

Erotic Descent Guy presents:

Làvèndèr: Còronàtiòn

The Holder of Three Thrones has completed another conquest, and those newly conquered rejoice. Earth and its environs have changed drastically with the coming of the Holder, and those promised a share of the spoils. Sections of the asteroid belt, and many of the cold moons beyond, have been portioned out to a variety of factions who lent support to the Holder's claim. Mercury, now known as the Forge, has been given to an industrially-minded Elder Power whose servants churn out endless trinkets and sent to other worlds of the Power's domain. Mars has been altered to become habitable, if only just barely, and the more warlike portion of the human population now stains its rusty deserts a more vivid red as they fight for spoils, territory, and glory. The opaque clouds of Venus now possess an unnatural albedo, the silvery clouds making observation of the surface impossible. Spaceborne, geometric stone constructs conceal vast energies and prevent any approach. And as for Earth itself...

You paid little mind to the robed figure as it approached. In those early days after the stars aligned, and a months-long worldwide aurora announced the claim of the Generous Patron of Desire, strange sights were common. Individuals would vanish in columns of red light as they were borne to Mars. Impossible vessels bearing new denizens would sometimes stopover at Earth or the Moon before continuing on to the outer realms of the system. Sweet-smelling fogs drifted through the land, filling those within with irrepressible lust. What was one more mystery amongst all the chaos?

Then you saw what it was holding. A rod of purple alloy which glinted with the desire to grow, entwined with a rod of red metal which shone with the need to consume. Above the helix, unsupported, floated a perfect silver sphere that ate images and reflected nothing. The Cane of Hunger is borne by one being alone, the Emissary of the Thrones.

You prostrated yourself before the Emissary when you realized it for what it was, but a cloth-wrapped hand grips your shoulder and lifts you up. Speaking without a voice, the entity explains that you have been granted a great boon. Did you contribute to the Holder's takeover in some way? Have you been an exemplary servant? Perhaps your inner nature simply caught the eye of *Teiatat*. Reaching into its concealing robes, the Emissary produces a simple crown of meteoric iron inlaid with stardust. Set in the front is a piece of the Lavender Throne itself, appearing by turns as an irregular lump of rock or a magnificent glittering jewel.

Placing the crown on your brow, the Emissary gives you dominion over a portion of the planet, and the right to shape the denizens and their society as it pleases you. But with such privilege comes responsibility... and danger. The Emissary's hood casts impenetrable shadow over its face, if it even has a face, but you can feel judging eyes upon you. You mustn't disappoint the Holder of the Lavender throne. You must use the power granted to you to shape a domain that is also pleasing to *Teiatat*-in-Lavender. Surely, that couldn't be too difficult?

Rules

The Thronestone in your crown gives you the power to issue Edicts, mystic declarations that can reshape the laws of man and nature, change flesh and terrain to suit your vision, and even bend minds to your will. In the wake of the *Teiatat*'s coming the old order has been shattered, and in your territory you bring the force of Law to bear in a way nobody else has ever done. You will set down the tenants of a civilization of

your own design, and those dwelling in your domain must either submit to them or face the changed world outside the shadow of one ordained by the Generous Patron who claimed it.

Options are divided into trees, each tree representing a cascade of related choices. Costs follow each option's name (in parentheses) and a plus sign, if present, indicates an option that increases your budget. Options preceded by a ☸ are root options that have no prerequisites, options preceded by a ☉ are branch options that have a root or another branch option as a prerequisite, while options preceded by a • represent leaf options that modify or affect the associated option. Options marked with a * may be taken multiple times. Options tagged **Exclusive: (Category)** cannot be taken with others marked with the same tag. Options tagged **Requirement: (Prerequisite)** can only be taken when the prerequisite is satisfied with your other choices. Finally, options generically tagged **Tag: (Tag)** interact with other options as noted in their descriptions.

Listed in parenthesis following each option is its impact on your society, measured in Strain, Hubris, and Treasure. Sometimes, options may be indicated as free or mandatory. It is tempting to keep the power you were gifted to yourself, but foolish to do so at the expense of your duty. Hubris is gained by indulging your ambitions and becoming a threat to the Pax Tres Solia, and decreased by humbling yourself or making concessions to your deity's desires. Strain represents the difficulty of maintaining a society that functions while adhering to the strictures of *Teiatat*-in-Lavender. Options that provide comfort, privilege, solidarity, or a little Lavender magic to your population will ease the burden of living in such a prurient culture. While all the Crowned of Earth have access to staggering amounts of wealth, at least in theory, there exist luxuries of such surpassing rarity and/or quality that even they balk at their acquisition. Producing such treasures within your domain will grant you Treasure points, and you may keep them for yourself or barter them away to take options that require Treasure points as part of their cost.

You begin with 0 Strain, 0 Hubris, and 0 Treasure.

❖ Preamble

A few foundational elements must first be addressed before you may begin to design your society in earnest.

❖ **Thronestone Pact (Mandatory)** - The world changed with the coming of the Holder of Three Thrones, in a fundamental and irrevocable way. Strange, lustful creatures have emerged from the shadow of the Generous Patron, lavender-aspected phenomena inflict libidinous changes on the minds and bodies of those caught within, even natural law is warped by the metaphysical weight of Teiatat-in-Lavender. To escape these threats, to endure these changes, to even coax food from the earth, requires innovating rituals or making pacts with powerful entities that can extract hospitality from the warped planet. Crowned as you are with a Thronestone, the Edicts you lay down provide similar amenities to the society that complies with them as a whole, attuning the members to the salacious nature of the new world, and at more favorable terms than other benefactors might exact. The Generous Patron of Desire is a caring god indeed.

❖ **Authority (Mandatory)** - Despite the positions the Crowned were given, not all wield the same level of influence in the societies they define. Some rule their domains as unquestionable tyrants, while others allow their people broad autonomy, the only commands they pronounce are those Edicts sanctioned by the Holder. Whatever degree of political power they wield, the Crowned are recognized as being a delegate of Teiatat-in-Lavender, which sets them apart from the societies shaped by their Edicts. The headwear that gives the Crowned their collective name changes to match their natures and is ultimately unique to each bearer, though trends in design can be observed. The piece of the Lavender Throne, the Thronestone, is always prominent in the design. **You must choose one and only one leaf suboption below.**

- **Sage (-4 Hubris)** - Rather than participate in the daily governance of their realm, those Crowned known as Sages exist at a remove from the political structure. Beyond the Edicts they were empowered to give, Sages do not exert any direct authority over their population. Instead, they may exist among the people as just another citizen, or may serve to advise the leaders of the realm they shape, whether as honorary senators in democratic assemblies or viziers to monarchs in authoritarian domains. Sages are often consulted for their opinion on matters that may be influenced by their Edicts. They bear humble crowns, such as circlets, or even bindis. The Thronestone remains as an unmistakable symbol of the favor of Teiatat-in-Lavender. **Exclusive: Title**

- **Hierophant (-2 Hubris)** - Those Crowned that choose to allow broad autonomy to their subjects often adopt the title of Hierophant. Hierophants have no influence over most decisions made in their realms, except those that may be relevant to standing Edicts, in which case their word is law. Because of this, realms 'ruled' by a Hierophant tend to exhibit a strong, stable culture. The crowns of Hierophants are impressive things, often incorporating additional materials to resemble other forms of headwear such as mitres or headdresses to reflect their role as the guardians (and dictators) of their societies' culture. **Exclusive: Title**

- **Regnant (None)** - Most Crowned prefer to wield power over the societies they've defined through their Edicts. While the subjects of these Regnants cannot meaningfully resist the effects of the Edicts, they may protest or contest the mundane commands passed down by their rulers. Some Regnants appoint advisors, or delegate decisions to an elected council, in order to maintain their subjects' happiness. Others simply rule with an iron fist. They bear the Thronestone, the lands and all who dwell within are theirs to command. The crowns of Regnants are simple, but robust, eschewing ostentatious detail without sacrificing presence. **Exclusive: Title**

- **Mogul (-2 Strain, +3 Hubris)** - If one Crowned by the Emissary truly desires political power, all they need to do is issue an Edict stating that they are a beloved and powerful ruler, and so they shall be. A Mogul can expect their commands to be obeyed to the letter, and are granted great leeway for mistakes and excessive demands. If the people rise up against such a Crowned, it's because the guilty Mogul gave lie to the Edict by their own actions. The crowns of Moguls are grand and beautiful things, befitting the esteem their people hold them in. **Exclusive: Title**

•**Daeva** (-3 Strain, +5 Hubris) - Some Crowned desire nothing less than absolute dominion, and are willing to invest much of the power of the Thronestone to secure that ambition. Sometimes their subjects adore them, other times they exist in fear of their masters, but in either case they will deny the Crowned nothing. Most of the actual work of running the domain will be taken care of by subordinates so the Daeva need not be troubled by trivialities, all decisions made with your desires as they perceive them. Not only will your every whim be catered to, your servants will try to anticipate your desires before you voice them. The crowns of Daevas are glorious and beautiful and are entirely fitting for the egos of their bearers. **Exclusive: Title**

✪**Call the Seeds** (Mandatory) - The first action you will perform with the aid of the Thronestone will be to call a gathering of the lost and wandering souls from across the transformed earth, so that they might hear the proclamation of your Edicts, witness the feats you can perform, and form the basis of your new society. In an act of acausal consequence, those individuals most likely to accept the society you lay down will be called to witness its genesis. They will hear the call at first in dreams, and then in signs in waking life. When they finally answer, they will journey as if through a dream, arriving at the heart of your new realm more or less simultaneously, regardless of the distances each might have crossed. The only question is, how many should answer? **You must choose one and only one leaf suboption below.**

•**Tribe** (-4 Strain, +1 Hubris) - Numbering a few hundred at most, those few called are all but certain to embrace the tenets you choose to build your society on. On one hand, the power of the Thronestone will have to spread over fewer people, but on the other, there will be few hands with which to build your new society. You also have to consider that the reason you were Crowned was to provide the shelter of a new civilization to the people of the changed Earth, and offering such shelter to so few runs counter to that goal, at least in the short term. **Exclusive: Census**

•**Settlement** (-2 Strain) - Numbering in the thousands, you will have enough people to build one great town or a few smaller ones, whichever is best considering local resources, the terrain, and the needs of the culture you're shaping. Most of those called will be eager to join the social experiment you're creating, but a few, called due to proximity or convenience, may have reservations or differences of opinion. In the end, they'll come around, and your society will exhibit remarkable solidarity from the very start. **Exclusive: Census**

•**City-State** (None) - One hundred thousand, or even more, will hear and answer the call. Most, because they were attuned to the nature of the call and were happy to answer, but many because they were close enough to hear it and come regardless in search of shelter and safety. Given the choice to conform or face the changed world on their own, most of the latter group will accept the precepts you espouse, and those who choose otherwise may have the opportunity to join at a later date, if you choose to offer it. With a population of this size, you could found an entire city and any secondary settlements necessary to support it; then again, you might want to organize the population differently. **Exclusive: Census**

•**Nation** (+2 Strain -1 Hubris) - Pour the energy of the Thronestone into the call and it will reach a million people and more. Anybody that could possibly accept your Edicts will answer unless another call resonated more strongly with their desires. The remainder will come from vast number of individuals that heard the booming mystical shout inviting them to come. Coordinating this many people is a challenge on its own, especially considering the neglected and damaged infrastructure of the old world. If you're successful, you'll have built a mighty web of cities and settlements... or a single great metropolis devoted to glorification of *Teiatat*. **Exclusive: Census**

•**Superstate** (+5 Strain +2 Hubris) - A massive outlay of the Thronestone's power will be a clarion call echoing over the land, bringing in millions of potential citizens from leagues and leagues around. So many people will require even more of the Thronestone's power to ensure your Edicts can affect them all. Nothing less than a herculean effort will be required to organize the massive effort to build your new nation. The territory it spans will be a notable portion of the continent you plant your flag on. Bringing so many people under a single banner in the name of the Generous Patron of Desires might

be an act of great devotion, but you'll have many neighbors wary of the power your nation will possess. **Exclusive: Census**

❖ Terms of Citizenship

Those that take shelter under the shadow of your Crown must agree to concede necessary responsibilities in return for the protection of civilization. Of course, you may decide what's necessary through the power of your Edicts, which may include terms of behavior, bodily form, and even mental functioning.

