

Exalted

Spirits Of Creation



Creation is a world of fantasy, where every mountain and forest has its god, where every tree and stone is watched by a divine being, where even the sun, moon, and stars are godly existences of great and terrible power. Heaven, officially named Yu-Shan, is structured into five Bureaus, comprising the Celestial Order.

You are now counted among the divine of this world. You are surely worthy of the veneration of mortals, for it is the work of you and your fellows that permit the existence that humans are familiar with. Without the Heavenly Bureaucracy, the world would simply plunge into the chaos of the Wyld. You might even be one of the greatest gods, those called the Incarnae, who watch over Creation and (supposedly) guide its future. Likewise, the elementals formed from Creation's natural energies work alongside the gods for its maintenance. However, there is drama between the two, for the gods look upon elementals as ignorant rustics, confident in their own superiority. You will also have the option of being a different form of being later on, of course.

In current times, however, there is just as much conflict between the gods themselves, for since the Usurpation and Contagion, the hierarchy of the gods declared by the Five Elemental Dragons and refined by the Incarnae has been shattered and corrupted, and its members disillusioned with the rule of the seven great gods who spend all their time playing the Games of Divinity and ignoring the state of Yu-Shan and Creation.

The current year is RY 750, a bit more than a decade before the return of the Solar Exalted and the disappearance of the Scarlet Empress. It will be a chaotic time, and old factions are beginning to implement their plans, for even with the watchful eye of the Sidereal Exalted, the future is uncertain, as the Solars are powerful enough to rewrite Destiny with every action they take. Or perhaps you will start in earlier times, and take the opportunity to right so many of the wrongs that have occurred in the history of this world. With proper knowledge, the right god in the right place can change the course of Fate.

Regardless, you shall stay in this world for 100 years, instead of the decade you no doubt are used to, for spirits are incredibly long-lived, and a decade to them is equivalent to a handful of years to any mortal. If you wish, you may stay for up to a millennia instead, truly enough to implement any plans you might have, and enough to live through nearly the entirety of known history if you begin during the Usurpation



Rank

As an important note, the spiritual abilities described here are mainly the Charms that gods, elementals, and demons of certain Ranks obtain by default. There are other versatile Charms that are possible to learn, but doing so is up to the individual god's willingness to train. Ghosts instead possess Arcanoi, which are all aligned with death and undeath, but are roughly similar in power and capability, with the notable exception that Arcanoi have no All-Encompassing versions. Ranks grant all the spiritual abilities/Charms outlined in their description as well as those outlined in the descriptions of lesser Ranks, the latter of which tend to be more powerful due to the spirit having more raw power in general.

First +200cp

Minor Servant/Messenger/Drone/First Circles

Divinities of the first rank are the smallest gods and elementals one can find. Those beings this weak tend to have little variation between each other, being mainly composed of entire species instead of notable individuals. They tend to be designed for a specific and often tedious task, and while they're not unintelligent, they're usually simple-minded, and only prove themselves clever when they are barred from completing their task directly in some way. For the most part, this Rank of beings obey those of the Third Rank or higher, unless those orders contradict some they have been given previously.

Sanctums tend to be communal at this Rank, and tend to have tiny entrances and alien aesthetics.

In terms of power, gods and elementals of the First Rank tend to be comparable to noteworthy humans, if perhaps a bit tougher. Their spiritual powers let them identify a target's position in the Celestial Hierarchy, and revolve around performing their task, protecting their efforts, and fleeing back to their sanctum. It's unusual for deities of the First Rank to be comparable to even a Heroic Mortal, but they often have alien and potentially useful perspectives.

Second +100cp
Functionary/Divine Pedestrian/Dispossessed Rabble/First Circles

Divinities of the second rank are the most numerous of all. From gardeners tending to the orchards of Heaven, pilots of Celestial gondolas or rickshaws, minor functionaries in the Bureaus of Yu-Shan, and even the servile staff of a Terrestrial court, these deities are often those who communicate the most with mortals and visitors to Yu-Shan. The dispossessed divinities who lost their domains for whatever reason are also of this rank

Deities have individual sanctums of their own at this rank, luxurious by the standards of most mortals of Creation. These sanctums tend to comprise a handful of rooms, and are decorated and furnished with objects made from Ambrosia.

The spiritual power of gods of the second rank, on top of those that gods of the first rank possess, allow them to create and manipulate their domain to a limited extent, “store” their actions to utilize them later, harm those they wish with spiritual power alone, and can enhance some of the skills that they are dedicated to. All their powers are influenced by their nature and domain, however, so they possess limitations and lesser powers instead of the full potential that the abilities outlined here might imply. As a note for later on, such freeform instances of these abilities are called All-Encompassing. The special powers that gods possess apart from their spiritual abilities start becoming noteworthy at this rank as well, such as the god of the Filially Impious Child knowing all secrets that a child has hidden from their parents, but forgetting them when the secret is confessed or said child grows into an adult. Abuse of these powers may risk the anger of superiors, however.

Moreover, deities begin collecting an array of noteworthy skills at this rank, usually focused on socializing and the operation of their job, but still wide enough to match any widely experienced mortal.

Third

Heavenly Bureaucrat/Soldier/Majordomo/Major City God/First Circles

Gods of the third rank are soldiers in Yu-Shan's armies, mid-level bureaucrats, and notable members of the social circles they attend. The greatest servants are also of the Third rank, such as Majordomos and personal assistants of higher ranked gods. The Third Rank is the middle class of Yu-Shan, in a manner of speaking, sometimes not required to perform manual labor but having important responsibilities whether in Heaven or in Creation. Particularly noteworthy city gods are also of this rank. At this level of power, gods finally have relatively limited amounts of free time to pursue hobbies with, such as love affairs with peers, investing into public forms of entertainment, plot against rivals, or perhaps involve themselves with one of the various factions in Creation. Those who join conspiracies, hobby clubs, or fellowships form the low-level membership, but a rise in station within one of these groups usually heralds a promotion in one's job.

Sanctums at this rank reach the size of mansions, and the luxuries they are filled with would make even the wealthiest mortal green with envy. Soldiers tend to live in their unit's barracks, however they are given individual apartments to enjoy. Those involving themselves with a conspiracy will usually have access to the group's safehouses as well.

The power of deities of the Third Rank straddle the limits of human capability, now able to bless or curse mortals, supernaturally enforce their orders to their subordinates, are able to enter the world of dreams and communicate with their worshippers or beings related to their domain that way, force people to perform certain actions possible to fulfill in one month through a Geas, speak through mortals or objects, identify a problem affecting their domain and how to fix it by remotely communicating with their subordinates, take a long ride on the clouds of Creation to move large distances, conjure communal dreaming illusions, and succeed at any one action regardless of difficulty, able to block any attack that is not Perfect, under heavy restriction. As before, deities as a rule possess weaker and slightly more limited versions of these abilities in accordance to their domain and nature, instead of All-Encompassing forms of such.

Likewise the skills of divinities of the Third Rank make them comparable with a Heroic Mortal, although usually focused on bureaucracy and socializing. At this Rank spirits are well-learned, and usually know a language other than the three variations of Realm (Old, High, Low), depending on their domains.

Fourth -200cp

Officials/Officers/Ranking Bureaucrats/Second Circles

At the Fourth Rank, gods start becoming truly powerful. They can be officers in Yu-Shan's armies, an important bureaucrat in one of the Bureaus, and high level members of social groups they take part in. Promotion for most deities stops at this Rank, for their superiors are both incredibly old and incredibly savvy in the intrigues of godly society and bureaucracy. Gods of this rank hold impressive titles, heavy responsibilities, and a surprising amount of free time to dedicate to conspiracies or hobbies. Gods of this Rank are able to initiate audits themselves, pulling on their contacts to speed up or slow down the processing of prayers and work orders. Of course, initiating an investigation on a superior is still a risky endeavor, but it has been done before by a few gods to rise to the Fifth Rank. The amount of free time afforded to those of this Rank leads to the opportunity to pursue long-standing feuds with peers, and gods of this level are infamous for punishing petty slights.

While deities of this rank start becoming credible threats to Exalts of middling Essence, they usually leave combat to subordinates, and utilize pawns and inferiors before dirtying their hands. There are exceptions for those deities who spend their time honing their skills in combat, but no god can reach this level of power without caution. These beings tend to form the pillars of the Celestial Bureaucracy, being important enough to handle most urgent matters but not so to be above issues which don't threaten the security of Creation as a whole. They tend to be arrogant as well, refusing to speak to Terrestrial Exalted and only speaking to Celestial Exalted if not doing so might be a bad idea.

The sanctums of gods of the Fourth Rank are massive mansions, sometimes villas in their own right, that make even the greatest palaces of Creation look inferior.

The power of gods of this level starts breaking through the limits of mortal ability, with even their weaker attributes surpassing the greatest non-Exalted human. They can see the true face of creation as with the All-Encompassing Sorcerer's Sight that some Exalted have access to, become immune to any damage originating from its domain, create a chrysalis around a target and extract or manipulate intangible concepts possessed by it, such as the capability for an emotion or how they can relate to the world, obtain sponsorship from Destiny for greater protection from dangers in return for several taboos they must obey, briefly and painfully appear before anyone offering a prayer to them, no matter where they may be in Creation or how far away the one making the prayer is, grant a great boon such as vastly increased attributes, skills, or even a specific Charm, possess a limited form of perfect instinct towards accomplishing a single goal related to its domain that it may decree by straining themselves, mark a target as an enemy for their subordinates to attack on sight, mark a target so that they may give orders in the god's place, and cripple, poison, or sicken a target alongside spiritually dealt damage. While most of their abilities will possess weaknesses and limits as normal, gods of this Rank may possess half a dozen All-Encompassing Charms, expanding their power even further. A god's natural power is also notably potent at this Rank, such as the Lord of Tears being able to plunge anyone who meets his gaze into suicidal depression, causing mortals to kill themselves, and even those more powerful than him are forced to feel depressed for months, and in both cases the effect can be lifted by providing the Lord of Tears with a sacrifice equivalent to the wealth of a small nation.

Gods of the Fourth Rank are more skilled than any mortal, and possess a wide variety of skills, however, for the most part those who are not dedicated to combat aren't noteworthy even by Heroic Mortal standards in such things, as the focus of most deities lies in more social pursuits.

Fifth - 800cp

Daimyos/Shoguns/Mandarins/Bureau Heads/Third Circles/Deathlord

Gods of the Fifth Rank are subordinate only to the Incarnae, governing entire armies and bureaucracies within Yu-Shan, although the Terrestrial Courts did not possess a god of this Rank among them until you. And while the oversight of their peers and superiors prevent them from changing the whole of the Loom of Fate as they please, the power they can bring to bear, both personal and political, is still among the greatest in Creation. Their responsibilities are similarly grand, and they possess enough free time to deal with their rivals, although not enough to make more enemies outside of Yu-Shan. At this level of influence, gods aren't part of conspiracies so much as the founders of such covert groups, with the exception of the Sidereal factions, the Bronze and Gold. Many gods have thrown in their lot with one or the other, but not even the Sidereals can force the hand of gods of the Fifth Rank.

Those of this Rank are spiritually and politically overwhelming to all but the most powerful of the Exalted, and usually possess the patience to wait for centuries to mete out punishment for a slight or to remove a threat. Those who aren't disposed of in a dead-end position might be assassinated by a spirit, God-Blooded, or even EXalt specially cultivated for the task. On the flipside, these powerful gods are usually blind to the events of Creation unless they fall under the god's purview, due to the focus they need to invest in their dealings in Yu-Shan. Additionally, due to the long timescales of events in Yu-Shan, gods of the Fifth Rank are seldom used to swift and cataclysmic change, such as the reveal of the Deathlords and the return of the Solars.

Gods at this level hardly deal with their inferiors directly, unless said inferior has notable value or reports directly to them. Even Exalted are only allowed to meet them if they have proved themselves politically and militarily. There are exceptions, of course, but normally an Exalted will have to deal with the god's lieutenants.

The sanctums of gods of the Fifth Rank are the sizes of towns in their own right, with an "outdoors" area and several buildings as big as the sanctums of lesser deities. Moreover, they tend to own vacation spots scattered throughout Yu-Shan, and both their sanctums and vacation homes are filled with armies of servants ready to answer to their master's wishes.

On top of all the abilities obtained during their ascent into their current status, gods of the Fifth Rank can also create weaker copies of themselves imbued with a portion of their power, and their natural power becomes so potent that they are only a fraction below the deadliness of the abilities of the Incarnae or the gaze of the raksha warlord Balor, able to slay even the mightiest Exalt. A good example is the god of Pain being able to induce extremely intense and unavoidable pain at any being he glances at, whether localized within a particular body part or spreading it throughout their body.

Most endeavors and hobbies that a god of this level would dedicate themselves to in their free time are elevated far beyond the skill of any mortal, and even skills which the god has only passing interest in would be comparable to the greatest Heroic Mortal. A god might still have skills that would be considered amateur at best by mortals, but such things would only be due to a complete lack of interest in such subjects.

As a ghost, you will have the special option of being a Deathlord with this Rank. Ancient undead who were once among the Solars of the First Age, they have made a pact with the Neverborn for retaining some of their power in exchange for their service (not that most of them care about their Neverborn-given purpose). Their major Neverborn-granted gifts are thus; they may take command of any undead weaker than them, overriding the command of lesser necromancers, they may slay any mortal with but a gaze, and those they slay in a shadowland or within the Underworld must obey them for a millennia, although heroic mortals may resist this, and those imbued with great power like the Exalted are simply immune, they may drain the powers of lesser ghosts to recover their motes, and they can shape their own corpus in a manner similar to shapeshifting with great effort. It is worth noting, however, that while you were once a great Solar hero, it has been centuries since your soul was touched by the powers of Exaltation, and thus are not able to learn and/or utilize Exalted Charms, even if you still retain some of your knowledge regarding such things. You may refuse this option, of course, in which case you'll simply be an abnormally powerful but independent ghost.

Incarnae -1300/1600cp
Incarnae/Greater Elemental Dragon/Fetich
(Only Gods can purchase the second tier of this Rank)

There is another position above the gods of the Fifth Rank. Those who command the entire Celestial Order, who spearheaded the rebellion against the Primordials, and who donated their essence to the Great Maker to produce the greatest of the Exalted Host. The Incarnae, each a great and personal project for the Primordials, whose might alone can change the face of Creation. There are seven of them. The Five Maidens of Destiny, Luna, and the Unconquered Sun. And now there is one other. You.

The political power that the Incarnae possess is absolute and complete. Their orders can only be superseded by one of their fellows, and at their word the entirety of Heaven would mobilize against any threat. The respect and adoration they receive from the gods is, sadly, deteriorated from their obsession over the Games of Divinity, which reached such an extent that no Incarnae set foot outside the Jade Pleasure Dome even once during the Contagion. Perhaps you might be able to obtain more respect than your kin with the right choices. Try not to accidentally slander your kin, they might get very offended at such a thing, provided they ever actually leave the Games of Divinity for good.

Your personal sanctum is the size of a major city of Creation, and placed directly somewhere in Yu-Shan. It possesses luxuries only matched by the palaces and living spaces of your fellows, and comparable security. Noting that you possess armies of personal servants ready to cater to your every wish and whim is redundant, as most of the Celestial Order has such a temperament anyway.

Your non-supernatural power can only be matched by the greatest Exalts who ever lived, and the sheer breadth of skills you possess is comparable to the depths of competence that you can reach. You are comparable to the Five Maidens or Luna on your own, and frankly the sheer power that you can obtain with your supernatural abilities and natural powers (yes, plural) are so extensive, potent, and so dependent on what your domains (again, yes, plural) and nature are, that it's an exercise in futility to outline what you are now capable of. Not only are all the Charms you know (which is probably a nearly exhaustive list of the spirit Charms that actually exist) All-Encompassing, you might know every Terrestrial and Celestial Martial Art associated with an animal, the copies you're able to make might not be reduced in abilities or raw power at all, and this is only a brief summary of a fraction of the powers that Luna possesses.

If you've spent more cp for the 1600cp version of this option, then you're a true peer to the Unconquered Sun himself. He possesses Charm versions of a lot of Solar Circle spells, even when not being capable of Solar Circle Sorcery per se, he can issue a mandate of subordination to any being of Fifth Rank power or less, possesses multiple perfect and absolute powers in his panoply that while possessing some restrictions in its use, such as not being able to suppress his own Virtues if he wishes to benefit from them, are passive and provide extensive defensive and offensive abilities, and more. Needless to say, the sheer amount of power you can customize to your preferences with this is almost nonsensical.

As an Elemental, you may choose to be a particularly powerful Greater Elemental Dragon. You don't get the sheer versatile freeform power customization afforded to gods, although you likely more than make up for it in instantly applicable elemental power. And while you don't possess nearly as much political power in the Celestial Order and must deal with those fearful of your power wanting to seal you like the Kukla was, given that you retain your mind you're a symbol to all lesser elemental dragons and elementals in general of the potential of your kind and are admired and nearly worshipped by them as a result.

Demons will become Fetich souls instead. You are on a similar scale as the Incarnae, if perhaps a bit less versatile due to not being outright designed to be extremely powerful, but you command the entire soul hierarchy of your Primordial, and serve as the pillar of their identity and nature. You may slip into and out of a completely impenetrable fake personality at will if you wish to not alarm every Primordial aware of your existence, your own Primordial included.

Spirit Type

God

When the Primordials made Creation, they also created the gods in order to delegate the task of the proper administration of Creation's workings. Thus your kind has worked since the dawn of existence to uphold the proper natural order of things. You are one of these divine beings, possessing power greater than mortals and responsibility tied to reality itself.

Elemental +100/-100cp

After discovering the natural elemental cycles of Creation, and with aid from Gaia and her Elemental Dragons, the Incarnae created the first Five Elementals. These great elementals performed the most basic and general maintenance of Creation while the gods took on the jobs for more specific tasks. However, when the Primordial War raged, the five elementals were shattered, and their essence scattered throughout the elemental leylines of Creation. This resulted in the birth of the Elemental species. While they had no official orders to incorporate elementals into the Celestial Order, the gods drafted them for their service. While eventually there were too many elementals to hire, your kind was perfectly content with upholding the same task the Five Elementals that came before them performed; basic and general maintenance of Creation's inner workings.

Some time later, the greatest of the elementals evolved into a lesser elemental dragon, possessed of great power, and draconic form patterned after the Five Elemental Dragons. After the first lesser elemental dragon evolved into a greater elemental dragon, one named the Kukla, they lost their mind and were sealed. This set precedent for any future greater elemental dragons that might appear, so lesser elemental dragons, almost as a rule, abandon the pursuit of spiritual evolution to enjoy the power they do possess.

You may choose to be a normal elemental, or a lesser elemental dragon, obtaining 100cp from the former option and needing to pay 100cp for the latter. As a lesser elemental dragon, you are automatically in the higher end of Fourth Rank power and status, and as such can ignore that section unless you purchase the Incarnae Rank.

It is worth noting that, unlike the gods, elementals are not immortal. If you're killed, your essence reincarnates, but not as yourself, just as the death of the first Five Elementals produced the species of elementals known today rather than simply inconvenience them.

Demon

You are not a divine being at all. You are something else. Perhaps greater, some would claim, or lesser, as others would. Regardless of how you compare to the gods, you are not an independent, individual being, unless you are of Low Rank. You are a Demon, or Deva to the heretically old-fashioned, a member of the soul hierarchy of the Primordials or Yozi, the very beings who created the world and who made the gods.

What exactly you are is firmly determined by Rank. Up to the Third Rank, you are a First Circle demon, if perhaps a notable one at the higher Ranks. At the Third Rank, you are a Second Circle demon, the least important subsouls of the Yozi who are still important to the full being. At the Fifth Rank, you are a Third Circle demon, a direct manifestation of the opinion and thoughts your Primordial has towards that which it finds important or valuable. And finally, should you purchase the Incarnae Rank (you are barred from the second tier of it), you will be the Fetich demon of your chosen Primordial, the very pillar of self and nature for the being that you ensoul.

