

The Five Cadet Blades of the Academy of Harmonious Jade Dragons

The cadet blades are a set of five jade swords – one for each element – forged by the crafts instructor of the Academy of Harmonious Jade Dragons during the Shogunate. The esteemed martial arts college held a swordsmanship competition each season for those students who had not enrolled more than a year ago. The winner in each season received one of the five jade cadet blades as a trophy to be worn until the next year’s contest in that season, at which time the student was expected to pass it to the next champion.

The cadet blades were a daiklaive of red jade, a reaper daiklaive of green jade, a grand daiklaive of black jade, a short daiklaive of blue jade, and a reaver daiklaive of white jade. The five cadet blades marked those who showed exceptional promise, but those champions who meditated upon the blades found that more advanced martial disciplines came to them more easily. The swords’ creator intended that they be teaching aides as well as trophies, but he did not wish that any student should grow too reliant upon them and so grow reluctant to pass them to the next champion, and so they were forged to diminish in power as the champion grew in knowledge.

For fifty years the five cadet blades passed from champion to champion, and the academy’s masters noticed, but hardly remarked, the subtle resonance between the weapons that caused each blade to call to the others. It wasn’t until Jade Grass Drifting, the champion of the Green Cadet Blade, killed Crimson Running River (the champion of the Red Cadet Blade) in an unsanctioned duel and seized the red blade for himself that anyone understood why the old crafts instructor had stipulated that no student should wield two cadet blades at once, for Jade Grass Drifting discovered he could learn from both cadet blades. Knowing he would be stripped of them because of his forbidden duel, he fled the academy. The other champions discovered that they could sense the red and green blades through their own and, enraged by the theft of two of the cadet blades, they wished to bring Jade Grass Drifting to justice and return the cadet blades to the academy.

The masters of the academy forbade this, for they knew that the cadet blades the champions carried would fail the eager students and so fall into the hands of outsiders. Their decree held for several years, until the champion of the Black Cadet Blade undertook that quest without the masters’ approval. She did not return, and so the number of cadet blades at the Academy of Harmonious Jade Dragons was reduced to two. The masters of the academy locked away the remaining cadet blades in separate vaults, but a well-meaning young student overcame the wards that protected the Blue Cadet Blade and disappeared on the same quest that had taken the champion of the Black Cadet Blade. This left only the White Cadet Blade in the possession of the masters of the Academy of Harmonious Jade Dragons.

The White Cadet Blade

(White Jade Reaver Daiklaive, Artifact ●●●)

The academy was hard-hit by the Great Contagion, which killed everyone who knew how to access the White Cadet Blade, and so the Scarlet Empress’s forces found the school abandoned except for a handful of students and a single master teacher, whom House Cathak convinced to join the staff at the Academy of Bells. The White Cadet Blade was recovered by one of that

master's former students in the teacher's twilight days. It again became a trophy and teaching tool at the Academy of Bells, although no student was allowed to keep it for more than a season at a time – a rule that seems to have spared it from the fate of its brother blades for several centuries. A year ago, however, the White Cadet Blade and its champion disappeared along with four other Dragon-Blooded students, so ending the legacy of the cadet blades of the Academy of Harmonious Jade Dragons. Those who knew the young Dynasts say the five hoped to gather all five cadet blades together, but the artifacts are surely so scattered across Creation by now, and so no one expects to see the champion, his friends, or the White Cadet Blade ever again.

The White Cadet Blade is intended as a teaching tool only and does not have a hearthstone socket.

Evocations of the White Cadet Blade

A Solar or Dragon-Blooded who attunes to the White Cadet Blade can sense the direction in which every other cadet blade lies. Additionally, if she gives the daiklaive freely to another Solar or Dragon-Blooded with Essence 1, she receives a full refund of all Experience (and Solar Experience) she has spent on the artifact's Evocations and may immediately spend these without the need for training time. If the former champion unlocked White Blade Cadet and/or White Blade Champion, she almost always uses some of this Experience to purchase the Charms those Evocations granted her (provided her Essence is now high enough).

Ruthless Reaver's Chop

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisites: None

The White Cadet Blade guides the student's hand through the chopping motions that leverage the reaver daiklaive's weight, adding force to her strikes until she has mastered her technique. When making a chopping attack with the White Cadet Blade, the wielder increases the raw damage of a **withering** attack by an additional (6 - twice Essence) or treats the target's Hardness as an additional (6 - twice Essence) lower on a **decisive** attack. For example, the **withering** chopping attack of a wielder with Essence 1 inflicts an additional 7 raw damage (4 due to this Evocation, plus the usual 3 for chopping), and the **decisive** chopping attack by an Essence 1 wielder treats the target's Hardness as 6 lower (4 for the Evocation, plus 2 for due to chopping). This is 5 raw damage or 4 Harness lower at Essence 2, and this Evocation grants no advantage to a wielder with Essence 3 or higher.