⊕ **Aesthetic Sculpting** (+1 Strain) - It's possible the human form is lacking in your eyes. The first step to rectifying these issues is this Edict. You can define what you believe is the ideal human appearance, within what is currently understood to be human limits, and all who are in your domain at the time of declaration will shift to match. Average height, common hair, skin and eye colors, the average size of sexual characteristics, facial features, all of these and more are up for adjustment. There will still be variation, of course, but as a whole the population, or a subset thereof, will approach what you define to be the standard of beauty.

• **Perfect Resculpt** (+1 Strain) - Making the world more beautiful is an altruistic motive, is it not? Investing more of the Thronestone's power in the appearance of your people eliminates any negative variations that exist from person to person. Any differences that exist only do so to make the population as a whole more appealing. If you so desire, your people can be made indistinguishable from each other. Such an aggressive manipulation of your people's appearances will be seen as an invasion of personal identity and may inflict lingering scars on your society, but in time they will grow to appreciate what you've done for them.

• **Warped Anatomy** (+1 Strain) - You may alter or rearrange certain aspects of human anatomy to suit your tastes. Maybe humans should have more than two breasts, or certain orifices should serve different functions. It's all up to you and whatever fantasies drive you to pronounce this Edict.

• **Fertility Adjustment** (None) - You're able to adjust your populace's fertility rate. This may be a static adjustment, or conditional on factors such as time, diet, current population, or even the enactment of mystic rituals.

• **Fiat Cleanliness** (-1 Strain, +1 Hubris)* - If you proclaim an Edict that the citizens of your realm shall always be unsoiled and pure, your people might think at first that it's the sort of hyperbolic upbeat rhetoric almost every speaker employs from time to time, until they find that dirt and grime fail to accumulate. Your people never seem to become dirty, their skin and clothing staying clean and fresh. They needn't brush their teeth, or even comb their hair. They'll even smell pleasant, most of the time! Cosmetic effects, such as makeup or a sheen of sweat can be maintained as long as the wearer wishes and is banished the instant it becomes inconvenient. This effect can be boosted into an aura of cleanliness, such that places where your people spend a lot of time, such as homes or public places in cities, are also cleansed as well. The long-term effect of this option will be to engender a sense of superiority amongst your people, which will not be appreciated by many visitors. **Purchase a second time to upgrade to aura.**

⊕ **Hybridization** (+2 Strain)* - Through this Edict, you declare a set of traits that an animal possesses. This set must come from a family of natural animals, such as cats, dogs, birds, etc. This may be general, such as any sort of feline, or very specific, such as only tigers. This may be repurchased to increase the level of effect. Once creates 'kemonomimis', twice creates pronounced hybrids, and three times creates a species of anthropomorphic animals. The resultant template can be applied to your society as whole, or to a specific subgroup. While those affected may be surprised, at first, compared to all the other changes in the world this one might seem... comparatively tame. **Requirement: Aesthetic Sculpting**

• **Shared Affliction** (-1 Strain) - You could exempt yourself from the effects of the Hybridization Edict, or you could subject yourself to the same changes you inflict on your people. Or, maybe you've acquired these traits already, and are just sharing your state with your followers. Regardless, joining together with your people in this manner is a great show of solidarity.

•**Additional Breeds** (+1 Strain) - You can define more than one animal template. You can have two tribes of cats and dogs, or a whole menagerie of animal hybrids. You'll also need to define a 'crossbreeding' rule for the inevitable occasion that two individuals under two separate templates will decide to mate.

•**Chimeras** (Free) - A person may be under the effects of multiple templates simultaneously. This might be the natural state of things, or come about as a result of crossbreeding, the result of another Edict, or even a **Teiatatan** ritual designed alongside this option. You'll have to decide the laws by which this works yourself.

•**Fantastic Beasts** (+1 Hubris) - You may make templates based on mythological creatures... or creatures that have never been imagined before. Minor special abilities, such as the ability to breathe fire, can be included, but major powers associated with the creatures cannot be carried over. You must tap deep into the Thronestone to exercise this much of an effect over your people's forms, an abuse of the power you were given.

•**Kingdoms of Life** (+1 Hubris) - You may make templates based on things other than animals. Plants, fungi, slimes... so long as it can be viewed as a form of life, you may hybridize your populace with practically anything! If you choose the Fantastic Beasts option, you may even choose forms of non-life, such as rock, sand, or even energy...

•**Zoopsychology** (-1 Hubris)* - Care is required in wording the Edict that transforms humans into hybrids. Failure to restrain the magic causes the changes to influence the minds of the affected individuals as well as their bodies. One purchase is hardly noticeable. Cat-people might inject cat noises into their speech, and become slightly affected by catnip. A second purchase begins to affect your society. Cats are easily distractible, and cannot function around dogs (or dogpeople!). Three purchases severely impact anybody that possesses a template, and basically makes them animals that can talk rather than functioning human beings. This option affects all templates created through Hybridization equally. **The second and third purchases inflict +1 Strain each.**

✧**Lingua Casia** (+1 Strain, -2 Hubris) - Each aspect of the Holder of Three Thrones has ordained a sacred tongue for followers to use. The crimson language is guttural, consonant-heavy, and forcefully spoken. It has two separate logical syntaxes, for depth-first or breadth-first discussion of information, and is useful for modeling hypothetical situations and weaving tapestries of profanity. It's written with shaped styli or stamps in a diagonal boustrophedon pattern. The argent tongue relies almost exclusively on non-pulmonic consonants and unvoiced phonemes. Its labyrinthine grammar contains many arcane rules, but makes constructing objectively untrue statements difficult or dangerous. Its written form is a mix of rotationally similar ideograms and featural glyphs, and is laid down in overlapping circles and roulette curves. The lavender dialect is sibilant and rich in vowels, and contains a robust vocabulary for describing experience and sensation; it is written vertically with a brush, sentences growing in recursively modified descending columns. You may declare an Edict making the latter language the official tongue of your realm. Citizens will find it trivial to learn how to speak and read the lavender language, even as they slowly forget their old tongues. Diplomats and dedicated linguists can still hold onto other languages through continued practice. Not everybody will be pleased to be forced to learn a new language, but embracing the lingua franca of lavender-aligned realms has many benefits.

✧**Systemic Libido** (+1 Strain -1 Hubris) - Anybody that lives according to your Edicts will find that their sex drive grows considerably. They'll find it difficult to repress their urges for long, and will increase the demand for sources of sexual relief. What some might deem an affliction, others might identify as a mark of the favor of the Generous Patron of Desire.

•**Unbearable** (+1 Strain -1 Hubris) - The increase to libido is magnified considerably. Citizens of your society will want a sexual partner at least once a day, but will prefer more. The demand for sex will be

so high that your society will begin to revolve around it as much as it tries to satisfy the need for food and shelter. While this may be a burden, this is also a state met by the approval of *Teiatat*-in-Lavender.

- **Integrated** (-1 Hubris) - Many taboos and unwritten rules regarding sexual intercourse can be abolished. Should you will it, sex will no longer be seen as something that needs to take place behind closed doors. New businesses and forms of entertainment will spring up to cater to the newly liberated desires of the populace.

- **Cultural Kink** (+1 Strain -1 Hubris) - You can declare a set or sets of fetishistic behavior as social norm and, with the power of an Edict, make it so. This, of course, will probably have a profound effect on social interaction and even daily life. Then again, perhaps such an impact is exactly the effect you want to see...

- **Role Redefinition** (+1 Strain) - No aspect of society is beyond the power of your Edicts to change, even something as fundamental as gender roles. You may redefine what it means to be male or female, dictating what constitutes permissible behavior, the role they serve in the greater society, and other day-to-day details such as expected interests and associated clothing styles.

- **Biological Rebasis** (+1 Strain) - The biology associated with gender can also be changed. Yes, you can rework sexual characteristics, but you can also change such things such as muscle mass, average height, adipose deposition, or other traits that a given gender is expected to exhibit. You aren't just changing what the affected genders are expected to do; you're changing what they're expected to *be*.

- **Sexual Renumeration** (+1 Strain) - You may decide that two is not a satisfactory number of gender categories, whether too high to too low, and may opt to diverge from the binary. If you decide there should be more than one gender, you'll need to provide both roles to fill and methods to distinguish each gender from the others, even if completely arbitrary. Of course, with the power you were given, what isn't an arbitrary distinction for you?

- **Redesigned Matrimony** (Free) - You may introduce a new ritual for binding lovers together into officially recognized relationships. Additionally, you may redefine the roles each member is expected to serve in the relationship. You may tweak an existing pair-bonding ritual, or design an entirely new one, perhaps to reflect the changes you've made to existing roles. Married individuals might be expected to behave differently than unattached individuals. You may also choose what symbols, if any, married individuals are expected to use to display their status, whether specific forms of jewelry or radically different clothing or something else entirely.

- **Unequal Standing** (+1 Strain) - Assign definite social ranks to each gender. This may be a static hierarchy, or may change with time, location, or circumstance. If you've decided to define additional gender roles, you may even choose to set up complicated webs of social dominance and submission. Being expected to defer to others, even in limited circumstances, seldom sits well with the subordinates for long... or at least without some kind of compensation.

- **Assimilation** (+1 Strain) - Immigrants, and travelers that spend a great deal of time in your realm, will face pressure to adapt to the system that you've set up. Socially, of course, they will meet the expectation that they assume an appropriate role. Once your society has stabilized, that would occur naturally. This Edict adds additional pressure to conform, not only in action but also in body. Affected individuals will find themselves slowly changing to become a part of the civilization you've built. It may be along the path of least resistance, to match the social and physical templates they resemble the most, or a more remarkable change as they embrace the role that allows them to satisfy their desires the best. It's all up to the individuals in question.

☛ **Tax Levy** (+3 Strain, +1 Treasure)* - Most forms of **government** impose some form of taxation, whether officially or indirectly. Of those, the most enduring are those that ask for only what they need and that their citizens are able to give. Such rationality is, perhaps unfortunately, not a restraint on the Thronestone's abilities. You may enshrine as sacred law a general rate of taxation, whether collected by solemn officials or simply seized by armed troopers. This gathered bounty may then be redistributed as you see fit, whether as public services or personal profit. Regardless of how you choose to spend it, the more you demand the less happy your citizens will be to give. **Gain +1 Strain additively with each additional purchase beyond the first.**

❖ Societal Constitution

Your Edicts have the power to reshape how your society will function. How will you employ the power you were given?

