The Broken-Winged Crane

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In a time yet to come, where Creation is but the Shattered Annex, *The Broken-Winged Crane* will be written. The future has not yet come to pass, though *The Broken-Winged Crane* works tirelessly to bring it forth, a living, malignant atemporal entity riding the currents of destiny and Fate like a knife scraping a fresh scabbard. Every existing tome in Creation is merely an imperfect copy of the final book written in the future. Possession of a copy means certain death in the Realm and much of the Threshold, and mere rumor of the book's possession can doom a sorcerer to inescapable disgrace. Yet the power the book offers—so much more than mere demonic lore—can tempt even the most indomitable of souls.

In what manner may the history of the Shattered Annex manifest, reaching backwards through time and space into distorted copies? Often merely as books covered in glowing runic scrawl of Old Realm, but also as a precocious green-eyed boy, dying of acute leukemia, who recites the text from memory without comprehending it; or a music box that plays each listener's ideal song—slightly off-key. Virtually any medium, scribed by pain and tainted by madness, may hold the wisdom of the *Crane*. The Yozis claim the copies as their own work and consider the tome a herald of the Reclamation's victory, but this is a lie.

The book *always* describes—in past tense—the final, crippled freedom of the Yozis: an elopement with dire consequences, how the broken nature of the Exalted and the broken nature of the Yozis birth a new horror upon the world, the dawn of a green sun over Creation—these things the tome speaks of. The book is not written as a prophecy, but as a history from the perspective of the victors in the post-apocalypse. Commentaries from the First Age tell of the *Crane* recording significantly different events than modern copies, a fact that baffles contemporary savants. In the earliest appearances of the tome in the moments after the Primordial War, the contents of the *Crane* were laughably inaccurate. Most of the Exalted interpreted the tome as a final sign that the Primordials had lost their minds.

And yet, as the time the *Crane* recorded inevitably crawled towards realization, the copies altered themselves, and grew in both might and accuracy. New copies that appeared began to reflect events that did, in fact, come to pass. In this way, the *Crane* is an occult tutor of incalculable potency and a dire portent of things to come.
**HEARTHSTONES OF VITRIOL**

**DEMON-MAGGOT STONE (MANSE 1)**

When the bearer of this mottled ochre and purple stone is injured, his wounds spawn iridescent demon maggots that consume dead and damaged tissue, causing them to heal at twice the normal rate. The maggots shrivel and die when the wounds heal or if removed from the bearer.

**STONE OF THE MALFEAN ELEMENTAL (MANSE 2)**

This violet-streaked green gem reduces the mote cost for summoning a metody (Roll of Glorious Divinity II, p. 83) by 10 motes. No combination of effects including this stone can reduce the cost below one mote. Similar stones for other First Circle races or specific higher circle demons are aspected to their progenitor Yozis.

**STONE OF THE CHRYSALIS (MANSE 3)**

A tiny creature lies frozen within this translucent green stone, its appearance differing every time it’s viewed. The stone’s bearer may spend three motes as she sleeps to engulf herself in a chrysalis of green silk. The next morning, she emerges from the chrysalis evolved into a new shape, transfigured by the power of the stone.

As a temporary Desecration effect, the bearer obtains up to (Essence x 4) points of positive mutations of her choice, plus half that value (rounding up) of negative mutations chosen by the Storyteller. If she is a creature of darkness, she gains that deformity at no cost. These mutations disappear when she reactivates the stone or loses attunement to it.

**SCARLET POLESTAR GEM (MANSE 4)**

This spherical black stone, which holds a smoldering red ember at its heart, acts as a lodestone toward those things the bearer despises. If the bearer visualizes a person, place or thing with which he has had personal contact and towards which he holds a negative Motivation or Intimacy, the ember points in that thing’s direction. This fails if the target’s identity is magically obscured or she is in another realm of existence.

**HEARTHSTONES OF ADORJAN**

**GEM OF THE UNFAILING PATH (MANSE 1)**

Demon-Bound (Jacint)

This cloudy oval stone is shot through with red and violet threads. Even in the deepest wilderness, its bearer can always find a path leading in the direction she wishes to travel; if no such path exists, a trail opens before her and fades after she has passed. This Shaping effect provides the movement benefits of a trail (Exalted, p. 266) for a unit the bearer leads with (Essence) magnitude or less.