Penultimate Executioner's Strike

Cost: 2m; **Mins:** Essence 1

Type: Reflexive

Keywords: Withering-only

Duration: Instant

Prerequisites: Ruthless Reaver's Chop

The White Cadet Blade teaches its pupil to wait for the moment when her opponent is most vulnerable before launching the attack that separates head from shoulders. The wielder may activate this Evocation when she crashes an opponent or achieves initiative shift on a **withering** attack with White Cadet Blade to gain additional Initiative equal to (6 - twice Essence). A wielder with Essence 2, for example, would gain 7 Initiative by crashing an opponent (2 for this Evocation, plus the normal 5) and would gain 2 additional Initiative after achieving initiative shift. One with Essence 1 would gain 9 Initiative or 4 extra Initiative, while one with Essence 3 or higher receives no benefit from this Evocation.

White Blade Cadet

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Penultimate Executioner's Strike

The White Cadet Blade helps its apprentice master a technique that lies just beyond her grasp. When the wielder unlocks this Evocation, she chooses one Athletics, Integrity, Melee, or Resistance Charm for which she meet all prerequisites except its Essence requirement. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with chopping swords. Regardless, she can use that Charm following normal activation rules so long as she is attuned to and carries White Cadet Blade. This Evocation cannot be used as a prerequisite for other Charms, but it can be used as a prerequisite for Charms gained through White Blade Champion or other Cadet Blade Evocations that allow the wielder to gain access to Charms.

White Blade Champion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: White Blade Cadet

The White Cadet Blade provides her protégé with a final lesson, sometimes building on the technique it already taught her and sometimes guiding her down a different educational path. When the wielder masters this Evocation, she chooses a second Athletics, Integrity, Melee, or Resistance Charm per the prerequisite Evocation. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with chopping swords. This Evocation cannot be used as the prerequisite for other Charms except for those granted by other Cadet Blade Evocations that grant the wielder access to Charms.

Green Cadet Blade

(Green Jade Reaper Daiklaive, Artifact ●●●)

Jade Grass Drifting fled the Academy of Harmonious Jade Dragons with both the Green Cadet Blade and the Red Cadet Blade. Despite the circumstances under which he became the champion of two cadet blades, he learned wisdom during his exile. He joined the garrison of Lookshy as a common soldier but quickly rose to the rank of sergeant and spent decades as a weapons instructor, his training blades set aside as trophies of who he had been as a young man. He seemed likely to live a long and quiet life.

Two recruits learned that the old sergeant had two daiklaives, and they conspired to rob him of them. They wormed their way into positions as members of Jade Grass Drifting's assistants. Then, when they were alone with the old sergeant in his home, they drugged him, stole both cadet blades, and deserted. The thieves soon went their separate ways. The one who stole the Green Cadet Blade sold it to a merchant of jade artifacts for a fraction of its worth, and it ended up in a caravan bound for one of the petty city-states in what would become the Hundred Kingdoms. The ruling prince purchased it as a gift for his heir, and the Green Cadet Blade passed from generation to generation until the Great Contagion. Salvagers recovered it from the ruins of the manse that had once been the prince's seat of power, but they were waylaid by Wyld barbarians, and the Green Cadet Blade has been missing ever since.

Evocations of the Green Cadet Blade

A Solar or Dragon-Blooded who attunes to the Green Cadet Blade can sense the direction in which every other cadet blade lies. Additionally, if she gives the daiklaive freely to another Solar or Dragon-Blooded with Essence 1, she receives a full refund of all Experience (and Solar Experience) she has spent on the artifact's Evocations and may immediately spend these without the need for training time. If the former champion unlocked Green Blade Cadet and/or Green Blade Champion, she almost always uses some of this Experience to purchase the Charms those Evocations granted her (provided her Essence is now high enough).

The Green Cadet Blade is intended as a teaching tool only and does not have a hearthstone socket.