❖ **Reformed Etiquette** (Free, or -1 Hubris) - Many cultures have protocols for social interaction, such as shaking hands or bowing as forms of greeting. You may prescribe your own rituals of this sort, simple or complex, universal or based on criteria, whatever fits with your society best. Then again, this is a perfect opportunity to add a lavender bent to even this facet of your budding culture. Perhaps women must press breasts in lieu of handshakes, or individuals must offer to sexually service social superiors of compatible gender? The proper forms of address, the proper way to meet and depart, table manners, who must hold doors for whom... no matter how insignificant, you may redefine what it means to be polite in your society.

❖ **Neotraditional Dress** (Free) - Redefining what constitutes acceptable clothing is a feat easily performed by the Thronestone. You could be as specific as you like, from defining the general character of the attire your society will embrace to going so far as to regulating a standard uniform to be worn every day. Clothing can come in practically infinite variety, but styles recognizable as part of a culture's sartorial canon share a few core traits amongst themselves. What describes the sort of apparel do you wish your average citizen to wear? Note that the choices you make elsewhere regarding clothing, such as what particular social groups should wear, should conform to the descriptors you pick here. **Choose one or two traits from the following list.**

- **Pragmatic** (-1 Strain) - Apparel that is simple, rugged, easy to make, and easy to wear. The attire of your citizenry won't catch many eyes, but a societal fondness for sensible clothing makes life easier for your people.

- **Quality** (-3 Strain, -1 Treasure) - The clothing your people wear is typically of high quality. Even the lowliest citizens wear fine clothes that are pleasant to the touch and pleasing to the eye. Clothing that needs to be rugged such as worker's garb benefits as well, being made from highly durable material that is aesthetically satisfying. Providing such quality attire to your citizens is a strain on the economy, and you'll have to compensate somehow, but surely universally appealing apparel is worth the cost?

- **Daring** (-1 Hubris) - Your people's dress tends to be somewhat... suggestive. Skirts are cut higher, pants are tighter in the crotch, torsowear takes steps to accentuate the wearers breasts and/or musculature. Clothing that doesn't show a lot of skin hints at the wearer's body in other ways. Implementing rules making clothing more sexy leads to more sexy thoughts leads to more sexy action, all of which are pleasing to the Generous Patron.

- **Wanton** (+1 Strain, -2 Hubris) - This sort of apparel isn't designed to cover, but to entice. Articles intended to cover genitalia and other sexual characteristics are minimalistic if present at all. Anything else that's worn is to entice, and to draw the eye to the wearer's more alluring anatomy. This attire isn't about sex appeal; it's simply an appeal for sex. Even once your citizens get used to new paradigm, there are downsides to salacious everyday wear. On the other hand, the pervasive sexuality marks your territory as part of the domain of **Teiatat-in-Lavender**.

- **Devotional** (-3 Hubris -1 Treasure) - Your citizen's attire incorporates accessories and iconography referencing the Holder of the Lavender Throne. There's a whole library of symbols and themes that are associated with **Teiatat-in-Lavender**, giving you a lot of leeway in design. More importantly, though, it's a constant reminder of the influence of the Generous Patron of Desire. Your people, and you, will not forget who owns the Earth. Nothing less than the best is sufficient in crafting the devotional symbols of the Holder; you'll have to secure a supply of materials suitable for use.

❖ **Lavender Sect** (Free) - This Edict requires no investment from the Thronestone. Rather, not pronouncing it requires you to restrain the Thronestone's natural tendencies. This Edict sanctifies the lands and all those who dwell within to **Teiatat** in the Lavender Regalia. You'll have to devise a body of ritual and liturgy so

that your people may properly show their devotion to the Generous Patron of Desire. There's only so much time in a day, through. While every major branch of the Lavender cult will feature most or all of the elements below to a certain extent, you may choose facets to emphasize and effect how they impact your society

- Shrines** (-1 Strain, -1 Hubris) - Peppered throughout your realm, in small buildings in towns and cities, along roads, in places of geomantic power, and even in many homes, these alcoves set with devotional icons and tools provide convenient places of worship. Depending on the rituals you've codified, these shrines may be filled with prayer strips and incense burners, or pornographic triptychs and sex toys, or anything in between. The convenience these ubiquitous shrines provide keep your people mindful of who holds lordship over the Earth, and the constant rituals please your benefactor. **Exclusive: Sanctuary**

- Temples** (-2 Hubris) - Communal structures allow your people to come together to give thanks to the Generous Patron of Desire. Typically, one is large enough to service a town, while in cities multiple will share the load, often becoming central loci of neighborhoods. The design and interior layout depend on the nature and requirements of the services they offer. They could be open halls for mass worship, collections of chambers for sacred prostitutes, or whatever facilities best suit the liturgical rites you've laid down. **Exclusive: Sanctuary**

- Cathedrals** (-4 Hubris, -1 Treasure) - These massive structures or complexes are the fulcrums of [Teiatat](#)'s influence in your realm. They provide support for every ritual you've canonized, in both quantity and quality to boot. While lesser structures might exist in your realm, they're given comparatively little support by the religious body. Many of the faithful will choose to embark on pilgrimages to these centers of worship in order fully experience the rites of the faith. And such rites they are, as no expense will be spared to make these places beacons of ongoing ecstasy. **Exclusive: Sanctuary**

- Daily Prayers** (-1 Strain) - The sect you design requires only minimal time investment from its members, such as reciting a sutra or engaging in a masturbatory session at certain times of the day. This may be dressed up in various ways, such as incense or specially crafted implements, but in the end you could ask for much more from them... which is why it leaves your benefactor and the Emissary unimpressed. **Exclusive: Ritual**

- Periodic Rites** (-1 Hubris) - Your people are asked to set aside time for the reverence of the Generous Patron of Desires. This may be for group services, or individual worship, but anywhere from two to eight hours a week should be devoted toward the Holder of the Lavender throne, whether in contemplation or copulation. **Exclusive: Ritual**

- Constant Supplication** (+1 Strain, -2 Hubris) - The worship of [Teiatat](#)-in-Lavender consumes almost every facet of your society. Rituals large and small are performed before meals, to seal business contracts, in thanks of good fortune, and periodically, whether daily, weekly, or monthly, depending on the ritual. While many of these rites are simply standard procedures given extra dressing, your people spend between twelve and twenty-four hours each week in dedicated worship of the Holder, who appreciates such devotion greatly. **Exclusive: Ritual**

- Tithes** (+3 Strain, +1 Treasure) - Some religious sects request that members contribute a portion of their income to certain ends, whether to charity, to support certain members of the group, or to the upkeep of sacred establishments. If you incorporate a similar tenant in the canon of your sect you could secure a not inconsiderable source of income. These resources should be dedicated to some aspect of your sect's purview, but depending on how broadly your branch of the lavender cult influences society, you could spend this windfall on conceivably anything.

- Festivals** (-2 Strain, -1 Hubris, -1 Treasure) - Every society needs a few days of the year set aside for the express purpose of celebration. You could define a few holidays and leave your people to their own devices, but sponsoring these proceedings with the resources your realm could provide would make for

truly epic scenes of revelry. Carnivals, massive parties, great, heaving orgies, whatever events you can concoct are all up for the making! All you need to do is find some way to foot the bill...

- Sanctified** (-1 Strain, +1 Hubris) - Setting aside a portion of your population as dedicated worshippers, whether chosen as volunteers, by lot, or by birth, is eminently possible through some combination of other Edicts. This Edict is unique as it draws from the fervor of your citizenship to empower a subset of your people with holy powers of their own. Their abilities will be attuned to the Lavender Throne, of course, and their exact nature depends on the mystic resonance of the liturgical canon you've laid down.

- ☛**Lavender Curriculum** (- 1 Hubris) - The education of your citizens is easy enough to overlook, but even this aspect of your society can be changed with an Edict. You may decide what should be taught in your realm's educational facilities, and how it should be taught. Given the source of your authority, the curriculum you design may be preoccupied with, or totally devoted to, prurient subject matter, a scholastic system designed to produce graduates skilled in the arts of lovemaking in a fashion appropriate to the ideals of your society. This conflicts with the purpose of education, to instill necessary life skills into the minds of students, but the Thronestone can be used to resolve this tension. By linking the epistemology of the desired skillset and the necessary skillset, an abstract process yet still within the power of an Edict, students acquire proficiency in the latter by training in the former, allowing you to build a society of sexual virtuosos without compromising its ability to function.

- ☛**Caste System** (+2 Strain) - It is well within the power of an Edict to create strict divisions between social groups in your domain. The details are entirely up to you. This may be as simple tiers between peasants, tradesmen, and landowners, or a complex array of divisions between social functions. To define a caste, you need to describe a method by which an individual may enter the caste, whether by birth, by lot, by test, by fiat, or some combination of the above. Additionally, you need to decide the social role of the caste, the nature of any subcastes that may exist, how members interact with each other and members of other castes, and whether individuals may change caste later in life. Some potential caste types have a greater impact on the social fabric, and thus are discussed separately.

- Equal Pillars** (-1 Strain) - Such is the conceit of humanity that separation is often seen to imply inequality. An Edict stressing that all the Castes that make up your society were ordained through the power of *Teiatat*, and as such deserve equal respect, can improve the morale of your whole society, and creates interesting interactions. For example, if you have declared an official leadership caste, they will still operate as the coordinators of your realm but junior members of that caste must defer to the higher echelons of other castes' internal hierarchies.

- Caste Marks** (-1 Strain) - Defining certain marks associated with each caste, whether clothing style, certain colors or patterns, or specific symbols worn on clothes, jewelry, or as tattoos, is entirely possible without this option. This Edict's purpose is to make the symbols inescapable. A member of a particular caste finds it impossible to avoid wearing the defining marks, and to wear the marks of the other castes at all. Tattoos will appear on the skin as soon as membership is given, and clothing of an improper sort will degrade to scraps soon after it's put on. This magical effect will give your society a strong sense of order, where everybody has a place ordained for them.

- Caste Kinks** (-1 Hubris) - With an Edict you may weave the nature of particular sexual fetishes into the social fabric of one or more castes. This can have a profound change. For comparison, assume that old-world society was enmeshed with "consensual heterosexual sex" as a fetish and extrapolate from there how this affects what's considered 'normal' in affected castes. An Edict like this will please *Teiatat*.

- Caste Visage** (Free) - Some caste systems make the possession of certain physical traits criteria for membership into certain castes. For example, perhaps only tall people may become members of the noble caste. This option allows you to reverse this relationship for one or more castes. In the example

case, everybody that becomes a noble grows until they're considered tall people. People possessing such traits naturally might be confused with members of the caste, or may be associated with certain stereotypes of that caste. **Requirement: Edicts appropriate for the desired changed must have already been taken.**

•**Caste Compel** (-1 Strain) - It's one thing to prescribe a set of laws regarding one's place in society and the behaviors expected thereby, but as the definition grows more specific (and more influenced by *Teiata*) the more difficult it will be to ensure your people follow the dictated course, especially at first. Wording the Edict to stress the necessity and importance of caste will make one's caste as natural as folding one thumb over the other. If it is a peasant's role to till the land of the nobles, then a member of the peasant caste will feel anxious and unfulfilled until they give in and find a noble to work for. From then on, they will feel happy and satisfied, at least by their choice of career.

