torch or lantern. Or perhaps you'd like to design your own minor but strange material to obtain a supply of. As a final note, the materials you gain through this item can exist indefinitely in the stability of Creation or other future settings, instead of losing their wondrous properties over time as usually happens.

Elbow Grease -100cp

To the lucky and wise, the Wyld is an endless treasure trove, just waiting to be looted of interesting and unique things. What you have here is a small jar filled with what looks to be some kind of ointment. Turns out that when you apply this ointment to your elbows, they'll grant you a small boost to whatever you'll be doing for the next scene or hour, whichever might be applicable. The more skilled and powerful you are, the less this little boost will matter, but it can be a nice gift to those who are less gifted. The jar seems to refill every story, or year, whichever might be more applicable to your situation.

Announcers -100cp

While the main distinction that makes a Raksha a noble is having two feeding Graces, it'd be quite shameful to not have some kind of entourage to really live up to the title of nobility, wouldn't it? Or maybe you prefer to be a wandering vagrant instead. Regardless, here you have the chance to gain a group of three Diplomat Raksha, non-nobles who can only feed off of Conviction through the Staff. As you would imagine of diplomats, they are best used as your heralds and political hands and ears, rather than used in combat. While they may not be particularly impressive and surprisingly one-dimensional for beings that supposedly have free will, they can potentially be useful if you use them well. If they somehow die or escape your control, or maybe they manage to become noble Raksha, you get another basic Diplomat to make up the loss.

Eye Candy -100cp

What court is complete without some entertainment for any guests that might visit? You certainly won't be caught unprepared. Under your employ you now have four Entertainers, simple Raksha who live to be fulfilling to other people and tangle them in a web of dependence. A cheap trick that any self-respecting Raksha noble would find amusing at best. At your behest, they can be dancers, musicians, jesters, or provide whatever other form of entertainment you may have passing interest in. Perhaps you'll even give them the role of concubines or the like? They may be dreadfully simple-minded but that can be refreshing sometimes, can't it? If they somehow die or escape your control, or maybe they manage to become noble Raksha, you get more Entertainers so you still have 4.

Merry Men -100cp

While the political games of Raksha courts can be played with relative civility, out in the wilder Wyld you'll need to be a bit more assertive if you wish to retain your agency. But of course, fighting alone is never ideal, is it? So here you have four warriors under your command, ready to follow your orders to fight against whatever enemies you may have. While they won't be particularly useful for anything else, having some numbers to back you up can be nice at times, no? Besides, it's not like you need your allies to be particularly complex people, as long as they can fight back with force to support your own attacks. If they somehow die or escape your control, or maybe they manage to become noble Raksha, the group will gain more Warrior Raksha to maintain their numbers.

Hands And Feet -100cp

When forming a court, some roles have to be filled which can be rather unglamorous, dull even. Things like paperwork and maintenance aren't very flashy affairs, but someone has to do them. Well, you won't find yourself without the manpower, as now you have the obedience of four Workers, non-noble Raksha who dedicate themselves to menial and mundane labor. With their help, you won't have to worry about petty things like keeping track of where your belongings lie, or making sure that the population of your Court (should you have one) is kept relatively consistent as stories sweep across your territory. You won't even have to worry about eccentricities from them, as one-dimensional as they are as characters. Now you can truly focus on grand pursuits. If they somehow die or escape your control, or maybe they manage to become noble Raksha, you get a replacement Worker to delegate your menial work to.

Weapons of the Graces -100cp

While you can accumulate great amounts of personal power, you're not prevented from using tools to aid in your Shaping. Such things are relatively common even. Generally called Shaping Weapons, these kinds of tools can work to enhance the potency of your Shaping when used. Accordingly they can only be used with Shaping appropriate to whatever Grace they were designed for. With this purchase you'll gain a set of standard Shaping Weapons of whatever Grace you choose. You can also buy this item multiple times to gain the weapons of other Graces as well, with discounts being separate to each purchase. As a side note, you won't need to spend Gossamer to utilize the weapons you buy here, unlike normal.

Weapons of the Ring will give you Cosmos Seeds, small specks of perfect order hungry to impose its law in the form of a radiance of rigorous change, and World Hearts, names of power in the form of metal eggs filled with mist, from which you can call forth laws, principles, and substance from an unformed world. You'll also gain weapons more mundane such as a curdling dream bow of horn and ebony that can congeal the principles of shaping into bolts of essence, and a Shaping Lens, a Wyld-forged metal circlet that focuses your will and insight over great distances.

Weapons of the Staff consist of a Commandment Lens, a metal circlet with an inset star, focusing your will and insight over great distances, a Courtier's Caul, a thin sheath of gossamer to be drawn over your face and hands when used to provide greater potency at the cost of precision, a Harness of Twisting Words to bind and suffocate your targets in taboos and traditions, and some Litany Bones made from the hollowed-out bones of mortals who died in the Wyld, allowing those who tap out a rhythm on the bones to call on a fraction of the stable substance of the Wyld to impose their will on the world of dreams.

Weapons of the Sword are Horrors, not-quite-behemoths who strike against the mental stability of any who gazes upon them to cause them to doubt all meaning, or Monsters, who are lesser but can be deployed in greater numbers. Likewise you can have Mutated Warleaders, made from corrupted mortals assimilated into the Wyld to serve as bodyguards or generals for any armies you conjure. Finally, one of the most iconic Sword Weapons is the Nishkriya Mask, enhancing nearly all aspects of your Sword Shaping when worn, and surrounds you in an anima banner similar to that of an Exalt, rising in a chiaroscuro pillar stretching towards the heavens.

Weapons of the Cup are lesser in quantity, consisting of Figments, innocuous elements of dreams which nonetheless lend an air of corrosion and hostility to their surroundings while in any form the crafter cares to give them, such as a simple melody which fixates those who hear it, or a forbidden tome that compels the viewer to open it and absorb its blasphemous knowledge. Another are Heart Thorns, strong and powerful aesthetic elements in the form of silver spines, from the presence of a deity to the appearance of a loved one's face, conjuring barbed, dangerous emotions. Those can be crafted into the Harness of Razored Dreams, a garment of interlaced heart thorns that tears into a target entangled by its wearer, making the prospect of tearing free a difficult and painful proposition.

Shaping Armor -100cp

Not all Raksha live within Courts. Some wander around the Wyld, braving unexpected dangers in a never-ending adventure. But facing the unknown without protection isn't exactly wise, is it? Fortunately, Shaping armor exists, albeit it is not similar to the armor worn by the Creation-born. Rather than plates of metal or strips of leather, Shaping armor consists of false principles of narrative truth wrapped around your being, protecting you from any hostile intent you may find in the Wyld. From the lightest protection of the Courtier's Caul that barely conceals your Heart, to gossamer imitations of the Loom of Fate, to chitin of deceptive stability, the form that Shaping armor takes is largely up to the craftsman.

Of course, just like Creational armor, Shaping armor does have some downsides, primarily that it is cumbersome for your own shaping. For example, a false truth that makes you resilient to the attacks of a foe would also conflict with Shapings that would slide you away from said foe, the two lies clashing. Additionally, the longer you wear the Shaping armor, the more you internalize its false truth, making all forms of Shaping more difficult in the same way that mundane armor makes any form of movement difficult due to its weight. Here you can purchase some Shaping armor for yourself, and can buy more if you wish, although each purchase handles discounts separately.

Performative Masks -200cp

While you can fake experience quite adroitly by using Shaping, actually being skilled at something is generally very beneficial. But most Raksha don't have the time or willingness to sit down for a few months to learn a trade. Instead, a more elegant solution exists, one which you now have access to. More specifically, it's a set of masks, which when worn grants the wearer great skill in some performative art, such as juggling, or playing musical instruments. You also have a mask that grants you the skills needed to make more masks designed to grant whatever skill you may already possess at the level you're at. So if you're quite good at sailing, for example, you could make a mask that makes the wearer as good at sailing as you were at the time of crafting. Quite handy, no?