**UNCONQUERABLE SILENCE GEMSTONE (MANSE 4)**

The bearer of this opaque white stone may spend one Willpower to completely blot the presence of
another creature from her awareness for the rest of the scene. This provides a perfect ongoing social dodge against the target. The target automatically gains surprise if he physically attacks the bearer; if the attack is successful, it breaks the silence effect.

**HEARTHSTONES OF CECELYNE**

**JEWEL OF THE DESERT BODHISATTVA (MANSE 3)**

A soothing silvery-blue light emanates from this gemstone, surrounding its bearer with a messianic aura. He gains three bonus dice to any Social roll dealing with religious matters, and social attacks he makes targeting Intimacies of reverence count as two scenes spent increasing or reducing them. The stone’s bonus dice become successes within the landscapes of Cecelyne and her Third Circle souls, or when creating an Intimacy of reverence toward Cecelyne.

**HEARTHSTONES OF THE EBON DRAGON**

**THE DREAM-MERCHANT’S COIN (MANSE 1)**

Demon-Bound (Makarios)

This coppery disk gleams with a peculiar iridescence. By spending one Willpower upon going to sleep, the bearer may visit the demon Makarios (Roll of Glorious Divinity II, p. 65) in her dreams. If Makarios is regenerating from death, the bearer travels to the demon’s dream-palace but finds it empty.

**BITTER REVELATION STONE (MANSE 3)**

A small, dark green inclusion sits near the center of this otherwise clear gemstone. Its bearer adds (Conviction) dice to any social attack that involves the revelation of an unpleasant or unwelcome truth. If the revelation provokes a Virtue check, suppressing the Virtue costs an additional Willpower. The stone’s bonus dice become automatic successes if the social attack is made while the Ebon Dragon blots out the sky or within the landscape of one of the Ebon Dragon’s Third Circle souls.

**HEARTHSTONES OF HELLOGE**

**GLYPH-VOICE STONE (MANSE 3)**

When the bearer of this black and gold rectangle speaks, no sound emerges; instead, his words manifest briefly in midair as supernally elegant calligraphy. This is an Obvious Shaping effect. The bearer gains a bonus equal to half his Linguistics (rounded up) when performing a social attack. This increases to his full Linguistics score inside the landscape of Helloge or one of his Third Circle souls.

**HEARTHSTONES OF ISIDOROS**

**STONE OF THE SOLIPSIST (MANSE 3)**

What the bearer of this shining white gem doesn’t perceive cannot harm him. He gains Hardness 11 against unexpected attacks. If the Hardness successfully prevents the attack from having any effect, the bearer doesn’t even notice he was attacked.
HEARTHSTONES OF KIMBERY
AGAINST-THE-FIAME PEARL (MANSE 4)
If the bearer of this nacreous stone is attacked, he may spend one Willpower to match the attacker's ability to move, perceive and survive in the attacker's current environment—swimming and breathing underwater, flying through the air or burrowing through the lightless earth, as appropriate. Once the conflict ends, the effect lasts for as long as the bearer continuously moves toward a more congenial environment.

HEARTHSTONES OF MALFEAS
SWORD-AND-FIST UNITY STONE (MANSE 3)
When set in a hand-to-hand weapon, the bearer of this verdigrised orb may spend one Willpower to spread brass and basalt filigree across his arm and the weapon, enlarging them and fusing them together for the rest of the scene. This is a Desecration effect which increases the weapon's Damage and Defense by three. The wielder is immune to all effects that would disarm him. He may spend another point of Willpower to end the effect early.

TRANSGRESSIVE EXCELLENCE JEWEL (MANSE 4)
This round gem blazes like brass in a forge. Its wearer's dice limit increases by two. (The limits for static values like DV increase by one.) However, any Charm that goes over the normal dice limit in this manner gains the Obvious keyword. This manifests as Malfean imagery: lances of green fire, skin blazing like brass, the ground underfoot momentarily turning to basalt, etc.

SHATTERING EMERALD AEGIS STONE (MANSE 5)
Demon-Bound (Ligier)
Green lights flare among the rays of this star-shaped stone. Upon successfully parrying an attack with base damage 8+, the bearer may reflexively spend 5m to shatter the force of the attack into shards of blinding emerald light that lance out in all directions. Every being within (Essence x 5) yards except the user suffers a one-time environmental hazard (4L, Trauma 5) and is blinded for three actions as a Crippling effect unless she succeeds on a difficulty 2 (Stamina + Resistance) roll.