Ghost +200cp

The Primordials did not design undeath. Both ghosts and the Underworld did not exist under Primordial rule. No, the Underworld only appeared once the first Primordial casualties of the Primordial War happened; reality was not designed to process the death of such immense and powerful beings, and it broke a little. This is why in current times the souls of dead mortals can linger in Creation after death. While initially the Solars of the First Age disapproved of this lingering, they came to appreciate the potential allies against Oblivion, and created various rites to prevent the hungry dead from rising and to empower their undead allies.

As a genuinely unnatural state of existence, ghosts are unlike other spirits. Instead of Charms, like other spirits obtain, they have Arcanoi, which are inherently restricted to be aligned with a domain of death and decay, and do not have All-Encompassing variants that provide more power than normal. Additionally, the innate attunement to death that all ghosts have provide them with greater senses, and an instinctive ability to recognize all wounds, diseases, and infirmities. This is why, to a ghost's senses, everything in creation stinks of decay; a blooming rose carries in its petals its own inevitable rotting, for example, leading to most if not all ghosts thinking of Creation as a dreary place.

To be a ghost is to be a memory given form, a pale reflection of who and what the ghost was during their life. Due to this, most ghosts take on the forms they had during or slightly before their deaths, and usually bear some identifying mark related to how they died, such as a large circular bruise around the neck of a ghost who was hanged, persistent coughing for those who died of tuberculosis, or eternally wet skin for those who drowned. These are simply markings, however, not actual wounds; even those ghosts who died of old age and thus look frail will be just as athletic and enduring as those who died young. Similarly are their clothing not such a thing in the normal sense; rather a memory of what they wore during death, the clothing their corpse was outfitted with in burial, or perhaps even an outfit that best represents their station in life, depending on which is more important to the ghost, formed out of the same essence that composes their naturally immaterial bodies.

All ghosts feel the subtle pull of Lethe, as their souls instinctively seek to continue on the journey designed for mortal reincarnation. If you ever succumb to this pull, of course, your chain will end. You at least will be guaranteed to possess the bare minimum strength of will to resist the pull of Lethe for a full century and a little more, so the only way for you to succumb to such an instinctive temptation will be willing choice or someone forcing you into Lethe in some way, such as a ruthless necromancer.

As a former mortal, it is worth noting that human souls are structured peculiarly, relative to other spirits; unlike demons, elementals, or gods, a human being is composed of two souls, the Hun, the soul in charge of higher thought, and what becomes a ghost after death (and what you become through this Spirit Type option), and the Po, the soul in charge of instincts and baser functions, which becomes a hungry undead akin to ethereal zombies after death if not placated.

Divine Position

This section is exclusive to gods and elementals.

The gods are divided in two depending on what their domain tends to cover. It is worth noting that since the Usurpation, divine society has been transformed into a ruthless bureaucracy, and only those who can navigate the unsavory parts of divine society are able to get far.

Terrestrial

Terrestrial Gods are those who govern specific parts of Creation, and live in the Terrestrial Sphere. They don't tend to be of particularly high rank, however there are powerful Terrestrial gods, and those who operate mainly in Creation also have the unique advantage of being able to easily interact directly with their worshippers. Since the Contagion, most Terrestrial courts simply ignore Yu-Shan's decrees, due to deeply entrenched animosity at Heaven abandoning them while Creation was invaded by the Fair Folk.

Celestial

Celestial Gods are those who govern universal aspects of Creation, and operate and live primarily in Yu-Shan itself, although there are exceptions. Due to living in Heaven, most Celestial gods believe themselves superior to the Terrestrial gods, and they do possess the advantage of Quintessence and Ambrosia, which can only exist in their raw form in Yu-Shan. Unlike in the Terrestrial Sphere, however, the system of the five Bureaus is still mostly in effect, and social status is tied to one's position within one of the Bureaus.

Divine Employment

This section is exclusive to gods and elementals.

In the Age of Sorrows, the hierarchy of the gods is shattered and corrupted, particularly in the Terrestrial Sphere. Here you determine your status within your position, whether you're subordinate to the Immaculate order or independent as a Terrestrial god, or which Bureau you work in if Celestial.

Terrestrial

Immaculate Court +200cp

After the formation of the Immaculate Order, the Immaculate Monks "tamed" various gods and courts on the Blessed Isle, to receive worship only on predetermined days and festivals, in exchange for not being considered blasphemous and exterminated. You have little independence and power, but at least your life is mostly stable.

Independent Court

Your court nominally obeys Yu-Shan, but in practice you're entirely independent. You will likely need to deal with drama between your court and others, however you will have staunch allies in your fellow gods. Hopefully.

Court Of Seasons -200cp

You're part of a specific court, the Court of Seasons. Your actual responsibility mostly consists of organizing and managing festivals and parties, but since the Usurpation you and your fellow gods in the Court of Seasons have utilized your position into becoming Creation-wide celebrities, among the gods at least. You will likely be welcomed in any Terrestrial court and even Yu-Shan residence for a few months before people start getting annoyed at your leeching, and indeed, save for the days of the calendar where you specifically have to work, you might find yourself wandering Creation like most of your co-workers.

By default you'll be given domain over the five days of Calibration on top of your chosen domain, but you may choose to replace one of the other gods of this court if you wish to govern an entire 28-day month instead. If you play your cards right, you'll be able to leverage your popularity into quite a lot of influence. As a final note, you're likely the only halfway competent god in this entire court, as centuries of constant partying and festivities has turned your co-workers into lazy good-for-nothings, not that anyone else thinks so due to their popularity.

Celestial

If you're an Incarnae, you're not a member of a Bureau, so much as the Incarnae with direct authority over said Bureau. For example, the Bureau of Heaven is commanded by the Unconquered Sun, and the Bureau of Destiny is handled by the Five Maidens. While the orders of the Incarnae directly ruling over their Bureaus will take priority over your own, so will the orders of other Incarnae take less priority than your own in the Bureau that you personally administer.

Bureau of Heaven (Cannot take if Incarnae Rank) The Commission On Abstract Matters And Celestial Concerns

The most powerful, diverse, and in many ways corrupt, of the Bureaus, the Bureau of Heaven is largely divided into two almost unrelated departments; the Department of Abstract Matters, which consists of gods of abstractions like memory and loss, and the Department of Celestial Concerns, responsible for the governance of Heaven.

The Bureau was split after the Primordial War, because of a division of interests in what used to be the Bureau of Divinities. Those involved in the newly established government of Heaven wanted to expand and establish the systems, regulations, and power structures they had dreamt of for eons, while those involved in abstractions were more interested in humanity and were content to expand their influence in Creation as long as they had the Bureau's protection.

While the headquarters of the Bureau is the Hall of Celestial Stability, Bureau offices are scattered throughout Yu-Shan. And while many members of the Bureau view their jobs as insecure and avoid work as much as possible, they put on a front to outsiders that the stability of Yu-Shan depends on their "hard work", and demand appropriate respect and politeness from gods of other Bureaus.

Not only do nearly all the gods of the Bureau of Heaven claim that their work is indispensable for the working of Heaven, but their superiors expect them to be publicly beyond reproach. Basically, they are perfectionists. More powerful/higher ranked gods can get away with being eccentric, but lower ranked gods must be impeccable or suffer the consequences. Of course, the Bureau of Heaven is responsible for dispensing audits and complaints, due to being the governing body of Heaven, so their boasting does have some rooting in truth.

Bureau of Destiny (Cannot take if Incarnae Rank) The Most Excellent Designers Of Destiny And Sidereal Conjunctions

While the other Bureaus of Yu-Shan are concerned with “what was” and “what is”, the Bureau of Destiny has its responsibilities within the “what will be”. This Bureau is responsible for the proper continuation of Destiny and the proper running of the Loom of Fate. The Bureau is mostly locked to a structure known as the Most Perfect Lotus of Heavenly Designs, with five divisions each corresponding to the personal domain of one of the Maidens and the Loom of Fate at its center.

The five divisions of the Bureau of Destiny handle different aspects of Creation’s fate; the Golden Barque of the Heavens handles movement, action, and travel within Creation, the Cerulean Lute of Harmony handles matters of pleasure, health, and well-being of the inhabitants of Creation, the Crimson Panoply of Victory handles all conflicts, struggles, battles, wars, and skirmishes, the Forbidding Manse of Ivory handles all the secrets of Creation, and the Violet Bier of Sorrows handles the proper endings of all things in Creation, such as the lives of mortals, institutions, ideas and ideologies, and nations.

The Sidereal Exalted are also all assigned to this Bureau, although they are divided by Conventions, structured to handle the different Directions of Creation instead, as well as a few other matters of importance, such as the Deathlords and natural disasters.

Unfortunately, the Bureau of Destiny finds its relations to the other Bureaus hampered by Yu-Shan’s fear of the Sidereals. The true culprits of the Usurpation is an open secret, even if no god has managed to prove it conclusively so far. Of course, they possess great amounts of influence and favors from all over the Celestial Bureaucracy, due to the Bureau’s handling of Fate itself. But while they can pull the strings of Yu-Shan and Creation, nobody trusts the Bureau of Destiny.

Bureau of Seasons

The Celestial Monitors Of The Seasons And Weather

The Bureau of Seasons fills two roles; overseeing Creation's weather, and acting as Heaven's formal military. The gods of this Bureau are conservative, rigid, and very careful, for while they allow some variation in weather patterns from mortal prayer, they firmly follow seasonal and climatic patterns drafted up by Solars in the First Age. This resulted from severe consequences of utilizing war weather during the Contagion, and since then the administrative hierarchy of the Bureau has been the strictest in Yu-Shan.

During the First Age, the Exalted Host directly controlled this Bureau, so it is filled with unambitious and servile gods and elementals to prevent the need to keep upstart gods in line. This is why the Bureau in the modern day is so strict and conservative, since nearly every single divinity assigned to this Bureau, even the head of the Bureau wants nothing more than for the Solars to be back and tell them what to do once more.

Of course, the Aerial Legion of Heaven is in this Bureau, and they share their rigidity and conservatism with the rest of the Bureau. The Shogun-Regent that leads the Aerial Legion does not want to use his power, so he waits for a worthy Solar to take command of Yu-Shan's army again, and has waited unflinchingly since the Usurpation.

Bureau of Nature

The Superintendency Of Nature Grand And Humble

The Bureau responsible for the wilderness, plants, animals, minerals, and anything not created by humanity, as well as non-meteorological phenomena such as oceans, rivers, forest, hot springs, earthquakes, volcanoes, and so on; the Bureau of Nature has been drastically reduced by several events in Creation, such as the Contagion. Many of the Bureau's gods wish to work with the Lunar Exalted to help with the maintenance of Creation's borders, although this alliance must be kept secret from censors.

The Fair Folk invasion reduced Creation by almost 40%, destroying vast amounts of lands and leaving many gods of the landscape, flora, and fauna of such places unemployed. Due to most of the destruction from the Fair Folk invasion that followed the Contagion having been inflicted in wild areas, gods who used to work in the Bureau of Nature make up the majority of the unemployed of current times. And while many gods departed from Yu-Shan to find a place in the Terrestrial Sphere, many hundreds of millions remain in Heaven, living pathetic lives in abandoned sections of Yu-Shan.

Those gods of the Bureau of Nature that remain are firmly determined to dedicate their efforts towards preventing Creation's borders from shrinking any further. This is what resulted in their willingness to work with the Lunar Exalted. Of course, most of the gods of this Bureau are willing to set aside any disdain they might have for Terrestrial deities and help them improve their situation, but the head of the Bureau, Flashing Peak, rigidly prevents those of this Bureau from working outside the bounds of traditional administration, something which gained her many enemies within her own Bureau.

Bureau of Humanity

The Divine Witnesses Of Human Works And Deeds

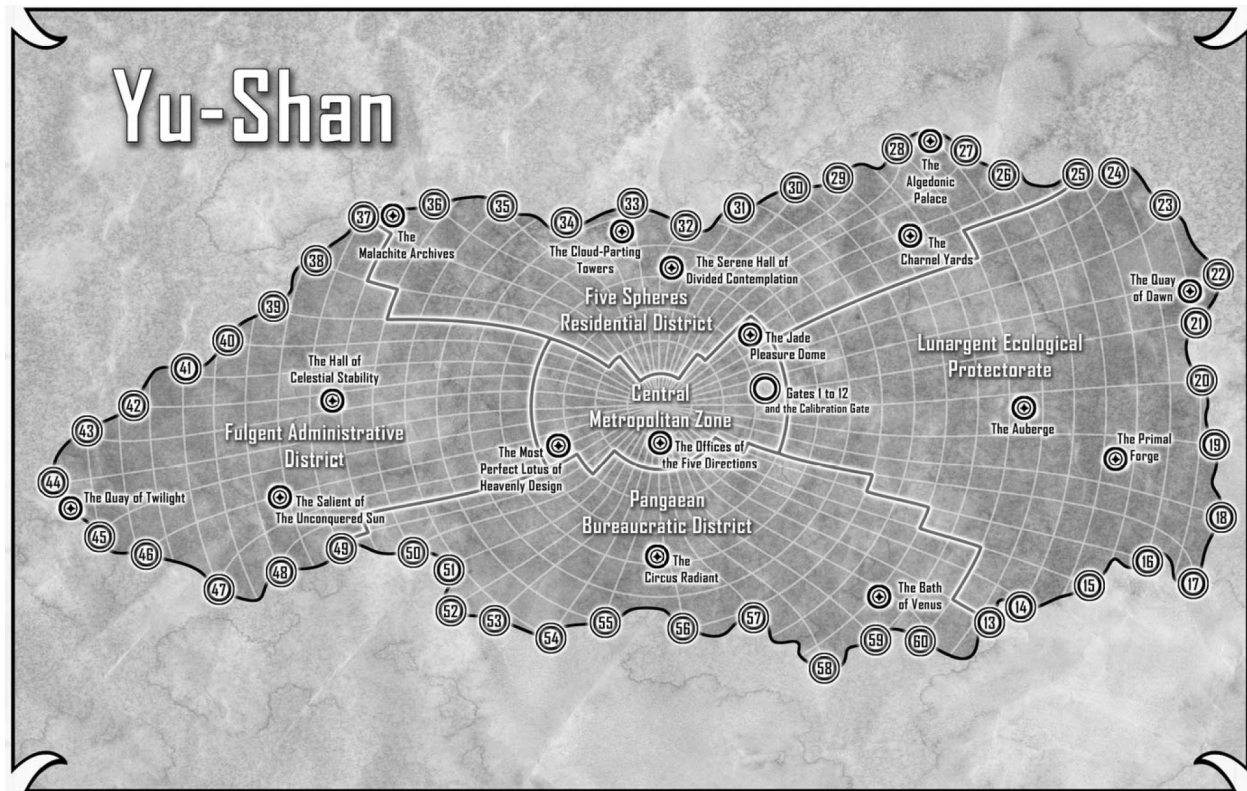
The Bureau of Humanity is in charge of supervising the gods of human things and places; the gods of nations, roads, cities, and ideas developed and used by humanity fall into the responsibility of this Bureau. It is sadly greatly reduced from the First Age, when its city gods had domain over major First Age cities and the Exalted Host created new ideas and concepts for the use of themselves and humanity regularly. Of course, the Bureau of Humanity still regulates most city gods, and possesses great influence over Creation.

Since the Usurpation, the Bureau of Heaven has drained the Bureau of Humanity of gods and domains, such as Intoxicants and Taxes, and this Bureau suffered greatly in the Contagion, due to losing influence and becoming more vulnerable to the machinations of the Bureau of Heaven.

Due to the gods of cities and villages openly ruling over their domains, the Bureau of Humanity is the most outright heretical of the Bureaus, given that divine rule over humanity goes against the Creation-Ruling Mandate. A cause of this fact is that most gods of this Bureau believe that they can rule humanity far better than humanity can rule itself, and consider themselves worthy replacements for Solar rulers. After so many centuries ruling humanity directly, however, most gods prefer to not return to their previous servile role and wish to work alongside Solar sovereigns as equals.

Unemployed +200/ocp

Finally, you may choose to simply be an unemployed god, not due to your domain having been destroyed, but for another reason. Perhaps you have enough political influence and power to have been able to retire, or maybe you're a recently ascended mortal who hasn't been assigned a position yet. Whichever, you're unlikely to be openly respected, as social status in Yu-Shan is tied to one's position in the Bureaus. As an Incarnae (or Primordial) yourself, you obtain no cp, and are possibly simply not particularly in charge of any one Bureau, such as Luna.



Primordial Hierarchies

This section is exclusive to demons.

As mentioned before, demons are members of the soul hierarchies of the Primordials. In this section is where you will determine which Primordial you originate from. This is not an exhaustive list, there isn't enough information on all the Primordials, but the Primordials presented here are those who joined their efforts in the Reclamation; a conspiracy to steal and corrupt Solar Exaltations for their own use.

Malfeas, the Demon City and King of the Yozi

Malfeas, King of the Yozi, hates Creation. He hates the Exalted, and he hates his imprisonment. But above all, he hates the fact that he was defeated and bound. Before the Primordial War, he was Theion the Empyrean Chaos, and now he is diminished. If Malfeas could kill himself, he would, sadly he cannot, and this torments his own World-Body, the realm of existence referred to when someone mentions the Demon City, in his humiliation. While he was shaped into a city against his will, he does have some control over his own body, and the entirety of his environment seethes with such spite that any mortals that find themselves in Malfeas without some form of aid will die in seven days, no more or less. He cannot deny the magical materials, but steel decomposes into its component ores to sabotage anyone foolish enough to bring mundane equipment into the Demon City.

The humanoid body he personally takes tends to take the form of a tall and brass-skinned man, and he is known for his ecstasies and viciousness. He likes to dance straight through his streets, and tends to direct great dramas in the largest square available. He does restrain himself in this form, however, to avoid feeling the disdain of Ligier, the Green Sun and Malfeas' remaining Fetich.

Cecelyne, the Endless Desert

Past the borders of Malfeas lies a silver desert. If one walks deeper into the dunes, they'll find the sand blackens and becomes rainbowed with tarnish, and the sky changes from the sickly green light of Ligier to a starless black void. Anyone who explores thoroughly will find any kind of desert landscape within Cecelyne; baked red earth, dunes of fine sand, and even the occasional ocean devoid of life. It is Cecelyne's endless form which binds the Yozi together. Should a demon break through the prison of the Demon City, they would only find themselves in the middle of endless lifeless sand.

Cecelyne delights in her own growth. Tiny vermin at her edges burrow into the earth and spread her sand, and her priests bless newborns and sponsor new citizens, for such expands her legal and social authority. But in order to grow, restrictions must exist, and Cecelyne implements such things as well. It is her obsession with growth and expansion that lead her to silver the sands that intersect with the Demon City, in pursuit of earning Szoreny's attention.

She Who Lives In Her Name, the Principle of Hierarchy

Before the Primordial War, Creation was greater. Its current state is but a fraction of the true design of the Primordials. This diminishment was caused by She Who Lives In Her Name, sacrificing three of the 100 thousand orbiting spheres of her form, in order to spite the Solars who denied her surrender and integration into the bottom of the hierarchy the Solars would later create during the First Age. When the fires of the Three Spheres Cataclysm faded, only the Terrestrial Sphere, Yu-Shan, and possibly Zen-Mu survived the devastation.

She Who Lives In Her Name always takes on one specific form, that of a central sphere-trapped fire, orbited by 99,997 smaller, identical spheres. When moving, she simply relocates, and it is impossible to witness her in transit. She is often found in the Silver Forest that is Szoreny, where her sphere-flames illuminate the mirrored trees and hang like lamps among the branches. Mortals and demons who comprehend her true name, only obtainable through an inaudible whisper in her heart, are instantly and utterly subsumed to her will and become her subordinates.

Thankfully, She Who Lives In Her Name has no desire to rule, and leaves such things to Cecelyne. All hierarchies have her stamp, and she feels no need to drag the Demon City further under her sway. Creation is another matter, of course. Were it not for the Surrender Oaths, she would make its order and regulation absolute and would laugh to see gods and mortals realize that they already half know her name. She cares about this goal far more than escape or vengeance.