Spun Of Gossamer -200cp

Gossamer is an oddly common substance among the Raksha. So common, in fact, that they largely measure their wealth with it. So what is gossamer? It's a vaporous Essence pattern that can readily follow a Raksha's will, an intermediate stage between raw Wyld stuff and shaped substance. Within Creation, it is the substance of dreams. Most obtain it from places in the Wyld where the traces of gossamer created by all Shaping has gone unharvested for a long time, or which generates significantly more gossamer as a byproduct of Shaping than normal, but those stranded in Creation usually need to extract it from the minds of dreaming mortals. With this purchase you gain a ball of solid gossamer from which you can extract great quantities of it regularly, enough to make you quite rich amongst the Raksha.

You could forge the gossamer into any valuable material or item of mundane nature that Creation-born value, such as perhaps gold and silver, with very little issue. But that's just the least of gossamer's uses; it can also be made into wondrous artifacts, such as shaping weapons or armor, and it can be consumed to provide your Shaping with some extra power. It also makes it significantly easier to conduct Shaping in Creation, allowing you to do so if you didn't already have the ability to do so. Don't forget to keep your ownership of this artifact a secret, it would definitely be very coveted by other Fair Folk.

Wyld Path -200cp

Well then, what have we here? An archway, a door of some kind, closed tightly and found in some hidden place only you know of. Somehow, you've gained ownership over a gate to the depths of Pure Chaos. Somehow it manages to keep the chaotic essence beyond from leaking through, and you won't have to worry about anything on the other side trying to get through unless you actively lead them towards the archway.

Now, what could this be useful for? Perhaps you'd like to get rid of something or someone, in which case this would be a fairly robust manner of permanent disposal. Maybe you'd like to gaze into the maddening depths of utter chaos in search of insights, or perhaps you'll draw on the energies untainted by the stability of Creation to augment your Shaping abilities. Perhaps if you're quick and lucky enough, you may extract useful artifacts and beings out of it, or you might end up obtaining something very deadly and hostile if you're unlucky. Whatever the case, it's certainly quite the find with some creativity.

Unsurmountable Summit -200cp

Many wondrous and strange things can be found in the Wyld, each unique in its own way. Some things, however, are perhaps a bit too unique. You've somehow become attuned to the Unsurmountable Summit, a special spot in the northern Wyld that to all senses seems to be an ordinary patch of ground. While normally rather hard to find, you'll be able to reach it with little effort, even being able to find it in future worlds somehow. Step upon it, however, and you'll find yourself on a circular platform 15 feet in diameter, hovering above open air.

From here you can see the entirety of the northern Wyld with ease, even all the way to the Elemental Pole of Air and the northern edge of Creation. With supernaturally sharp sight, you could even see Mount Meru, the Elemental Pole of Earth and center of Creation, all the way in the distant horizon. The only way back down is the path you walked to enter the summit. It is an unparalleled lookout point, but do be mindful that Lunar Exalted know of its location and sometimes use it to watch over the northern Wyld.

There is one thing about this summit that nobody knows, of course, nobody but you. As the nature of Air to be above things manifests itself the most strongly here, it is above everything, even Heaven itself. By jumping off the seemingly endless cliff, you will plummet not to your doom of falling forever, but to the Jade Pleasure Dome at the center of Yu-Shan, city of the gods. There's no path back if you take this route, however, so if you ever jump off be sure it's after you're prepared for suddenly finding yourself in the deepest, most stable portion of Creation, in the middle of all the spirits and Sidereals that ensure Creation remains stable against the Wyld. In future worlds, jumping off the summit will likewise drop you into the metaphysically highest point of the world (or literally highest point if the supernatural doesn't exist), which is likely to also be whatever Heaven it may have, if any.

Oneiromantic Wealth -200/400/600cp

Glamour, or Oneiromancy, is the sorcery of the Wyld. But, like many other things, it is very different from the sorcery known by Creation-born scholars. The biggest difference is that rather than three circles, there are five, and rather than being able to cast any spell you've studied and have performed the right rituals for their appropriate Circle, you can only cast spells you own, without any actual restrictions once you have attuned yourself to the spell. Think of them like bizarre artifacts more than actual magic, which are crafted from Cup Graces and bound to Dharma. Given that most Glamour spells undermine or change the Essence patterns of their targets, they can be considered to be the poisons and drugs of the Wyld, rather appropriate for Cup Shaping.

Due to their nature as brooding, viscous agglutinations of ideas, oneiromantic spells tend to slouch back to the depths of the Wyld when left unattended for too long. But most Raksha nobles don't have the time to spend several scenes of their time each day performing maintenance on the spell, thus they get subordinates to do it, who are referred to as lorekeepers. Do be mindful that the spell uses the traits of the lorekeeper, not the owner, so a weaker lorekeeper will mean a weaker spell.

The first Circle is the Waking Circle, representing the pettiest of spells. More comparable to caffeine and sugar than things like cocaine, they are weak but not entirely negligible when used right. A spell of this circle could be something like a wooden mask that impoverishes anyone that looks at it, noticeably decreasing their wealth. Above these are Dreaming Circle spells, somewhat more powerful but still not particularly impressive, such as a small spherical gem that can blanket a hamlet with ignorance of pain, tricking the inhabitants into thinking they live in a utopia as they forget about any and all suffering. Spells of both of such Circles can last for a full story, or months in Creation time.

More powerful spells begin at the Desire Circle, generally crafted to influence the deep and shifting undermine urges that inspire life-affirming dreams and nightmares. For example, this could be a piece of paper with a labyrinth drawn on it, which when tacked to a wall in a city, disorients any who find themselves in that city such that they think they are in a labyrinth, so hopelessly confused that they walk in circles even if their destination is in plain sight. Unfortunately, at this point spells need significant levels of investment to cast/conjure, needing two scenes (or several hours) and significant amounts of essence.

Above this are Samadhi Circle spells, able to influence the endless primordial dreams of the Wyld, the Graces, and mortal souls. Samadhi Circle spells are also called True Self Spells, and only those who have a Heart Grace or possess free will in other ways can cast them. A decent example of such a spell would be one that taints a whole land with the energies of the Wyld, making the mere act of being present in that land addictive and slowly gathering Wyld addicts as followers while congealing a Wyld storm in the area. For both Desire and Samadhi Circle spells, they can last until some condition inherent in the spell is met, or for a full year and a day.

And finally, there's Shinma Circle spells, which begin to touch on the realm of plot devices in terms of power. They are so terrifyingly powerful as to influence the primal substrata of the Wyld that exists before dreams, from which the shinma, the Primordials and certain of the unshaped were made. These can have many varied and powerful effects, but unfortunately there's no real examples to see. It's worth keeping in mind that these require three scenes to conjure, likely a whole day in Creation itself. Likewise Shinma spells can last until some condition inherent in them is met, or for a full century if the passage of time is that condition.

But let's discuss how this matters. With 200cp you may purchase a spell of the Desire Circle, or several of the Waking and Dreaming Circle if you wish. With 400cp you can instead buy a spell of the Samadhi Circle, two of the Desire Circle, or half a dozen of the Waking or Dreaming Circle (god knows why you'd want so many). And with 600cp you may buy a spell of the Shinma Circle. You can also choose to buy two Samadhi Circle spells, or four of the Desire Circle, or a full dozen of the Waking or Dreaming Circle. Although at that point you may as well just make some yourself. Whatever the case, your imagination is the limit, quite literally. Please try to come up with interesting spells.

Binding Adjuration -200/400cp

In Creation, oaths are intangible concepts, having only the power that those bound to them care to give them (unless augmented with essence but that's beside the point). In the Wyld, even the least oath is a pattern of Essence, and thus as real as anything else. But they are not merely restrictions. As the oaths want people to swear to them, they sweeten the deal with gifts and blessings, empowering those that they bind to ensure their own fulfillment. The oaths made in the Wyld could be considered to be living creatures, hungering to draw society together into the harmonious or anarchic order implicit in their nature. And of course, thanks to them casting a shadow over the weave of fate, oaths can be used as Shaping weapons.