•**Nonexempt** (-1 Strain, -1 Hubris) - As a Crowned delegate of the Holder of the Lavender Throne, you are naturally assumed to be outside and above the caste system you have ordained for your lessers, or perhaps a member of the leadership caste if one exists. However, you may declare yourself a member of another caste. You will be subject to the societal expectations of that caste, which may impact your public image and ruling style. **Cannot choose a leadership caste if one or more exist.**

◎**Leadership Caste** (+1 Strain, -1 Hubris) - It is not uncommon for one social group in a society to govern the others. Canonizing this state of affairs through an Edict understandably adds systemic tension to your society and forces you to share at least some of your power, but provides a societal backbone and proves you're capable of employing the power of the Thronestone to constructive ends. Members of this caste may be deemed superior to others in general and given the right to make whatever demands they please, or might be cast in the role of hereditary bureaucrats and given the responsibility of ensuring your realm runs smoothly, limiting their overt power but making it far more pervasive. Perhaps you have an entirely different power structure in mind? **Requirement: Caste System**

•**Unquestionable** (-1 Strain) - Delegating the authority given to you by the Generous Patron is a significant act, one that all members of your society should appreciate. This Edict will make an order given by a member of the leadership caste supernaturally compelling so long as it conforms to the bounds of both castes' defined remit, and the recipient is of inferior social rank. You're immune to this effect, of course, but you must be wary lest the leaders you raise over your people grow to abuse this power.

◎**Menial Caste** (+2 Strain, +1 Treasure) - Some castes are defined by specific tasks, functions, or roles that members are expected to be proficient in fulfilling. Others are defined simply by doing whatever the other castes need them to do at a given time. A menial caste consists of obligate servants at best, or more probably slaves. They perform tedious or laborious tasks to free other castes to perform their duties. Understandably, few members of such a caste will be happy with their lot. Still, the burden they shoulder will enrich your society as a whole, if not them personally. **Requirement: Caste System**

◎**Livestock Caste** (+1 Strain, -1 Hubris) - A caste whose benefit to society is not provided so much as extracted. What they may provide is limited by the biological capabilities of human beings, but the Thronestone gives you the power to redefine what it means to be human and nothing stops you from exploiting the effects of other Edicts. While other members of society may be capable of producing the same, the daily life of a member of this caste revolves around activities that maintain production of high volume and quality, which may require the support of other castes. Being relegated to the role of human livestock is understandably upsetting for many people, and even once the founding of your society is forgotten members of this caste might remain discontent. **Requirement: Caste System**

•**Pampered** (-1 Strain) - ...Unless you take efforts to make them happy as well as productive. This Edict requires that every member of this caste receive what might be considered preferential treatment in the name of quality production. Indeed, other castes may become envious of the lives of the livestock and may try to become members themselves! Putting livestock on a pedestal in this fashion might warp your society slightly, but such a change is pleasing to the Generous Patron.

•**Valued** (+1 Hubris, +1 Treasure) - Through Edicts, the power of the Thronestone can be tapped and channeled into this caste and what they produce. Whatever you extract from them is of incredible, even supernal, high quality. Even something so simple as dairy becomes rapturously delicious, and immensely desirable. Alternatively, you may imbue their products with useful industrial or magical properties and increase their value thereby. Regardless, while your people will have comparatively easy access to such precious goods, your neighbors will not... unless you decide to engage in trade for prizes of equal worth! Exploiting the Thronestone for material gain in this manner may be an abuse of power, but you're already exploiting a whole section of your population... why not go all the way?

☉**Statutes of Law and Order** (free) - The Edicts empowered by the Thronestone transcend mortal law, but you may reach down and rewrite what is to be seen a criminal behavior in your realm. Most of what you'll put down will probably be mundane and common-sense... but you may make the legal system of your realm a work of devotion to your deity. There are four categories of law that you may consider: Civil law, which covers most mundane situations such as property or contract disputes, as well as keeping the peace. Sacred law deals with those who violate your Edicts and thus risk disrupting the pact that keeps your people safe. If you have established a Lavender Sect, the tenants and ordinances of that denomination are covered by that category. Lavender law covers crimes of passion and sex, such as rape and illicit couplings, and those of your Edicts concerned with purely sexual matters. Lavender Brides are exempt from these laws in your domain. Crimson Law covers acts of violence, such as assault and murder. Crimson Warmains are exempt from these laws in your domain. A fifth category exists, Argent law, but these statutes are beyond your power, enforced by the Emissary and the Sin-Eaters, who are exempt. In shaping the laws of your domain, you may select the character and degree of the punishment associated with breaking them. There will be a spectrum, of course, with the more heinous transgressions receiving more severe punishments. The punishment you select reflect how you, and thus your society, feel about the laws in question. **You may take up to four picks of the suboptions below, once for each category of law, and specifying a level of intensity for each pick. You are permitted to take duplicate picks. The cost for each suboption is multiplied by the level of the pick, rounding any fractions down.**

•**Imprisonment** (Free) - A place will be prepared to incarcerate those who commit offences falling under the purview of this category of law. The level of intensity chosen will determine the typical duration and conditions of imprisonment. How long and endurable the imprisonment will be is entirely up to you, from short and pleasant to effectively permanent and/or unendurable. These prisons may be structured to punish or rehabilitate as you please. **Default punishment type, not associated with levels.**

•**Levying of Fines** (+.5L Strain, +.5L Treasure) - Those who are caught breaking the law will pay their debt to society with currency or labor. Fines at the first level are minor, even the poorest of lawbreakers able to shoulder the burden of one indiscretion. The second level makes fines more significant, enough to make those considering committing offences balk. Fines of the fourth level are staggering, enough to ruin the fortunes of any who dare break the law for years. This money or labor, paid to victims or the state, will be put in the hands of those better suited to spend it. **May be taken at level 1, 2, or 4.**

•**Marked** (-1L Strain) - The price of breaking the law is a mark. This mark is no ordinary symbol, it's a mystic brand that indicates one's status as lawbreaker, indelible by mortal means. Even fate conspires to reveal this mark if the bearer attempts to hide it. The duration the mark lasts, and the consequences of bearing it, determine the intensity for bearing it. The most bearable form of punishment is leaving the mark to be just that, a brand of shame visible to all that one has committed a crime. The social backlash might be punishment enough, but those that threaten the Thronestone Pact by disrupting the society that sustains it might deserve more than censure by their peers. Durations of months, years, or even a lifetime could dissuade further lawbreakers, but the true power of the mark is its capacity to exempt the bearer from many protections of the Pact. Lawbreakers might be allowed to remain in your cities, or might be cast out into the cruel wilderness until it fades, if it ever will. The most cruel punishments not only cast them out of your society, but forever cut them off from any Thronestone

Pact, forcing them to seek alternate means of protection in the changed Earth. **May be taken at level 1, 2, or 3.**

•**Sacrifice** (-1L Hubris) - Those who defile the law will make their amends to **Teiatat**-in-Lavender. The form this punishment takes is highly variable, but all forms involve some sort of penance paid to the Holder of the Lavender Throne. The mildest forms include service as temple prostitutes; more intense versions might be a longer duration, or mystical compulsion to perform as such. Some other examples are alteration of the perpetrator's body or even mind to better suit the ideals of **Teiatat** as expressed by the Edicts of the Crowned. At the upper end of this spectrum, the criminal's body is entirely reformatted, and their mind cored out to create sexualized husks of their former selves. The most intense form this punishment can take is the sole example in the fourth tier: At the top of an altar etched with a mandala of runes and symbols, a small ritual of condemnation is uttered and the criminal simply disappears into a lavender hole in the fabric of reality. Where they go is a mystery except to those versed in the lavender lore. **May be taken at level 1, 2, 3, or 4.**

☉**Orgone Subsidization** (+2 Hubris) - While the Thronestone is capable of astounding magical feats, its power is ultimately of a passive and subtle sort. Though it may be dedicated to maintaining your realm, you might be able to harness it in a more overt fashion. Sorcerers, magicians, psychics, any sort of magic-worker needs to tap into the cosmic power of the higher planes to perform their particular feats. Gathering that cosmic energy is difficult. Even the proximity and metaphysical weight of the Holder does not make the task much easier, serving more to heavily flavor the way magic is gathered and employed. However, a carefully-worded, open-ended Edict can cause the Thronestone to hemorrhage a fraction of the power contained within, not into any physical region, but into the fabric of your society. This power can be exploited by any witches, wizards, or whatever magic-users decide to live by the strictures of your Edicts. The ability and knowledge to use the cosmic energy you provide is a rare thing, however, unless you also exploit the lore within the Thronestone and disseminate it to the people.

☉**Lore of Stone and Rune** (+1 Hubris) - Tap the knowledge of the Thronestone and master the ways of form and force. Students of this lore use a mystic language as a tool to turn structures into natural collectors of mystic power, the specific runes they select determine how this power is put to use. Some increase the strength of the medium they're carved into; others allow the medium to ignore the effects of gravity. Practically any property inherent to the structure can be modified. Due to metaphysical constraints, these runes work best when carved into one of several varieties of stone. **Requirement: Orgone Subsidization**

•**Leyline Manaducts** (-4 Strain, -1 Treasure) - Certain runes can turn the structures they're carved into accumulators, channels, or distributors of cosmic power. By tapping into and enhancing the natural network of mystic leylines that crisscross the planet, you can provide enough cosmic energy to support a magi-technological infrastructure! Such a feat requires high-quality stone in vast quantities, and the runes themselves need to be inlaid with rare and precious materials. It won't be cheap, but it just might be worth it!

•**Anchor Monoliths** (-3 Hubris, -1 Treasure) - You can order the construction of massive stone slabs, obelisks, statues, whatever form you desire, and spread them throughout your territory. Built using the principles of Stone and Rune, they are nearly indestructible and covered with runes. Many of the runes in question, given to you by the Emissary, are subtly but profoundly different than those typically employed by masters of the lore. Most of them are related to the reception of broadcasted energy, but from where and for what purpose is uncertain. Still, you were assured that doing so will please your Deity, so why question it too deeply?

☉**Lore of Flame and Crucible** (+1 Hubris) - Tap the knowledge of the Thronestone and master the ways of energy and transmutation. Students of this lore use precisely calibrated alloys of metals both natural and exotic to control and change energies of all kinds, and through them, matter as well. At its most basic, this

art can create staves and wands that emit bursts of energy at foes, but more refined use of this art can revolutionize industries of all kinds! **Requirement: Orgone Subsidization**

- Luxury-Industrial Complex** (-4 Strain, -1 Treasure) - Leveraging the lore to its fullest extent allows you to secure an almost limitless supply of any mundane material, and even some of the more exotic ones. Setting up the infrastructure necessary to support this process is quite expensive, with additional ongoing maintenance and material costs measured in the exotic goods necessary to keep the transmutations going. Once put into motion, this infrastructure will see that your people will have access to whatever material goods they could desire.

- Induction Altars** (-3 Hubris, -1 Treasure) - One of the most esoteric secrets of the Lore of Flame and Crucible is the transformation of the energy of the World of Elements into the cosmic power that underpin the higher planes. The complicated machines run input power, whether electrical, mechanical, thermal, or something else, through arcane subsystems to accomplish this feat. The resultant cosmic energy is run through reinforced conductors to the transmitter array at the top of the altar and... disappears. This expensive infrastructure transfers the power it creates directly to the Holder of Three Thrones, who is grateful for your offering.