Adorjan, the Silent Wind

Adrian, River of All Torments, was a terror to the Exalted Host, with the razors and ice whipping through her currents slicing to pieces any who attacked her. But one Solar slipped past her dangers and killed her Fetich, Lilike. The Solar harvested Lilike's final cry to create the Demon-Wracking Shout Charm, and as Lilike faded so too did her river, evaporating into the cruel and dry Silent Wind. It is because of Adorjan that there are entire classes of serfs tasked with nothing more than to create as much noise as physically possible, in order to ward away the killing winds of Adorjan. Little do most demons know, Adorjan can choose to overpower the noise and bring silence with her through force.

There are some sounds Adorjan never silences. The Demon-Wracking Shout, crafted from Lilike's final cry. The laughter of a child, trapped in a shell and combined with gold and silver. And finally the noise produced by her own First Circle souls. Perhaps she secretly appreciates these sounds, or maybe she just abhors them above all. No demon knows for sure, but the latter possibility is more likely. Adrian was capable of showing mercy, but Adorjan never does. Even the most powerful demons flee her path, and any who survive her passing bear horrible scars.

Adorjan has been known to manifest in gentler forms, however. Once, she took on the form of a young maiden with white jade teeth, and visited an Exalt seven times in seven days. And even as her winds destroyed the dreamscape, her maiden body bore seven daughter-winds. Three of her daughters joined their father in Creation, and the remaining four wander throughout Malfeas. Adorjan's daughter-winds are unfortunately mindless, but they held sentience before and could be granted such again.

The Ebon Dragon, the Shadow of All Things

It is the nature of solid things to cast shadows; and the nature of minds, hearts, and souls to contain them. It is the nature of night and anguish to bring darkness. But when mortals and demons walk beyond the light, they shall find the Ebon Dragon at their limits and its own. The flight of the Ebon Dragon is the one thing allowed to blot out the light of the Green Sun. It is the Ebon Dragon's passage alone which dims the fires of She Who Lives In Her Name.

The claws and whiskers of the Ebon Dragon creep through the cracks in the prison all Yozi are bound to. Even before the Primordial War changed Creation, he loved only the doomed and knew secrets unknown even to the Lidless Eyes That See. While Malfeas may abhor his prison the most, it is in the very nature of the Shadow Of All Things to struggle against his bonds. Thus he is the leading Yozi of the Reclamation, and works tirelessly to find an escape to the Surrender Oaths.

Other

These are simply five of the Yozi that are known to be imprisoned in Malfeas. There are many more, such as Szoreny, the Silver Forest, Isidoros, the Black Boar That Twists The Skies, Oramus, the Dragon Beyond the World, Metagaos, the All-Hunger Blossom, and more. There are too many to list here, but you may choose to be a part of any other Primordial that does not take part in the Reclamation, however you cannot choose Autochthon or Gaia.



Undead Factions

This section is exclusive to ghosts

Ghost society is primarily led by the Deathlords; a select group of ghosts from dead Solars of the First Age, who died in the Usurpation and retain most of their memories from their Exalted life. You will be able to be a subordinate to one of them, or perhaps choose to be an independent ghost. Nine Deathlords of the 13 that exist will be described here briefly.

The Bishop of the Chalcedony Thurible

The Bishop is a priest, exercising his powers through religion and philosophy. He is fond of the form of a wizened old man, and although he is blind, he exudes an aura of wisdom and tranquility. He disdains physical conflict, instead focusing on breaking his enemies' wills through dogma and psychological tricks, although he is experienced in martial arts should he be unable to avoid violence.

The Bodhisattva Anointed by Dark Water

Fashioning himself a ruler, the Bodhisattva, also known as the Silver Prince, has founded the nation of Skullstone, which maintains a culture where ghosts rule the living and zombies are used for manual labor. The nation is a massive shadowland, and through the centuries since its founding, the Silver Prince has worn many faces as he shaped the society he controlled, and has managed to forge Skullstone into a notable kingdom within the archipelagos of the West.

The Dowager of the Irreverent Vulgate in Unrent Veils

Do you wonder where the Contagion came from? What produced such a horrible disease, that it ravaged and killed 90% of all life in Creation? You will need to wonder no further, for this maddened Deathlord who often takes the forms of beasts is the cause. The Dowager managed to somehow fish the Contagion out of the Well of Udr, an opening to worlds beyond both Oblivion and the Wyld, and now that the Contagion has failed she keeps looking into the Well, searching for something that might allow her to destroy Creation once and for all.

Eye And Seven Despairs

Having Exalted less than a century before the Usurpation and replacing a veteran of the Primordial War, the Solar Exalted who would become Eye And Seven Despairs had been tormented by his circle, and he killed himself the seventh time he was driven to suicidal despair, via being delivered the left eye of his previously still living mortal father. Due to his circle repenting and quickly entering Lethe, he was denied his one chance at revenge, and he has focused on finding the Exaltations of his former circle to torment them for eternity when the Abyssals were given to the Deathlords.

The First And Forsaken Lion

The First And Forsaken Lion is notable first and foremost due to having died shortly after the Primordial War, making him the oldest ghost in the Underworld bar none, as well as the oldest Deathlord by a large margin. Additionally, he was responsible for opening the borders of Creation to the Fair Folk while the Contagion was ravaging all life, out of a lust for personal glory. For this transgression his armor was stapled to his skeleton with soulsteel rivets, after a session of torment that nearly broke him. He is the most militarily aligned Deathlord by far, and has constructed a fortress in a mountain range to the far South of the Underworld.

The Lover Clad in the Raiment of Tears

Do not be fooled; the reputation the Lover has of a whore and dilettante is a lie. While alive she knew dangerous secrets and spells, and was skilled at driving others to kill themselves for her love. She knew the price for every man's soul, and she might retain that knowledge still. While alive, and even for some time while dead, she pursued every single pleasure the decadent Solar Exalted could devise, and grew jaded and numb from the experience. Now she keeps up the act of a useless hedonist, for it is useful, but does not take joy in any of it.

The Mask of Winters

The Mask of Winters is one of the Solars who survived the Usurpation, and did not become a Deathlord until 10 other former Solar ghosts had already formed the pact with the Neverborn. He likes to wear large black robes over superheavy plate armor, and has plans to invade and conquer Thorns in two decade's time, which will succeed provided nothing about the situation is changed by you or your Companions. Notably he wishes to destroy all of the other Deathlords, and the Neverborn have remained aloof to this goal.

Princess Magnificent with Lips of Coral and Robes of Black Feathers

Her more used title is Black Heron, since her name is such a mouthful. She is slaved to the service of the First and Forsaken Lion, a punishment for revealing the existence of the Deathlords to Creation through a failed invasion of three tribes of refugees defended by three powerful deities. She loathes the First and Forsaken Lion due to this, although the other Deathlord's reaction to the Black Heron's service is erratic.

The Walker In Darkness

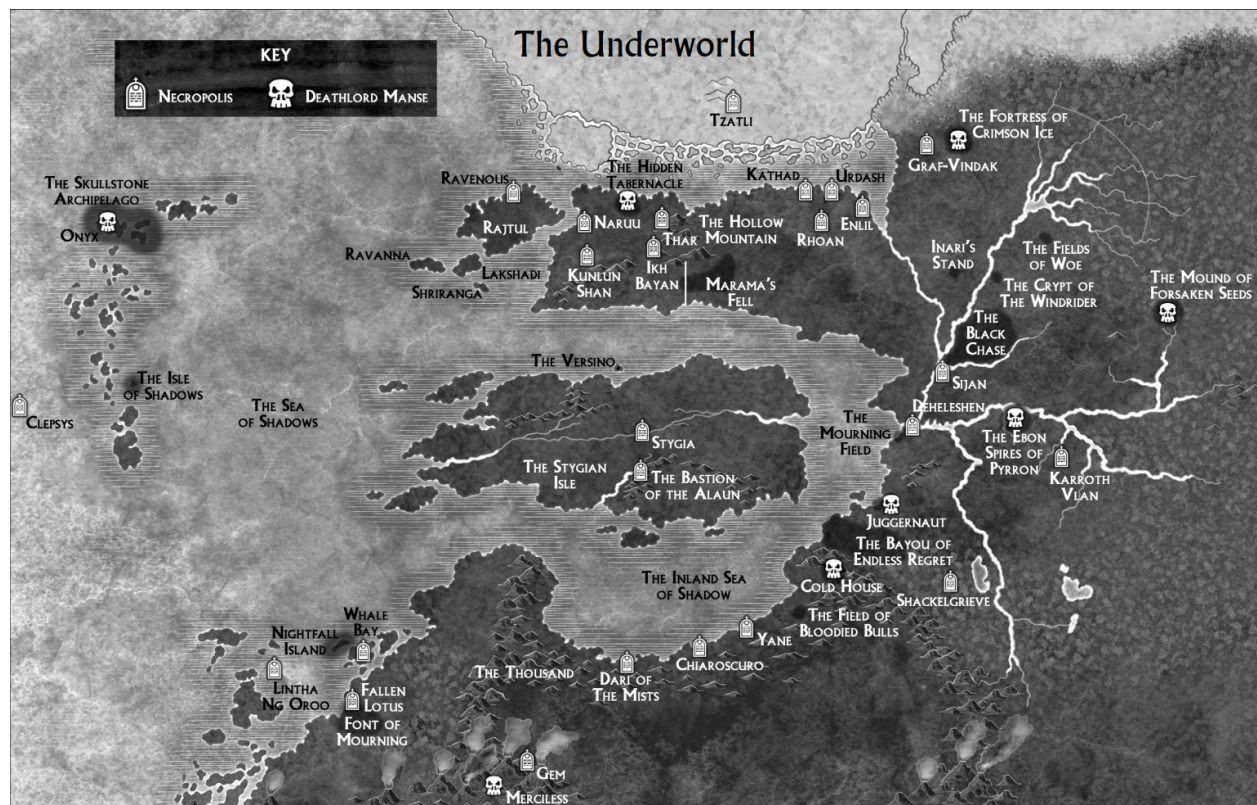
The Walker In Darkness was actually a member of the Mask of Winter's circle, who hid in a remote and concealed manse after the Usurpation, and slowly went insane over the centuries before killing each other. The Walker does not remember his Exalted life, however he was personally murdered by the Solar who would become the Mask of Winters. He does however retain some dislike for the Mask, which will be intensified once the Deathlord implements his plans to conquer Thorns.

Other

There are four more Deathlords, of course, but information on them is scarce. Meaning, they are left up to the Storyteller to construct, but given this is not the game of Exalted, you will have to determine what the other Deathlords are like yourself, as well as their relations with their fellows.

Independent

If you do not wish to swear allegiance to one of the Deathlords, then you may throw your lot in with the city-state of Stygia, or perhaps some other independent tribe in one of the imitations of Creation's Directions that the Underworld is composed of.



Timeline

By default, you are inserted into the most recent date, but you may choose to start earlier in the history of Creation if you wish. It is worth noting that this jump and its explanations is structured with the assumption of the default date, going back earlier in time will lead to things being different, particularly before the Usurpation and Primordial War.

Prehistory -200cp

You may live during the rule of the Primordials, before the Celestial Bureaucracy grew corrupt and before even the rules of the Solars remade Creation and Yu-Shan. Gods are created by the Primordials to be tailored to their tasks, and their natures are as a rule aligned with their domain. The primary task of gods in this Age, aside from running Creation, was fixing any issues the Primordials may have caused on a whim. It is a calm time for a god, if perhaps tedious due to not being afforded any free time.

Primordial War +600cp

You may insert yourself at the beginning of the Primordial War, shortly before the Exalted Host ambushes a Primordial and the emergence of the first Neverborn is caused by the casualty that showed the Primordials that something was very wrong. A lot of gods died during the war, and the Three Spheres Cataclysm killed many, many more. Try not to die.

High First Age -600cp

The Solars won against the Primordials, and established their own Deliberative with the direct sponsorship of the Unconquered Sun. It's only one and a half millennia since the end of the Primordial War, and you're right in the middle of the best years of the Solar Deliberative, for the Great Curse hasn't truly affected the Solars as a whole yet. This is a completely safe time period, and just by being skilled and loyal to your Solar masters you'll get plenty of promotions.

Low First Age -200cp

While still a great time to be alive, you're a measly five centuries before the Usurpation, and the Solars are now fully affected by the Great Curse, having been turned into terrifying hedonists almost as a rule. It is still a relatively safe time period to be a god in, and you can still obtain promotions through merit and loyalty, but your Solar masters are a bit psychotic, and the wrong move might get you killed or worse.

Usurpation

The Sidereals have decided that enough is enough, and ambushed the Solar Exalted, wiping out most of them in the span of a single night, and forcing the survivors to flee. While a chaotic and unstable time for the divine hierarchy, if you play your cards right you will be able to influence the course of Creation's future greatly. Just be careful with the Sidereals, their political power and influence is at the greatest it has been and ever will be. Coincidentally, it is during this chaos that the unsavory parts of bureaucracies start becoming an option for ambitious gods.

Contagion +200cp

One of the greatest disasters to hit Creation since the Primordial War, the Contagion will spread through the Terrestrial Sphere in half a decade from your entry point. It will wipe out 90% of all life in Creation, and shortly after the Fair Folk will conduct the biggest Wyld invasion on existence ever, drastically worsening the catastrophe. The Incarnae's lack of intervention will be the nail in the coffin securing that Yu-Shan will be corrupted by crime forevermore, and will disillusion even the most loyal of gods to the idea that the Incarnae care about Creation.

RY 750

This shall be your standard start date, a couple decades before the Scarlet empress of the Realm disappears, and the Solar Exalted return at last, unseen in Creation since the last Solars were hunted down in the century following the Usurpation. Many plans and schemes will come to fruition in the century to come, and nothing about the future of Creation is truly certain, even more than ever.

Perks

Perks for Terrestrial and Celestial gods are discounted to those in the proper position. 100cp discounted perks are free.

General Perks

A Spirit's Form

What is a god? A god is a naturally immaterial being, formed of Essence and held together by will. They are immortal and do not age. They don't chafe from their clothing, they don't require physical sustenance or rest, even if they may enjoy it. They don't feel discomfort in the extremes of climate; they don't sweat on a hot day and don't shiver when hit by a cold breeze, and are likewise not bothered by rain falling on their skin. Gods are immune to mundane disease, and while they may grow tired, they do not find their limbs growing heavier as they exert themselves.

Additionally, all gods are able to hear the prayers directed at them. However, these prayers are usually indistinct from each other, and thus for particularly popular gods among mortals they may have the constant melodious tone of prayer in the back of their head. Those who know how to do so can have their prayers be heard more loudly, however, able to draw on the attention of gods quicker. Finally, your spiritual existence is such that unlike mortals, your soul is not annihilated in joy when witnessing or even playing the Games of Divinity, however such is still highly addictive and transformative to do.

An elemental, unlike a god, is a naturally material being. They are born from imbalances and anomalies in Creation's dragon lines, and their forms are heavily influenced by their element. Elementals are, as mentioned before, not actually immortal, and can die like a human to violence. Aside from these differences, elementals function similarly to gods.

Both demons and ghosts are naturally immaterial, as gods are, and have notable differences in how they function, which is elaborated on to some degree in the Spirit Type section. It is worth noting however that only gods can hear prayers dedicated to them. Other than those exceptions, all the spirits obtain the same benefits from this perk

Finally, the physical form that gods, demons, and even elementals take are influenced by their nature and domain. The actual extent of this influence varies quite a bit, a god may base their form almost entirely on their nature or domain, or anywhere in between, or they might have an appearance that is only tangentially related to their nature and their domains. Elementals, of course, have no domains, but do possess a nature to influence their form. Unlike gods who occasionally take on vastly inhuman forms, elementals seem to be fond of humanoid bodies, although demons go a step beyond and can be geographical features outright (provided they are Second Circle or a higher Rank).

A Spirit's Essence

Unlike mortals, spirits of all kinds, even the great Primordials, possess a trait called their nature. While what a nature consists of varies wildly between each spirit, it is always an identifying trait and shapes who and what they are to some extent. Additionally, all gods possess innate powers related to their nature, which are stronger or weaker depending on their Rank. Here you shall decide what your nature is, as long as it's not particularly restrictive. Maybe your hands are always covered in blood, or perhaps you gravitate towards a particular mode of fashion and/or a certain type of behavior. You may make it as complex or simple as you feel like. It is worth noting that elementals must pick a nature aligned with their element. They also decide what their element actually is through this perk.

If you're a god, here you may also decide whether you used to be a mortal who has been promoted into godhood, or perhaps even used to be part of the soul hierarchy of one of the Primordials that turned to the side of the gods, and later made independent from the Primordial you were born from. Or perhaps you've simply always been a god. Elementals don't get these options, as they all originate from the elemental energies of Creation.

As a demon, your nature must align with the themes of the Primordial that you are formed from, but you will still have great leeway in this, as Primordial themes are rather broad.

As a ghost, your nature shall be tied directly with that which you considered important in life. Ghosts can reform near their tombs or things they considered important in their lives, but will always feel the pull of Lethe while in this world, which intensifies when they are killed. Succumbing to this pull and reincarnating will end your chain.

It is worth noting that, as a demon, the more powerful you are the less freely you can act in Creation. Those of the First Circle are too weak and unimportant to their Primordial masters to be held down by the Surrender Oaths particularly tightly, and can slip through cracks in space into Creation without needing to be summoned, especially during Calibration. Those of the Second Circle can walk unbound in Creation, but they usually can only slip into it during Calibration, and must be summoned by a sorcerer otherwise. Those of the Third Circle can only enter Creation if they have been summoned by a powerful sorcerer during Calibration.

As a ghost, you are mostly restricted to the Underworld instead, and are banished back into it by the light of the sun if you remain in Creation. Within a Shadowland, though, you may remain without issue, beyond the problems of being naturally immaterial.

A Spirit's Power

A god's main source of power is their domain. Their rank is tied to their domain, and their domain is tied to their Rank. The more important a domain is, the higher Rank you require to be able to govern it. It is worth noting that within Yu-Shan's bureaucracy, it is possible to change what your domain is, whether through transfer, demotion, or promotion. Your domain also flavors all of your spiritual abilities that aren't All-Encompassing.

It is worth noting that you have some restrictions on your domain, beyond your Rank. You must choose a domain appropriate to your Position, and your employment. Terrestrial Gods rule over concrete, specific things, while Celestial Gods rule over universal concepts. As an example, a Terrestrial God could be the god of a specific city, but a Celestial god would be the god of cities in general, or perhaps a specific kind of city. Additionally, your domain must be appropriate to your Bureau if you became a Celestial deity. You cannot be a god of volcanoes if you work in the Bureau of Destiny, for example, but you might be the god in charge of managing volcanoes important to Destiny, and if you're in the Bureau of Seasons you might be in charge of scheduling volcanic eruptions.

Of course, this distinction is as thematic as it is political, which is most evident with the Bureau of Heaven reallocating a lot of deities and domains from the Bureau of Humanity by justifying the ideas the domains cover as universal instead of just used by humanity.

Additionally, your domain functions as a 1-up of sorts. If you are ever killed, provided your soul hasn't been destroyed, you shall reform as yourself as long as your domain exists. You may reform in your sanctum, or in some other location important to you if your sanctum has been destroyed. Neither ghosts or elementals can benefit from this perk, and demons must be Second Circle or above to be able to do so, and have the additional restriction of having to purchase a domain aligned with their Primordial's nature.

As an Incarnae, you possess special restrictions. Instead of only one domain, you get three, but at least one of them must be a celestial body that is as visible in the sky as the sun, the moon, and the stars (feel free to make up a new celestial body or formation visible in the sky), and at least one of the domains must be an incredibly open-ended and influential concept, such as Fate, Change, or Perfection. Your third domain can be whatever you wish, and will serve to flavor your powers to a greater degree of detail. You might still be attributed to several dozen other domains, but these three will be the actual domains your powers will be based around. Fetich demons instead can take two domains, with none of the special restrictions of the Incarnae.