Swiftest Cutting Stroke

Cost: 2m; **Mins:** Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisites: None

The Green Cadet Blade places itself in its student's hand the moment that violence is called for and teaches him that the swiftest cutting stroke is the one most likely to decide whose blood will water the grass of the battlefield. The champion may activate this Evocation as part of a Join Battle roll, even if he is the victim of an **unexpected attack**. The champion's Initiative is treated as (6 - double Essence) higher for the purpose of when he acts each round and whether he meets certain Initiative requirements (such as a Charm that requires her to be at Initiative 10+). This

adds 4 to these Initiative effects at Essence 1, 2 at Essence 2, and provides no benefits at Essence 3 or higher. Additionally, if the character does not have a weapon drawn in combat, he may draw the Green Cadet Blade as a reflexive action at the beginning of his turn.

Fortifying Crimson Draught

Cost: 1m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisites: Swiftest Cutting Stroke

The Green Cadet Blade teaches the student to strike decisively as early as an opening presents itself, for even a wound that does not kill saps away the enemy's ability to continue the fight. The champion may activate this Evocation upon making a successful decisive attack that deals at least one damage to an enemy whose Initiative is more than 0 but less than (30 - ten times Essence). The target loses (6 - twice the champion's Essence) motes, which the champion gains. If the target has fewer motes than this attack can drain, any excess is added to the wielder's Initiative after her Initiative resets.

An Essence 1 wielder can use this Evocation against a target with 1 to 19 Initiative and drains 4 motes per successful decisive attack that inflicts at least one damage. At Essence 2, this is Initiative 1 to 9 and drains 2 motes each time. At Essence 3 or higher this Evocation has no effect.

Green Blade Cadet

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Fortifying Crimson Draught

The Green Cadet Blade helps its apprentice master a technique that lies just beyond her grasp. When the wielder unlocks this Evocation, she chooses one Athletics, Integrity, Melee, or Resistance Charm for which she meet all prerequisites except its Essence requirement. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with slashing swords. Regardless, she can use that Charm following normal activation rules so long as she is attuned to and carries Green Cadet Blade. This Evocation cannot be used as a prerequisite for other Charms, but it can be used as a prerequisite for Charms gained through Green Blade Champion or other Cadet Blade Evocations that allow the wielder to gain access to Charms.

Green Blade Champion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Green Blade Cadet

The Green Cadet Blade provides her protégé with a final lesson, sometimes building on the technique it already taught her and sometimes guiding her down a different educational path. When the wielder masters this Evocation, she chooses a second Athletics, Integrity, Melee, or Resistance Charm per the prerequisite Evocation. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with slashing swords. This Evocation cannot be used as the prerequisite for other Charms except for those granted by other Cadet Blade Evocations that grant the wielder access to Charms.

Red Cadet Blade

(Red Jade Daiklaive, Artifact ●●●)

The thief who stole the Red Cadet Blade became an outlaw in the forested outskirts of Jiara. For some time he enjoyed modest success, but he was eventually captured by forces of the Shogunate and executed for his crimes. The satrap recognized the brigand's weapon by its reputation but chose to give it to his Fire-Blooded daughter instead of returning it to the Academy. Pesius Sapphire took it with her on a voyage to the Blessed Isle, but she was swept overboard during a storm, and the Red Cadet Blade presumably lost at sea.

Evocations of the Red Cadet Blade

A Solar or Dragon-Blooded who attunes to the Red Cadet Blade can sense the direction in which every other cadet blade lies. Additionally, if she gives the daiklaive freely to another Solar or Dragon-Blooded with Essence 1, she receives a full refund of all Experience (and Solar Experience) she has spent on the artifact's Evocations and may immediately spend these without the need for training time. If the former champion unlocked Red Blade Cadet and/or Red Blade Champion, she almost always uses some of this Experience to purchase the Charms those Evocations granted her (provided her Essence is now high enough).

The Red Cadet Blade is intended as a teaching tool only and does not have a hearthstone socket.

Pursuit-Foiling Fire

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: One round

Prerequisites: None

The Red Cadet Blade teaches its pupil the importance of remaining mobile on the battlefield, willing to take a step back and circle around to find the best position from which to engage her opponent. This Evocation supplements a disengage attempt, encircling the champion in a wall of fire that screens her escape. Opponents who attempt to contest the attempt suffer environmental fire damage equal to (6 - twice Essence) dice of lethal damage and has a difficulty of 5 to resist. This is therefore 4 dice at Essence 1, 2 dice at Essence 2, and no damage at Essence 3 or higher. If one of the opponents she disengaged from moves toward her on his next turn, he suffers this environmental fire damage again. This fire fades at the beginning of the champion's next turn.