☉**Lore of Waters and Life** (+1 Hubris) - Tap the knowledge of the Thronestone and master the ways of medicine and flesh. Students of this lore use tools of living wood to diagnose and treat maladies, and create elixirs with a variety of effects for the consumer. Illness and infirmity will become but a memory, and the more imaginative applications of this lore will allow your people to improve their lives in a variety of ways. **Requirement: Orgone Subsidization**

- Heart Mirror Formula** (-4 Strain, -1 Treasure) - Potions and procedures can produce an infinite variety of effects, but they are all merely steps toward the ultimate goal: the perfect body. There exists a formula that can realize this form, without flaw, without disease, beautiful in the wearer's perfected eyes, but it does not come without cost. Creating this formula in supply enough to reward deserving citizens will come at ruinous expense, but will realize the dreams of many. You may provide the standard formula, or may use the Thronestone to bless each batch to keep the effects within the boundaries established by your Edicts.

- Lavender Blight** (-3 Hubris, -1 Treasure) - The Lore of Waters and Life can cure disease, it can also create it. This particular affliction is unique in that it is directly linked to the will of Teiatat-in-Lavender, an offering to your benefactor. Mortal micro-organisms cannot bear the power of the Holder for long, and must constantly be created by the master of this lore and spread to your population via elixir or airborne vapors. The blight has several noticeable, but benign, effects on those infected. Symptoms include change of the color of the iris or some or all of hair or skin color to a shade of purple, increase to the size of sexual characteristics, redistribution of adipose deposition, heightened libido, and if you have pronounced Edicts supporting them, transformation to other forms or genders. Due to the constraints on this disease, it will never spread far outside of your territory, but it will allow the Generous Patron of Desires a hand in shaping your population, and any visitors. Your benefactor will respect the intentions you have for your citizens, of course. They'll simply become appealing to the eye of the Holder, as well.

☉**Lore of Wind and Whispers** (+1 Hubris) - Tap the knowledge of the Thronestone and master the ways of thought and truth. Students of this lore use are able to perceive and influence the world through willpower alone. Some can lift great weights or perform exacting work with the power of their minds, while others can listen to the thoughts of others and imprison them in constructs of crystal and glass like echoes in a conch shell. Some can even enhance the art with divinatory rituals and pull knowledge from thin air. Properly employed, this art can bring great benefit to society. **Requirement: Orgone Subsidization**

•**Echobreeze Backbone** (-4 Strain, -1 Treasure) - Distributing man-sized crystalline nodes throughout major settlements provides access points for an information storage and retrieval system without peer. Nodes can be interacted with directly via mounted panels, or remotely through portable crystal tablets of varying size. Of course, 'information' can include things like business transactions, entertainment, or public broadcasts. This might sound a lot like the Internet of the old world, and it is, save that it's far more powerful, secure, and not currently inhabited by a massive and vicious data geist.

•**Holder's Breath** (-3 Hubris, -1 Treasure) - These specially made waist-high purple crystals are directly attuned to the Holder of the Lavender Throne. Wise masters of the Lore of Wind and Whispers know not to access them directly through their art. Merely being in their proximity exposes one to their effects. Salacious ideas begin to intrude on one's thoughts, impulses to perform certain acts, or lewd modifications to actions already being contemplated. Nothing against the social norms you're attempting to impose, if anything these intrusive ideas work to support your vision, both directly and obliquely. Those affected will simply be encouraged to embrace your ideals to the absolute fullest extent over time, even if it should interfere with the actual functioning of your society.

☛**Infrastructure Banishment** (+1 Strain, -1 Hubris)* - As a form of sacrifice to your benefactor, you may lay sanctions against certain key aspects of technological development. The cursed technologies become unstable in your territory, malfunctioning when in use and steadily degrading into slag when not. The strength of the curse affects the level of technology your people are able to maintain in your realm. One purchase does away with computers and transistors, the second purchase eliminates internal combustion engines and electrical power grids, the third curses even steam power. Declaring, nay, inflicting this Edict on your realm will have massive repercussions for your citizens, but such a sacrifice will not go unnoticed.
May be purchased up to three times

•**Militant Sanction** (+1 Strain, -1 Hubris) - A special, additional curse, you may specifically ban advanced military technology, 'advanced' being defined to include firearms and anything that came afterward. Electronics fail, mechanisms jam, even gunpowder is rendered inert, or dangerously, even hostilely volatile. This affects everything borne by your citizens, and everything brought into your borders. Unprepared invaders would start off on the back foot, but the change to military doctrine will have repercussions.

❖ Disposition of Assets

The power of the Thronestone extends beyond your people and their society, it may even shape the terrain within the boundaries of your realm.

⊛ **Right of Claim** (+1 Hubris) - How could you lay claim to a region without describing what exactly you lay claim to? Your description might be a bit outlandish; at least, it might seem so to any locals who join your blossoming civilization, until they discover that the qualities you ascribed to your territory have in fact become literal truth! **Choose one, two, or three traits from following list.**

- **Picturesque** (-2 Strain) - When you say the lands of your realm are beautiful, the lands must comply. Otherwise, they would make a liar of one of the Crowned... Rolling fields, primeval forests, majestic mountains... even the skies and seas seem somehow more vibrant in your realm. Even artificial terrain, such as farmland, roads, and cities, becomes aesthetically pleasing. Living in such gorgeous surroundings will have a positive impact on your citizen's morale.

- **Gentle Climate** (-1 Strain, -1 Hubris) - Your Edict-empowered words can shape even the weather! Should you command it so, the climate will become kind to your domain. The winds will caress your land but softly, and neither cold nor sun will bite. The rains, when they come, will come gently and warm, a blanket for your land rather than a deluge. This is beneficial to your harvests, of course, but **Teiatat**-in-Lavender will be appeased: The faithful can present themselves in revealing clothing, or go without, and expect not to be troubled by the kindly weather.

- **Lush** (-4 Strain, +1 Hubris) - In the Lavender Regalia, your Deity becomes, amongst other things, a god of fertility. You may exploit that aspect to bless your lands with great bounty. The trees bow under the weight of their fruit, the fields burst with grain. Lost in the wilderness, starvation is a distant danger as food is easily found even far from civilization. Sustenance assured, your people will find it easier to accept the tenants of your society.

- **Wealthy** (+1 Treasure) - Rich veins of minerals, valuable flora, or productive livestock of whatever sort will ensure your people's prosperity, even if you must seed it yourself with the power of the Thronestone.

- **Lewd Flora/Fauna** (+3 Strain, -2 Hubris) - Many new forms of life have emerged from the shadow of the Lavender Throne. Some are beautiful. Some are terrible. Most have an erotic aspect to them, from plants that produce aphrodisiac pollen to tentacle monsters and everything else in between. You only need name them with a description in mind to call forth such a creature from the shadow of the Throne and spread it throughout your territory. You probably should inform your populace of the nature of the creatures you summon, but that's not a requirement.

⊙ **Mystic Assets** (+2 Hubris, +1 Treasure)* - The Thronestone can induce the creation of potent magical resources in your realm. Nigh-indestructible metals. Crystals that absorb energy from the higher planes. Mutagenic fungus. The ultimate nature of what you create it up to you, but these resources are valuable enough to be considered strategic assets, and should be respected accordingly. **Requirement: Right of Claim**

⊙ **Sovereign Claim** (+2 Hubris) - In time, the borders of your territory may expand. Your people might establish more settlements as their population grows, or you may annex territory through diplomacy, purchase, or conquest. These lands will not benefit from the Edicts you made regarding the initial territory you claimed unless you include provisions for eventual expansion. Then, any land within the borders of your realm will change to match the nature of your core provinces for as long as they remain part of your domain. **Requirement: Right of Claim**

✧**Labyrinth Shards** (+3 Strain, +1 Treasure) - The Labyrinth of Sighs is an entire world set apart from the universe, the sovereign domain of Teiatat-in-Lavender. An unstable dimension, portions of the ever-changing space of that realm are known to spontaneously shear off from time to time. These shards resonate with the Thronestone in your crown, and if you allow it, they can and will migrate to your territory. Caves, woodland paths, and disused portions of buildings may spontaneously become gateways into these roaming pockets. Inside these shards are portions of the mazy opulent passages of the Labyrinth of Sighs, filled with luxuries of all kinds. The adventurous might choose to delve within to claim the treasures and luxuries within, or even to capture and tame the monstrous spawn of the denizens of that realm. Then again, the human servants that tend to the needs of Labrynth-dwellers also come with the shard, and can be pressed into service or broken free from their servile glamor. These shards will need to be dealt with one way or another, though, as they will 'leak' their contents slowly for as long as they are interfaced with the planet.

✧**Void Flotilla** (+3 Hubris, +1 Treasure)* - Your people may develop or acquire the technology to build the spacecraft that crisscross the system, or might be wealthy enough to simply buy ships from others. Then again, you have piece of the Lavender Throne. Why wait? Declare as an Edict that your realm possesses a fleet of voidfaring vessels, and verily, they shall rise from the very earth! Crafted from stone, crystal, and magic, you'll find that these ships are very tough, but at best mediocre in most other areas. They lack the ability to support significant weaponry, and like the vast majority of spacecraft cannot cross the gulfs between stars in a reasonable timeframe. Still, access to realms beyond Earth could prove an opportunity worth creating... and exploiting.

✧**Lunar Transferral** (+2 Strain, +1 Hubris +1 Treasure) - The Earth's primary satellite did not escape the transformative touch of the Holder. On the surface, the Moon looks much the same as always, but underneath the thin layer of dust and rock is a nigh-endless trove of valuable gems and minerals and stranger things besides. With the power of the Thronestone, you may uproot the entirety of your territory and fling it to the Moon. The area of the lunar surface so displaced will be transmuted into a transparent dome protecting your lands from the vacuum outside. The number and placement of any airlocks are up to you. The transportation and its long-term effects might prove a difficult adjustment for your people, but just under their feet is wealth beyond easy reckoning. **Exclusive: Locale**

✧**Belter Warren** (+2 Strain, +2 Hubris, +2 Treasure) - As soon as the conquest of the system was completed, and the servants of Teiatat announced that the asteroid belt was open for colonization, a land rush was sparked to seize prime real estate. It's possible you want a piece of the belt for yourself. An Edict can secure such a claim. You and your initial population will be transported to large asteroid, with a number of airtight tunnels pre-dug throughout the volume. Oxygen is included, thanks to a runic crystal in its core that purifies the air, generates artificial gravity, and broadcasts energy to colonies of delicious and nutritious fungus. It, as well as the single initial airlock you are also provided, is under your control. Finally, you'll be given a cache of equipment and supplies to build a functional societal infrastructure. Fair warning, starting from scratch in this way will be difficult, but you'll be set to service the belter mining colonies, the asteroid palaces, the trade between the two, or any of a number of profitable economic niches. **Exclusive: Locale**

✧**Ambitions of Conquest** (+1 Strain, +2 Hubris, +1 Treasure) - Despite the Pax Tres Solia, the world remains a dangerous place. A standing defensive army of sorts would be permitted, of course, but to go farther than that, to outfit an army for conquest risks enraging your neighbors and the emissary alike, as you disrupt the peace to satisfy your greed and ambition. The rewards tempt, of course, but all those most suited for army life were borne away to Mars...

❖ Personal Perks

If you have the boldness to try, you may turn the power of the Thronestone to your own ends. A little misuse of your power is expected, of course, but abuse the indulgence of the Generous patron of Desire and you will reap the whirlwind!