Spiritual Perspective -100cp

Gods see days the same way a mortal might see minutes, and months the way a mortal might see days. There are a variety of factors that contribute to this, from their divine form, to their longevity, and the standard of living they tend to maintain. Of course, this can get inconvenient when dealing with urgent matters, but for the most part it's a view that was encouraged by Yu-Shan's inefficient bureaucracy. Now you're able to freely switch between the long perspective of the gods, adapted for an eternity of life, and the hurried perspective of humans, more fitting for acting swiftly and adapted for a limited amount of time. Both perspectives will surely be useful when implemented properly.

Talented -100cp

Gods don't usually dedicate their time to learning skills like mortals might. Why would they, when they can simply languish in luxury and decadence? There are exceptions of course, such as those gods who spend time learning Sorcery or the arts of war. You in particular have found out that you have a great amount of talent at a specific skill, whether that be utilizing melee weapons, wilderness survival, operating vehicles, or something else. When it comes to your skill, you learn far faster than most mortals or gods, advancing your expertise almost as fast as the Exalted themselves, able to reach the peak of mortal mastery in decades, and being able to go beyond far more swiftly than most beings. Will you simply keep indulging in this skill as your hobby or will you flaunt your prowess?

Martial Deity -200cp

Most gods focus on bureaucracy and politicking, and mostly ignore personal skill in combat, if not war, due to Yu-Shan being relatively peaceful. There are exceptions, of course. Some gods dedicate their free time towards honing their fighting skills, and obviously there are gods whose domains include war and combat.

Now you're particularly good at such things. Even if you weren't a war god, people might confuse you for one, such is your skill, and if your domain was indeed war, you'd be equal to five of your peers within your Rank, and are likely on the higher end of power for your Rank in general. Whether you've decided to train in the usage of armor and weapons, or learnt one or several Terrestrial or even Celestial martial arts, you're no slouch in a fight, and might even be able to match up to an Exalted that isn't particularly specialized in war, or maybe even match one provided you have a properly high Rank.

Spiritual Nepotism -200cp

A big factor nowadays for whether or not you're actually promoted in the Celestial Bureaucracy is whether you have powerful allies willing to facilitate your promotion. Thankfully, you have great luck in finding and befriending friendly powerful beings, who can be convinced to help you ascend the ranks of an organization that you're a part of.

Additionally, you find that you're able to get away with both sides of nepotism, both helping and being helped, even to a degree that would draw negative attention normally. Want to quickly rise to an important position in the Bureau of Seasons but don't feel like working so much? Sure, some networking later you'll be in a good position to do so. Want to make your status in your Terrestrial Court more important? You might even be able to become the personal friend of whoever leads it. Likewise you'll be able to help those you want to rise up the ranks without as much issue as you normally might have.

Fundamental Essence -200cp

Gods, elementals, and demons respire living essence, for they are alive, which can be attuned to any of the five elements or one of the Incarnae. Ghosts respire only dead essence, the essence attuned to death and stasis that permeates the world of the dead. Living spirits in the Underworld cannot replenish their motes naturally, same as how ghosts cannot do so outside of the Underworld. But, in the end, it's all essence, isn't it? You've managed to internalize this little insight to the degree that you're not restricted by what essence is attuned to anymore. You may respire any kind of essence, as any kind of spirit, safely. While this is a minor benefit unless you're a ghost, it also means that you will be able to replenish your spiritual energy no matter where you are, to a minimum degree that is effective at filling your stores swiftly, although slower the more powerful you are due to a larger mote pool, even if you are in a location with abnormally thin ambient essence. This will also apply to any other supernatural energies after the jump ends, although it will be notably less effective unless the energy is of a spiritual sort.

Ethereal Transformations -200cp

While unimportant outside the Terrestrial Sphere, materialization and dematerialization are still noteworthy, if only due to how expensive such an action is. It is free of cost for a spirit to return to their natural state, but gods who wish to interact with their mortal worshippers must spend the large investment of motes towards becoming material. Fortunately, you found out some form of trick to remove this cost entirely. You may now become material or immaterial at will with no cost of spiritual energy, which is doubtlessly a large benefit, due to being able to escape to the other state in case you need respite from an attack of some sort. This won't really be relevant outside the Terrestrial Sphere itself, of course, but if you frequent Creation it'll be handy, and in future worlds you will still be able to abuse the difference between these two states.

Sorcerer-God -400cp

Your innate Charms and power are great and all, but there are the wonders of sorcery available for the taking. With sorcery, even a god is able to perform great works normally beyond them. You have toiled and struggled to learn, and now have full access to the Terrestrial Circle of Sorcery, and know several useful spells. If you're Fourth Rank or above, or perhaps at the upper bounds of Third Rank power, you'll also have access to the Celestial Circle of Sorcery, allowing you much more powerful spells. In order to learn new spells you'll need to invest time, effort, and experimentation, but a determined sorcerer can do quite the wide variety of impressive feats. Ghosts are given Necromancy expertise, but can opt into learning Sorcery instead, just like how the other three Spirit Types may choose to learn Necromancy rather than Sorcery. Purchasing this perk twice will impart knowledge of both.

Prayersmith -400cp

There are some gods in Yu-Shan who make a living by forging the Ambrosia and Quintessence of other gods into usable forms. There are also likely those who dedicate themselves to crafting and art in general, same as how there are gods who dedicate themselves to the arts of war. You are now particularly notable among your fellow prayersmiths, able to craft wondrous Artifacts out of Ambrosia, and able to replace any exotic or unique ingredients with perhaps slightly less potent imitations of them, also crafted from Ambrosia. The only thing preventing you from making 5 dot Artifacts for anyone who pays might be the sheer amount of Ambrosia you need for such potent Artifacts, and even then if you are Fourth Rank or above this would not be an issue. Additionally, you are experienced with the forging of Chalcant, distilled demon essence, in case you have access to disposable demons rather than Ambrosia.

As an Incarnae (or Primordial), your prowess is such that you can reliably craft N/A ranked Artifacts, provided you possess genuinely unique and potent ingredients that you cannot imitate with carefully shaped Ambrosia. You might even be responsible for crafting some of the best Artifacts of Heaven. Of course, whether or not you're an Incarnae, a good forge will let you make Artifacts up to par with your no doubt heady standards, but you will be able to design and direct the construction of such things.

It is worth noting that crafting Artifacts usually takes seasons, maybe years for the more powerful ones. Mundane objects don't usually take more than a month, but Artifacts aren't mundane by any stretch of the imagination. This perk also grants expertise in the construction of manses and other supernatural structures.

Transcendental Excellence -400cp

All beings have limits. Whether it's the lack of potential that unaugmented mortals possess or the unattainability that Solar Circle Sorcery or Sidereal Martial Arts present, while it may not be related to your sheer power you're likely to run into some subject of expertise that you are unable to utilize. Well, no more. Your limits are loosened, such that you may be able to learn the aforementioned Solar Circle Sorcery and Sidereal Martial Arts, provided you invest the necessary time and effort (and sacrifice) into them. You might even be able to learn all three Circles of Necromancy, although revealing that little fact to the Celestial Bureaucracy would be incredibly inadvisable. If you apply yourself, you might even be able to comprehend truly alien patterns of thought, if you found some way to train yourself in such a mental process. Perhaps, with enough exposure and willpower, you might be able to train to be as unfazed to the Games of Divinity as any Primordial one day. Perhaps.

Pillar Of The Bureaucracy -600cp

Being skilled at navigating the unsavory side of politics is all well and good, but sometimes you need to take care of serious responsibilities, and most of the gods seem like they're just doing their jobs out of simple obligation rather than trying to fulfill their tasks. Thankfully, with you around, your superiors need not fear slackers and those who try to cheat out of their jobs. You are uncanny in sniffing out and removing uncommitted and lazy members of an organization you're a part of, and are able to whip those who remain into working diligently and completing any tasks they are assigned to, and even incompetent subordinates won't remain so for long, if only to avoid your wrath.

On the other side of things, you are adept at dealing with abusive, indifferent, or plain incapable superiors, able to not only appease their anger in case they perceive a slight to themselves that may or may not be there, but also provide satisfactory reports on the progress of you and your subordinates. Even bosses who are outright planning on removing you from your position would struggle greatly due to both your commitment to your job and your polite behavior being impeccable by even the Bureau of Heaven's heady standards. You might be just what Yu-Shan needs to bring the Celestial Order back, if you're in a highly Ranked position. Sadly, this sort of behavior will do you no favors, unless you're skilled in shady dealings and schemes as well.

Sublime Appearance -600cp

Most spirits of the higher ranks tend to look better than most mortals, but even among them there are those who are famed as enchantingly beautiful, and some are even said to be able to sway even inanimate objects. You now count yourself among such revered spirits, with a beauty (or handsomeness, or some other kind of attractiveness) able to sway all but the most cold-hearted of beings. Your form is such that it could instill desire in even the most temperate of monks, and your lush curves and/or hard muscle provides the great temptation of your more sensual skills, for if you were taken to bed you would not disappoint.

Should you touch up your appearance through methods such as makeup or illusions, you'd be able to seduce even inanimate objects such as rocks, although you likely wouldn't need such a thing to seduce the gods governing said inanimate objects.

Divine Perks

These perks are discounted to gods and elementals of the appropriate Position.

Terrestrial Perks

Earthly Divinity -100cp

Terrestrial Gods live in the Terrestrial Sphere, the official name for what is commonly called Creation. It is the plane where mortals live, and it is filled with wild life and wildlife. You've lived in Creation for centuries, and as such are well used to the rural conditions that most Terrestrial courts live in. Additionally, you've dealt with mortals directly plenty during your life, so you don't find their pace of action to be too jarring, even if you're normally more the kind of person to take the long view.

Terrene Cults -200cp

Terrestrial courts are in a very good position for regularly interacting with their worshippers. While the more powerful gods still take a more aloof approach to things, you're very familiar with human worship and how to maintain a cult dedicated to you or a group you're a part of. You're also amazing at helping your worshippers through philosophical dilemmas, and can likely serve as a competent therapist if you ever wish to bother with a mortal job.

Divine Behemoth -400cp

There are gods who possess great physical power, able to wrestle with massive animals, and then there's you. Your true form, whatever it might be, is comparable to that of the behemoths, those titanic war beasts able to crush cities by simply walking around. You are able to exert yourself for days without tiring, and even the Incarnae might need to utilize some of their power to enhance their bodies to match up to your sheer physical prowess. Both behemoths and now you are incredibly difficult to kill, requiring siege weaponry and artillery to even inflict notable wounds, or perhaps incredibly accurate shots directed at vital organs, if you have any. There's only one god who shares your massive size, although sadly he's not the very friendly sort.

Turning Of An Age - 600cp

Sessen Douji is a mystery. His legend of apotheosis is intriguing, and for some reason the Maiden of Secrets has declared that his domain be kept hidden. The most interesting, and perhaps alarming, trait he possesses is his growth in power whenever an Age ends and another begins. One trait you now share. Whenever a turning point in history approaches, you'll find your power and Essence slowly rise, a couple of Ranks per decade, until you are equal to the Incarnae in power. This peak of power will be brief, for once the new Age of history has been set in place your power will wane back to its normal level, at the same rate. The closer you are to the power of the Incarnae, the later your power will begin to grow and the sooner your power will cease waning. All of your spiritual abilities and even your natural attributes will rise in accordance to your temporary Rank, of course.

If you're already an Incarnae or at an equivalent level of power, you will still be able to benefit from this, growing in power the equivalent of a single Rank, becoming to the Incarnae what the Incarnae are to gods of the Fifth Rank. The level of power you shall reach like this is entirely unprecedented in this world, and you might be able to shake or even shatter the pillars of Creation purely on your own power when you peak.

Celestial Perks

Heavenly Divinity –100cp

Yu-Shan is the perfect city. The very ideal of what a metropolis is and should be. Part of this is due to Quintessence and Ambrosia, which are only obtainable to those in Heaven and provide all the material wealth anyone might ever need, part of it is that it was designed by the Primordials themselves to be such. You've lived most of your life in Yu-Shan, and as such are used to the utterly egregious opulence and urban sprawl that composes Heaven. You're not going to bat an eye at even the most excessive show of material wealth, for such a thing is not impressive but expected in the Celestial court.

Celestial Parties –200cp

One of the most regular events that occur in Yu-Shan are parties and celebrations. From the yearly Carnival of Meetings, to the monthly festivals celebrating the turning of the months, parties and celebrations are the bread and butter of Celestial life. Now, you're quite adept when it comes to them, even more than the other gods. Your expertise in organizing, managing, and scheduling parties is equal to any of the members of the Court of Seasons, and just like them you're able to be the life of any party if you feel like entertaining the people present. If you play your cards (and invitations) right, you'll be able to spread your influence far and wide, and might grow into a celebrity along the Court of Seasons gods as well, if you foster that kind of image.

Unflinching Patience –400cp

Power is tempting. It calls, seductively, to be used and abused, to be utilized to further one's own ends, and many in history have fallen arrogant due to the power they held, even the Primordials themselves. Not you, however. Your iron will would let you be in command of the greatest army in Creation for centuries and never once order its mobilization for personal reasons. You would be able to resist the temptations of the Algedonic Palace and perhaps even successfully force yourself to refuse a turn at the Games of Divinity, although both such pleasures can corrupt you if you slip for even a moment. Even the transcendental joy of the Games of Divinity would find little purchase on you, after it is finished and gone that is, and any addictions you might suffer from will be short lived at worst.

Spiritual Politicking -600cp

Blackmail, conspiracy, scheming, assassinations, plain old having the authority to order people around, the Celestial Bureaucracy functions just like any other, and those experienced in the less savory side of it will get far further than those who aren't. You're matched only by the Five Maidens in how well you can navigate the bureaucracy and network with your fellows. Even as a god below the Fourth Rank you'd quickly be able to obtain promotions and impede your rivals until you start having to contend with those of the Fifth Rank, who can begin to approach your level of skill in these matters. You're almost definitely going to accrue significant amounts of political power and influence, and if you ever deign to participate in mortal politics you would completely dominate such a political stage.

As an Incarnae (or Primordial) yourself, you would be able to out-think even the Five Maidens and Luna when it comes to bureaucracy and socializing, and even the Unconquered Sun would need to leverage his panoply of perfection to match or surpass you. Needless to say you would be absolutely terrifying in a bureaucracy at this level, even if your nature and domains had nothing to do with any of this.

Primordial Perks

These perks are discounted to demons, whether or not they have purchased the Primordial Rank.

Demonic Living -100cp

Life in the Demon City is unlike in any other realm. From the acid or hallucinogenic rains produced by Kimberly and Helloger respectively, to the crushing and splitting of Malfeas' urban layers, there are many devastating and bizarre natural disasters that occur in Hell, primarily caused by some Primordials being in a bad mood. Likewise the very structure of the landscapes differ, such as the endless city streets of the Demon City proper composed of basalt and brass, to the dangerous mirrored forest of Szoreny, or the various locations who are actually Third Circle demons, survival in Hell is a remarkably different affair than in Creation.

Thankfully, as a demon, this is your natural environment. Just like humans can thrive in the Terrestrial Sphere, so are you able to adeptly maneuver around the various dangers of Hell to carve out a comfortable living for yourself and those you hold close. Bad luck and chance may still tear down your little bubble of stability, of course, but unless you die you will be able to recover. Likewise will you, in future jumps, be able to not only survive, but thrive, in alien environments and realms of existence, even those with cruel, uncaring, and inhuman masters.

Hateful Wretched Noise -200cp

Due to the existence of the very deadly Silent Wind, there are entire classes of demons created purely for the purpose of producing noise, and also music because all Primordials like music for some reason. With a proper instrument on hand, you would be able to translate even a vague idea for a melody into an enchanting tune, although inappropriate instruments will require some improvisation. Likewise you have a perfect memory when it comes to songs, and can recall any that you've heard even once. Additionally, you have an incredible singing voice, and your sheer vocal range could let you sound like a weeping maiden singing her distress or a grave general leading his troops through a marching song. This only applies to singing, though, your vocal prowess is unchanged when it doesn't involve singing in some way.

Finally, while you may not be as good as Malfeas himself at the art of dance, you are able to impress him with your moves. You know all mortal dances like the back of your hand, and can perform them on a dime completely perfectly. You are also skilled at adapting to dances you are not familiar with, able to dance along to any music and keep up with any partner, at least until you exhaust yourself, or the dance itself harms you to perform for whatever reason. Should you go out of your way to perform for the Unquestionables, you might become a celebrity in Hell.

Citizen -400cp

First Circle demons are rabble in Hell. Only Second Circle demons and above are actually important in infernal society, with Third Circle demons being considered Unquestionable. There are exceptions among these, however. Some First Circle demons can prove their worth, and be granted the same citizenship status that Second Circle demons enjoy. Even if you were not already a citizen, you would quickly become one, for you are a shining example of your kin. Whatever it is that the First Circle species you belong to were made to do, you are the best among them, barring other prodigies. As a Second or Third Circle demon, you are similarly a shining example of the puissance and glory of your infernal nature, and as a Fetich you're particularly impressive even by the standards of other Fetich souls, although not quite to the degree that you reach the power of the Unconquered Sun.

Due to being a shining beacon that all your kin can aspire to be, you attract many subordinates and allies among whatever group you belong in, quickly growing to becoming personally known by most if not all members of such groups. As a demon, if you wished, you could form an empire within the Demon City primarily through diplomacy, such is your grandeur, when even the most socially adept demons would have to regularly resort to violence.

Infernal Hierarchy -600cp

The soul hierarchies of the Primordials doesn't simply provide the benefit of numbers. It also empowers the Primordials when their lessers rise in power and skill, such as a Third Circle growing stronger due to their Second Circle growing stronger due to their First Circles tempering themselves as a whole through constant war to weed out the weak. However, this is not a very impressive effect, as demons are, for the most part, static in power. For you, however, this effect is vastly pronounced.

First, to get it out of the way, you will be able to create up to 7 subsouls the way Third Circle souls create Second Circles, if you are a First Circle demon. They will be weaker than you by at least one rank, however. Second Circle demons can already create First Circle souls, and Third Circle and Fetich souls can already make Second Circles, so they are given no additional power in this regard.

Onto the actual benefits of this perk; Far more directly than otherwise, the skill and power of important subordinates that you personally train will empower your own skills and powers, to be about half as competent as that subordinate in the fields they focus on. Likewise will your subordinates benefit from the same effect from you as well, empowering all members of a hierarchy and strengthening it as a whole. This effect is pronounced on your own subsouls, empowering you to nearly match them instead of being half as skilled as them, and vice-versa. You shall know and have expertise in all skills and powers that your lessers in the soul hierarchy possess, and likewise will your subsouls know and have expertise in all your own skills and powers. This is not limited to one degree of separation, either, as a Third Circle you will be empowered by the First Circle souls your Second Circle souls produce. The strength of one is the strength of all, that is the true strength of the Primordial soul hierarchy.

Undead Perks

These perks are discounted to ghosts.

Dark Unlife -100cp

Ghosts are beings of memory and stasis, and as such tend towards gravitating to the roles and jobs they had in life. Farmers who died are farmers in the Underworld, the ghosts of blacksmiths ply their trade in the Necropoli cities of the dead, and so on. Moreover, ghostly society has changed little if at all since the formation of the Underworld. You're used to this stagnant society, not finding it mind-numbingly tedious, and additionally you're able to perform repetitive and tedious tasks without getting tired or bored of them. Certainly a help for killing the eternity of time you can now look forward to as an undead.

Fetters To Mortality -200cp

Ghosts are tied to the mortal realm through something called Fetters. Sometimes an object, other times a friend or family, other times a location, Fetters aid ghosts in anchoring themselves in Creation to avoid succumbing to Lethe. For you, though, Fetters are a bit more useful. You see, ghosts can draw energy from their Fetters daily, replenishing any spiritual exhaustion they might be in, and obtain an amount of energy appropriate to how important the Fetter is to them. However, ghosts cannot have more than a handful of Fetters they can actually draw energy from in general, which can lessen the benefit they give.