Inescapable Wildfire Charge

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: One round

Prerequisites: Pursuit-Foiling Fire

The Red Cadet Blade emphasizes the necessity of closing with an opponent, helping its student get close enough to cross swords with her enemy. This Evocation supplements a flurry that includes both a rush and an attack, reducing the penalty to both actions by (3 - Essence). If the rush succeeds (even if the attack misses), a wall of fire rises up behind the target, cutting off his escape. If the target attempts to move away from the champion on his next turn, he suffers environmental fire damage equal to (6 - twice the champion's Essence) dice of lethal damage that has a difficulty of 5 to resist. This is therefore 4 dice at Essence 1, 2 dice at Essence 2, and no damage at Essence 3 or higher. The fire fades at the beginning of the champion's next turn.

Red Blade Cadet

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Inescapable Wildfire Charge

The Red Cadet Blade helps its apprentice master a technique that lies just beyond her grasp. When the wielder unlocks this Evocation, she chooses one Athletics, Integrity, Melee, or Resistance Charm for which she meet all prerequisites except its Essence requirement. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with straight swords. Regardless, she can use that Charm following normal activation rules so long as she is attuned to and carries Red Cadet Blade. This Evocation cannot be used as a prerequisite for other Charms, but it can be used as a prerequisite for Charms gained through Red Blade Champion or other Cadet Blade Evocations that allow the wielder to gain access to Charms.

Red Blade Champion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Red Blade Cadet

The Red Cadet Blade provides her protégé with a final lesson, sometimes building on the technique it already taught her and sometimes guiding her down a different educational path. When the wielder masters this Evocation, she chooses a second Athletics, Integrity, Melee, or Resistance Charm per the prerequisite Evocation. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with straight swords. This Evocation cannot be used as the prerequisite for other Charms except for those granted by other Cadet Blade Evocations that grant the wielder access to Charms.

Black Cadet Blade

(Black Jade Grand Daiklaive, Artifact ●●●)

The champion of the Black Cadet Blade felt the pull of the stolen Red and Green Cadet Blades and might have recovered both had not the crew of the ship on which she booked passage mutinied while in transit to Lookshy. The champion preserved her life by professing sympathy for the mutineers, a gambit that resulted in her joining them in acts of piracy against merchants first in the Inland Sea and later in the West.

The exact path of the Black Cadet Blade from one champion to the next in the following centuries is murky at best. A weapon matching its description and possessing capabilities eerily similar to those of its first Evocation was last spotted in the hands of a scion of the Lintha Family five years ago.

Evocations of the Black Cadet Blade

A Solar or Dragon-Blooded who attunes to the Black Cadet Blade can sense the direction in which every other cadet blade lies. Additionally, if she gives the daiklaive freely to another Solar or Dragon-Blooded with Essence 1, she receives a full refund of all Experience (and Solar Experience) she has spent on the artifact's Evocations and may immediately spend these without the need for training time. If the former champion unlocked Black Blade Cadet and/or Black Blade Champion, she almost always uses some of this Experience to purchase the Charms those Evocations granted her (provided her Essence is now high enough).

The Black Cadet Blade is intended as a teaching tool only and does not have a hearthstone socket.

Adaptable Warrior's Arsenal

Cost: 1m; **Mins:** Essence 1

Type: Reflexive or Simple

Keywords: None

Duration: One scene

Prerequisites: None

No warrior can count on having his preferred weapon on hand in every fight, and so the wise soldier practices with many different kinds of weapons – a habit the Black Cadet Blade gladly facilitates. The champion may change the Black Cadet Blade into any large melee weapon or into two identical medium melee weapons. This weapon (or weapons) possesses the keywords, damage, accuracy, and other attributes of an artifact weapon of the new weapon type. The transformation lasts until the end of the scene, until the wielder ends the effect as a reflexive action, or until he uses this Evocation again. This is a Reflexive Evocation for a wielder with Essence 1 and a Simple Evocation for a champion with Essence 2. The Evocation does not function at Essence 3 or higher, although the artifact sometimes changes forms at random.

Crossing Blades Collision

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Adaptable Warrior's Arsenal

The Black Cadet Blade teaches its student that an opponent is most vulnerable when she believes herself strong, and it helps its pupil exploit the advantages large and dual-wielded weapons grant a warrior in the moment when two swords meet. This Evocation supplements a Clash Attack, adding (6 - twice Essence) dice to the attack roll. If the Clash Attack is withering, it inflicts (3 - Essence) additional points of Initiative damage after soak. If it is decisive, it inflicts an additional (6 - twice Essence) dice of damage of the appropriate type (usually lethal). This is in addition to the usual benefits of making a Clash Attack with two identical weapons or with a two-handed weapon.

