



Setting

What is Exalted: Reloaded?

Exalted: Reloaded is a fan rewrite of the Exalted game from White Wolf Studios. Like many gamers, I have always loved the Exalted setting but found the game mechanics to be far too slow, cumbersome, and crunchy for my tastes. This rewrite is an effort to establish a better, faster, and more intuitive system for creating epic stories within the Exalted world. This effort is in no way designed to be some sort of end run around buying White Wolf's books. I have nearly the entire first edition set on my bookshelf here and I encourage others to buy their books if only for the fascinating setting they describe.

The Setting

The Age of the Exalted

Exalted is set during the Second Age of Man. The First Age was a golden time of peace and harmony, when men anointed by the gods themselves ruled the world with an even and benevolent hand. These beings were known as the Exalted, and they were given their powers in the time before history to fight against the enemies of the gods.

When the Exalted were created, they were of two sorts — Terrestrial and Celestial. The Celestial Exalted were the Chosen of the great gods and could command the power of the heavens, but their power was too mighty to travel through the blood. Instead, when one died, her power was quickly made manifest in a new individual — a reincarnation, but into a mature adult rather than a newborn. The Terrestrials, also called the Dragon-Blooded, were the chose of the Elemental Dragons. They were less powerful but more numerous, for their children stood a good chance of becoming Exalted when they entered puberty.

The Exalted triumphed over the enemies of the gods. As reward for their heroism, the gods gave the Exalted dominion over the Earth. For a timeless age, the Exalted ruled justly over Creation, and their invincible kingdom was called the Realm.

But a terrible curse had been pronounced against the Exalted by the enemies of the gods as they died. This dark magic slowly ate away at the Realm and at the hearts of the Exalted. The benevolence of the Realm's rulers turned to tyranny, and peace turned to civil war. Seeing no

alternative, the Dragon-Blooded rose up and slew the Solar Exalted, who were the rulers of the Realm at that time.

Some Solars survived the initial ambush, and there were terrible wars as these survivors fought back against the Dragon-Blooded. For decades, strife wracked the Realm as the last remaining Solars fought against destruction. Much of the glory of the First Age was lost then, and much of the knowledge as well. In the ruins, the Dragon-Blooded set up a military government and ruled for centuries. It was not the grandeur of the Realm's heyday, nor was it entirely peaceful, but it was devoid of the vast atrocities and terrible indulgences that had driven the Dragon-Blooded to regicide.

A powerful group of Celestial Exalted, the Sidereals, had aided the Dragon-Blooded in their murder. Shortly after the Solars' destruction, the Sidereal Exalted made a concerted effort to fade from view. Texts mentioning them were destroyed, and memories of them were allowed to vanish over mortal lifetimes, until they were only a legend. To retain their influence in the world, the Sidereals hid behind and directed a religion, the Immaculate Order, that preached to its mortal flock the innate spiritual superiority of the Dragon-Blooded.

A close watch was kept for those few Solars who continued to be reborn into the world. This watch, called the Wyld Hunt, used powerful astrology and magical instruments of detection to pinpoint the emergence of Solars. Heavily armed strike forces descended on these newly emergent Solars and destroyed them before they had a chance to gain power — in many cases, the target was destroyed before he even realized he had changed at all.

The Great Contagion

Then the Great Contagion came. It spread across the world like wildfire. Nine people out of every ten died. There was no cure, and none to tend to the sick in their suffering. The world groaned in agony, but the horror had only begun.

In the unshaped chaos beyond the edges of Creation, the Fair Folk had always lurked. They were held back from Creation by the massive solidity of human belief, as well as by the powerful sorcerous defenses of the Realm. But when the Great Contagion struck, the population was decimated, and the controls of the defense grids were manned only by corpses. The Fair Folk forced open the gates at the four corners of the world and came forth in their endless legions.

With them, the fey brought great vortices of chaos and laid waste to the land. Vast stretches of the world were lost forever, and the lands and seas were reshaped. Even in the places that were not destroyed, wherever the armies of the Fair Folk had marched or bivouacked, reality was left

crazed and fluid, scarred forever by the chaos of the Fair Folk's passing.

As the Fair Folk's armies raced toward the center of the world, a Dragon-Blooded officer dared the impenetrable defenses that guarded the central controls of the Realm's defense systems. By luck or fate, she seized control of those systems and threw back the Fair Folk host. Scattering like chaff and melting like wax in a forge, they fled howling back into the chaos beyond Creation.