You, however, can treat as a Fetter anything you consider important, and are able to draw energy, usually spiritual, from all of them rather than a handful. It is worth noting however that the amount of energy you can draw from Fetters every day is directly relevant to how much you value it. An interesting trinket that's ultimately a curiosity will yield very little, while the love of your life would provide a significant although not vast amount of energy. While it's not possible to draw great amounts of energy from Fetters, it can be done daily with no particular limitations, so it is still a great boon to those ghosts able to utilize it.

Abyssal Torment -400cp

As ghosts are aligned with the essence of death, and the Neverborn wish to corrupt the undead to their own service, quite a few very nasty arts have spawned from the agents of the once-Primordials. While you may not be actually in service to them, it certainly would seem like it, what with your sheer expertise at tormenting other beings.

Torture, psychological mind games, identifying what a person values most and how to break it in front of them in the most impactful way, you are nearly unmatched in your sheer knowledge, skill, and experience in how to force people to feel great physical, mental, and spiritual pain. You might require special tools for the really exotic or esoteric torments, but you know how to perform them should you have such kinds of tools on hand. You are well learned in the arts of breaking people's wills, although such will require total control on what forms of stimulation your victim has access to, such as having them locked up in a dungeon and barred from anyone else, as well as plenty of time to work your art. You also have some minor skill in crafting mundane torture tools, but your focus is on implementation, not crafting the implements themselves.

Necrotech Scientist -600cp

Death in Creation is irreversible. Once the spark of life leaves a soul, only Lethe may return it. However, some curious scholars discovered ways to make use of the corpses left behind. Experimentation and innovation resulted in the creation of zombies and other lesser undead, crafted from preserved body parts and animating it with the essence of death that wafts through the Underworld. Thus the field of Necrotech was born. Since the millennia that followed the first few First Age Solars investigating this new field, many advances have been made, and while the Usurpation and the resulting loss of knowledge set neurosurgeons back nearly to square one, most innovations have been rediscovered by the Deathlords and built upon by the many undead scientists investigating and learning the arts of reanimation.

You in particular have mastered the field of necrotech, at least the subject as it has been advanced to at the moment when the Solars will return to Creation. Provided you have preserved corpse parts and a proper workplace, you'd be able to make anything from the common zombie or skeleton to more powerful undead designed as siege weapons, to even the titanic forms of the behemoths themselves. The field of necrotech is still young, however, and there is much to learn and experiment to expand your expertise and knowledge. Sadly, by yourself you are restricted in the undead you can reanimate by your own power, but should you have powerful allies you will be able to teach them the proper rituals to imbue a constructed corpse with the essence of the Neverborn and gift your creations with a twisted mockery of life. Additionally you have some experience with teaching your craft to others, and know the designs for acceptable tools and can handcraft those, but your knowledge concerns primarily the building of undead.

As a Fifth Rank ghost, you are one of the foremost innovators of necrotech science, matching the Deathlord known as the Mask of Winters in your innovative designs and your masterful advances in this science. As an Incarnae Rank spirit, you have delved in this unholy art and your designs would boggle the mind of even the Mask of Winters, although this sort of knowledge will not make you any friends among the gods of Yu-Shan or the Primordials and their demons.

Items

You may import items you already possess into items you purchase here, as long as they are similar enough. IE, a sword into a Sword Artifact, a territory item into the Slice of Heaven item, and so on.

General Items

Sanctum -0/200cp

A god's sanctum is a creation of their own soul, a space bored through immaterial reality and into Elsewhere, crafted into a living space for the god to reside and rest in. As long as you possess a sanctum, it will function as a 1-up, allowing you to reform inside it after your death, provided your soul was not permanently destroyed.

What a sanctum looks like from the inside, and what its insides even consist of, and even where the entrance into it can be placed, are all influenced by the nature and the domain of the god. The God of the Imperial City possesses a sanctum that is an opulent throne room, while the Mammoth Avatar crafted a grand open hall that functions as a mammoth graveyard. Sanctum crafted on top of demesnes act as manses, with a strength appropriate to the god's Rank. These powerful sanctums don't naturally generate a Hearthstone, but they can be engineered to do so. Gods whose sanctum resides on a demesne always count as attuned and can determine whether or not someone can attune to the demesne as well, however capping a demesne with an actual Manse rids the sanctum of this benefit.

Immaterial entrances to a god's sanctum appear as coincidental occult symbols; perhaps two trees arch over a patch of ground forming a natural doorway, perhaps a crumbling well might thrum with power, maybe even a small shrine or altar could serve as an entrance. Only those who are or can become immaterial or intangible can pass through these doorways, although those familiar with spiritual magics may be able to open the door to material beings. Of course, a god can deny passage into their sanctum to anyone who has lower Rank than them in power, and it is common to protect one's sanctum through mundane or magical means.

As Yu-Shan requires of every god, in your sanctum you will have a magical writing desk, whose drawers are always full of silk paper and ink when needed, and possesses a prayer fire attached to the upper right corner for sending reports and messages to Yu-Shan or the appropriate destination in one of the Bureaus. Additionally, even those without proper hands to write will be able to do so somehow if they utilize this desk, although the furniture's power cannot aid the illiterate.

If you are a Celestial God, just like many of your peers you will be able to maintain two sanctums; one in Heaven, and one in the Terrestrial Sphere, which makes you vastly harder to kill. Likewise in future worlds you shall be able to maintain two sanctums, positioning one in whatever equivalent to Heaven there might be with none of the locals complaining to your intrusion, and one in the mortal realm, even if you're a Terrestrial God. The actual size of your sanctum is determined by your Rank, as determined earlier in this document.

Elementals cannot create nor lawfully own sanctums, and thus you will have to pay 200cp to be in possession of one. You do not get any benefits that gods get for owning a sanctum, however; to elementals, sanctums are nothing more than immaterial boltholes. Demons and ghosts cannot benefit from this item unless they pay 200cp as well.

The Substance Of Prayer

All gods of Yu-Shan have a salary of Quintessence, determined by their Rank. Quintessence is the brilliant liquid form of prayers that mortals direct at no being in particular, and can be crafted into the most perfect forms of any mundane object, such as clothing or food, however such will always be fleeting and fade away in time. This is why fancy clothing made from Quintessence is usually only good for one or two parties and celebrations.

Ambrosia, on the other hand, looking like a multicolored solid in its raw form, is the form that prayers dedicated to a specific god take. They tend to form in piles in proximity to the god that receives it, and can be crafted into permanent and incredibly higher quality versions of most mundane objects, as well as the various magical materials. However, only the Ambrosia dedicated to the Unconquered Sun himself can be crafted into orichalcum. Post-jump, you won't have this restriction on the Ambrosia you receive. How much Quintessence and Ambrosia you are paid regularly depends on your Rank. The salaries of even Third Ranked gods is enough to be counted among the richer population of Creation, and those of the Fifth Rank are individually as wealthy as nations, as little as wealth matters in Heaven.

As an Incarnae (or Primordial), your salary would dwarf any other than your own peers. As an example, the Unconquered Sun has a tax of 10% on the Ambrosia all gods receive, which for the most part is invested back into the economy of Heaven. It is worth noting that Ambrosia and Quintessence can only exist in their raw form in Yu-Shan; they dissolve into nothing if taken out of Heaven. Post-jump you will find this limitation lifted, but as a Terrestrial God it might be troublesome to collect your wealth.

Additionally, after the jump ends, you receive a Quintessence bowl, deposited in your warehouse, sanctum, or other property you own, that collects Quintessence from the prayers of the mortals in the worlds that you go into, filling at a set rate unless there are not enough undirected prayers to fill it somehow.

Panoply -100/200/300/400/500/1000cp (special discounts)

Gods are not restricted to just their innate abilities. Most gods, especially at the higher ranks, possess a Panoply, a set of Artifacts tailored for their own use. With this option, you may craft your Panoply as well, purchasing this item as many times as you may wish to equip yourself with powerful Artifacts. The prices are dependent on the strength of the Artifacts that you purchase; equal to its dot rating times 100, such that a 1 dot Artifact would cost 100cp, and a 5 dot Artifact would cost 500cp. N/A Artifacts are a special exception, as they cost 1000cp. Artifacts purchased here will be automatically attuned at no extra essence cost, when normally one must commit motes of their essence to do so. You may also purchase Hearthstones with this item, following the same rules as above, although Hearthstones cannot be N/A 'dot'.

Artifacts vary greatly in power. 1 dot Artifacts are as minor as a collar that keeps the wearer clean in every respect no matter how much they dirty themselves, or perhaps amulets with a Hearthstone slot that might provide minor benefits to the power of a Hearthstone. Bracelets that provide notable bonuses when slotted with a Hearthstone would be Artifact 2, as well as a mask that allows the wearer to change their appearance to look like anyone they can think of and permit them complete conscious control over their expressions, on top of making it easier to misdirect others as to one's true intentions. A Hearthstone of this rating would provide their owner with significant protection from fire and heat, or perhaps allow them to hear the surface thoughts of those they focus on.

At the 3 dot rating, Artifacts and Hearthstones start becoming notably powerful. A Hearthstone that allows its owner to parry any ranged attack with ease, or slip any physical restrictions such as rope, shackles, or even grapples, are good examples of such. Artifacts at this level can be an intensely sharp dagger that is able to grievously harm immaterial spirits cut with it, or perhaps a shapeshifting nearly indestructible suit of armor that allows the wearer to take on any appearance (within their own species) they can think of, including any form of dress of protection, although the armor would not be able to increase or decrease the amount of protection it offers.

A third good example of a 3 dot Artifact would be the Ultimately Useful Tube; a stick a third of a meter thick, which may be twisted one way or the other for two different modes, that of a flute, or a snorkel that keeps out water waves and spray while modifying its own length up to two meters to maintain an ideal length to the water surface. If used as a snorkel above water, it also filters out toxins in the air to a limited degree. It can also be twisted to be a cm thick, to use as a straw to filter any poison in imbibed drink to a limited extent. Additionally, by pulling on the ends of the stick you may lengthen it to be a meter long, allowing you to use it as a blowgun, shooting sleeping darts made from essence if blown from the blue end or deadly poison darts if blown from the red end. Finally, the stick may also be lengthened to two meters in length to use as a fighting stick. The stick also always hides its own power, seeming as a mundane object when under scrutiny, although the darts it can shoot don't benefit from this. Such is the level of versatility 3 dot Artifacts are capable of.

4 dot Artifacts are even more impressive. They can be a very protective suit of armor that allows the wearer to breathe underwater, manipulate their buoyancy to rise or sink, and swim at twice their normal speed, as well as allowing the wearer to ignore water drag, to fight normally underwater, although this protection would not extend to ranged projectiles. Its visor would allow the wearer to see through water as if it were air, as well as possess two Hearthstone sockets, one on the helmet and one on the chestplate. Another example is a thick and always clean cloak that allows the wearer to teleport to anywhere that they can clearly see in their line of sight in a flash of white light, or perhaps a bow whose arrows shine red like the setting sun and always strikes true, unless the target utilizes a Perfect Defense to dodge the undodgeable, as well as allowing the wielder to supercharge the arrows with a small cost of essence to let the arrows hit immaterial targets as well as aggravate the damage dealt to those who are struck by the arrows.

A Hearthstone of this level can prevent the owner's ship from ever floundering at sea, no matter how bad the weather becomes or how incompetently the ship is handled. It wouldn't provide protection from pirates or rocks, but no weather would hinder the ship's smooth sailing. Another good example would be a Hearthstone that gives its wearer instinctive knowledge of where to set up safe shelters or campsites, which plants or animals are safe to eat, and how to recognize the onset of dangerous weather, even should the owner of the Hearthstone reside in a wholly alien environment.

5 dot Artifacts are considered true marvels to the learned of Creation. Examples of such Artifacts are the Forgotten Blade, which cuts away at memories instead of a target's flesh, as well as the Ring Of Being, a ring that prevents creatures of the Wyld, demons, gods, and even the ambient chaos of the Wyld itself from affecting the wearer with supernatural abilities. It does not block physical or social attacks, but no Charms or powers sourced from beings not of Creation itself work. A third example is the Soul Mirror sword, which can imprison within itself up to 7 souls of those killed with it, which can be consumed to greatly increase the sword's efficiency in combat for a week, or condemning one of them, along with most of their motes, to Oblivion, to fully block an attack that would've killed the wearer and heal all damage. The Soul Mirror also possesses a dreadful aura that cows the weak-minded.

Hearthstones at this level of power can grant ageless immortality that also shields from non-supernatural disease, act as a miniature sun to light up a mile's radius of land when commanded to, or even protect the owner from any Wyld effect at no extra cost, while also grievously harming any Wyld creature that comes within 5 meters of the owner. Additional possible effects also include turning into a human-sized firebird of living fire, able to fly at 300 miles per hour, and ignite objects with a touch, although any liquid would revert the transformation.

Finally, while you cannot get Hearthstones above 5 dots, there is another level of Artifacts, simply rated N/A. These Artifacts are extremely powerful, bending the rules of Creation and sometimes providing free use of Perfect effects provided a condition is or isn't met. A good example is the Sword Of The Yozis, the personal weapon of Ligier, the Green Sun and Fetich of Malfeas. It responds to his call, returning to his hand when he demands, provides him with a free Perfect Defense parry every few minutes, and allows him to fight as a one man army, letting him fight against an entire circle of the greatest Solar Exalted toe to toe.

Another example of an N/A Artifact is the Eye of Autochthon (not actually Autochthon's eye). It grants any wish that those who find it want, however they are all temporary, and great disaster will befall anyone who uses its power, such as an empire greater than the Realm in its early days vanishing overnight, or a caravan that rampaged through the Wyld bringing forced order and crystal into the landscape being turned into quartz.

All Artifacts tend to share a number of traits. Firstly, they are all magical. Perhaps because of this, or some other reason, all Artifacts are eternal, and extremely difficult to break. Artifacts don't wear down, rust, or break accidentally. Some exceptions are fragile by necessity, but even these Artifacts never wear down from constant and regular use, provided they are used properly. An Artifact's power never fades and does not require maintenance, although knowing how to use it is another issue entirely. Finally, while it may not need mentioning, Artifacts are not Charms, and so do not disrupt their use. Hearthstones, on the other hand, have to either be in contact with the owner's skin or embedded into a Hearthstone slot that they wield or wear, to benefit from their effects. Artifacts from the 3 dot rating and upwards possess one or two Hearthstone slots, and more potent Artifacts tend to possess up to five slots. It is worth noting that Hearthstones must be aligned with some element, whether that be the five elements of Creation, or the essences of powerful beings, such as the Five Maidens, Luna, the Unconquered Sun, and the Neverborn.

It is worth noting that the more powerful an Artifact is, the more people and more powerful personages will covet its possession. Particularly, Artifacts that manipulate souls or are associated with the Yozi will provoke Yu-Shan into action to bind or kill the owner of said Artifact. Likewise will Artifacts aligned with Creation and the Incarnae not be welcome in Malfeas.

For discounts, spirits of the Fourth Rank have full discounts on all Artifacts of 4 dot rating or less, and so do spirits of the Fifth Rank with the addition of having one 5 dot Artifact discounted. Incarnae/Primordials have full discounts on all but N/A ranked Artifacts, of which they only receive two discounts. The Panoply of the Unconquered Sun is the greatest of all, including four N/A ranked Artifacts, although the other Incarnae do possess a few as well.

Slice Of Heaven - 200cp

Most gods, especially at the higher Ranks, own territory in either Heaven or the Terrestrial Sphere, depending on whether they're Celestial or Terrestrial. You are no different, and with this purchase you will be able to bring along with you any such properties that you've come to own during your time in this world. Yu-Shan properties will be connected to your sanctum or warehouse, and can insert it into whatever Heaven equivalent there might be in future worlds. You have the option to put down Terrestrial territory anywhere in the worlds you go to or to connect them to your sanctum or warehouse as well.

As an Incarnae, you by default are given rulership over the southern quarter of Creation, to do with as you please. Normally that quarter would belong to Gaia, but with your existence there's no need to have the Primordial take the role. Demons get to take along whatever corner of Malfeas they managed to obtain rule over, and ghosts can have their tombs and any territory they've managed to retain control over in the Underworld. Both of these function as Yu-Shan territory for the purposes of being able to insert them in future worlds or not, requiring a Hell and an Underworld respectively.

Primordial Pleasures - 400cp

The Primordials were sensual beings with alien tastes that defied the definitions of "pain" and "pleasure". They and their servants destroyed many of the seraglios and bordellos scattered throughout Yu-Shan during the Primordial War, but the Algedonic Palace still stands since those times.

If it weren't for the Games of Divinity proving a greater temptation, the Algedonic Palace might've pulled the Incarnae into carnal addiction. However, they saw its potential use and restricted access into it to their most loyal and competent administrators of the Celestial Bureaucracy, letting them experience the borders between pleasure and pain, starvation and satiation, all the alien and carnal indulgences the Primordials designed for themselves for a full night at a time. In the centuries since the Primordial War, many of the original beings that inhabited the Palace have died due to mishaps or overeager clients, who were replaced by the most beautiful of mortals and gods of love and sensuality, the former of which are granted long life to serve their jobs for longer.

The Algedonic Palace might house Fair Folk bound by ancient promises of love and sex, as well as behemots crafted to satisfy Primordial desires. Likewise it has been furnished with First Age mechanisms to craft the perfect lover out of dreams, and dreamstones holding memories of a night together with one of the Incarnae, and some of the greatest Exalted heroes from history. The Algedonic Palace offers this and more; potions that offer the imbiber what it feels like to die and enter the Lethe, chaotic scenery of the Deep Wyld imprinted in sheets of gossamer, books filled with spells for dominating and pleasing a lover through magical means, and other, more esoteric forms of pleasure. Many rooms of the Palace are filled with illusions for setting the scenery; some clients might believe they are on a sunlit beach, while others may find themselves deep in wild woods.

You now have complete access to this building and all of the experiences offered within. Careful to not become addicted to the carnal pleasures you can indulge in within these walls. Post-jump, you will have a doorway into the Algedonic Palace installed in your sanctum or warehouse, for you to access at any time, and may also have the building inserted somewhere in the world you've gone to.

Aerial Reinforcements -400cp

The Aerial Legion of Heaven is one of the greatest armies of Creation, only second to the Dragon-blooded armies led by the Exalted during the Primordial War. Composed primarily of gods and machines able to take flight, they have laid unused since the Usurpation, for the Bureau of Seasons refuses to mobilize them without the direct order of a worthy Solar or the Unconquered Sun himself.

And now, you have the authority to call them to action. While the Aerial Legion resides in Heaven, it would not take more than an hour for them to reach you anywhere in Creation once you call for their aid and reinforcement, and you will be able to command them during war if you wish. If you're of the Fifth Rank or below, expect a lot of pointed questions and attention if you do this even once. Post-jump, the Aerial Legion will simply appear out of thin air to help you, and you won't need to deal with people wondering how you got this authority anymore.

As a demon, you instead call on armies composed of First Circle demon soldiers and Second Circle demon generals, with a small chance of a Third Circle demon joining in on the fun. The army will be mainly composed of demons of the same Primordial you are from. Ghosts can call on armies of undead, from zombies to ghosts to any of the dozens of military variants that an undead army would have access to.

Chained Loom -600cp

Created by Autochthon for the purpose of ensuring that Creation remained as the Primordials designed it instead of succumbing to the chaos of the Wyld, the Loom of Fate is a large structure in Yu-Shan managed primarily by the Pattern Spiders that weaves the Destiny and causality of the entirety of Creation. It is through the weaving of the threads of Fate and the supervision of any anomalies in the intertwined fates that foreign invasion by Fair Folk, and after the Primordial War demons, can be detected and responded to. Normally, access to it is restricted, and only those in the Bureau of Destiny may enter it unsupervised.