❖ **Bodily Resculpt** (Free) - It's the least of the Thronestone's powers to change its bearer's appearance. As one of the Crowned, it is your prerogative to become something beautiful and terrible! Barring modifying options below, you must maintain a broadly humanoid shape, but even then you have great freedom in regards to things like physical sex, apparent age, skin or other coverings, piercings and tattoos, number of eyes or limbs, and other details. Should you take other options that modify your appearance, those effects take precedence over this option or modifying leaves. **You must take this option or its suboptions to reflect your form, even if you were changed via another effect.**

• **Inhuman Shape** (+1 Strain) - While you can add a number of exotic traits with what is freely offered, you would remain recognizably of human derivation. With this edict, you might become nearly anything you want! Of course, your people may object to being ruled by an inhuman monster...

• **Exotic Flesh** (+1 Hubris) - Whatever form you chose, you'd be limited to making it from flesh and bone with all the qualities and flaws that come with it... unless you made an Edict declaring it not to be so. Stone or fire or gel or something stranger, you can become anything you can imagine...

• **Facet of Might** (-1 Strain, +1 Hubris) - Without a Thronestone, some spend enormous amounts of time and effort to cultivate an appearance of strength, of power. Even with it, it is too easy to fall into the trap of chasing mere appearances when it's wiser to use the magic you've been gifted to grasp the idea of power directly, and build up from there. Then it becomes a matter of simply controlling the manifestation. Rippling muscles are a natural choice, as is towering height. Bioluminescent eyes, membranes, or patterns allow you to radiate your power in a more overt manner. You could simply suppress your inner might and force it to be expressed as an aura of dominance. However you decide, your people will take heart in the knowledge that their leader is mighty indeed. Just don't let it go to your head.

• **Humble Mien** (+1 Strain, -1 Hubris) - In a show of humility before your divine benefactor, you might choose a more modest form. Small. Weak. Physically frail. Perhaps even a deceptively young form. Then again, you might simply choose to exude an aura of meekness, even submissiveness, your humble devotion mystically apparent to those near you. This decision may be made to please your betters, but your citizens will find your chosen form... less than inspiring.

• **Erotic Aspect** (-1 Hubris) - By deliberately crafting your form toward an erotic ideal, you can show appreciation toward and earn the favor of the Generous Patron of Desire. You'd have to look like something out of a wet dream, and increase your libido to an almost unbearable level, but surely that's a worthy price to pay?

❖ **Ascetic Oath** (-2 Strain, -2 Hubris) - As one Crowned by the hand of the Emissary, one could argue that you are entitled to the best of anything your realm could offer. You may cast all this aside, however, and opt to live a more modest lifestyle, declaring your intention with an Edict, tying together the prosperity of your people with your humility. Even mighty emperors can pronounce this Edict! You might live in a palace and sit on a gilded throne, but the edifice will be dedicated to the functioning of the governmental apparatus, and what you 'own' might actually be held in trust by your people. You'll be taken care of, but your personal accommodations won't be much more comfortable than the average citizen's. Despite this show of solidarity, your vow of asceticism, made in the shadow of *Teiatat-in-Lavender*, has no purchase beneath the bedsheets, and you may indulge in carnal pleasures as you please.

❖ **Touch of Fate** (+1 Strain, +2 Hubris)* - Boredom is ever the enemy of privilege. Even the kings of mighty realms face periods of monotony where the daily chores of power and the entertainments that may

be bought do not satisfy. This option ensures that your life is punctuated with the diversions that make life worth living. High adventure, interesting problems, romantic drama, whatever piques your interest best. Of course, there'll be breaks in the action to give you a chance to rest and enjoy the spoils of your efforts, but such lulls will never last overlong! Tampering with your own destiny in this manner is the height of hubris, and the disruption to your life will spill over into the lives of your people. Pay for this option again to enjoy a generous helping of good fortune in your future, at least in a personal sense. You may lose the war, but you'll win most of the battles!

•**Companionship** (+1 Strain)* - Fate can be altered so that you can encounter more interesting people and events that you might otherwise have. With a bit of effort, you can find friends, contacts, minions, patrons, whoever you need to enrich your life. They'll be socially compatible with you, and often physically attractive. All you need to do is make a good first impression! A second purchase will see you inundated in a cavalcade of fascinating and beautiful people. Take your pick of the best and brightest!

•**Lavender Thread** (+1 Strain)* - All some people need is love. You can arrange to meet the person of your dreams, the one you truly desire and deserve, and they'll be just as pleased with you. If the Edicts that form the basis for your society aid in the romance you've always wanted, so much the better, but alas, the rules cannot be bent even for your beloved if they would hinder your relationship. Star-crossed love is love all the same. One exception to this is that, if necessary, your lover's lifespan can be increased to match your own. This option may be repurchased once to gain all the paramours your heart can make room for, and ensures that they'll accept a group arrangement, as well. Unless a little romantic struggle is what you actually desire...

•**Rivalry** (+1 Strain)* - Sometimes, the best catalyst for greatness isn't a supportive friend, but stiff competition for the same goal. An opponent, who will push you to become the best version of yourself if you are to succeed. This can take the form of a hated enemy who threatens what you care about, a fierce contender with whom you will develop a mutual respect, an exasperating trickster who lives to stymie your intentions, a romantic rival who will compete for the heart of your beloved, or whoever it is that would give you the greatest challenge and inspiration. They also enjoy the benefit of extended life if their allotted lifespan is insufficient to provide continuing challenge. A repurchase will give you multiple rivals in several arenas of ambition and/or replacements should you manage to overcome one rival and need further challenge.

•**Adversity** (+1 Strain)* - Setbacks and failure are seldom appreciated in their time, but struggle makes success all the sweeter. This option flavors your ongoing legend with the spice of adversity, giving you challenges to overcome and foes to defeat. Success isn't guaranteed, but this opposition isn't without merit. With every victory, you'll become stronger, wiser, better prepared to meet the next challenge and rise to even greater heights! A repurchase adds a bit of insurance to your fate. Risk isn't eliminated entirely, you might lose what's most precious to you, but you'll escape the worst more or less intact.

♣**Once and Future King** (+2 Strain) - You may foretell your departure and eventual return to your people. After proclaiming your Edicts, and spending some time to set your set your society into motion, you will slide into slumber, fade into mist, slip into a pocket of time, or whatever proves fitting. When your people need you most, or at least when your society has matured, your condition will be reversed, and you will take your rightful place amongst your followers. Your absence will be sorely felt during the more trying times, and those regents you displace may not appreciate ceding the throne, but surely you have your reasons.

♣**Lavender Wisdom** (-2 Strain, -1 Hubris) - You have a fragment of the Lavender Throne sitting prominently upon your brow. Let the burning energies of the Thronestone flow into your third eye chakra, into your mind, and thereby attain enlightenment. Your benefactor will show you what you need to do to keep your society functioning and prosperous, give you the optimal solutions to problems that face your realm, and even guide your thoughts so you note and can correct issues and seize opportunities before they even manifest. With the Generous Patron continually influencing your mind, how could you possibly make

mistakes? The frequent intrusive impulses to satisfy your kinks and fetishes are simply more gifts, embrace them.

☉ **Wilder Eruption** (+1 Hubris) - Certain individuals are able to tap into the cosmic power of the higher planes without ritual or bargain, accessing it through force of will or by accident of birth. Some call them psychics, others call them witches. Using the Thronestone as a key, you can unlock your inborn potential to access this power on your own. Initially, you'll be a wilder. Subject to the ebb and flow of the multidimensional currents that cosmic power courses through, the powers you'll wield will vary not only in strength, but in kind as well. One day you may be able to read minds, all the next week you can wreathe your fists in flame... You'll not have the time to master your powers before they change, but you'll always vaguely know what you can do at any given moment. If you wish to truly tame your ability, you'll have to take hold of a thread of cosmic energy and stabilize your powers with the aid of the Thronestone.

- **Telepathic Eruption** (+1 Hubris) - You may shape your power so that you can listen to the hidden spaces where thoughts echo... and can even be grasped and changed. You can hear surface thoughts whenever you please, at least so long as the subject hasn't taken steps to prevent telepathic intrusion. With more time, you can dig deeper into a subject's mind to find memories, guarded knowledge, personal secrets. If you care to, while you're there you can tamper with what you find, adjusting memories or personality traits to make them who you think they should be.

- **Telekinetic Eruption** (+1 Hubris) - You may shape your power such that the distinction between matter and idea is made indistinct. You can push around objects with the same facility you juggle thoughts, though things outside your head are often weightier. Your telekinetic power is much like a muscle, gaining strength through exercise and practice. You can move the object as a whole or with practice; manipulate its parts, or even its constituent material, down to the molecular level with enough practice and concentration. Certain mystically potent materials are more 'weighty' than equal masses of more mundane materials, so be aware. Instead of simply moving objects, you can also shape your psychic energy into blunt masses or sharp edges, allowing you to interact in a more... destructive fashion.

- **Insightful Eruption** (+1 Hubris) - You may shape your power to expand your awareness. Depending on how you choose to develop your abilities, you may scry distant places, sense emotional resonances of people and objects, meditate upon people, places or things to glimpse the past... or even the future. You might even choose to enhance your intuition glean information that they couldn't possibly acquire any other way

- **Elemental Eruption** (+1 Hubris) - You may shape your power to gain rapport with the fundamental forces that underpin the World of Elements. Heat and cold, light and dark, electromagnetism, gravity, and others... At first, you'll only gain a connection to one of them, able to manipulate it to an extent, or even evoke minor manifestations such as small lightning bolts. As your strength grows, you'll be able to control your initial force more fully and manifest it in greater scale, such as laser blasts or graviton beams. Moreover, you'll begin to see how the forces interact and aren't so indistinct after all, allowing you to branch out and control more forces. The master has almost perfect control over the World of Elements.

- **Reflexive Eruption** (+1 Hubris) - You may shape your power and channel it through your very flesh. The exact effects depend on how you choose to train your power. You might become an incredible athlete, reinforcing your body with cosmic power to run faster, jump farther, and lift massive loads. You might imbue your limbs with a 'charge' of cosmic energy, violently discharging it on contact with unfortunate targets. You might even become a seducer beyond peer, your movements and pheromones enhanced by higher-dimensional forces.

- **Alchemical Eruption** (+1 Hubris) - You may shape your power to inflict change on the World of Elements. You may transmute materials into others; the more severe the change the more effort and preparations it takes. The most extravagant changes require consecrated spaces and elaborate rituals. A

different specialty is the path of the healer. With a touch, you can mend flesh and cure disease... with enough practice, of course.

✪**Immortal Crown** (+1 Hubris) - The power of the Lavender Throne is imperishable, as is the power of tiny fragment it that burns in your brow. This fragment of eternity can be harnessed to the ends of eternal life, eternal youth, and immunity to disease, allowing you to shepherd your civilization in perpetuity. While its expected that you, and most of the other Crowned, will abuse the Thronestone in such a manner, your decision to do so is still somewhat disappointing to the Emissary.

- Invincible Majesty** (+1 Hubris) - Draw a bit more from the Thronestone and fear physical harm no more. You will be impervious to damage and poison; you'll even be spared pain beyond what's absolutely necessary. Should a wound of some sort prove required, say for surgery or a blood pact, then your flesh will prove mortal again... until you don't need that injury anymore, whereupon it will heal quickly, painlessly, and with no scars or other issues.