With control of the Realm's defense systems, the officer was the most powerful being in the world. From her isle at the center of Creation, she accepted pledges of fealty and proposals of marriage. Consolidating her power, she proclaimed herself Empress, and that has been her name since that day almost eight centuries ago.

Among the Empress' first and most important allies were the survivors of the Sidereal Exalted, who shared their knowledge with her and advised her. In return, the Immaculate Order was made the state religion of the Realm, and the Sidereals were given great authority in conducting and maintaining the Wyld Hunt.

The Founding of the Realm

The Empress easily seized control of the Blessed Isle, but she had too few loyal troops to dream of conquering and holding the entire, war-wracked world. Instead, she demonstrated her power, using her handful of Dragon-Blooded troops and her control over the Realm's defenses to obliterate several of her most obstinate opponents. From the rest, she extracted pledges of peace and of tribute and left them subjects of her Realm.

Though it took many decades, the world was eventually made to kneel and pay her homage. Only in the former heartland of the Old Realm, now called the Scavenger Lands, were the inhabitants successful in their resistance to the Empress' forces. Unwilling to sacrifice more of her limited resources, the Empress left the Scavenger Lands to their own devices.

To secure her position, the Empress engaged in a series of political marriages and extramarital liaisons. The results of her efforts became known as the Dynasty. A large and tightly intermarried extended family, the Dynasty wielded almost all political power within the Realm. Though it started with only a few ragged survivors, the Dynasty grew. In the modern day, it comprises 11 major Houses and countless smaller bloodlines and contains thousands of Terrestrial Exalted.

For over 760 years, the Empress manipulated her descendants, setting them to war about her feet to gain her mercurial favor. Yet, if retaining her position was foremost in her mind, she made sure she was secure against external

foes as well as against internal challenges to her power. In all her centuries of rule, the Wyld Hunt never failed, the Realm was never seriously menaced by a foreign enemy, and the Dynasty grew fat and powerful on the cream of Creation.

The Disappearance of the Empress

Five years ago, that all changed. The Empress vanished one morning, gone without a trace. Almost overnight, the Realm's empire began to crumble. The government of the Realm was not built for a succession — there were simply no mechanisms to put a new ruler on the throne. There wasn't even any proof the Empress was dead.

Weeks of indecision turned into months of political wrangling, until a figurehead regent was put on the throne. The provinces were bled white, as garrisons were withdrawn from the tributary states and brought home to the Blessed Isle. Any attempt to deploy the legions abroad was seen as a maneuver in the struggle for control of the throne — the armies of the Realm were paralyzed. Even the Wyld Hunt has fallen to the wayside, as the contenders for the throne gather their every iota of power. Realizing that the Realm's armies and magical defenses were mere paper tigers, the Realm's countless subject states began withholding their tribute. But the tributaries are not the only enemies to realize the weakness of the Realm. The barbarians tribes who lurk beyond the pale of civilization have begun to raid more frequently without the Imperial Foot to retaliate against their attacks. From their strongholds within Creation, and from those outside it, the Fair Folk murmur of war. The lords of the Underworld unleash new monstrosities against the living, and everywhere, there are omens of war and dark times.

This is the world into which your character has come. After millennia of vigilance, the Wyld Hunt has lapsed. And at this moment of weakness, the Solar Exalted have returned. Not a tiny handful, but a great mass of them. It is as if a gate was opened and the heroes of old rushed through it and returned to the world.

Your character is among those individuals who have become Solar Exalted. You are a being a legend, as powerful as a demigod and as cunning as an asp. Will you be the savior of Creation or one of the terrible menaces that beset your world?

Lexicon

Anathema: The term the Immaculate Order uses to describe the Solar, Lunar and, recently, Abyssal Exalted. In the catechism of the Immaculates, Anathema are individuals who have become conduits for dark power and whose souls have been forever tainted by the influence of evil spirits. This doctrine is typically accepted without question in the Realm. It was previously observed in the Threshold because

the Realm forced its tributary states to pay lip service to the Immaculates. Today, few Thresholders unquestioningly accept the doctrine of the Anathema.

Anima: An aura, normally invisible, that surrounds all living things. However, when an Exalted uses Essence, the power often spills into her anima, making it visible. As a result, an Exalted who expends a great deal of power is usually surrounded by a display of power that can range from a glow to a billowing pillar of heatless flame bright enough to see for miles.