Of course, you cannot voluntarily break oaths you are sworn to. If you do it unintentionally you will suffer a catastrophic mistake at the most poetically appropriate moment, which of course is quite the incentive to keep in mind what oaths you've sworn to. There is the matter of inconvenience, of course. The answer to that is that while Raksha do swear to complex and powerful oaths and later squirm out of them with finesse, any case of an Adjuration being genuinely detrimental to those sworn to it in important ways are the result of Staff Shaping attacks, where the complexity of the oaths are merely another piece in the contest of Shaping. If a Raksha swears to the kinds of oaths that hamstring them as happens so often in mortal stories, it's either because they were tricked into it or they were driven to make a legendary oath by great passion.

With this, you may purchase an oath to bind yourself to, if you wish. For example, you could gain an oath that you would never touch the ground until you killed the Unconquered Sun, which would grant you gossamer wings with which to fly and fulfill your oath. Perhaps you wish for an oath that you will never sleep without weapon in hand, granting you the ability to conjure excellently crafted but basic and mundane weapons with a minor exertion of effort. Maybe an oath to devastate your enemies fits you better, which would grant you a monstrous body with which to hunt your enemies.

But those are the kinds of oaths you can purchase for 200cp. For 400cp, you may gain more powerful oaths, albeit ones that will restrict you more. For example, the Raksha Madhu swore "let any catch me on land, and they may slay me", for which they gained invulnerability off the land, and they took refuge by becoming a sea within Creation. Their death came as a Solar prince covered the ocean in obsidian Shards and dredged up the Raksha's spirit to lay atop them, leaving the Raksha helpless and forced to submit to their destruction.

Another example is the Raksha Hiranya, who swore to serve the shinma Nirvikalpa with the performance of many austerities, never letting himself rest or die. The strength of his oath was such that no man or beast could kill him, with a weapon or without, during day or night, indoors or outdoors, on the earth or in the sky. His death came about by a monstrous lion-headed Raksha, who caught Hiranya in the twilight hour, brought him to a threshold, laid Hiranya on his lap, and killed him with their clawed hands. Likewise you can gain an oath that protects you from death and most forms of damage, which can be bypassed by the clever to kill you. (or brute forced by an annoyed Exalt or something)

Beastly Argument -200/400/600cp

Behemoths, giant monsters that they are, exist to make a point, manifesting the attitude of the thing that created it. The philosophical commentary by the Unshaped when using leviathans and titans against questing Raksha is largely left implicit. Regardless, they are indeed huge, terrifying beasts, and they form the backbone of any self-respecting Raksha army. Perhaps you'd rather purchase Behemoths directly instead of having to go on grand quests to conquer them. Do keep in mind that, just like oneiromancies, the true power of a behemoth will depend on its wielder, with a weak owner resulting in disappointing performance. Lucky for you, this item will allow you that, and you can even purchase multiple behemoths, albeit each purchase will handle discounts separately.

For 200cp you can obtain a rather normal behemoth, insofar as a kaiju that follows your will can be called normal. For example, you could obtain a white hybroc, which dwells in the heart of a blizzard. With the shape of a dragon and feathers sharp enough to use as throwing knives, the beast's burning red eyes and beat of its wings inspire a primal fear on any who see or hear it, not to mention its hide being as tough as the thickest armor. Certainly a worthy steed for a powerful Fey Warlord.

400cp instead allows you a Deep Wyld Horror, behemoths among behemoths that stand out in even the most well-equipped army of the Fair Folk. An example could be a monstrous boar, an indefatigable hunter that can unerringly track its prey no matter how far it may run. Not to mention that beasts at this level will be larger, stronger, faster, and tougher than other behemoths. There's little in the arsenal of a Raksha that can serve as a better Sword Shaping weapon.

And of course, for 600cp, you may gain something so mighty it barely fits the descriptor of behemoth, potentially even the aspect of a Shinma in the form of a monstrous beast. The best example of this is Balor's iconic weapon, Ishiika, the grass-cutter scythe. A raging ocean of teeth in the shape of a scorpion, surrounded by an endless storm of biting jaws that speak the greatest fears of any who listen, so powerful that it boasts immortality on par with the dreaded Primordials, and so colossal that many tales say that Balor could not use it against Creation, for Ishiika is larger than all lands of shape. If that is false and he did use the behemoth in his crusade, it was undoubtedly one of the greatest disasters faced by Creation. Be wary of those who envy you and might scheme to take your behemoths from you.

Freehold -400cp

Demesnes are confluences of essence in particular places that can be tapped into for power. In the Wyld, these exist as well, but unlike the denizens of Creation who can build Manses on top of the Demesnes, the Fair Folk construct Freeholds. With this purchase, you obtain a Freehold of your own, as the ruler. Your Heart Grace will be interred in the very center of the Freehold, in a pillar of silver heatless flame known as a bonfire, and it is what denotes you as the ruler of the Freehold. As for where your Freehold can be, anywhere within the Wyld would be reasonable, although of course it would stand out in the Bordermarches, and would be quite good shelter in the Deep Wyld.

Instead of Hearthstones, Freeholds produce Cysts, which are somewhat akin to Hearthstones even if they don't provide any powers besides the expected income of essence, and several pennants, which while too poor to restore a Raksha's essence stores, can still stave off calcification while in Creation. Additionally, unlike Manses, the rulers of Freeholds have a deep connection to their domain, being able to perceive anything within the Freehold as if they were directly present, and able to perform Shaping all over their domain as well. Of course, while personally outside the Freehold, they must possess a Cyst or pennant to maintain this connection.

The actual size of Freeholds can vary wildly, up to hundreds of waypoints. Your own Freehold will be a measly half a dozen waypoints large. Something to note is that you can rearrange the waypoints of your Freehold freely. You could nest them like the layers of an onion, arrange them in a line, clump them together haphazardly, or any arrangement of the waypoints you can imagine. Just keep in mind that the bonfire will remain at the center.

Aside from the arrangement of the waypoints, your sovereignty over the Freehold also allows you to manipulate the environment at will. While it'll still be noticeably influenced by the elemental direction your Freehold is in, you can change the details however you wish. For example, while Freeholds in the East tend to have their buildings constructed out of wood, you could instead have a forest of glass trees or the like. In future jumps you'll be able to decide what elemental alignment your Freehold has.

You can alternatively choose for your Freehold to be within Creation, in which case it'll be at the site of a Demesne and hidden from the outside through geographical and geomantic means. A Freehold in Creation is essentially a small pocket of Middlemarches in the stability of Creation itself, serving as protection from other Raksha who might want to siege you, at the risk of powerful figures finding you. Still, there are plenty of Fair Folk who hide within Creation, under hills, at the bottom of lakes, or even steep inaccessible valleys high in the mountains. Freeholds in Creation are also inaccessible save for special doorways created by the ruler, and it is impossible to even see in or out of the Freehold if not through said portals. If well hidden, a Freehold may prove an invaluable sanctuary for a Raksha in exile, or perhaps one who prefers to be distant from their kin.

All this is beneficial enough, of course, but there are some additional aspects of Freeholds that make them far more significant than might otherwise be obvious. Primarily, that lies in infusing a Grace into one of the Waypoints of a Freehold. You can optionally choose for all or some of your Graces to already be embedded into your Freehold, expanding its utility. You'll remain attuned to your Graces, so it won't deprive you the ability to use Shaping related to said Grace either. If you choose against it, you can also use the Grace of a trusted subordinate (as much as you can trust any being of the Wyld), who will be able to use and perceive the Shaping related to the appropriate Grace all over the Freehold, same as how you, the ruler, can use any Shaping within your domain.