- Imperishable Splendor** (+1 Hubris) - Truly endure. You will require neither food nor water nor breath, though you may partake in all three. Your metabolism will be perfect, and produce no waste of any kind. As an additional benefit, should you find yourself trapped in an inescapable situation, such as being buried in a crevasse beneath tons of rock, you may dissolve yourself into mystic lavender flame that may pass through even solid barriers... though you'll reconstitute before the Lavender Throne itself to account for the events that led to your predicament.

- Magnanimous Nobility** (-1 Strain, +1 Hubris) - You may offer eternity to your citizens, as well. It's of a lesser sort than what you may achieve, merely an endless lifespan and eternal youth, but they'll certainly be grateful for the gift. You'll have to lean heavily on the Thronestone to grant this boon, and what the artifact will give is tied to the health of your society. If the prosperity of your realm should wane, your people will find their youth and health fading as well.

✪**Rags of Regalia** (-3 Strain, -2 Hubris, -2 Treasure)* - The Regalia that lends **Teiatat**-in-Lavender that colorful appellation is as infinite as its wearer, and the loss of any finite portion diminishes the whole in no way. Still, the casting off or theft of these scraps is a rare event, making these priceless fragments even more valuable. Acquiring such a piece will put you and your realm in arrears for decades, even centuries, but for what you get in return... When donned by an individual, Rags of the Regalia will transform into an article of clothing perfectly suited to that individual's tastes, needs and inner nature. Rags of Regalia are above mortal concerns such as damage or becoming soiled, and are suitable to be worn every day. If you live in a palace, it might become fine silk. If you prefer occasional adventures, it will be rugged enough to endure them, with a practical style as well. They are capable of changing form over time, to keep from becoming uninteresting. Whatever the form, these clothes are fabulous, magnificent to behold, when your people see you wearing them they will know that these rags were worth the price. Saturated as they are in the Generous Patron's energies, they'll also bring you closer to your benefactor. The only question is, can you afford acquiring them?

✪**Argent Almanac** (-1 Strain, +1 Hubris, +1 Treasure) - This priceless scroll, brought up from the clouds of Venus, is woven from silken silver, and the characters of the Argent tongue within are written with mirrored ink. While this makes it very difficult to read, if properly approached and studied you'll find that the spiraling script inside contains precise instructions on what to do when you encounter certain situations, sometimes going so far as to name names of individuals you've yet to meet. If followed to the letter, these instructions will usually result in beneficial outcomes. Even if the almanac demands people must suffer in the short, though, in the long run the almanac will increase the stability and happiness of everyone in the region, with prosperity for all, along with a few odd developments such as the rise of new kingdoms and sometimes wild changes in culture. Following these instructions with enough fidelity to reap these benefits essentially hands over your political agency to a lifeless scroll, and the unnamed author's ultimate intent behind these instructions is not discussed within.

❖ **Betrothal** (+2 Hubris) - It's entirely within your power to declare an Edict that your Thronestone is borne by a Bride or Bridegroom of **Teiatat**... It's also entirely presumptuous to do so. All the same, the Generous Patron of Desires will take you as a spouse with chagrin... and respect. Then again, you might have already wedded **Teiatat**-in-Lavender, and have quested for or wheedled at your divine spouse to be Crowned with a Thronestone and given dominion over a portion of planet Earth. In either case, you are simply too powerful and too ambitious for the Emissary and your neighbors to be entirely comfortable with your status. Multiple Brides operating in the same domain only complicate the situation further, their presence being a burden on the citizens and their combined power drawing negative attention from all corners. Brides stigmatized as a Rebel, or even choosing to walk the path of the Grass Widow, are also problematic, their peers wary of their intentions, and their populace fearful of their future. **Create or import a build from the Lavender CYOA. Each individual Bonded Bride or purchase of Stigma of the Rebel add +1 Strain and +1 Hubris.**

❖ **Diplomatic Intercourse**

Your is not the only realm on the whole of the Earth. Other polities, established by the Crowned and otherwise, lay claim to regions of the planet and beyond. They maintain societies of their own, which may seem alien to the mores of yours, or perhaps complementary. Establishing long-term relations with these entities is entirely possible, and may carry unique benefits...

❖ **Ivory Leagues** (+3 Strain, +1 Treasure) - Anchored to the floor of the Mediterranean Sea, great spires of white coral serve as the foundations for several ocean bound cities. These cities share a culture, but each is ruled by a separate and strict aristocracy that owns practically everything in the city... including the inhabitants. Slave states all, these cities are centers of trade both of valuable goods and human flesh. The merchant-aristocrats compete endlessly for profits and the ownership of sections of their cities. Those they own exist in a hierarchy of dominance and submission, commanding the absolute obedience of those below. Those with the mystic knowledge to tell will know that this society bears the unmistakable marks of Edicts pronounced by one of the Crowned, but none of the aristocrats bears a Crown, nor the metaphysical marks that come with it. Trade with the roving ships of the Ivory leagues can bring rare and exotic goods from far across the changed Earth, but they charge commensurate prices for these treasures, which you'll have to cover with large amounts of trade goods of your own, or human flesh.

❖ **Neon Coast** (-3 Strain, -1 Treasure) - There is an anomaly on the western shore of the North American continent. On the surface, it looks like a city from the old world, somehow still functioning despite the collapse of the old order, but on closer inspection, nobody seems to really work. They spend their days lazing in their homes or shopping for new clothes or toys, and their nights are spent in one of dozens of nightclubs and bars, consuming alcohol and party drugs, hooking up with each other, and fucking until morning where the cycle repeats. Oh, there are shopkeepers and bartenders and waitresses, but those are more roles in the endless social games they play than means of employment. To a one, they seem to be vapid, shallow, sex-obsessed imbeciles, a whole city of them. There are few farms outside the city, but there's always enough to eat. No factories operate within its limits, but there are always new clothes in the latest fashions. The booze and drugs are ever flowing. The lights burn bright day and night, but no electricity flows along the power lines. Nobody seems to be in charge, not even the gangs who vie for territory with each other in fights that more resemble orgies... The city seems perfectly happy to remain isolated in its hedonism, but you can open a cultural exchange with its citizens. The people of the Neon Coast hunger for novelty, and would be happy to trade the luxuries they've got in abundance for something new. As attractive as endless days of parties and sex might sound, there are those who grow bored of such a lifestyle, and if you allow the population to flow, you'll get some immigrants who'll enthusiastically embrace the tenants of your culture. They aren't nearly so stupid once they've joined your culture, and they'll innovate forms of entertainment that draw from your society's mores to create something your people will appreciate.

❖ **Houteng Mandate** (+1 Treasure) - The Middle Kingdom has been reborn. A number of Crowned chose to establish their realms in the region of Asia formerly claimed by China. Each had their own reasons, but

none were willing to compromise in their overlapping claims. A brief but fierce struggle erupted between the newly empowered rulers, some tried to establish military supremacy, others turned to seduction. A woman by the name of Houteng won the conflict before it could properly begin thanks to her mystical might. Those who would not bow before her had their Thronestones torn from their brows and added to her crown, increasing her might and the strength of her claim. Now, she styles herself Empress, and administrates her vast realm with a gentle hand, but unafraid to utterly crush those who choose to work against her. Hers is a pluralistic empire, the Edicts of subjugated Crowned remaining in effect in overlapping regions. Each city, town, and village essentially follows a different version of the Thronestone Pact, and it is up to the Empress and her subordinates to maintain a working society amidst the patchwork magics. Despite all this, the Empress and her realm are incredibly powerful. She's content with her conquest, leaving the rest of the world to the 'barbarians', but she's willing to share the prosperity she's managed to create with the unenlightened. All a potential recipient needs to do is bow before Empress Houteng in submission and supplication, declare that she alone truly possesses the Mandate of **Teiatat**, and rightfully sits above all other Crowned.

☛**Dawn Hives** (+2 Strain, -3 Hubris) - A fragment of the Rogue sheared off on its approach, and impacted in the outskirts of Osaka, Japan. It's punched into the sewer system, but authorities never managed to find the splinter. The reason why, was that it transmuted into a mass of living flesh, and hid within the sewers while the world dealt with the other events surrounding the coming of the Rogue. Nobody noticed the extra disappearances, the strange, cultish behavior amongst the dregs of society, or the slowly expanding network of flesh under the earth and seabed until it was too late. Massive tentacular tendrils burst from the streets of most major cities across Japan prompting a massive and ineffective escape attempt. Crawling blankets of fleshy coils blanket the countryside, and the cities are encased in domes of ossified tentacles. The Land of the Rising Sun has become a single massive living system. The population exists, but is incredibly insular. Nobody really knows anything about how they live. Contacts with representatives and traders paint a conflicted picture. Some have merged with symbiotes sheared from the hives' mass, some seem to have been subsumed into a greater hive mind, some seem to have stepped right out of Japan's feudal history... The Dawn Hives have become a naval power in the Pacific. Their krakens are submersible, self-maintaining, and can hold their own in a battle. You may contract the services of the krakens or other battalions of tentacular beasts, or even become a protectorate, but in return the Hives will require large shipments of raw materials fed to the krakens for transport back to the hives. What they ask for varies, but they seem to have no need for manufactured goods.

☛**Kuliapu Hierarchy** (-3 Hubris, -1 Treasure) - Established in the western mountains of the South American continent, this moderately large realm is dedicated almost entirely to the worship of **Teiatat-in-Lavender**. Its people live in cathedral-cities carved from the rock, dwelling spaces and sacred spaces coextensive and indistinguishable. Every action they take from waking to sleeping is codified as a form of worship, punctuated with libidinous rites to keep the mind focused on the divinity that sits on the Lavender Throne. Even in the small villages that feed the larger cities, harvest is a sacred rite, for **Teiatat** is a god of agriculture as well as a god of love and pleasure. The land is very poor and unsuited for farming, mining, and industry. It's nothing short of a miracle that this civilization not only survives, but thrives. In fact, it's the work of many miracles, performed everyday by the sanctified clergy that also acts as the administrators of the realm. What the people cannot provide for themselves is provided through siphoning a fraction of the prayer dedicated to the Holder of the Lavender Throne and creating it through holy ritual. **Teiatat** does not seem to mind this minor redirection, in fact, the Crowned who sits at the pinnacle of the religious hierarchy was rewarded for this massive act of dedication by being taken before the Lavender Throne itself and wed to **Teiatat**, becoming a Lavender Bride and holy androgyne. This individual also claims to be the highest priest of **Teiatat-in-Lavender** in the Solar system, the intercessor between that divinity and the population of Earth, and the ultimate arbiter of doctrine. Grand claims indeed, but not without apparent merit, as those who recognize this claim seem to enjoy greater favor with the Emissary and the Holder alike. Sending regular tribute to the Hierarchy, so that they need not rely too heavily on the favor of their deity, and accepting a doctrinal review by the Supreme Hierarchy, will see the branch of the Lavender Faith in your realm be canonized, no small benefit for those with wisdom to understand it. **Requirement: Lavender Sect.**

♣**Martian Mercenaries** (-5 Strain, +2 Hubris, -1 Treasure) - The violent crucible of Mars creates hardy fighters of a thousand descriptions, the only truly factors being their shared devotion to **Teiatat**-in-Crimson and their universal lethality. The vast differences between Earth and Mars will only grow as time passes and the influence of two thrones of differing colors erases all memory of how things once were, the Crimson devotees will have little use for what Earth has to offer. In exchange for what they are interested in, mainly rations, supplies, and exotic materials with which to make ever more impressive weapons, the warlords that fight over the red planet will violate the separation placed between Lavender and Crimson and send troops to support your military needs. The soldiers they send will mostly keep to themselves, uninterested in, even confused, by the salacious behavior of your people, set apart by the ceremonial muzzles of purple steel they are required to wear when outside of their barracks. They make excellent defenders, police, and even shocktroopers, depending on the warlords you choose to bargain with. The muzzles they wear aren't, in fact, entirely ceremonial. Occasionally, one will feel the call of **Crimson** in the hearts and throats of your citizens, which the muzzles serve to dull.