You, of course, now possess complete access to it. You even have the authority to tell the Pattern Spiders to influence Fate in some manner that you wish, although if you overwork them they might subtly twist your requests as revenge. They are adept at their jobs, however, so as long as you don't demand something like completely changing the course of Destiny you'll be unlikely to overstep your good graces with the Pattern Spiders.. It'd be best if you maintained an amicable relationship with them, of course, as a willing and happy subordinate is an efficient one. In future worlds, you possess a doorway into a copy of the Loom of Fate weaved into the destiny of the world you have traveled to, inserted in your sanctum or your warehouse. You may also choose to insert the Loom Of Fate physically somewhere in the world, although this might leave it open to infiltration and danger from others.

Divine Items

These items are discounted to gods and elementals of the appropriate position.

Terrestrial Items

Elemental Juniors -100cp

Elementals in the Terrestrial Sphere often form into crude mockeries of godly courts, as they know little but the social structures of their betters. While most gods just dismiss them as inconsequential, you have managed to strike up an alliance with a particular court. They will be able and willing to manipulate the weather of the region they reside in to a limited extent, such as making it rain on a normally sunny day, and will simply ask you to participate in a few of their nearly nonsensical discussions on the negligible minutiae of the weather, such as the precise speed of a breeze or whether a thunderstorm should have 4 or 5 cm of precipitation. If you're smart with your requests, you'll be able to influence the weather quite extensively.

Just be careful while you remain in this world. The Bureau of Seasons does not appreciate variations in the weather of Creation. In future worlds, you'll have a similar alliance with an elemental court within a region of your choosing.

Personal Cult -200cp

The Terrestrial Gods live in the same realm of existence as most mortal worshippers, and thus are in a good position to maintain cults to themselves (or their friends) personally. Likewise, you have a close relation to your worshippers, more than most gods. You have a large amount of control over your cult, particularly the traditions and rituals that shape their lives. Your cult will pray to you regularly, but will primarily communicate with you through the highest ranking priests. Of course, you possess full authority to make anyone you want into your priest, in case you like some specific mortal and want them on hand.

Your worshippers, you know, worship you, so unless you do something like command them to fight the Realm itself or something that they clearly can't do, they'll for the most part be eager and willing to do anything you tell them to do. You'll be responsible for them in the eyes of most gods, however, so if a member of your cult gets in trouble you will need to answer to their misdeeds. In future worlds you can bring your cult with you, although you cannot carry over specific worshippers without making them into Companions.

The size of your cult is generally decided by your Rank. Those of the Third Rank may have a city dedicated to them, those of the Fifth Rank can be worshipped by an entire kingdom, and Incarnae possess worshippers all over Creation. First Rank deities might not have more than a dozen dedicated worshippers, of course. If you are a demon, you should be careful that your cult remains hidden, as Yu-Shan does not tolerate Yozi worship in any capacity.

Terrestrial Court -400cp

Moving up in the world, aren't you? You're not merely a member of a Terrestrial court, you're outright the leader of one. While you are responsible for all your subordinates and must send reports to Yu-Shan (although if you're smart you can half-ass that), you have a lot of influence over a large region due to being the head honcho of a court. Your court possesses half a dozen gods one rank below you, and a dozen that are two Ranks below you.

Of course, if you're an elemental the gods under you might be in despair that they're the subordinates of an elemental of all things, although as a demon your subordinates are demons as well, and are probably more of a gang of thugs who strong armed the demons of a territory into your service, or part of Malfeas' natural social hierarchy than a divine court. As a ghost, you possess ghost subordinates and may or may not rule one of the cities of the Underworld.

In future worlds, your subordinates will be replaced with new but similar ones, unless you decide to elevate some of them into Companions. If you go to a world that lacks an Underworld, your ghost court will be forced to operate in the mortal plane, although they are likely to be less effective in such a case.

Aquatic Treasure -600cp

There are many ruins and forgotten devices in the depths of the western Ocean floor. From great forges and armories to sunk museums filled with strange treasure. You are now aware of a particular section of the ocean floor that is positively brimming with ancient and powerful Artifacts, possibly hundreds of them, although the most powerful they get is the 5 dot rating. Unlikely to be of much obstacle, given the sheer number of Artifacts buried under the ocean.

If you are able to make your way to this location, you'll be able to collect the Artifacts if you wish, although the location is hidden and so far unknown, so it may be best to leave it alone lest you require a great number of Artifacts for use. Should the coordinates of this location get out, you will have to contend with regular raids by others who covet this accumulation of Artifacts, perhaps even from Lunar Exalted.

For your personal use, you will need to attune yourself to the Artifacts as normal, which puts a hard limit on how many you may utilize at a time dependent on your Rank and power. Of course, this can also serve as a source of good rewards for outstanding subordinates and mortals. In future worlds you will be aware of a similarly potent pile of magical items hidden somewhere very hard to reach with normal means, although it'll be lesser in scale if you decided to safeguard too many specific Artifacts that you found particularly useful or interesting. The amount of treasure this item provides is only so large.

Celestial Items

Heavenly Papers -100cp

You know what can be really annoying? Needing to prove that you're a proper god of Yu-Shan and having no proper papers on hand to back up your claims. Well, you will not need to worry about this ever again, for every time you reach behind you or into the pockets of your outfit if they have such, you will be able to produce a set of papers that serve as undeniable proof that you are a god, what your domain is, and your position in the Celestial Order. In future worlds, you will be able to use these papers to justify your presence in any Heaven equivalents there might be.

Additionally, you can also produce an invitation to Yu-Shan, allowing anyone you give them to lawfully enter Heaven as a guest of honor. They will be your responsibility, of course, so you will be the one who will act as the host for the invitee. These invitations work in future worlds as well, letting those you give them to attain lawful access to Heaven.

Lion Guard -200cp

The Celestial Lions are the police of Yu-Shan, as well as the guardians of important locations or personages. They take on the forms of massive lions, as tall as three meters at the shoulder, and seem crafted from pure orichalcum from the golden sheen of their skin and fur. Their power is equal to that of the Third Rank, and in general they are firm and disciplined when it comes to completing their tasks. You are now in charge of two of these Celestial Lions, who have been assigned as your personal bodyguards. Needless to say, if you are of the Third Rank or below you will be under suspicion due to this.

You can purchase this a second time, also discounted for Celestial gods, in order to have six Celestial Lions as bodyguards instead. They will follow you to future worlds, and will protect you with their lives if necessary. Of course, if one of them does get their soul destroyed, you will be given a replacement a month later.

Servitors -400cp

Some of the most important and highest Ranked gods have very heavy responsibilities. Such things are, of course, too much for any single god to take care of, and after a certain Rank gods tend to be gifted an entire species of servitor spirits of the First and Second Ranks to help them with their duties. You now are in charge of a servitor race of your own. They have arbitrary numbers and can reproduce to replace any casualties, and what they can actually do is tied to your domain specifically. Perhaps you command a force of psychopomps if your domain involves the souls of the dead, or maybe your servitors are hounds able to sniff any prey they hunt. It might bear repeating that, as with the Lion Guard item, you will be asked a lot of questions if you possess this while being of the Third Rank or lower.

Ancient Knowledge -600cp

Vanileth, the Shogun of Artificial Flight, went half-mad after the Usurpation, and hoarded much First Age knowledge devised by Solars related to his domain in an attempt to safeguard it. Many struggle to reach his floating mountain palace with crude flying machines of their own to obtain the mythical designs that Vanileth has in his possession, coveting the power of the flying ships that Solars crafted. Madame Marthesine of the Lost, goddess of Lost Things, has accumulated many tangible and intangible treasures lost to time and neglect in her sack, and many people are tempted into stealing from her, only to find themselves added to her collection, and few are willing to bargain for something of equal and greater value to obtain something from her.

Just like these two gods, you have in your very secure possession a large treasure trove of valuable things, whether it be intangible possessions or more concrete secrets, that you are known for. This collection of yours attracts mortals and weaker beings alike, with the temptation of obtaining even a fraction of your collection driving many to ruin their lives in the pursuit of stealing from you. Alternatively, you might be willing to trade for small chunks of your treasure, in exchange for proving their dedication to a cause or exchanging them with something of equal value. Or you may give stuff away for free, but isn't that boring?

Regardless of what your collection includes, you are the sort of being that others bargain with for great power and knowledge, or perhaps simply to regain something they no longer have, in exchange for great personal sacrifice. In future worlds legends of your treasure and your attitude towards those who attempt to steal or trade these treasures from you will be scattered throughout the world, allowing a steady stream of mortals who wish for something you possess. Of course, if your collection has somehow diminished, when the jump ends it'll grow back to its original size.

Primordial Items

These items are discounted to demons, whether or not they purchased the Primordial Rank

Musical Implements -100cp

Music is the one art that all Primordials enjoy, save perhaps Adorjan. Thus they have crafted many instruments to produce music, both mundane and weird. You find yourself given a supply of every instrument you could ever need to compose music, both the imaginable and the alien. If any of the instruments break, you will simply be given a replacement. You can outfit entire bands with this supply, and as long as they're not used for anything other than their intended purpose of producing noise of some kind, usually melodic and pleasant, they will never break or wear out even if played for centuries at a time without stopping.

Infernal Safeguard -200cp

The environment of Malfeas kills mortals in a week exactly. This is due to Malfeas' humiliation and hatred, as you may no doubt be aware of. However, this sort of thing can be inconvenient in certain situations. It has been enough of a concern that some demons created tools, incredibly unpleasant as they may be, to allow mortals to survive indefinitely within the Demon City. The primary methods used are an alchemical potion that carry a risk of permanently degrading the imbiber's body if drunk regularly for months, and a massive insect, half-fly half-moth, that attaches itself to a mortal's face, covering its lower half with its body to prevent them from eating, drinking, smelling, or talking, and slips a slender tube down their throat to provide them with filtered air, water, and nourishment recycled from the insect's own feeding.

You will have a small supply of these tools, which replenish monthly if lost in some manner, enough for a group of four mortals to survive indefinitely in Malfeas with either method. In future jumps, your supply of unpleasant survival tools will expand, to provide perhaps unnecessarily nasty methods of survival in realms of existence that are too hostile for life to live there normally.

Demonic Exaltation -400cp

Infernal Exaltations are granted unlike any other; a demon is physically implanted with the Exaltation (as much as a spiritual superweapon can be physically implanted in things), and the demon follows the pull of the Exaltation towards an appropriate host, and then waits until the host fails miserably and is kicked down, and then offers them the infernal power of their Exaltation.

Now, you can also perform that, in order to obtain an Exalted servant or ally. As a First Circle demon, mercifully, you will not need to be the Unwoven Coadjutor of the new Exalted, a new demon simply sprouting into the Infernal's mind in the process of Exaltation. You have in your possession a single Infernal Exaltation, attuned to two Yozi, one of which must be one of the Yozi of the Reclamation. This may be your own Primordial should you be part of the soul hierarchies of one of them. You will be in the position of raising and training said Exalted, having unique responsibility over them, and if raised properly, they will prove a very powerful ally.

If you have purchased the Primordial Rank, you'll be given 8 Infernal Exaltations twisted with your nature and themes when the Jade Prison is breached, forming a sixth Caste of Infernals. If you begin in another, earlier time, you do not obtain these Exaltations until the jump ends. As with the hundreds of Exaltations the Incarnae gods may obtain through the scenario, you can gift these Exaltations to anyone you wish, after the jump ends and you no longer will need to obey the criteria hard-coded into the Exaltations. By default it'll be assumed you're part of the Reclamation, but if you wish to not participate in such a thing you will only obtain these Exaltations after the jump ends.

Curiously, when you ever get around to Exalting a group of mortals with these devices, you will find that they grow to be only one Rank below you in power within a year, somehow rising in power far faster than should be possible for even the Exalted. Their abnormal growth does stop there, but they are still Infernal Exalted and may grow further if given time.

Of course, unlike the Celestial Exalted that can be obtained by the Incarnae, your Infernal Exalted are guaranteed to have the potential to grow into Devil-Tigers; parodies of the Primordial condition that lacks the issue of becoming a Neverborn due to retaining their human souls. Of course, you may not regain your Exaltations until the jump ends, or if you've made your Infernals into Companions, they abandon their Exaltation for some reason. You only have so many.

But the Yozi don't simply provide mortals with Exaltation, for they know that to encourage genuine loyalty they must please their servants to some degree. After this jump ends, you will be given a smaller copy of the Conventicle Malfeasant that serves to house the 50 Infernals under the Yozi's rule. It is a large domed building, within which is a central plaza with 8 luxurious houses, mansions really, constructed around it. The outer ring of buildings is composed of structures for various practical uses, such as a forge, a torture and interrogation dungeon, a brothel, and so on. You will be able to use this Conventicle Malfeasant copy to house those mortals you gift with the Infernal Exaltation in your possession, and possibly live in there yourself if one of the manors is free.

Special Ring - 600cp

You find in your possession a small metallic ring, of a color that aligns the most closely to your nature and domains. It is not a mundane ring, of course, far from it. This little ring holds access to all of your powers, and you may gift it to others should you wish to empower an ally. Or perhaps gift it to an unassuming person you may wish to control, for it subsumes the will of those who wear it to your own commands, similar to the state of akuma-hood, as long as it is wrapped around their finger. After this jump ends, this ring can also grant any and all of your perks.

Of course, should you not wish to give away such a powerful object even to trusted personages, you may tweak the ring at any time to modify how much of your powers, as well as which ones, the ring may grant, and any combination of such conditions that you may think of. Perhaps you want the ring to only yield vague echoes of all your abilities, or maybe you would like to give out the full strength of only one specific Charm or other ability you possess. You can also modify how strong the ring's influence over the wearer's mind is (you are utterly immune to it, in case it bears mentioning), anything between nearly full akuma-hood, to simply a vague feeling that you might be important to them or their plans. It is worth noting that it is not absolute; even at the maximum level of control, those with sufficiently transcendent willpower will be able to retain some of their priorities, but not much more than that. You can also order the ring to exert a minor amount of influence on those who are personally and directly seeing the ring, should you wish to trick a group into infighting.

As a final note, the ring can shift between its original form and a fancy circlet whenever you wish, instantly relocating itself to a proper location in the wearer's body should you command this change while someone is wearing it. It always adjusts itself to fit the wearer, obviously.

Undead Items

These items are discounted to ghosts.

Grave Goods -100cp

The objects that ghosts are buried with form a plasmic copy of themselves in the Underworld, providing them with a panoply called Grave Goods. Only the wealthiest or most popular of ghosts are buried with significant objects, however, with most ghosts possessing a few trinkets or automata based on effigies as their panoply. You in particular have a handful of minor objects, such as a particular vase, or perhaps a picture, that reminds you of your best memories in life. Pondering them, aside from giving you some measure of spiritual energy due to automatically being Fetters, will always lift your spirits from even the darkest depths of despair, and will help you greatly in retaining your will to live. If broken or lost, they are repaired and brought back to you after a day.

Ancestor Cult -200cp

Ghosts, just like every other spirit, can benefit from worship by mortals. This has influenced the creation of various ancestor cults across Creation greatly. You are now among the ancestors of a notable family, which might hold an important position in some minor kingdom but are ultimately mortals. Your bloodline will, for the most part, survive even without your intervention, but they do not have good chances of survival in great cataclysms such as the Primordial War and the Contagion. They will provide you with regular offerings of food and drink that they know you prefer, letting you indulge in sustenance even if you do not require it, as well as steady worship throughout the generations.

You will be expected to take in and be responsible for any members of the family that die and choose to stay in the Underworld, of course, guiding them to life in the Underworld until they can fend for themselves. If you neglect both your dynasty and your deceased relatives, however, your relationship with them will likely sour and worship shifted to a more approachable ancestor, although this situation is reset at the start of a new jump by getting a new dynasty. You can of course request specific offerings, but you do need to keep in mind that they are still mortals, and not among the wealthiest families, barring your intervention to change this.

Stygian Advisors -400cp

The Dual Monarchs of Stygia once had Seven Counselors, who provided advice to the rulers. After an altercation with the First And Forsaken Lion, however, they were beheaded and their heads attached to a belt that the Deathlord carries with him. Somehow, you have come to possess a similar item. A belt with seven heads attached to it, that will dispense wise, if perhaps rarely impractical, advice, at your behest. They will only obey your commands to provide some contribution to some particular choice, of course, and nobody but you will be able to hear their whispers when they offer their guidance. After the jump ends, you may choose to have the heads turned into soulsteel boxes that house the seven ghosts instead, if you wish to have a less foul source of help.

Monstrance Of Celestial Portion -600cp

The Abyssal Exalted are twisted forms of the Solars, changed to utterly and thoroughly that they are ironically recognizably their mirrors and opposites. The process of this corruption was done through an N/A ranked called a Monstrance Of Celestial Portion, a nearly unbreakable large black sarcophagus, barely big enough to hold one human adult. The Monstrance have an unholy design that causes terror in the hearts of those mortals who look upon it, and being trapped inside is a thoroughly unpleasant experience, and it is nearly impossible for those locked within to escape, even with external aid, for the Monstrance rejects any magic which attempts to unlock it. Additionally, the Monstrance is just as solid to immaterial beings as to material ones, so intangibility provides no escape. Even peaceful sleep is denied to those locked within the Monstrance, for all dreams yield the dreams of the Neverborn themselves.

When the will of a Solar placed within the Monstrance finally breaks, they have three choices; kill themselves, become permanently catatonic unless supernatural healing is used on their mind, or to become an Abyssal. Normally the last option requires a powerful necromancer who knows a specific spell, but this particular Monstrance takes care of that step itself. Those Abyssals produced this way are loyal to the master of the Monstrance, at least initially, and they may be communicated with or punished through the connection between their Exaltation and the Monstrance itself. In future worlds, this Monstrance will be able to twist the powers of any being to be aligned with death, in the same way Solar Exaltations are turned into Abyssal ones, although this will do little if the subject doesn't already possess potent powers to corrupt in the first place, and those who are already steeped in death will simply have their loyalties realigned.

One last noteworthy facet of this corruption is that any curses, even those laid by great and powerful beings, such as the Great Curse of the Neverborn, are replaced with a similar mechanism for control over the corrupted being, which is tied to the energies of Oblivion. And should said twisted beings find a way to undo their corruption in some way, undoubtedly requiring a legendary and arduous journey, they will find that the curses they once held do not return to them.

Companions

Ascension -100/200/400cp

Do you have Companions that you wish to bring to this world? Far be it for me to bar you from such a course of action. If you're willing to pay 100cp, you may import or create 2 Companions, 4 for 400cp, and a full roster of 8 for 400cp. The budget for your Companions can be either of two choices; they can obtain 1000cp, but no more, or they may be given 600cp, but open access to drawbacks. Either way, Companions may not obtain cp from the Timeline option picked earlier in this document, but you may transfer your own cp to them if you're willing to sacrifice some of your own power.

Divine Reallocation

Do you wish for some specific being from this world to follow you on your journey? Sure, there's no particular restriction on who or what you may take along, as long as you're able to convince them to leave this world behind and become your Companion, or succeed at fully breaking (or subsuming) their will. Good luck convincing the Incarnae or even most gods among the highest ranks of Yu-Shan to leave Creation for good.

Cute Subordinate -100cp

Recently, one of your subordinates (of your preferred gender) has noticed the handsomeness of your form, the puissance of your domain, and your pleasantly intriguing nature. Unfortunately, perhaps due to lack of attention, they have decided to spread their personal influence among your worshippers, other subordinates, and anything and anyone else that you might rule over. By the time you uncover the extent of their domination on everything you know will be such that you'll be unable to run away. Of course, you could simply accept them, in which case they'll be entirely harmless to you. If you reject them, they will start resorting to blackmail to force you to accept their love for you.

This subordinate is one Rank below you, and the same kind of being that you are, whether god, elemental, demon, or ghost. This is slightly misleading, however, for they can be so subtle when they want to be, that not even you will be able to notice the webs of their influence spreading. Provided you're willing to take them in as your spouse, of course, they'll be entirely open to you about their agenda, and even ask you for help and support.