Embedding a Sword Grace into a Waypoint creates a Stronghold. This Stronghold is what you can use to expand your Freehold, as it allows you to conquer and claim additional Waypoints. Of course, the more powerful the Sword Grace, the more Waypoints you can conquer and maintain control over. It also allows for fine control of the journeys between each of the Freehold's Waypoints, although you cannot have less than one journey in or out of any given Waypoint. Its actual form is up to the Owner of the Grace as long as it has military symbolism, whether a fortress, a mountain peak, or a marshaling yard. Within Creation, the Stronghold allows you to slowly lay claim to a chunk of land adjacent to your Freehold, slowly turning it into a Waypoint and hiding it in the same way as the rest of your domain. Hopefully any nearby locals won't notice lakes or mountain valleys somehow expanding.

Embedding a Cup Grace into a Waypoint creates a Glory. This Glory serves as the center and focus of the Freehold's majesty. The subtle radiance of the Cup makes it a magical and wondrous place, holding a numinous beauty that even the most tortured and soulless long for. Of course, like any Cup Shaping, this wonder is a honeyed poison that batters the mental fortitude of any within, and should they succumb they are beguiled and supremely vulnerable to the charms of the Bearer whose Grace created the Glory. And of course, the stronger the Grace, the harder this beguilement is to resist. And of course, the Glory controls the emotional ambience of the Freehold, not only aesthetically but also permitting feats such as restricting a Raksha within the Freehold from regaining essence naturally within the domain.

Embedding a Ring Grace into a Waypoint creates a Fountainhead. This serves as the center and focus of the Freehold's definition, and tends to take forms with passive symbolism, such as a lake, grotto, mosaic, garden, a well, or the like. In more concrete terms, it grants the Freehold self-awareness and identity. While its consciousness is abstract and distant, it possesses the same omnipresent perception as its ruler, and is unfailingly loyal.

And finally, embedding a Staff Grace into a Waypoint creates a Throne Room. It serves as a place for holding court and housing deliberations and debates, the center for the Freehold's society. With the power of a Throne Room, Raksha can bind themselves in fealty to the Freehold and its ruler, serving as a powerful adjuration.

And of course, should you purchase custom Graces, you will be able to expand the possibilities of your Freehold with new and likely unprecedented structures within your domain, such as the Way Grace forming the Beacon to lure unsuspecting mortals as prey for the Fair Folk dwelling within.

Companions

Forming The Ring -100/200/400cp

In case you have some companions you wish to bring into this world, this option is for you. You can import up to 2 Companions for 100cp. For 200cp, you may have up to 4. And for 400cp, you may have up to 8. Each Companion has 600cp and may take drawbacks if they wish. You can also use this option to create Companions to your specifications, although obviously given the nature of the Raksha, you'll be guaranteed to start out with ownership of their Heart Grace, guaranteeing that they will be loyal to you above all.

Fanfic Writer -0cp

Or perhaps someone that already exists in this world caught your eye? If so, you may make them a Companion. For creatures of Creation, you need merely convince them to follow you in your chain, but if you want to Companion a Raksha, you'll have to obtain ownership of their Heart Grace. It wouldn't do for you to have a treacherous Companion, would it?

For the following list of Companions, you may have up to two for free if you wish. Additionally, your possession of their Heart Grace means you can freely change their gender to whatever you want if you wish, as you're in control of the very thing that grants them free will. If you're uncomfortable with the fact that they'll be your unfailingly obedient slave and that if you return them their Heart Grace they're inevitably going to betray you, then you'll be uncomfortable with many aspects of the lives of beings of the Wyld and should probably not use this jump.

The Blade Never Dies -100cp

Or at least, that's what this Anarch likes to claim. One of their most striking features, after passing through the gate of Nirakara, is that he takes the form of a human-shaped pig, sometimes with tusks, wearing royal regalia and a golden crown encrusted with jewels. Styling himself as king of no land, he is against any form of government or widespread order as you could expect from an Anarch, and with his absolutely terrifying skill in combat he gleefully tears apart any courts of governments that provokes him. Outside of that, he is quite good at banter, particularly when it comes to insulting others, and is very experienced at being menacing even with his normally indifferent tone.

When not tearing down governments to prove a point, he's quite happy with the life of a potato farmer, although given how far he goes in maximizing their harvest, perhaps the word "farmer" isn't exactly appropriate. Some twist of circumstance has resulted in a friendship between the two of you, and after some trickery you've obtained ownership of his Heart Grace, guaranteeing his eternal loyalty as long as you maintain your possession of the Grace. They chafe at the mere idea of having to follow the orders of another being, but as long as you maintain a genuine (as much as Raksha can be genuine) friendship and don't ask him to support some kind of state, you won't have to worry about breaking him too much.

Devoted Priestess -100cp

The first ray of dawn, the hint of sunlight peering through a cloudy sky, the kaleidoscopic illumination of daylight passing through the stained glass art of a church, the presence of this Luminary seems reminiscent of such inspiring imagery. Being fond of humanoid forms with smooth blond hair and shimmering blue eyes, sometimes even white feathery wings, she styles herself as a priestess or even messiah coming to bring salvation to the world. She discovered the concept of "cults" a long time ago and likes forming them in order to facilitate devouring the Virtues of her followers to sate herself. Something made quite easy with her abilities to uplift and bless those around her.

Whether you tried to take the reins of her cult, pretended to be an adherent, or perhaps approached her as a fellow cult leader, in your first encounter you managed to obtain possession of her Heart Grace. For all intents and purposes, you are her god now. Any interactions you have with her will be colored by her role of a zealously devoted worshipper. Even without giving her explicit orders to do so, you'll find her regularly arranging offerings of succulent humans to consume, and doing her utmost in fulfilling even your most fleeting whim. If you want her to be a little less like a fanatic zealot, well, you own her Heart Grace. It'd be trivial to restrain her.

All According To Plan -100cp

Some Panjandrum choose to weave society publicly, openly acting as a pillar or social structure. Others choose to do so in secrecy. This particular man belongs to the latter group. Playing to the schemer of a mastermind in the shadows, they like to pretend to be someone of little importance while they gather information and implement their schemes to twist whatever social context they're in into something closer to their liking. Weirdly enough, there doesn't seem to be a set pattern for how they change social groups, sometimes leaving them more stable while other times causing them to fall apart, with them simply leaving their role to infiltrate other courts or rings once they're done.

Some rather unfortunate coincidences against him led to you somehow gaining possession of his Heart Grace. Through that you've learnt that he is in truth seeking some kind of artifact to obtain greater power, something on the scale of the Lords of Chaos, without becoming an Unshaped outright. During his journey he's gathered a surprising amount of important secrets of Creation, and with it he's been gathering steadily greater levels of power, although not yet to the level he seeks. Perhaps you'll help him with the final hurdle in his quest? Or maybe you'll take his power for yourself?

Shipping Arts -100cp

Artisans, by their very nature, can perhaps be said to be more creative than other noble Raksha. Or at least, that's what they like to claim, given they base their identity around their own artistic pursuits. This one is little different, having a particular taste for romantic storytelling. Whether it be monogamy, polygamy, healthy or abusive relationships, or whatever else, they're almost obsessed with pairing people together, even if they rarely include themselves in their own mess. As you can expect, they've caused plenty of drama everywhere they've gone, to the delight of most Fair Folk they know.

Perhaps one of their schemes went awry, or they tried to drag you into some nonsensical affair and found you were too powerful for them, whatever the case you've come to own their Heart Grace, tying them to you. Now you are their muse, their eternal font of inspiration, and they seek to tie as many people as possible to you in red string. Alternatively, if you order them to stop, they'll gladly spice up any pre-existing relationships you may have, inserting a little bit of dramatic flair and light misunderstandings to make your day-to-day more interesting. They might still construct artistic texts and pictures involving you and anything you interact with in secret still, but as long as they keep that to themselves it's fine, no?