Blessed Isle, the: The great island at the center of the Inland Sea that is directly ruled by the Dragon-Blooded and is several weeks sail from the nearest Threshold port,. The Blessed Isle is the stronghold of the Realm, and even in these dark days, no pirate has yet survived an attempt to raid it.

Caste Mark: All Exalted are branded on their foreheads with a mark of status. This Caste Mark is typically invisible, but can be seen when the Exalted expends Essence. No two types of Exalted have the same Caste Mark, and it can be used to distinguish one type of Exalted from another.

Chosen: See Exalted.

Charm: A primal form of magic, focusing Essence through the character's Abilities rather than purely by her will. Charms allow a character to perform feats of superhuman heroism and are the most basic form of magic used by the Exalted. They contrast with the more sophisticated magic of sorcery.

Circle: A group of Solar Exalted brought together by oaths and mutual need. Many believe that most modern Circles have the same membership as Circles from the First Age and that the Solars are drawn to the sides of their reincarnated companions. While there is some evidence to indicate that this is the case, some Circles are definitely creations of the modern age. Regardless of the cause, most Solar Exalted find themselves part of a Circle at some point in their early existences.

Creation: The world and everything in it. Beyond Creation lies the vast, formless chaos of the Wyld.

Cult of the Illuminated, the: A millenarian cult devoted to the worship of the Illuminated Ones, mystical saviors who will come to lead the world into a new golden age. This heretical cult is a front for a number of exiled Sidereal Exalted, who use it to help gather up and hide newly emergent Solar Exalted. These Solars are trained in one of the cult's several secret bases and used to further the goals of the Siderals who control the cult.

Deathlords: The sorcerer-kings of the Underworld. Their power springs from their Malfean masters and from their matchless erudition. The Deathlords are probably the most powerful beings to walk the world of men in this Age.

Demesne: An enchanted place, a location where magical currents eddy together to create a natural vortex of power. These places of power are rich in energy for beings that know how to harvest it. Most Exalted harness this power by constructing a Manse on the site of a Demesne.

Dragon-Blooded: The term the Terrestrial Exalted use to describe themselves because they are “of blood” with the Elemental Dragons. This term once referred to the origin of the Terrestrial Exalted, who were created by the Elemental Dragons at Gaia’s behest to aid the gods in their war against those who came before the gods. In the modern day, however, the Dragon-Blooded consider it to describe how they partake of spiritual closeness to the Elemental Dragons.

Elemental Poles, the: The five cardinal points of Creation. In the North lies the Elemental Pole of Air, in the East lies the Elemental Pole of Wood, in the South the Elemental Pole of Fire, and in the West the Elemental Pole of Water. The Elemental Pole of Earth is the Imperial Mountain of the Blessed Isle and the omphalos, the axis of creation, around which the world revolves. As one moves away from the calm and stability of the Pole of Earth and closer to one of the four active poles, the active pole’s influence grows stronger and stronger. Eventually, the elemental effects are so strong that only the mightiest of Exalted can survive them.

Essence: Magic. The most basic building-block of Creation, Essence is the power that links all things and from which all wonders spring. To channel Essence is to wield the power of the gods, and the might of the Exalted springs from their ability to shape and channel Essence.

Exalted: The warriors of the gods. The Exalted were given custodianship of Creation in the time before history for their service in the war against those who came before the gods. Exalted are divided into two groups: the Terrestrial Exalted, who are weak enough that they may breed as men and animals do, and the Celestial Exalted, whose spiritual Essence is too great to travel through the blood. The divine might that empowers Celestial Exalted is inextinguishable; when a Celestial Exalted’s body dies, the fragment of divinity flees to a new body whose destiny is great enough to accommodate it. This act is not reincarnation so much as transfer of power — the spirit carries few memories, and the new Exalted retains her personality and free will.

Abyssal Exalted: Champions of the Deathlords. The Abyssal Exalted have only recently appeared, yet these warrior-poets of the Underworld bear Caste Marks similar

to those of Solars and have been seen to use sorcery of the Celestial Circle. Not even the wisest of the Sidereal Exalted knows from whence the Deathlords summoned them, but the deathknights are mighty warriors - each the equal of one of the Lunar or Solar Exalted and more than a match for even the mightiest of the Dragon-Blooded.