The Sixth Maiden -200cp

The Five Maidens of Destiny have extremely important responsibilities to the running of the Loom of Fate. However, the Games of Divinity has kept them enthralled, and unable to leave it for too long. Sadly, they couldn't trust any one god or Exalt to run the Loom for them, for it was a heavy task. Thus, they pooled their power together and created a god who was trustworthy and competent enough to delegate their task to.

Of course, the god manifests as a little girl, clutching a possibly unimportant china doll, sitting on a chair in a completely sealed room beneath the Loom of Fate. She never moves from her location, and never makes even a whisper of a sound, but the Loom itself responds to her. She has no agenda of her own, however, and is very much the frightened little girl she looks like.

How she performs her task is thus; she has been imbued with the personalities and perspective of all Five Maidens. She is able to determine what the Maidens would agree with and what they would find controversial this way, and only commands the Loom of Fate when all the Five Maidens (or their perspective, but the point is that there's no difference) agree on something. She can, of course, monitor all Sidereals and gods in the Bureau of Destiny, to be able to gather information to mull over in the first place.

You, and you alone, have access to her room. While in this world you may not take her out of it, there are heavy seals in place after all, you may be able to foster her growth into a full Incarnae, a combination of the Five Maidens in one (not that she'll be equal to the Unconquered Sun). It'll take millennia, but it will be possible. If you choose to do this, you'll obviously become her father or mother figure (or just parent figure, gods can get weird with gender), and will be very influential in the sixth personality, her true and authentic personality, when she grows up.

Whether or not you do this, she will retain the five perspectives of the Maidens in this and future jumps, letting you consult her if you're ever curious as to what the Maidens would think of something in particular. Likewise, she can monitor up to 100 people important to Fate for the purposes of information gathering, and while she can still command Destiny, her influence will be lesser if you did not purchase the Chained Loom item as well.

Interesting Mortal -100cp

Of course, not all noteworthy beings are divine or spirits. Mortals can be entertaining as well, as weak as they might be. This mortal in particular has obtained your attention in some way. They might be a pure mortal, or a God-Blooded, perhaps even being your child in the latter case. Regardless, they are at least a Heroic Mortal, and are weirdly prone to getting involved in bizarre adventures. One day they might be fighting a necromancer who likes to monologue a bit too much in the Far East kingdoms, the next (perhaps even literally the next day) they might get involved with an investigation on an eccentric inventor who has somehow managed to hijack some of the weaker constructs to be found in the First Age tombs in the South.

They may simply be mortal, but even if you witness them get themselves in a situation where they should not be able to survive, circumstance twists to allow them an escape, almost as if Destiny itself demanded they survive to get into nearly nonsensical adventures some other day. If you have access to the Loom of Fate, you would be able to check such a thing, but perhaps leaving it a mystery might be more entertaining?

This mortal may or may not be of your preferred gender, but the one constant that surrounds them is that it is always very entertaining to watch what sort of hijinks they get up to.

Drawbacks

Apotheosis +0cp

This is quite the extensive world, with many factions vying for power and influence, not just in Yu-Shan but in Creation, Malfeas, and the Underworld as well. Just one person in the right place can change the history of this world quite significantly, especially when that person is Exalted. If you've been to this world before in some way, you may choose to return to it, so that you're able to appreciate the fruits of your efforts.

Mythic Legends +0cp

Oramus is the Primordial who declared what was within and what was without Creation. This might be perhaps the single most important contribution to the formation of Creation, bar maybe the Incarnae themselves. Regardless, with this option you may choose to slightly influence Oramus' Contribution. In practice, this means that you may pick and choose from the lore of any of the three (as of the time of writing this document) editions of the Exalted game, or perhaps even from fanfiction and the campaigns that you or others might've played through.

You can make everyone anime if you wish, yes. Or any other style, really. As long as you're still going to Creation (mainline Creation, the Shards of the Exalted Dream have their own jumps) you're free to decide what form of Creation you go into.

Transcendent Joy +100cp

The Games of Divinity are the single most transcendently entertaining object that the Primordials ever designed. Merely looking at them is enough to incinerate a mortal soul from sheer joy. Sadly, you've been exposed to this experience, and unlike most gods who would be able to return to normality you've become addicted. It's not enough to simply visit the Jade Pleasure Dome and spectate the Incarnae's play (which is something most gods can do, especially higher ranked ones), you will be compelled to spend a lot of your salary on dreamstones containing the memory of playing a turn in the Games of Divinity. If you have regular access to a dealer and enough salary, this won't really be a problem, plenty of gods are addicted as well, but if you don't you'll start to break down and your priorities will shift towards getting another hit. Try not to ruin your life.

Long View, Too Long Really +100cp

Gods and some elementals tend to take the long view on the passage of time. You're a particularly egregious example of such. To you, days feel like minutes, months like hours, and years like days. You'll be particularly slow to act, which might infuriate those who want you to deal with an emergency. You'll be in great danger if you take part in a war or other catastrophe, but in times of peace you'll be perfectly safe, for the most part. A possible silver lining might be that you can walk from one end of Yu-Shan to the other without it feeling like a massive waste of time?

Important Nature +100cp

Some gods have a nature that is very loose. Perhaps it's simply a particular aesthetic that they like, or maybe a behavioral pattern they feel drawn to but can resist. You're not so lucky. Your nature is restrictive on your actions. Maybe you're unable to defend your sanctum or other important locations or people with violence yourself, perhaps you can't really talk and must use sign language, or maybe your nature is as easily identifiable as hands perpetually dripping with blood. If your nature influences your behavior, it'll take breaking your mind through torment to force you to resist it, and even then you might show it occasionally. Thankfully it's still not major enough to get you into major trouble, but it can be exploited by the knowledgeable, so you should be careful anyway. Post-jump your nature will recede into what you'd normally get without drawbacks.

Unwanted But Valuable +200cp

Those gods too controversial or disliked to keep in Yu-Shan but too valuable to kill due to what they know or some other reason are sent to the Archipelago of Exiles. A hidden chain of islands in the Far East, it is populated by pariahs of Heavenly society who can't be executed for various reasons, and is populated by some mortal tribes for some gods to obtain worship from. You are now among one of the exiles, and you will be unable to leave the islands until the jump ends. Your chances of survival can vary wildly from "you don't really need to worry about it in the slightest" to "you poor bastard, RIP", depending on your Timeline choice. Some of the gods here are planning on pulling some strings to remove their exiled status to leave the archipelago, which you can do as well, although it'll be difficult in peaceful and stable times.

As a demon or ghost, while there's no good equivalent to the Archipelago of Exiles, you are similarly a pariah of their society for whatever reason, and will be confined to some remote location in either Hell or the Underworld, depending on your spirit type.

Mortal +200cp

You can forget about your Rank, and even your perks and items, including those from other jumps. You're not a divine being at all, or even a spirit. You're a Mortal, by default a human but you can be a mundane animal too if you want that for some reason. You're among the weakest beings in this world, although there's entire civilizations to live in if you're alright with simply leading an ordinary life.

It is possible for mortals to be promoted to gods, although this requires divine friends in high places to achieve, due to Yu-Shan's corruption, but if you start early enough in the timeline this might not even be an option either. If you somehow prove yourself worthy of an Exaltation, you don't get to keep it after the jump ends. This jump is about gods and other spirits, not Exalts.

Seasonal God +200cp

The gods of the Court of Seasons can be accurately described as celebrities in godly society. This is mainly due to their role in managing and organizing festivities and celebration. This, combined with the disregard most gods have of the Bureau of Seasons, has led to a lot of gods wanting the Court of Seasons promoted into the Bureau, believing that they are more qualified than the Bureau of Season's current staff.

They are incorrect, however. The gods of the Court of Seasons are incompetent at any serious job. A trait you now unfortunately have in common with them. If you are ever assigned a genuinely important duty, your utter incompetence would quickly spell disaster, and you would even fail at minor jobs as long as they're still actually important. If this fact gets out, your future in the Celestial Order will likely be nulled, and any superiors you might have will be unlikely to trust you at best.

Audited +200cp

Audits are special investigations conducted by Celestial Lions or sometimes Sidereals to uncover any secrets an accused god might have. Due to this, it can be a useful tool to prevent rivals from acting, as they'll be forced to halt any illegitimate activities, even if they are an open secret, to prevent themselves from being incarcerated or executed.

Sadly, it seems that you're the target of a rather unfortunately regular string of audits, lasting all the way to the end of your jump. Almost once a month, you will need to deal with official investigations on basically everything you own, and some very rigorous interrogations just in case you're hiding some secret you didn't record. If you don't actually break the laws of Yu-Shan, then of course you'll be perfectly fine, but it won't take more than a few tries for those conducting the audits to figure out even your most well-kept illegal activities.

As a demon, you attract a lot of negative attention from superiors who are mercifully not spiteful enough to outright kill you, and will simply torment you indirectly for your entire stay. As a ghost, you're not trusted and will likely need to deal with the police of the various metropoli or even agents of the Deathlords, however as long as nothing they find is particularly offensive to them you should be left alone outside of the investigations.

Severity 5 Offense +400cp

Heaven is a bureaucracy. That means it has laws, which means it is possible to commit crimes. You're a criminal in the eyes of Yu-Shan now, congrats, although the Celestial Bureaucracy might not be aware of it yet. You're in possession of, or committed an act, that is a Severity 5 offense, the highest possible crime, in Yu-Shan law. Something such as keeping a large collection of impressive souls that should've passed on, proof that you've consorted with agents of the Yozi or Neverborn, or something of that magnitude, if the truth is ever revealed then you will not only be executed, but you'll be soulforged into a self-aware starmetal Artifact, which will cause your chain to end. Needless to say, you must keep this fact secret, or at least be strong enough to survive being among the most wanted beings of Creation, bar the Yozi themselves.

Political Concerns +400cp

A lot of high rank gods possess authority, legal or otherwise, over other, lesser ranked gods. Sometimes a god may have power over their superiors due to perhaps being the supply to a drug they are addicted to, or possessing blackmail too important to ignore. You now find yourself in this unfortunate position. Someone, whether or not they're stronger or weaker than you, has great influence over your actions in some way, such as perhaps the earlier examples or some other method of manipulation that is actually effective on you. They possess an agenda opposite to your interests, and know that you will not like being forced to work for them. If you decide to simply ignore their requests and attempt to kill them, regardless of what happens next you will suffer horribly and will regret having acted so rashly.

No Purpose (can only be taken by gods) +400cp

The domain of gods influences their status. A greater domain imparts greater power and influence, and a lesser domain makes its god proportionally weaker and less important. However, some gods suffer the experience of their domains being fully destroyed, resulting in either their transfer to another domain or expulsion from the Celestial Bureaucracy.

You are among the unlucky, and must contend with heavy mental issues sparked from your lack of purpose as a being designed around such a thing, and have to resist devolving into a cannibal divinity little less than an animal if you want to retain your sanity. It is possible to rejoin the Celestial Bureaucracy, but your efforts will have no luck, requiring great struggle for you to be recognized once again.

Worse, you have lost access to any powers, both from this jump and others, and will have to survive with what little power and skill you still possess. If you survive until the end of the jump, your domain and powers shall be returned to you, of course, but will you manage to hold onto your sanity until then?

Demonic Weakness +400cp

Some powerful beings in this world, particularly the Deathlords and some Second and Third Circle demons, have specific weaknesses, vulnerabilities that can function to deal greater damage to them if leveraged properly, and may even be used to destroy them spiritually even without the power of spirit-killing Charms. You better get used to running away, because now you possess one such weakness as well, and it is well known among anyone who matters.

It's unlikely you'll be immediately targeted by anyone, even as a demon, but if you piss off someone powerful sufficiently, they may decide to get rid of you permanently. It is of course advised that you be careful around anyone, even those that aren't so far lesser than you that you could kill them before they could react, because even those weaker than you will be able to kill you with your weakness if they are clever enough. If you have trouble deciding on a weakness, an example is the demon Octavian, whose oil secreted from his body may be alloyed into a weapon for the benefits described earlier in this drawback.

Blinded Peak +600cp

Since the Usurpation and Contagion, the Celestial Bureaucracy has been corrupted by crime, disillusionment, and the shadier side of politicking. While in the First Age promotions were attainable by simply being competent and loyal, in current times this is no longer the case, and those who refuse to engage with the unsavory side of the bureaucracy not only don't get far, but are kicked down. There are some exceptions, of course, but primarily due to those exceptions being high Ranked enough that people can't easily remove them.

Unfortunately, just like the goddess of the Imperial Mountain, you refuse to acknowledge that there's anything wrong with the Celestial Order. Like her and her subordinates, you will stubbornly attend to your job and hobbies while ignoring the politicking that permeates Yu-Shan. If you're a demon, you instead refuse to acknowledge the Surrender Oaths exist, which is significantly more dangerous to ignore, although it might not really get you in much trouble with your fellows. As a ghost, you're in delusion and believe you still live, and no amount of proof will convince you otherwise.

Unwise Decisions +600cp

Just like a god who recently became extremely popular due to their domain suddenly becoming greatly important across Creation, you have gone on a metaphorical rampage through society, mocking and insulting peers, subordinates, and superiors alike. You thought yourself invincible due to the peak of popularity your domain went through, and made a lot, and I mean a lot, of enemies.

When the jump starts, such a peak in popularity and power will have had just receded, bringing you back to your senses and letting you realize how hard you've fucked up. No amount of damage control will be able to prevent the brunt of the retribution that will shortly be brought to bear against you. Even the few friends you might still have will only barely be able to help you. Try to survive, a lot of beings will certainly try to kill you and/or worse.

Primordial Nature +600cp

You know that part where your nature is influential but not really too restrictive unless you took that one drawback? Yeah, you don't get that now. Just like the Yozi, your nature is all you are. You can only barely conceive of things beyond your nature and domain, and you're incompetent at anything that doesn't involve it. You barely have free will as mortals understand it, and it might be just as accurate to refer to you by what you can't do than what you can. Post-jump your nature recedes into something far less restrictive.

Scenario

Expanded Exalted Host

(Must be an Incarnae Rank God to take, and cannot replace an existing Incarnae)

The greatest conflict in the history of this world is the Primordial War. The very creators of the world fought against the Exalted Host, and lost. Most of the concepts composing Creation previously were destroyed in the Three Spheres Cataclysm, after She Who Lives In Her Name was denied surrender and incorporation into the world the Exalted would later craft. After the war was finished, the Exalted Host went on to create the most peaceful time known to history, and later decayed into inhuman hedonism due to the Great Curse that the few Primordial casualties inflicted on their killers.

Normally, if you began during this time period you could've feasibly stayed out of the main conflict, perhaps by being a minor functionary keeping things running in the background while the Exalted fought. But now you do not get that luxury. Now, you'll be right in the middle of the violent chaos.

You start before the Primordial War. Slightly before the Exaltations that would later shape the entirety of Creation were even created by Autochthon. You will be given 200 Exaltations comparable to the Sidereals and Lunars to flavor with your power, just as the Five Maidens spread the Sidereals between themselves and Luna and the Unconquered Sun formed the Lunars and Solars respectively. If you purchased the second tier of the Incarnae Rank, you will be given 300 Exaltations instead, able to match the Solars in sheer capability, if perhaps not with the same theme of personal perfection. Additionally, you will find that there is an additional magical material in Creation, one aligned to you like how Starmetal is aligned to the Five Maidens, Moonsilver to Luna, and Orichalcum to the Unconquered Sun. Artifacts crafted from your magical material are particularly potent in the hands of both you and your Chosen.

Your challenge will be thus: Train your Exalted, and lead them to war against your makers. There will be casualties, your Chosen will struggle, and sometimes it will seem as if you're fighting a hopeless battle. But your Chosen are part of the Exalted Host, and will take on a role in the armies of the Incarnae among the Solars, Lunars, and Sidereals. Your generals will command armies of Dragon-blooded, your priests will lead mortals to safety and provide emotional support to those traumatized by the war, your scholars will learn the crafting of great Artifacts, your assassins will serve as scouts and spies, and your diplomats will work to bring neutral gods into your side. These are simply the default Castes, of course, and you may decide on five castes (and their unique powers) that work on specific roles of your choice. So will your Exalted have the aid of their fellows, and they shall not have to work alone.

You personally will be the ultimate symbol of your Exalted, for their powers originate from you and are tailored to your nature and domains, if made vastly more efficient and potent than the Charms normally available to spirits. The morale of your Chosen will depend on how you treat them, and you will be a leading figure among even the greatest of them. They might possess the potential to match or even surpass you one day, but you are the origin of their blessings, and only the most insane will ever forget that.

And the Exalted Host will require the aid of your own Chosen. For while normally they would've struck the first blow and obtained the upper hand in the conflict since the start, the Primordials have somehow discovered the treachery and struck first instead. The Exalted Host has already sustained notable casualties, and the War has only just begun. Even with your aid, the Primordial War will be a far more equal affair than it would've been, thanks to the Primordials being completely willing to wage war against the traitors, and not being cowed by the sudden appearance of the Neverborn.

Should you succeed at this endeavor, your reward shall be threefold;

You will be able to bring your 200 or 300 Exaltations with you to future worlds, now with complete control over who becomes your Chosen, while normally the Exaltations would choose hosts based on criteria you declared and had no more control over beyond what the criteria actually are. If you've grown attached to a particular Chosen of yours, you may make them a Companion for free, which will slightly reduce the total number of free Exaltations you obtain (until they somehow lose the Exaltation), but otherwise you get the Exaltations themselves rather than a full roster of veteran Exalted.

You will be given a replenishing supply of 100 tons of your magical material, which replenishes every 421 days. More than enough to not run out before it is replenished, even if all of your Exalted spend the year constantly crafting Artifacts. Should you wish to utilize it for greater projects, such as a grand Manse aligned to your own essence, then this will be useful.

And finally, you are allowed to take with you the southern quarter of Heaven for free. It would normally be given to Gaia, but your presence allows the Incarnae to fully rule over Yu-Shan instead of needing to hand a quarter of it to one of their Primordial allies. You will be able to structure this quarter however you wish. For example, the eastern quarter, ruled by Luna, contains a vast variety of natural parks where hunting is possible.



There is another option, of course.

Should the normal path not satisfy you, you may betray your brethren, in order to not betray your creators. What an ironic cycle of betrayal, no? You will need to hide your treachery from your fellow Incarnae, which will be a monumental achievement in its own right, and lead your Chosen against the full Exalted Host, while fighting their Incarnae yourself. It is worth noting that only the Unconquered Sun is guaranteed to fight you head on. The Five Maidens and Luna are more used to more subtle manners of winning in conflicts against their peers.

Sadly, if you choose this path you will find yourself in the otherwise normal course of events of the Primordial War, with the Exalted Host successfully ambushing the White Ram, Fetich soul of The Lidless Eye That Sees, and the start of the War being signaled by the sudden transformation of said Primordial into Sacheverell. However, with your own support and Chosen, the Primordials are likely going to have greater morale to fight against such a dangerous foe as the Exalted, and just as you will be expected to fully support your Primordial masters, so will you and your Chosen be fully supported in turn.

With this path, your reward for succeeding will still be threefold, if perhaps slightly different;

You obtain your Exaltations and magical material supply as normal, but your third reward will not be governance over a chunk of Yu-Shan. Instead, you may choose one of your fellow Incarnae to take on as your personal slave, already mindbroken into complete obedience and subservience to you. You may choose to forgo the taming of your new slave(s), if you wish for a rebellious pet or perhaps to break them yourself. The Five Maidens count as one Incarnae for the purposes of this choice.

Notes

Your initial location and the situation you find yourself in is up to you, as long as it fits with your purchases in the document.

Spiritual Ranks Essence scores:

First Rank: 2

Second Rank: 3

Third Rank: 4-5

Fourth Rank: 6-7

Fifth Rank: 8-9

Incarnae/Primordial: 10

The part about not being able to use Exalted Charms in the Deathlord explanation is specifically about your past as a Solar Exalt which then died and became a Deathlord. You won't lose access to any Exaltations obtained from other jumps unless you take the power loss drawbacks.