Sneaky Courtesan -100cp

What court is complete without some courtiers to spice up the political intrigue? When shielded from the barbaric Sword shaping that frequently occurs beyond the walls of a court, Cup and Staff shaping truly shines. This particular Raksha enjoys manipulating her enemies to fight against each other, causing them immense trouble without direct action. And of course, they're incredibly skilled at manipulating those with power over them, having a preference for romantic dependence. In terms of shape, they seem to have a fascination with the idea of human forms with some extra bits such as animal ears and tails, and they like to switch up which animal they draw from occasionally.

Perhaps they bit more than they could chew when they encountered you, as however it happened you've come to own their Heart Grace. They're surprisingly okay with this, albeit they do like to test how much they can tempt you before you start using your control over them to reign them in. Thankfully they are reliable when it comes to shady dealings, even if they like to tease you with the suggestion of betrayal, so you can assign them to unsavory work without too much worry. Just try to not get snared into loving them too much, or she might end up reclaiming her Heart Grace.

Set Your Heart Ablaze -100cp

The life of a Raksha is one full of conflict. Due to the unpredictable and usually treacherous nature of Raksha relations, Fair Folk can often take on a rather unfriendly demeanor to those they aren't familiar with. This isn't always the case, of course, and this particular Xia is a good example of that. Loud, boisterous, and rather energetic, he likes to encourage drama and entertainment by blowing up tensions and bringing differences into the light for good-natured fighting. As good-natured as a Raksha can be at least.

They aren't perfect of course, and very much not unbeatable, as is evident by you coming to own their Heart Grace. As a result, they've decided to act as your personal rival. Being oddly competent at figuring out your flaws and weaknesses, they're eager to push your buttons as hard as possible to encourage you to fight back and reforge yourself to remove said weaknesses. If you force him to stop being so belligerent, they'll likely restrain themselves to being essentially a very hyperactive gym coach. Still, perhaps it wouldn't be too bad to have someone fully under your control help you better yourself?

Cockroach -100cp

The Wyld is a rather dangerous place, even for the powerful Fair Folk. It's no wonder that even Raksha can end up dead (even if temporarily) or worse. How interesting, then, that there's a whole Caste of Raksha dedicated towards survival. This Eshu lives up to the standards of his Caste, albeit specializing in social environments. He's made infiltration and escape from cutthroat courts into an art form, even, and constantly searches for new dangerous societies to perform within.

Somehow, someway, perhaps a careless mistake or a stroke of misfortune, you've come to own their Heart Grace. While disgruntled about failing to escape from such danger, should you enable him to continue his activities, he probably won't fight back too hard. And of course, why not have him indulge in his proclivities while also being useful to you? Some Raksha courts are notoriously dangerous even to diplomatic guests, so this Raksha would be a good choice to send to such places in your name.

Same Thing We Do Every Night -100cp

While this world is large and full of unknown danger, that doesn't stop some people from holding ambitions of conquering it all. This Imperial Raksha is no different, wishing to campaign against all that is, Creation, Rakshastan, and Chaos alike. Of course, with such an unrealistic goal, it's difficult to expect anything more than minor success. Still, This Imperial Raksha, who seems to prefer a humanoid rodent as their form, isn't daunted at all by the enormity of all that there is to conquer.

And of course, during one of their campaigns, it seems that you've triumphed over them and obtained ownership of their Heart Grace. While they are disgruntled about the defeat, they'll be happy to play along as long as you direct them to conquer more lands in your name. If you possess the power and resources to actually conquer vast swathes of land, even better. As long as you can provide them with more opportunities to bring more lands under your rule, they won't try too hard to regain their Heart Grace. It certainly helps that they are quite good at ensuring loyalty from even the most unruly troops.

All According To Keikaku -100cp

All Strategos wield the intricacies of war to make their statement. But of course, with how varied and unpredictable the Wyld can get, sometimes the most effective tactic is bizarre to the point of nonsense. Or at least, that's what this Strategos in particular insists, and repeatedly proves via his Shaping. Being rather fond of forms resembling dragonblooded dynasts, their schemes can range from unusually dedicated tasks such as stalking their enemy for months to incomprehensible nonsense such as cultivating specific plants in their enemies' territories which somehow later turn out to be a problem they can exploit.

During one of their schemes, they stumbled and made the mistake of losing to you, resulting in your ownership of his Heart Grace. Now that you have this genius strategist under your employ, you can certainly use them to expand your power. Or you could let them run around free and witness their nonsense, doubtlessly providing a steady source of entertainment to utilize for your own gain. As long as you don't restrict their creativity too much when they are planning and executing their schemes, you won't have to worry much about them trying to regain their Heart Grace.

Blossoming Bookkeeper -100cp

While Scribes dedicate themselves to recording what they witness, there is a surprising amount of flexibility in how they can go about doing so. This particular Raksha, for example, is oddly fond of seeing things remotely through crystal eyes. With a penchant for taking the form of a buxom purple-haired woman, they tend towards an aesthetic filled with straight glowing lines and numbers, rather out of place in the whimsical and fairy tale-like Wyld. Still, the oddity only works in her favor.

However it happened, you've ended up taking ownership of her Heart Grace. Surprisingly, she doesn't seem to mind too much, albeit she's fond of teasing you by attempting to get it back. As a Scribe, as long as you allow her to record what you do and what happens around you, you won't find her asking for more tasks. And while it may not seem very useful, reading the records she creates might reveal subtle insights you might've originally missed. Alongside some inappropriate commentary sometimes.

Stepford Fantasy -100cp

While most Raksha are focused on telling their own stories, Ornamental Raksha are rather unusual, in that they are content being decorations in the adventures of others and little more. This one is no different, using their Shaping mainly to cater to your own desires and tastes. Truthfully, you might not even notice any difference from your possession of their Heart Grace. While they are unsuited for most tasks, perhaps you can use them to warm your bed and such?

A Sword Is A Tool -100cp

And a tool is meant to be used. This Cataphract, who seems fond of having orange hair, is quite obsessed with swords, exclusively using them, even in ways that would only arguably be swords, such as utilizing them as arrows. Their Graces all seem to have the form of swords too, somehow. They made a habit of wandering around acting as a sellsword, until they came across you and were defeated, leading to your possession of his Heart Grace.

As long as you command him into combat, you will find no real resistance to your control over him. Even better if you can give him even more swords to use in combat. And while he follows a fairly strict (for Raksha standards) code of honor, he won't grumble too much if you order him to stop it and to be more ruthless in combat. Just keep honing this blade, and it shall serve you well.

Unusual Conflict -100cp

Xia Raksha fight for the sake of fighting. Conflict is both a means to an end and the end itself, and an end of conflict is their worst nightmare. But not all Xia are bloody combatants. That would be far too predictable, wouldn't it? This particular Raksha is a good example of an unorthodox individual of their archetype. Rather than bloody combat, they've grown fond of a strange sport they call "basketball", involving two rings called "baskets", each assigned to one team, where the singular ball of the game must be passed through the basket of the opposing team. Certainly nothing seen in Creation, not commonly at least.

You ended up obtaining ownership of their Heart Grace after a particularly intense confrontation through this sport. The Raksha, who likes to take the shapes of a humanoid rabbit in the style of a cartoon, won't mind too much as long as you allow them to spread knowledge of basketball far and wide. Their goal seems to be to transform all war and combat into basketball. A far-fetched ambition, perhaps, but potentially an amusing one.

Drawbacks

There's no limit to how much cp you may gain through drawbacks. As for the two mandatory drawbacks, you must choose one.

Patterns Of Chaos (Mandatory, mutually exclusive with Infinitely Versatile, Thus Infinitely Impressionable) +Ocp

Ah, but perhaps you don't quite like the deeply mercurial nature of the beings of Chaos. There's no need to feel bad about it. If you choose, you may opt out of being truly a being of chaos, and maintain your humanity and self-determination despite the state of your being. While this works as a safety net in situations where you would normally lose your free will and individuality, it does come with a handful of downsides. Primarily, the structured nature of your thoughts and actions will be recognized as such by the Raksha and any other beings of Chaos. This will doubtlessly make you quite interesting, given the unique state of being a creature of the Wyld and yet possessing a Creational soul.