Lunar Exalted: Champions of Luna. The Lunar Exalted were once the spouses of the Solar Exalted and the generals of the armies of the First Realm. The Lunars fled into the wilderness after the murder of the Solar Exalted or were slain fighting to avenge the memories of their fallen mates. Today, these shapeshifting warriors live as barbarians, dwelling together in small packs or ruling savage nations of their bestial offspring.

Sidereal Exalted: Champions of the Five Maidens. The Sidereal Exalted are the sages and astrologers of the Exalted, as well as peerless martial artists. The Sidereal instigated the murder and imprisonment of the Solar Exalted almost 1,500 years ago in an attempt to avert an apocalypse their astrology foretold. Since then, the Sidereals have lurked in the shadows, attempting to shape the destiny of the world by manipulating the Realm. Those who disagreed with the murder of the Solars fled into exile. Many of these Sidereals seek to use the returning Solars to advance the exiles’ own goals. The most prominent among these exiles are the Sidereals who secretly support the Cult of the Illuminated.

Solar Exalted: Champions of the Unconquered Sun. Once lords of Creation, the Solar Exalted became decadent and corrupt and were slain by the Dragon-Blooded and the Sidereal Exalted. The divine spirits of a vast majority of the Solars were imprisoned, and for centuries after, the Wyld Hunt of the Dragon-Blooded slew those who had escaped as soon as they were reincarnated.

Terrestrial Exalted: Champions of the Five Elemental Dragons. The least among the Exalted in power, the Dragon-Blooded, alone among the Chosen, can increase their numbers through reproduction. The Dragon-Blooded were the rank-and-file of the champions of the gods in the war against those who came before the gods. In the late Old Realm, the Dragon-Blooded murdered the Solar Exalted at the behest of the Sidereal Exalted and usurped the rulership of the Realm. The Dragon-Blooded branded the Solar and Lunar Exalted Anathema and made the Immaculate Order the state religion. Today, almost no Dragon-Blooded know of these events, instead believing the stories of the Immaculate Order.

Fair Folk: The Raksha. A term used to describe the beings who dwell in the unformed madness beyond the edges of Creation. Those who remain beyond the borders of the world are creatures of the Wyld, hostile to all things of set shape and constant form. However, many of the Fair Folk have entered the world and have taken on shape to do

so. Most of these beings are tricksters and hunters of men, but some coexist with mortals, ruling them as lords in some places and living among them as citizens in others. The unshaped Fair Folk invaded Creation en masse once, during the Great Contagion, and would have destroyed the world had the Scarlet Empress not used the defenses of the Realm against them.

First Age: The Golden Age, when men wielded magic far greater than the petty scraps they hold today. The First Age is popularly thought to stretch from the beginning of history to the Great Contagion almost 800 years ago. However, most savants consider the murder of the Solar Exalted some six centuries before that to be the true turning of the Age.

Five Elemental Dragons, the: Children of Gaia, the Elemental Dragons are the lords of the world and are responsible for overseeing the hierarchy of spirits. Like most of the gods, the Dragons have become decadent and self-involved since the end of the First Age. Rarely do the Elemental Dragons inquire into the state of their subjects, and with every passing year, the spirits ignore their duties more and grow more independent. The Immaculate Order venerates the Elemental Dragons as the apotheosis of spiritual development and the princes of Creation.

Five Magical Materials: Orichalcum, moonsilver, starmetal, jade and soulsteel comprise the five known Magical Materials. These materials are all easily enchanted and resonate with the animas of the appropriate Exalted. Though each material is especially resonant to a particular type of Exalted, an item made from any of the Magical Materials can be made to resonate with the anima of any type of Exalted. This resonance makes the item preternaturally deft and sure in a character's hands, as well as activating any Hearthstones set into the item.

Five Maidens, the: Five divinities second in sheer power only to the Unconquered Sun. The Five Maidens are Mercury (the Maiden of Journeys), Venus (the Maiden of Serenity), Mars (the Maiden of Battles), Jupiter (the Maiden of Secrets) and Saturn (the Maiden of Endings). Though Luna is not numbered among the maidens, she is considered their equal in power. Though the Maidens are venerated in many places, the Immaculate Order officially disapproves of their worship by the unExalted.

Gaia: The spirit of creation, the mother of the Elemental Dragons and all those things that live and grow. It is said that Gaia is one of those who came before the gods but that she aided the gods in their war against her fellows out of love for her consort, Luna.