Yu-Shan, the Underworld, and the World-Bodies of the Primordials/Yozi interact weirdly with immaterial beings; There is no gap between the material and immaterial in those realms, and thus whether one is naturally either is entirely irrelevant. Only in Creation proper is the difference between the two states relevant for any practical purposes. Fanwank how this relates to specific spiritual realms in future jumps.

Essence can mean two things, your overall power, and the magical resource that is measured in motes. Motes are kinda like mana or ki, in that most spiritual abilities (and also all Sorcery spells, although those are vastly more expensive mote-wise) that you can obtain require you to use your motes. Mote regen is really slow for anyone who doesn't have a massive religion dedicated to themselves or an Exaltation stapled to their soul (which only humans can have), so while most gods have mote pools far bigger than most Exalts, actually spending it is not a trivial decision, especially given no spirit Charm is as efficient or cheap mote-wise as any but the most expensive Exalted Charm. Some gods who know a certain Charm can crystallize motes into tokens and coins, and this is the way that the Primordials tax their Second and First Circle souls

As mentioned in the Undead Factions section, the Deathlords are responsible for the Contagion and the Fair Folk invasion that came shortly after. Obviously if you reveal this bit of info with even some remotely plausible proof all gods in both Creation and Yu-Shan are going to be fucking pissed, not to mention how the Exalted would react.

You may replace a canon character if you wish, as long as you purchase the appropriate Rank and Spirit Type, and obtain their nature and domains instead of being able to choose them yourself. As a Fetich demon this is of course unavoidable, unless you pick an obscure Primordial. Want to be Ligier, the Green Sun? Sure, but you won't get to bring the Sword of Creation or his forge unless you purchase them with the Panoply item or have some other method of making unpurchased objects into items.

Be careful around Solar Exalted. The amount of authority they have purely due to being Solars is frankly ridiculous.

For the purposes of the Turning Of An Age perk, the Primordial War, the Usurpation, and the Contagion are good examples of what would trigger it, and you'll be able to use the perk if you insert yourself into those timeline options.

It is very much not recommended to take both the Audited and Severity 5 Offense drawbacks, but if you wish to take them regardless you may do so. The 600cp drawbacks are inescapable, but you may be able to solve the other drawbacks in some way. With Demonic Weakness you can strike your weakness from all records and memory so nobody knows how to exploit your vulnerability, for example.

There's three entire goddamn books dedicated to providing the full abilities of the Five Maidens, Luna, and the Unconquered Sun, so I can't give a remotely comprehensive explanation for what they can actually do without making this document several hundred pages long. Fanwank responsibly, please, there's canonically very, very little limitations on the power of an Incarnae.

You wanna create 8 Incarnae Companions, you madman? Go ahead, inflict that on Creation, I can't stop you anyway. And as a note, if you take the scenario while some of your Companions are Incarnae, that will result in each of them getting 200 or 300 Exalted of their own the same way you do. Have fun with that.

If you want a magical material of your very own, you have to take the scenario, although you will be able to craft demesnes and manses (and by proxy, hearthstones) aligned to your own celestial essence as an Incarnae, scenario or no.

If you make one of your Chosen into Companions, their Exaltation is fiat-backed as with the Exaltations you can obtain from the other Exalted jumps where you can be an Exalt. Also, if you become a human in a future jump, you can Exalt yourself if you want, and you can remain an Exalted too. It's not going to do much, though, you're already nearly at the top of power that Exalted can reach due to being an Incarnae anyway.

If you're a Primordial and your Companions are demons, they may be part of your own soul hierarchy, and vice-versa. This can allow you to bypass the worst effects of your Fetich or Third Circle souls being destroyed due to Companions traditionally respawning after being killed, but if they are notably different from you it will attract a lot of attention. Such important souls are the personalities of the Primordials, after all, so a Primordial who doesn't show this sort of connection to their souls will be a very interesting anomaly. You can also simply make your own souls you gain normally into Companions, if you don't feel like importing someone else into your soul hierarchy.

You will not be able to bring along your entire soul hierarchy as a demon if you have not purchased the Primordial Rank, only those you've managed to convince to become your Companions, although if you convince the Primordials themselves they'll keep their soul hierarchy. The ease of this will vary with each Primordial; Malfeas would rather become a Neverborn than be subordinate to anyone else, even if his component souls might be more accepting, and She Who Lives In Her Name would be completely content with being your subordinate as long as there's a rigid hierarchy between you, the Jumper, and your Companions, with the other Primordials having varying and less certain reactions.

The Primordial Geas: All the gods of Creation, really most beings who the Primordials saw as noteworthy which was nearly everything except humans and spirits even lesser than them, are under a Geas whereby they are unable to directly harm a Primordial unless in self-defense or when ordered to do so by the Empyreal Chaos, King of the Primordials. This Geas is the reason the Incarnae arranged for the Creation of the Exalted and why the Exaltations only accept humans as hosts. Unless you take a certain option, you will be assumed to be chained by this same Geas, at least until the jump ends.

A year in Creation is 420 days long, with the five Calibration days lying outside of the year. Thus when effects last for a year and a day, usually large scale sorcery and summoning, it lasts for 421 days, not 426.

Post-Jump, gods will be able to grow in Rank by expanding their worship. It will require an entire planet's worth of worshippers, billions of people, to begin approaching the Incarnae Rank, however, and it'll still be mostly out of reach due to a variety of other factors, primarily how the Incarnae were specifically designed to be what they are rather than being gods who grew into their station. It'll still be possible, of course, but it'll take centuries, perhaps millenia, to surpass that wall. Their domain will naturally expand as they grow in Rank, to a scale more appropriate to their newfound power, and they can influence in what manner it grows. This is all post-jump, mind, while in this world you'll have to get promoted the old fashioned way.

Demons cannot grow in Rank. Ghosts may grow in Rank the same as gods, but they cannot benefit from domains and thus won't be able to truly reach the levels of power of true Incarnae. Elementals and lesser elemental dragons can grow in essence as normal, by "meditating" (read; performing their job of maintaining Creation) and evolving spiritually.

It's not all bad, though. There are ways for spirits to become other kinds of spirits, from ghosts and demons becoming gods, to gods becoming demons. It usually requires specific and potent powers from this setting, but you'll be guaranteed to find ways to transform into any of the other three types of spirits, from the full four of gods, demons, ghosts, and elementals, in other worlds, provided you look hard enough (or are powerful enough to simply make them). Transforming into another kind of spirit will shift your benefits and restrictions accordingly, and will be more difficult the more powerful you are, with Incarnae Rank spirits finding such a thing almost impossible even with their great power and capabilities.

When in doubt, fanwank responsibly

V1.0

But there is another path

Do you wish to be greater than the gods?

Then, you shall be...

Primordial

-1400cp

(Rank option, must be a Demon to take)

You are not merely one of the divine. You are among those who created the gods to delegate the task of maintaining Creation. You are not a singular being, for you possess 17 important souls that compose what you are, each of which possesses 7 souls of their own. The immensity of your being also produces whole species of beings, that to you are as numerous and replaceable as body hair might be on a human.

Such is your power, that you are among those who provided the building blocks of existence. Your own spiritual abilities are comparable to that of the greatest Exalted, as well as the Five Maidens and Luna, and while the Unconquered Sun might be able to strike you down if it weren't for the Geas preventing all gods from harming your kind, he would find such a fight to be a struggle. Your powers and themes shall be decided on a combination of your nature and half a dozen domains, as determined earlier in this document. You have no real restrictions on what domains you can take, as long as it's no more than 6. Additionally, the degree of your contribution to Creation shall be decided later on.

You possess two bodies; one, your World-Body, lives up to its name, being an entire world in its own right. The other, your Jotun body, is a titanic form, fit to crush all in your path. The specifics of both of these are entirely influenced by your nature and domains, just like how the King of the Yozi possesses endless urban layers composed of brass and basalt. Your Jotun body may also be shrunk down, in case you want to interact with those infinitely your lesser as your whole totality, rather than leave such a meeting to one of your souls. If you're willing to put in the work, you may be able to obtain a dozen additional Jotun bodies for you or your constituent souls to utilize.

Your soul hierarchy is composed primarily of one Fetich soul; that which forms the pillar of your identity and nature, serving as the purest example of what you are, if not who. Below your Fetich there are the Third Circle souls, 16 beings, all in the higher end of the Fifth Rank of power, representing lesser but still important facets of yourself, such as an interest in architecture, or the intensity of your desires and urges. Each of these Third Circle souls possess 7 souls of their own, denominated Second Circle souls, serving as a way for the Third Circle souls to reflect, communicate, protect, understand, gratify, express, and define themselves, and these Second Circle souls are individually at the peak of Fourth Rank power. Of course, both souls of the Third and Second circle may take on humanoid and more alien forms. It is common for Third Circle souls to be geographical features, and manifest a human form simultaneously to interact more directly with others.

Your soul hierarchy is not all glory and power, however. They define your nature and personality, for they are who and what you are, manifested as entire souls of their own due to your own power and status. Permanently destroying one of your Third Circle souls will harm and lessen your self, and what you shall develop in replacement of the now missing soul and personality trait is unpredictable, but it's usually a neutral change, rather than a lessening. Such a thing will only occur should your Fetich soul be truly destroyed. Suffering the true death of your Fetich is tantamount to a complete mental breakdown, the pillar of your psyche shattered and removed. Your very nature and domains might even change by the birth of an entirely new Fetich. Of course, you will be able to promote one of your other Third Circle souls to Fetichdom, but the results such a change will bring on your nature and domains will still be great and mostly unpredictable. While this is obviously a massive downside, it is worth stressing how powerful each individual soul of the Third Circle is, and how your Fetich will match up to the Incarnae on their own. The true benefit Primordials have over the gods is that they are legion, and never fight alone in the sense that the gods and Exalted do.

Additionally, both you and nearly all of your souls are just as immortal as the greatest of the gods. The only way to truly cause the death of your Second and Third Circle souls, as well as your Fetich and yourself, is complete spiritual destruction. Should the killer not utilize a power able to destroy and shatter souls, those they kill will simply reform in proximity to you, your Fetich, or one of the Third Circle souls, whichever might be available. Even should all of your important souls be killed alongside you, if the souls themselves haven't been lost you shall simply recover fully somewhere in your World-Body.

There are, of course, the First Circle souls. These are for the most part irrelevant to your being, each entire species of such usually being designed for some specific task or role. Even your Second Circle souls will be able to spawn new varieties of First Circle species whenever they wish. Sadly, First Circle souls only tend to be around the First and Second Ranks in terms of individual power, but you will be able to compose whole armies of them, so their sheer numbers might lessen how underwhelming they are individually. They aren't even immortal.

As a final note, you may spend an additional 100cp to obtain a second Fetich, like the Empyrean Chaos once did. Alternatively, you may include six Poles in your World-Body, like how Autochthon possesses the Elemental Poles Of Crystal, Metal, Lightning, Oil, Smoke, and Steam. They shall anchor your World-Body, allowing mortals to live in it indefinitely, if perhaps with great difficulty depending on what elements the Poles consist of. You may obtain less Poles if you want, or more by paying the cp surcharge again for getting up to six more. That said, you must pick elements that align with your nature and domains. Lastly, you may also purchase an original unique trait to possess, that sets you apart from your fellow Primordials and provides some notable benefit, such as possessing half again as many Third Circle Souls. If you wish to purchase all of the examples given, or perhaps multiple other unique traits of your own make, you may do so. You can, of course, purchase unique traits multiple times, in case you want to greatly anger the King of the Yozi or Primordials by having three Fetich souls when he only ever had two, or multiply some other benefit you obtain from your traits.

Of course, at no additional cost you already possess a unique trait; you are able to apply yourself to efforts lying outside of your nature and domains. It'll be just as arduous as any other mortal or god, but you are not almost entirely restricted in what you may even conceive, unlike your fellow Primordials. If you take the Primordial Nature drawback, of course you do not benefit from this trait until you leave this jump.

If you wish to push the bounds of suffering, you may be a Neverborn instead. Forget about your nature and domains; save for some minor flavoring of your individual Tomb-Body and titles, your nature and themes will be fully and entirely aligned with death and decay. Other than that, and the note that your soul hierarchy will for the most part be maddened monsters, the scale of power you obtain is the same. It is not possible to stress enough how bad of an idea this is, but if you insist on suffering in such an excruciating state then such will be your own prerogative.

Contribution

This section is exclusive to those who have purchased the Primordial Rank.

As mentioned before, Primordials are the creators of existence. The Primordials now called Malfeas and Szoreny led the effort, although they were vastly different back then. She Who Lives In Her Name, the Principle of Hierarchy, supported their work. Cecelyne, the Endless Desert, advised them on what space the project might create and inhabit. Autochthon, the Great Maker, devised life and art. Adrián, River of All Torments, breathed in movement and emotion. Oramus, the Dragon Beyond the World, decided what was outside and what was in. The Ebon Dragon, Shadow of All Things, declared colors and influenced the invention of Fate. Isidoros, the Black Boar That Twists the Skies, asserted his distaste for Fate but allowed it in exchange for other considerations. The place-that-became-Creation itself was the domain of Cytherea, the Mother, and Gaia, the World. Many Primordials left their stamp on the project—including some who never stayed to view the fruits of their ideas but chose instead to return to the depths of the Wyld.

Now, it's your turn to decide what you shall contribute to Creation. While you can retroactively declare you're responsible for some pre-existing facet of existence appropriate to your choice, it is recommended that you contribute something entirely of your own make. In future worlds, you may choose to bring your addition with you as well, although incorporating it into the worlds you go to is optional. You do not get discounts, in case that needs to be said.

Irrelevant

For one reason or another, you haven't contributed much to the formation of existence. Maybe you simply decided to not participate in the creational efforts, or maybe you added something so minor that it's negligible even to the mortal experience. You may or may not draw the annoyance and disdain of some of your kin due to your laziness.

Minor -200cp

At this scale of contribution you begin to become notable in the creation of existence. Perhaps you've included an addition in the rules of perception, such as a new set of colors, or maybe mortals will be able to see the flows of essence naturally, or perhaps some other sensory capability. Alternatively you may have incorporated some mundane properties and materials that the objects of Creation can possess. It will greatly influence mortal life, but to beings of your scale it is still not a particularly impressive achievement.

Middling -400cp

Just as She Who Lives In Her Name wrote the physical laws of Creation, Adrian breathed movement and emotion, and Autochthon created life and art, your contribution to Creation is impressive and influential in the end result of existence. Whatever it is that you might have worked into Creation is a relevant factor even to Primordial beings, at least when interacting with the world at large. The history of Creation will doubtlessly be entirely different simply due to the existence of what you've contributed.

Major -600cp

Ironically at this level of involvement you have less options than at the Middling level of contribution. By default it'll be assumed that you've created an additional Incarnae built to your own specifications with the aid of Cytherea, or perhaps you've convinced Gaia to include a number of additional Elemental Poles, up to 4, to Creation, and if you are able to conceive of a contribution as potent and influential as the Incarnae or Elemental Poles you may feel free to implement that instead.

Additional Considerations

Apart from your Contribution, there is also the matter of the Surrender Oaths. Mercifully, you have avoided the brunt of the Oaths, and are entirely intact from your time as a free and healthy Primordial, if perhaps just as bound as your kin. If you throw your lot in with the Reclamation conspiracy founded by the Ebon Dragon, you will be given 8 Exaltations to twist with your power, forming a sixth Caste of Infernal Exalted. Provided you've taken the Demonic Exaltation item, you will be able to bring these 8 Exaltations with you, able to embed them in a First Circle soul and allowed to search for those who attempted to be heroes but failed. Otherwise you will not be able to bring them with you. Of course the item is also useful if you're starting in some other time or don't actually care for the Reclamation. Post-jump, you will have complete control over who receives these Exaltations, although while you're still in Creation you will need to work around the restriction of only heroic individuals being candidates hardcoded into the Exaltations. It is worth noting that you will be considered a Yozi by basically all beings; Such a state is mostly a political position more than anything, due to the Surrender Oaths. Of course, some of your fellows are very much crippled, Malfeas the Demon City most of all, for the most part your fellows haven't been transformed too badly by the Primordial War. This also applies to whether your souls are called Devas or Demons, again just a political thing.

You will be able to use your 1-ups on your Third Circle souls and Fetich if you wish to avoid the normal effects of those souls being destroyed. Even if you run out of 1-ups, reality still wasn't really built to handle a Primordial dying. If someone manages to inflict soul destruction on all your Third Circle souls, Fetich, and yourself before you're able to recover, you will turn into a Neverborn, a being for whom every instant is transcendental agony. Your nature and domain shall be twisted such that they'll be intrinsically connected to death and decay, and if you die in a world without a spiritual Underworld, your death will form one into existence. Even if there already is an underworld in a world that you "die" in, your transformation will also create Oblivion, a realm of nothingness that annihilates anything that plunges into it, and corrupts those who gaze or listen to it for too long into psychopathic and relentless murderers.

Perhaps the only silver lining of this condition is that you'll be able to torment your killers plenty. Perhaps you'll inflict something akin to the Great Curse on them, or something more personal. If someone wants to rid your own corruptive and deadly influence on reality for good, they will need to destroy all of your important souls and then yourself, all over again, this time against a parody of the being they once fought that, while less versatile perhaps, is vastly more dangerous to both the living and the dead. Should they be successful, of course, your chain will finally end. Of course, your permanent removal from the fabric of reality will not undo the Underworld and Oblivion that you accidentally created.

As a small mercy, you will be returned to your healthy Primordial state should you survive to the end of the jump where you became a Neverborn. You might need quite the extensive therapy to cope with the experience.

You won't need to worry about your own souls betraying you, unless your nature or domains are directly involved with betrayal and self-sabotage, like the Ebon Dragon.

If you have taken the Major Contribution and decided you made an additional Incarnae, once you leave this jump you will find them following you as a Companion. They are likely incredibly conflicted about this, especially if you sided with the Primordials in the Primordial War (which is the default assumption unless you start during the Primordial War and take the side of the Exalted), and will be firmly loyal to you, as chagrined as they might feel about their service. You will have a very powerful ally, although it is recommended that you at least foster genuine friendship between the two of you, as they might not be fully motivated to help you otherwise.

If you took the Sorcerer-God perk as a Primordial, then you have full access to Solar Circle Sorcery, on top of Terrestrial and Celestial Circle Sorcery. You are one of the beings who made Creation, and Sorcery is simply the main tool through which your kind performed such a feat. Of course, it'll be colored by your nature and themes, but unlike the other Yozi Initiations, you won't be restricted in which spells you can learn at all, you'll simply find spells aligned with your themes to be stronger. Unless you took the Primordial Nature drawback, in which case you'll get the full benefit only after the jump ends.

For the purposes of any perks and items (and other sections), being a Primordial affords you the same benefit as if you were an Incarnae. Except for the Slice of Heaven item, which instead lets you bring along a chunk of the World-Body of one of your fellow Primordials, probably whichever you have the best relationship with. If you took Prayersmith, you might be equal to Autochthon in terms of crafting prowess. Or perhaps you might require a core of Wyld energy like what Autochthon possesses within his Elemental Pole Of Crystal. If you took Sorcerer-God, you're quite likely the #1 authority on sorcerous lore in the entire setting, and Divine Behemoth would have interesting interactions with your Jotuns and World-Body. Additionally, Transcendental Excellence would allow you the capability to unravel the surrender Oaths by yourself, as horrible as that idea might be due to how alarmed the gods and Exalted would be at your efforts, and you might even provoke the Incarnae to leave the Games of Divinity if word of your (worryingly successful) attempts at getting free reaches them. Fanwank responsibly.

Obviously, as a Primordial you will be mostly unfazed by the experiences offered by the Algedonic Palace and the Games of Divinity. They were designed for your kind of being, after all, and you will never become addicted or overwhelmed. You will be able to comprehend and process alien and inhuman thoughts, emotions, and experiences as well, although how this interacts with things from beyond this jump is uncertain. Fanwank responsibly.