♣**Carrion Exiles** (+5 Hubris, +2 Treasure) - Around a guttering star orbits the corpse of a dead Elder power. Like all carcasses, it attracted scavengers, but unlike any others, the mindless creatures that fed upon it grew and changed. In strength, in mystic power, in divinity, these carrion eaters grew and became mighty. A punishing ecosystem developed as they began to prey on one another as well feed on the divine corpse, and from this melee emerged a race of spider-gods. They escaped their corpse-cradle, tethered together asteroids and shards of planets, and made themselves kings of their system. They jealously watch the carcass from which they emerged, and snare any others that think to repeat their escape, but they do not police themselves quite so strictly. Some tire of the aggressive and deadly politics of their realm, a pseudo-civilized mirror of the scavengers of the Power's corpse, and find a niche elsewhere. In the wake of the Holder's conquest of the Solar system, a throng of these refugees lodged themselves in the asteroid belt, lashing together several rocks and carving them into palaces, a mere shadow of their former glory. They support themselves through trade, their great barques of glass and silk putting into ports across the system. Many have reshaped themselves into near-human form, the better to attract potential customers with appealing looks. The silk articles they sell include sumptuous clothing, robust armor, strong cable, amongst other offerings. They also sell their Aberrant Progeny, those of their offspring that survived infancy but failed to properly develop into more of their kind; instead, these creatures devolved into beasts of war and burden. All they ask for in return is food, luxuries, and maybe worship from time to time. If you can stomach their patronizing arrogance, you can forge a trade pact with these unbidden immigrants and reap the benefits as well as the ire of the Emissary.

♣**Recusant Freeholds** (+1 Strain, -3 Hubris or -2 Strain, +4 Hubris, -1 Treasure) - Not all welcomed the coming of the Holder of Three Thrones. Not all who heard the calling of the Crowned answered. Scattered across the earth are pockets of those who refuse to bow before **Teiatat** and opt to attempt to survive on their own. The Earth refuses to offer her bounty to those who do not serve her new master, and thus life is more than difficult. In Brazil, scattered settlements struggle against the monsters that now fill the resurgent Amazon Rainforest. Many make various bargains with the most powerful of the creatures to harvest what grows beneath the canopy; others turn to hunting them for sustenance. These holdouts have no choice but to accept the physiological changes either course will bring. Around the North American Great Lakes, enclaves receive support and supplies from the Elder Power that bought Mercury, and diligently work to transform the region into a vast industrial wasteland in hopes of paying back what they owe. The Indian subcontinent is pockmarked with cults that spring up around visitors from beyond the asteroid belt and even farther. Refugees from around the Earth seek to secure passage to New Zealand, the only land on the planet that's still hospitable to those who do not worship **Teiatat**-in-Lavender. The government of that country warily watches the waters for infiltrators, Krakens from the Dawn Hives, and the strange winds that blow in from Australia, whose interior is largely the domain of the Dreamer. You might choose to put pressure on the Freeholds you uncover near you, perhaps through diplomatic overtures or military assault, in order to force them to assimilate into your culture. This would please your benefactor, but the conflict puts strain on your citizenship. Alternatively, choosing to support the enclaves in your locality will earn

you their undying gratitude, and perhaps a few converts over time, but also the ire of the Emissary who would rather you simply assimilate their people in the name of the Holder.

✪**Green Sahara Coalition** (Free) - One of the many changes to the Earth with the coming of the Rogue Seed, and **Teiatat**-in-Lavender, was the blooming of the Sahara Desert. What was once a vast wasteland has become a rolling, fertile grassland. The refugees displaced by the events occurring surrounding this transformation found this virgin frontier already claimed by over a dozen Crowned, who offered the bounty of their realms along with a place to belong in new societies. The presence of so many Crowned in close proximity leads to decidedly chilly relations between these young nations, but an unwritten agreement to present a united front against would-be-conquerors allows them a sense of safety even as they maneuver against each other in petty squabbles. You yourself might have been one of the Crowned who chose to establish a state in the Green Sahara. No two realms are quite alike, which means that those citizens unsatisfied with the realm they were called to are likely to find a place in a nearby kingdom, but this is counterbalanced by the border friction with those same neighbors. Refugees flock from all over in order to partake of the natural bounty of the land, and this new and vast breadbasket makes for excellent trade and envious eyes with nations further afield. The only guarantee with choosing to lay claim to a piece of the Green Sahara and join in its loose coalition is that life would become interesting. **Exclusive: Locale. Cannot be taken with a Census option of Nation or Superstate. Gain the benefits of choosing the Lush suboption from Right of Claim for free; the effects do not stack.**

✪**Crowned Compact** (+1 Strain **or** +1 Hubris **or** -1 Treasure) - You are not alone in being selected by the Emissary. Other individuals have been crowned, with dreams and ambitions as pleasing to the **Teiatat**-in-Lavender as yours. Some of the realms they build may be similar to yours. Others will be wildly divergent. Some might prove interesting to you. You may initiate a compact with another Crowned, binding your fates and the fates of your realms together. This compact requires a relationship to be spelled out. It might be mutual allies, or trade partners, or even dedicated rivals! To seal the compact some kind of cost must be levied. The simplest is to bless the union using the Thronestones, but a grand sacrifice would also suffice. The more contentious compacts might be their own costs, causing ongoing strain to your society. Regardless, the bonds this process forms help tie the new world together, which seems to be a primary objective of the Emissary. **Link this to a build to another build for this CYOA, which must link back in turn.**

❖ Judgment

It's done. In the place you have chosen, you stand above those who heard your call, atop a rock, or a mound of broken city, or standing upon the very air, you have pronounced the Edicts that will shape your domain. In utter silence, your new citizens gaze upon you, absorbing the import of your Lavender-weighted words. Some seem hopeful. Others look fearful. Others yet bear expressions of lust. A few look doubtful. The days and years ahead will be hard as you scrape together the shards of the old world and with them forge a new society. The powers and miracles you are able to perform, not the least of which are the abilities to beckon produce from the earth and to ward your followers from the creatures from the shadow of **Teiatat-in-Lavender**, will secure your people's loyalty for the time being, the real proof of your success will only be found in the test of history. What will become your legacy?

Strain

◆-11 and below: Your people live in ecstasy. You, their kindly guide, have constructed a society devoted to the comfort of its citizens. Such is the prosperity of your civilization that even those who might suffer under your crueler Edicts count themselves lucky for the peripheral benefits they enjoy just by living in your domain. Having endured the early travails of the founding and come out so much better off, your people will revere you as a god second only to the Holder of the Lavender Throne.

◆-10 to 0: Your people are satisfied by their lot. Some might be better off than others, some might suffer injustice in the imperfect system of your society, but no culture is truly without flaw. Your people are content enough to accept the terms your civilization demands, especially when considering how others live in other Crowned realms, and especially the hardships one must endure in making pacts with other entities, or even trying to live by one's own terms. The status quo is comfortable, after all.

◆1 to 3: Your people grumble. Your society demands much from them, and gives little back. They look with envy upon those better off, whether within or without. You must struggle to keep the peace, but periodic incidents show that it might be wise to seek out ways to change the Edicts that slowly strangle the society they uphold.

◆4 to 5: Your people chafe under the yoke you have placed upon them. Even as your society took shape, it was evident that it was riddled with systemic issues from the very start. If you gave any thought to your people at all, it was how you might benefit from the Edicts you burdened them with and nothing more. Your society fractures under this weight, the weak Pact allowing them to ignore or modify several of your Edicts so that they may survive. Many simply leave, seeking out realms ruled by the Crowned who actually care for their citizens. +2 **Hubris**.

◆6 or above: Your people cannot tolerate your rule. Whether the product of years of plotting, or the result of one last injustice causing your populace to rise up as a single enraged organism, they will storm the gates of your palace to exact restitution for the false promises of your Edicts. Those few who remain loyal to your will fall beneath the weight of your crumbling civilization, and the powers you attempt to wield against them will fail you. In the end, they will capture you, and drag you before the furious masses so that all may enjoy the spectacle of your execution. The last thing you will see will be the cloaked form of the Emissary standing amongst the baying crowd, watching impassively, with your former crown clutched in one gloved hand. **BAD END**

Hubris

◆-6 and below: You have made your civilization a grand act of devotion to **Teiatat**. If you kept anything for yourself, it was so minute in the deluge of willing sacrifice that it could be reckoned a just reward. Your contribution to the Pax Tres Solium will see your neighbors look upon your realm in a favorable light, enough to deem it sacrosanct in regards to political maneuvers, provided you maintain neutrality as best as you can, and your patron will be so pleased that you will find your powers slightly enhanced. In time of

direst need, the Emissary will appear with whatever aid your realm requires, whether relief supplies or marching armies.

◆**-5 to 0:** Your performance is deemed satisfactory. You enjoy the benefits of your station, to be sure, but you also uphold your duties as one of the Crowned. Your neighbors' feelings toward your realm will depend almost entirely on how you behave, and belligerent rivals won't see you as different from any other potential target. Diplomatic savvy will be required to maintain your independence, but if you weren't up to that challenge, you wouldn't have been Crowned.

◆**1 to 3:** You tread a fine line. A little abuse of your power was to be expected, you were only mortal, after all, but you've taken even greater liberties than that. You show ambition, too much ambition, and others take note. Your neighbors guard their borders against that ambition, and the myriad priests of the Lavender Throne beseech you to remember why you were granted your power in the first place. Caution is advised.

◆**4 to 5:** You have clearly overstepped the boundaries you were shown. You have ignored the warnings you were given. Now, your neighbors gird themselves for war in preemptive defense, you are decried by Lavender Priests across the realms. The mirrors in your palace occasionally reflect the veiled face of the Emissary, watching you in judgement. Your ambition grows within you by the day, a hungry wyrm born from overindulgence in Lavender power, and eventually it will drive you to a fall. Pray that you might survive your reckoning. **+2 Strain.**

◆**6 or above:** Your hubris knows no bounds. Your ambition consumes you from within, and in your folly you announce your intentions to throw down the Pax Tres Solium and seize Divinity for yourself alone. Such blasphemy cannot go unanswered. Mirrors across your realm shatter as one. The Emissary appears before your gates, and with a touch, shatters it to fragments. Angels with wings of blood and fire descend to cut off your routes of escape, Crimson Warmains invited to Earth for the occasion. They will demonstrate the wrath of the Holder of Three thrones, and drag you to the Emissary. With one motion, your crown will be plucked from your brow. With another, you will vanish in a gout of purple flame, sent to face judgment before the Lavender Throne. **BAD END**

Treasure

Excess Treasure points you have represent vast stores of wealth, caches of truly precious items, or access to services even the Crowned salivate over. You have three choices of what to do with this treasure. You may gift it to your people, these luxuries reducing Strain by 2 for each point. You may sacrifice them to [Teiatat](#) in a suitable fashion, reducing Hubris by 2 for each point. Or, you may simply keep them for yourself. This brings no specific benefit, but surely you deserve a little compensation for the hard work of governance?