Great Contagion, the: A terrible plague created by the Deathlords that devastated the world almost eight centuries ago. In its wake, the Fair Folk cast open the gates at the edges of Creation and marched across the world. The

Fair Folk were stopped only by the Scarlet Empress, who dared the Imperial Manse and used the defenses of the Realm against them. The Great Contagion is popularly considered to mark the end of the First Age.

Great Curse, the: When the Exalted slew those who came before the gods, their victims cursed the Chosen as they died. Though this Curse was elaborate and vast, its core was that the Chosen would forever be cursed with the hate, immoderacy and treachery they displayed in the murder of the enemies of the gods. Though this Curse has dogged the Exalted as a group since that day, the Curse settled primarily on the shoulders of the Solar Exalted. Since then, the Solars have been subject to terrible, dark moods and uncontrollable outbursts of emotion.

Guild, the: A vast network of merchants, trading in every imaginable good — from ore, grain and textiles to slaves and addictive drugs. The Guild knows no good or evil, only supply and demand. It even trades slaves to the Fair Folk, who feed on their hopes and dreams and then sell the soulless husks back to the Guild as docile servants useful for simple manual labor. Though the Guild's headquarters is in the trading metropolis of Nexus, its representatives are present in nearly every corner of Creation.

Hearthstone: A crystal of pure magical energy, formed at the center of a Manse. If an Exalted is attuned to the Manse from whence a Hearthstone springs and carries the Hearthstone with him in a focal device made from one of the Five Magical Materials, then he may draw on the power of the Demesne to perform miraculous feats. The power and basic nature of these feats are set by the natural tendencies of the Demesne. The exact manifestation is determined by the Essence-focusing architecture of the Manse built atop it.

Immaculate Order, the: The state religion of the Realm. The Immaculate Order preaches that an individual's soul is reincarnated again and again through successive lives, until it reaches perfection and joins the Elemental Dragons. Humans are more advanced than animals, and the Dragon-Blooded are more advanced than humans. The Immaculates frown on any sort of popular worship or veneration of spirits because they believe spirits to be celestial functionaries rather than divinities - instead, the Immaculate Order sees that the local spirits are given the proper offerings at the predetermined times. Immaculate monks are known for their deadly mastery of the martial arts, and Dragon-Blooded monks are particularly feared for their mastery of elemental-style martial arts. The Immaculates serve as a front organization for those Sidereal Exalted who originally instigated the murder of the Solar Exalted, allowing the Sidereals to continue to shape the destiny of the Realm. The order has allowed these hidden Exalted to manipulate the course of the empire since they helped found it nearly 1,500 years ago.

Luna: Consort of Gaia, Luna is a many-faced trickster. A shapechanger and a warrior almost the equal of the Unconquered Sun, Luna is the mother and patron of the Lunar Exalted.

Malfeans: Cousins to the Yozis, the Malfeans were slain in the time before history and, in dying, created the Underworld. They sleep forever in their temple-tombs far beneath the land of the dead, dreaming endlessly of the day when all of Creation will join them in death.

Manse: A structure of occult architecture built to channel and focus the energies of a Demesne. The energies are focused into a Hearthstone, a crystal of concentrated magical energy that grants power to an Exalted who carries it.

Mote: A unit used by sorcerers and savants to measure Essence.

Nexus: The largest city in the world, outside of the Realm. Nexus is a city that knows only one law — thou shalt not obstruct trade. Ruled by the mysterious Council of Entities through its representative the Emissary, Nexus is a filthy hive of crime and treachery, where life is cheap and death is free. It is also a shining jewel of commerce and opportunity, where anyone with enough determination and luck can earn a fortune. Nexus is famous for its markets, its metal goods and its mercenaries, all of which are the best in the known world.

Old Realm: Also called the First Realm. Used to describe the empire that ruled the world in the First Age, before the Great Contagion. It is forbidden to use this term in the Realm, which considers itself to be the same government.

Realm, the: The empire that, until recently, controlled all of civilized Creation. The Realm never really “ruled” more than the Blessed Isle directly. Instead, it exacted tribute from countless local governments, which did it homage and were, in theory, independent but were, in reality, little more than puppet states. Since the disappearance of the Scarlet Empress, the Realm has been in a state of flux. There is a weak regent on the throne, and the various powers of the junta that supports him conspire endlessly, each attempting to build up enough power and influence to crush its rivals and seize open rulership of the Realm. In this chaos, the Realm’s many tributaries have been stripped of their garrisons and left to their own devices. While a few remain loyal subject states, some have declared independence, and many others have effectively done so, sending only token tribute rather than their full tax duties. Whoever seizes the throne of the Realm will be confronted with the task of reconquering the vast majority of its territory.