Unfortunately it does mean that you are as vulnerable to the roiling mess of the Deep Wyld and Pure Chaos as any human mortal, without any additional defenses at least. If you are a Lord of Chaos, at least your own Waypoint bodies could provide some protection. Additionally, the static nature of your innermost being will prove a bit of an obstacle when Shaping, although as proved by the Exalted, that's not a problem that can't be surmounted with enough practice. For Unshaped in particular, expect a lot of hatred and suspicion from your kin, as they will think of you as utterly infected by the stability of Creation. Unlike the Raksha, the Lords of Chaos are oddly consistent in their antagonism towards Creation and those born from it. Still, as you can remain yourself, perhaps you don't mind such a situation.

Infinitely Versatile, Thus Infinitely Impressionable (Mandatory, mutually exclusive with Patterns of Chaos) +0cp

Well then. If you're fine with losing your humanity and fully embracing the chaotic nature of the Wyld, that is certainly an option. With this, you lack any safety net that protects your self and identity. You have to protect the core of your being on your own efforts, and said nature will itself be rather mercurial and inhuman to begin with. Of course, no longer having what one could consider the essential spirit of humanity, or really mortals in general, is probably not a particularly acceptable state of being to the human perspective. Lucky for you, it's very unlikely you'll be able to agree or even understand said human perspective anymore. Not to mention this'll be even worse should you be a Lord of Chaos.

On the bright side, you won't have to worry about being singled out as unusually strict by your fellow beings of the Wyld, as little as that really matters given how Fair Folk treat each other. Additionally, you won't lose your motivations or intimacies (not immediately at least), and will have a noticeable trend towards maintaining them in some form. For example, if you used to be a paragon of virtue, you would still possess a drive to be a hero, even if your warped perspective as a creature of Chaos would direct you towards actions that would seem callous or even villainous by normal mortals. Fair Folk are not known to have a particularly accurate understanding of human concepts, after all, even after centuries of imitation. Feel free to choose whether this is undone at the end of your stay in this world or you keep this state of being for the rest of your existence.

Unfathomable Dreams +100cp

Gossamer is both the currency used by the Fair Folk and an important source of power. After all, weaving gossamer into your Shaping can enhance it, and protect it somewhat against the stability of Creation. Unfortunately, you won't be able to abuse it much yourself, as for some reason you find it difficult to keep significant amounts of gossamer in your ownership. Maybe you're terrible at gauging when and how much to use it, maybe you're a tantalizing target of robbery in the eyes of your kin, or maybe you're just unlucky and find it difficult to obtain it in great amounts. Whatever the case, you're likely going to be one of the poorer examples of your kind. At the very least it doesn't render you powerless, just perhaps a little pathetic compared to the wealthy nobles of the Wyld.

Jumper The Terrible +100cp

As stories are the most important part of life in the Wyld, having a rich and colorful reputation is quite the boon. A boon you are unlucky enough to not possess. However it happened, you've garnered a reputation of being inconvenient to those around you, leading to most Raksha you meet to mistrust you and being hesitant to engage with your existence. While you can change the opinion of individuals you interact with enough, your reputation is rather pervasive, so it'll be an uphill battle to build up your story. Nothing that a bit of perseverance can't solve, no?

Archetypical +100cp

While Raksha, even noble Raksha, are defined by the various Castes which are in turn defined by which Grace they can feed from, these archetypes are more like roles or guidelines that they are particularly suited for than an actual statement of their personalities. They do tend to fit into the various archetypes, but there's little stopping them from filling different roles. For you, though, the Castes are a bit more important. Mainly, you'll always feel a slight temptation to act in manners stereotypical of your Caste. As that would make you predictable, it would be rather dangerous to succumb to such temptation too frequently, but you won't find it particularly hard to resist. It's not like you can't indulge every now and then anyway. You'd be expected to be reminiscent of whatever archetype you belong to, so you won't get weird looks from your kin or anything.

Suffering Builds Character +200cp

Don't you know? Being edgy makes a story more mature. Or at least, that's what some people believe. Unfortunately, your story here will be 'mature' by such standards. More specifically, you will struggle in all your endeavors, to the point you'll need to put in twice the effort just to get the results you normally would obtain. At least you aren't plunged into more danger than normal, but it sure will seem like it with how hard you'll have to fight in order to survive.

Unwise Oaths +200cp

Normally, Adjurations aren't too inconvenient, partly to sweeten the oath for more Raksha to swear by them and partly because no Raksha worth the name would bother with an Adjuration that gets in the way of their story. Unfortunately, it seems that you're absolutely terrible at judging Adjurations. You've become bound to an incredibly inconvenient oath, whatever it may be it will noticeably get in the way of your life daily. It will take quite a bit of work and cleverness to worm your way out of your oath, and that's before the oath itself takes offense at your attempts and fights back. Still, with persistence, you might manage to triumph.

Fodder +400cp

Normally, you'd be given the opportunity to be a noble Raksha at worst, having two feeding graces and the depth of character given by two combined castes. If you want to truly start at the bottom, however, this is your option. You'll lose access to anything you might've had from outside of this jump, and even your build for this jump will itself be reduced; you will have only one feeding Grace, and as a common Raksha you won't be particularly powerful in general. It's not impossible for you to grasp greater power and become nobility, of course, which in your case would also slowly return you your out-of-jump things should you have any, but it definitely won't be easy. Many common Raksha are enslaved to nobility, providing little avenues for self-improvement, and if you're unlucky, you might end up bound to a particularly controlling master. Still, perhaps you might get lucky and rise to power again?

Existentially Challenged +400cp

The life of a Raksha, at its core, is the life of a storyteller. The more compelling the story you tell through your Shaping, the greater your dominance will be over your surroundings and fellows. Unfortunately, you won't get to experience this directly, as you've become rather terrible at storytelling. You struggle to come up with interesting narratives and you will usually end up defaulting to contrived and uninteresting tales and applications of your Shaping. Needless to say, this will result in having notably less ability to fight against other Fair Folk, and it would truly take miraculous circumstances for you to rise dominant amongst your peers. Still, perhaps you can take shelter in the Wyld and avoid any hint of risk?

Celestial Bounty +400cp

The starry agents of the Celestial Bureaucracy have little respect for the beings of the Wyld. Due to the chaotic nature of the Wyld, their carefully planned Destiny tends to fray at the edges of Creation, and any sufficiently determined Raksha can tangle the threads of fate to destabilize Creation and damage reality. Whatever the reason, it seems that they've got you in particular flagged as a dangerous individual, to be hunted down for the sake of preserving the stability of Creation. As they are overworked this isn't quite as dangerous as it seems, but you'll find yourself hounded by trained Sidereal assassins several times during your stay in this world, each well equipped to deal with your kind permanently. Hopefully you manage to amass enough power to fight back.

Underdog +600cp

Who doesn't love underdog stories? Isn't it always so interesting when the weak manage to eke out a victory against all odds? Well, let's hope you like such a story, because that's the kind of story you'll be living. All of your enemies will be either disproportionately dangerous to you, or will quickly rise in power to become such, forcing you to fight on the backfoot almost always. Fortunately, you do have the advantage of being the underdog and thus having an easy narrative point to weave into a compelling, and thus more potent, tale, but you will still have to tangle with immense danger.

The Memes Are Too Strong +600cp

There's a rather popular joke about the Raksha. Mainly, the Raksha themselves. They are commonly mocked as irrelevant and impotent thanks to how inconsequential they have been for most of Creation's history. The most important catastrophe caused by the Raksha was the Balor Crusade, the leader of which was backstabbed by his own trusted subordinates, and whose armies were decimated and beaten back in days once the Scarlet Empress gained control over the Sword of Creation. While this is generally little more than a joke and not actually indicative of the competence of any given Raksha, for you it might as well be objective fact. In other words, you're completely incompetent and self-destructive, undermining your own schemes and plans in passing whims and seemingly having great trouble committing to one motivation for your actions. In other words, don't expect to get up to anything particularly impressive during your time here, or even if the stars align and you manage to impose your will at large, it's practically guaranteed that you'll sabotage yourself.