Scarlet Empress, the: The woman who braved the Imperial Manse during the Great Contagion and who unlocked the long forgotten secrets of the Realm’s defenses and used them to defeat the armies of the Fair Folk and save Creation from their wrath. It is possible she had the help or advice of the Sidereal Exalted in accomplishing this. After the Fair Folk were banished, she crowned herself Empress of the new Realm and ruled her kingdom for almost 800 years. Five years ago, she vanished inexplicably.

Scavenger Lands, the: An alliance of petty kingdoms and city-states in the East who have never paid homage to the Realm, though the Realm has repeatedly (and unsuccessfully) attempted to subjugate them. Most powerful among these princedoms is the great trading metropolis of Nexus, though there are many other states who take part in the alliance. The dogged independence of these lands is all the more irritating to the Realm because the Scavenger Lands were once the heartland of the Old Realm and have large caches of First Age magic.

Second Breath: In the world of Exalted, the soul enters an individual’s body when she draws her first breath. When a being is Exalted, the rush of divine energy is very similar, and Exaltation is, thus, often called the Second Breath.

Sorcery: A more sophisticated and demanding form of magic than Charms. When using Charms, the Exalted focuses Essence through her skills, while when using sorcery, she focuses it by will alone.

Spirit: More accurately known as the little gods, spirits are lesser divine entities charged with the maintenance of Creation. Once, there was a well-ordered spirit hierarchy, but today, matters are in decay. In many places, spirits accept sacrifices and demand worship as though they were greater deities. In other places, powerful spirits even rule men as their lords.

Threshold: Savants use this term to refer to all of Creation that lies between the shores of the Blessed Isle and the uninhabitable purity of the Elemental Poles. In more common usage, it refers to the ring of countless kingdoms and city-states that abut the Inner Sea. At one point, all of these states were tributaries to the Realm. However, in the five years since the disappearance of the Scarlet Empress, the Realm has withdrawn many garrisons to focus on internal troubles. Today, most of these states are subjects of the Realm in name only, and many have declared independence.

Unconquered Sun: Mightiest among the gods, the Unconquered Sun was their leader when they rebelled against those who came before the gods. He created the Solar Exalted and advised them when they ruled the world during the First Age, until the Solars’ overweening pride caused him to turn away from them. His temples were

pulled down after the murder of the Solar Exalted, and his worship was banned. Today, the veneration of the Unconquered Sun is practiced only by savages and isolated bands of heretics.

Underworld: The land of the dead, ruled by the Deathlords. The Underworld is a place of shadows and great silent oceans, a dark dreamland full of wonders and dangers unknown to the living. In many places, called shadowlands, the wall between the living and the dead has been worn through by too many crossings and recrossings. In these places, the dead walk freely among the living, and those who stray too far afield can easily find themselves traveling in the land of the dead. Mortals who dwell in shadowlands are sickly, weak things, who pay homage to the Deathlords and spend their lives looking forward to death's embrace.

Wyld: In the usage of the wise, the Wyld is both the corrosive madness that lies beyond the edges of Creation and inchoate potential as an elemental force. There are many areas in the Threshold, typically those that were the sites of bivouacs or battles during the Fair Folk's invasion, where reality is still soft and malleable, and these areas are also often called Wyld. In common usage, "the Wyld" is a general term for the large tracts of wilderness and unsettled lands that lie between the petty kingdoms on the shores of the Inner Sea and the Elemental Poles.

Wyld Hunt: A powerful group of battle-hardened and devout Dragon-Blooded that the Immaculate Order used to hunt Anathema. Now that the Scarlet Empress has disappeared and the various lesser powers of the Realm have begun to vie for the throne, most of the Dragon-Blooded who served in the Wyld Hunt have, instead, chosen to stay close to home, to lend their might to the various contenders for rulership of the Realm.

Yozi: Demon prince. Cousins to the Malfeans, the Yozis are forever imprisoned outside Creation in their blasted kingdom of iron and black marble beneath a mad green sun. The Yozis plot constantly to escape their prison and overthrow the gods.