Shackled Will +600cp

Oh. Oh no. Bad news, the worst that could've happened to you has happened; your Heart Grace has been claimed by a Raksha. Put it bluntly, you no longer have free will. Mercifully, your new master will amuse themselves by allowing you to struggle against your leash and attempt to fight to regain your Heart Grace occasionally, but for the most part you'll be incapable of choosing to not follow their orders. As your master isn't suicidal and doesn't want to break his toys (read: you), you won't have to fear getting forced to die, but lacking your free will is still a rather unwanted state of being, no? If you're clever, lucky, and most importantly patient, you may yet regain your Heart Grace and free will with it. After that, well, perhaps you'd like to take revenge.

Scenario

Make Chaos Great Again The Chained Crusade

Why chained crusade? Well, you are on a chain, are you not? Perhaps "The Jumping Crusade" would be more to your taste? Naming issues aside, as you can imagine the objective of this quest is rather simple; destroy Creation. You must succeed where the Balor Crusade failed and rally the Wyld against the forces of stability and unmake the horrid craft of the Primordials. But you cannot simply wield great powers unknown to Creation to destroy it, oh no. The "rally the Wyld" part is quite important.

See, there's not much weight to the argument that Creation is wrong if you don't use the forces antithetical to Creation to destroy it. Instead, you must organize all the Fair Folk of the Wyld as a great army to march upon Creation once more, hopefully without getting backstabbed by your own consorts. You will have to assert your dominance all over Rakshastan, build up the resources of your armies, and fight against all the greatest forces that protect Creation. Should you come close to succeeding, you will even find the Incarnae leaving the Jade Pleasure Dome to smite you, truly a worthy obstacle for such a lofty goal of returning all to Chaos. Most importantly, you must do it as a Fair Folk leading Fair Folk; you cannot meaningfully change the nature of your kin to make them better suited for this goal, and you cannot use foreign powers for your crusade.

Needless to say, this is practically impossible, if not truly so. There's good reason that the Balor Crusade failed; the Raksha are a disorganized and selfish lot by nature, and it took truly mythical circumstances to wrangle them into a coherent army. And you know how the story goes by now. And that's before you consider all the defenses against destruction that Creation has in place, such as the Exalted, the Sword of Creation, the Incarnae should things get too bad, and so on. And Creation is not currently in as bad a shape as it was during the Contagion, so success will be all the more difficult.

Should you accomplish the seemingly impossible and sublimate Creation into the Wyld completely, then your reward will be similarly simple; complete dominance over all the Waypoints created in the process, likely thousands if not tens of thousands, all under your dominion as if it was one massive Freehold that you rule over. Additionally, a smaller reward will be yours for the attempt, whether or not you succeed; a red hat with the letters 'MCGA' written on it in white. How quaint.

Ending

Well, all adventures come to an end, don't they? But that doesn't mean that the adventurers themselves must end. So, at the end of the decade, you'll be free to decide how to continue living.

Ruler Of Chaos

If you've gotten attached to the fluidity of the Wyld, you may choose to remain here. Perhaps in the future the Wyld will expand, or perhaps it will be reclaimed by Creation and thus forcing you to flee to Pure Chaos. Or perhaps it will remain as it is forever. Who can truly know the future?

Beyond The Beyond

If you've gotten enough of this world and your adventures, or perhaps if you want to spread the wonders of Chaos to your world of origin, you may choose to finish your chain here and return home. With effort, you may yet recreate the Wyld in your own world.

Ever-Changing Adventure

But why finish your journey? You can simply choose to continue jumping, ending your stay in this world as you begin your stay in the next. Hopefully any locals you come across won't take too much issue with your nature.

Notes

>comic sans font

lmao

Should you have chosen the Infinitely Versatile Thus Infinitely Impressionable drawback, you'll be given back your humanity and stable self after the jump ends, unless you choose to stay. Or you could reject that and remain a true being of Chaos as you continue your chain or go home. It's your choice.

On Predictability

While Raksha slowly calcify in the stability of Creation without a steady source of energy and food, this is not the only way they can calcify. In the Wyld, even in its most chaotic depths at the edges of Creation, there's another way to die of calcification: predictability. The more predictable you are, the more 'stable' you become, a stability which is extremely lethal to Raksha. This is why they're so erratic and tend to change everything about themselves subtly with surprising regularity. Tales that have been told and lived are already known, and can be predicted, and are also boring to retread too many times. This calcification from predictability is far slower than the one that happens due to being within Creation, but it can very much still happen. For your health and survival, do not follow consistent principles all throughout your time here, because that will kill you. Patterns of Chaos diminishes the danger but does not remove it.

On Mortals in the Wyld

Mortals who spend too long in the Wyld mutate physically and mentally. This is obvious and known. However, a more subtle influence of the Wyld over mortals exists. Mainly, they slowly cease to be individuals as they shift into being something closer to living tales. Interacting extensively with Creation can stave off this change, but inexorably they lose their individuality and uniqueness, becoming little more than set dressing. A village of mortals in the Bordermarches might seem superficially normal, if perhaps a little weird, but with careful study of the locals you would find that they each follow stereotypical patterns in their lifestyle, and pressing them reveals a shallowness of being that can only come from people who exist only to be the background of someone else's story rather than an actual character with their own goals, motivations, and emotions.

Anything with a modicum of supernatural power for itself, which is essentially anything but normal mortals and animals in Creation, can resist this influence indefinitely to the point it's barely relevant compared to the much more obvious hazards of the Wyld, and it's not too difficult to protect people under your wing if you're able to resist it yourself. Still, it's worthwhile to keep in mind that this happens.

What The Hell Is A Story?

Put it simply, a story is a relatively self-contained stretch of narrative. For example each individual Harry Potter book would be one story, so the whole series would be 7 stories. In terms more reminiscent of TTRPGs, a story would be one campaign. Obviously, the actual length of any given story in terms of time is very flexible, so one story might last a single but very eclectic day or take place over a century of intrigue and strategic warfare, or anything else. As time in the Wyld is inconsistent at the best of times, stories are generally a better way to measure the passage of time, as much as it might matter.

On Grace Dots

None +200cp

1 0cp

2 100cp

3 200cp

4 400cp

5 600cp

In case the final sentences in the Heart Grace description seem weird, it's just a flowery way to say that Fair Folk have 4 dots in it while Unshaped have 5.

With Patterns of Chaos, you retain your humanity and technically have a minimum of 2 dots on all five standard Graces. If you want the power associated with that though, as little power as it is, you'll have to purchase said Graces. Choosing to lack a Grace functions like a drawback.

On Shinma Taming Perks

The list of examples given in the perks are not exhaustive, especially the Unbroken Communication one.

On Shaping and Glamour

I hope the various descriptions of Shaping present a coherent idea of what Shaping is, but just in case here's a general explanation on how Shaping works. In essence, they're illusions. Illusions powerful enough to warp reality to some extent. While Creation is too stable for Shaping to do much, in the much more malleable Wyld Shaping is an incredibly powerful tool. The most important aspect of Shaping is that the contents of a particular Shaping action has no bearing on how hard it is to resist.

For example, if a Raksha uses Shaping to give their target a subtle but teasing arousal, that would be as hard to resist as a similar Shaping action that would give them immense mind-breaking pleasure (or pain). What actually determines how powerful and hard to resist a given Shaping action is are the traits of the one who is doing the Shaping (such as wits and willpower, but primarily charisma), as well as how much essence, spiritual energy in other words, they pour into the Shaping. Glamour is just a more structured form of Shaping, in the sense that performing specific poses and stances in martial arts is a more structured form of just punching people in the face or something.

Aside from that, there's a few notable quirks of Shaping:

It can't do truly absolute/perfect effects, as Perfection is an invention of one of the Primordials. You can probably fake it with enough power though.

The main traits that determine whether someone can resist or even outright ignore your Shaping are wits and their raw power. Not willpower, weirdly enough, just how well they can figure out what you're doing and/or how much spiritual/magical/supernatural 'oomph' they have. Of course, mental effects can generally be resisted with willpower but that's an active resistance, not a passive one which is what the wit+raw power thing counts as. Raksha can suppress this resistance if they want to be affected by Shaping, but Creation-born cannot.

True names are a thing, and merely knowing it makes you totally immune to the Shaping of the being whose true name you know, so keep yours secret. True names can be figured out by directly studying the essence patterns, the soul essentially, of the being whose true name you want to learn, although this is hard enough that even the greatest mortal scholars would have immense difficulties finding it even if the Raksha in question just stood there and let it happen, although obviously old gods or veteran Exalted can do it without as much difficulty.

Immunity to Shaping is only applicable when the immune target is actively being targeted, they can't, say, prevent you from growing wings and flying away by just disbelieving the wings or something.

You can act in accordance to the Shaping and Glamour of others to gain a boost to the action similar to stunts, for example if someone Shapes a hugeass sword to stab you with but you jump onto the sword and run along it to stab them back you would be aided by the Shaping of your enemy even if they don't want to be stabbed. This applies to your own Shaping too obviously.

When in doubt, fanwank responsibly.

So What The Fuck Are Waypoints?

In the wyld, space is kill. Instead, there are Waypoints and Journeys. Waypoints are narratively important locations, think a stretch of plains, or a courtroom, or a bedroom, or maybe a whole palace with all the rooms inside it. They can be surprisingly large and surprisingly small, and when translated to Creation space they are roughly equivalent to 30 square miles of land. Waypoints are where things happen and where people can be in.

Journeys, on the other hand, are even more abstract. Strictly speaking they're the connections between waypoints, but they are not actually places you walk through. Rather, they're more like the experience of moving from one Waypoint to another, such as walking through a desert to get to a location. You do not exist within Journeys in a literal sense, and you can't really do anything within a Journey other than moving from A to B. If you want to make it simpler on yourself, just think of Journeys as loading screens that transition you from one Waypoint to another.

On Unshaped Questing

After the jump ends, for the sake of not being mean, anyone who can warp reality to some extent, and especially anyone who can manipulate dreams and dreamscapes and minds and such, can challenge you to a Quest like Raksha can in this jump, which will yield you all the same benefits as if it was an actual Raksha doing the questing.

Reminder

The Wyld works on narrative logic, not consistent physical rules. The Wyld works on narrative logic, not consistent physical rules. The Wyld works on narrative logic, not consistent physical rules. The Wyld works on narrative logic, not consistent physical rules. When in doubt on how the Wyld works, repeat that sentence until it gets into your skull. Stories, narrative, fairy tale logic, and the like are far more important than things like reliable and repeatable physics for figuring out how Wyld stuff works. All those little inconsistencies and plot holes and possibilities that are just not acknowledged that you get so annoyed at in stories? Those are your weaknesses and limits. And that's before other things from the Wyld with their own story to tell and Shape the world into come along to try to supplant your story and replace it with their own.

In other words; You are an author, reality is the editor and the publisher, and other beings of the Wyld (or anything that can warp reality) are fanfic writers that do not care at all about your story. Pure Chaos is the anarchic wasteland of fanfiction where nobody is supervised and there's ungodly amounts of meaningless trash regularly overshadowed by actually decent stories, and Creation (or solid reality in general) is the realm of official published work, far more ruthless and dangerous but far more consistent and coherent.

On The Shinma

The raksha are patterns. Certain rules govern the formation of patterns. These rules are themselves patterns, born in the primeval Before. The raksha call the patterns governing the Wyld "shinma." Such basic concepts as location and identity are shinma, and the shinma predate them — they exist without differentiation and spread throughout infinity. Raksha workings draw on the Shinma, and to master one's Glamour is termed as "taming the Shinma", in the same sense that a monk might tame their own ego, or an Exalt may tame their own Essence.

The following is a list of every Shinma that is known, and the concept they define by their utter lack of it. Note, the descriptions are inconsistent due to different levels of information provided about any given Shinma.

- Advaita Iraivan: Separation, division and distinction. It fragmented the Time Not into a place of distinct possibility. It was not the first Shinma, nor did it create anything, it merely separated the ignorance from the shinma so that they may recognize themselves. It is because of it that time exists in a conceivable way.

- Nirupadhika: Space and location, geographical order, pattern of proximity and travel. As it has limits, these things are not consistent everywhere, and at times, a raksha may arrive before leaving, exist in two places simultaneously or occupy multiple distances from the same point. It exists in no place and all places, and its mad eyes regard all things in the Wyld with disorienting simultaneity. It would speak, but it has no voice. It would act, but it has no space in which to act. Compressed to nothingness and stretched in all directions, it wails the agony of its existence, and that agony is travel.
- Nirvishesha: Identity, the idea of things being different from one another. As it has limits, people can blur together, split apart, merge with the landscape, coalesce out of nothing, or change in unprecedented ways. To speak the name of its aspects is to invite extinction, for the creator of self-awareness itself has none, and the names that suggest to it its own existence are nagging, painful impossibilities in the egoless calculation of its life.
- Nirakara: Shapes. To take on solid form, or to change one's form, is termed as "passing through Nirakara".
- Nirguna: Existence. It cannot be described as something that exists, thus all else can be described as something that exists. The nowhere and everywhere principle, the nothing and everything dream, the raw beating heart at the core of the Wyld.
- Dharma: Corrosion, Ignorance, and Desire. Mad addictions and cravings. It is thus pure, all-knowing, and free of hunger. Righteous, self-serving, wise. A pillar of perfect devotion in a cosmos tainted by their own existence.
- Nishkriya: Conflict. It takes no action. It is the savagery that drives the Wyld to war upon itself. It is the lust for possession and control. It is the thief and the killer. It is death. It is fear. Its kind faces spur growth. Its cold faces craft hardship.
- Nirvikalpa: Communication. The great unbroken being, the unitary shape. It recognizes no differentiation; to it, all perspectives are one. It exists in mad, mindless isolation, unable to witness the existence of itself or others.
- Namadiksha: The gift of names. Aspect of Nirguna.
- Naraka: The abode of darkness. Aspect of Nirguna.
- Neti Neti: The nonexistent lord. Aspect of Nirguna.
- Nirvani: The extinguished one. Aspect of Nirguna.
- Nirvahara: The completion of things. Aspect of Nirguna.
- Sakshin: The witness. Aspect of Nirvishesha.
- Savikalpa: The seed of ecstasy. Aspect of Nirvishesha.
- Samavartana: The snake returning home. Aspect of Nirvishesha.

- Ahamkara: The smith of selves. Aspect of Nirvishesha.
- Parusha: The cosmic man. Aspect of Nirvishesha.
- Sayujya: The great union of spirits. Aspect of Nirvishesha.
- Danda: The punisher. Aspect of Nishkriya.
- Ishiika: The grass-cutter scythe. Aspect of Nishkriya.
- Modaki: The god-bludgeon. Aspect of Nishkriya.
- Aardra: It that drenches the Wyld in blood. Aspect of Nishkriya.
- Shushka: It that dries the Wyld of blood. Aspect of Nishkriya.
- Haya-shira: The horse-headed weapon. Aspect of Nishkriya.
- Krouncha: The wrestler chain. Aspect of Nishkriya.
- Mohana: The thief of minds. Aspect of Nishkriya.
- Madava: The humane blade. Aspect of Nishkriya.
- Tejaprabha: The sun-slaying missile. Aspect of Nishkriya.
- Shishira: It that brings winter. Aspect of Nishkriya.
- Caturbhujā: It breaks the borders of the possible and impossible.

Fanwank Responsibly

This is not a suggestion, it's a hard rule. Fanwank responsibly motherfucker, the whole point of Shaping is to Shape the world to your will. Your imagination is your main limit and it very much is a limit.

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