At Essence 1, wielder adds 6 dice on the Clash Attack (4 for this Evocation, plus the normal 2-die bonus for a two-handed weapon or two weapons of the same kind), inflicts 5 additional Initiative damage after soak on a withering attack (3 from clash and 2 from the Evocation), and inflicts 4 additional dice of damage on a decisive attack. At Essence 2, this is instead 4 dice, 4 additional Initiative damage after soak on a withering attack, and 2 additional dice of damage on a decisive attack. This Evocation offers no benefit to a champion of Essence 3 or higher.

Black Blade Cadet

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crossing Blades Collision

The Black Cadet Blade helps its apprentice master a technique that lies just beyond her grasp. When the wielder unlocks this Evocation, she chooses one Athletics, Integrity, Melee, or Resistance Charm for which she meet all prerequisites except its Essence requirement. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with two-handed weapons or identical medium weapons wielded in both hands. Regardless, she can use that Charm following normal activation rules so long as she is attuned to and carries the Black Cadet Blade. This Evocation cannot be used as a prerequisite for other Charms, but it can be used as a prerequisite for Charms gained through Black Blade Champion or other Cadet Blade Evocations that allow the wielder to gain access to Charms.

Black Blade Champion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Black Blade Cadet

The Black Cadet Blade provides her protégé with a final lesson, sometimes building on the technique it already taught her and sometimes guiding her down a different educational path. When the wielder masters this Evocation, she chooses a second Athletics, Integrity, Melee, or Resistance Charm per the prerequisite Evocation. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with two-handed weapons or identical medium weapons wielded in both hands. This Evocation cannot be used as the prerequisite for other Charms except for those granted by other Cadet Blade Evocations that grant the wielder access to Charms.

Blue Cadet Blade

(Blue Jade Short Daiklaive, Artifact ●●●)

The last true champion of the Blue Cadet Blade picked up the trail of the Red Cadet Blade a century after it was lost at sea. Although she knew the waters that were its final resting place, she had no means of recovering it from the depths of the Inland Sea. She heard rumors of a First Age vessel capable of operating underwater, which tales claimed had been shipwrecked on the coast somewhere among Mela's Fangs. The lone survivor of her doomed expedition returned to Tusk with wild tales of the strange civilization that they found living in the wreck of the lost submersible. Assuming they survived the Great Contagion and the Fair Folk invasion that followed it, these submersible squatters probably still have the Blue Cadet Blade.

Evocations of the Blue Cadet Blade

A Solar or Dragon-Blooded who attunes to the Blue Cadet Blade can sense the direction in which every other cadet blade lies. Additionally, if she gives the daiklaive freely to another Solar or Dragon-Blooded with Essence 1, she receives a full refund of all Experience (and Solar Experience) she has spent on the artifact's Evocations and may immediately spend these without the need for training time. If the former champion unlocked Blue Blade Cadet and/or Blue Blade Champion, she almost always uses some of this Experience to purchase the Charms those Evocations granted her (provided her Essence is now high enough).

The Blue Cadet Blade is intended as a teaching tool only and does not have a hearthstone socket.

Bone-Numbing Chill

Cost: 1m; **Mins:** Essence 1

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisites: None

The Blue Cadet Blade teaches that all energy, all heat eventually fades away. When the teeth no longer chatter and the victim's body is too weary to shiver, death cannot be too far away. This Evocation supplements a **withering** attack, increasing the Overwhelming value of Blue Cadet Blade by (6 - twice Essence) – raising it to 8 at Essence 1 and to 6 at Essence 2 (1 for the Balanced tag, 3 for a small artifact melee weapon, and 4 or 2 from the Evocation). This Evocation has no effect for a champion of Essence 3 or higher.

Ice Scorpion's Sting

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisites: Bone-Numbing Chill

The Blue Cadet Blade's pupil learns to deny her enemies all warmth, forcing them to face her cold and relentless fury. This Evocation supplements a **decisive** attack. If the attack succeeds, the target suffers a penalty to Defense and attacks equal to (3 - Essence) and cannot execute movement actions. The victim can ignore this last effect by succeeding on a reflexive Strength + Athletics roll at a difficulty equal to (6 - twice Essence) during his turn. Otherwise, all the Evocation's aftereffects last for (3 - Essence) rounds.

Blue Blade Cadet

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Ice Scorpion's Sting

The Blue Cadet Blade helps its apprentice master a technique that lies just beyond her grasp. When the wielder unlocks this Evocation, she chooses one Athletics, Integrity, Melee, or Resistance Charm for which she meet all prerequisites except its Essence requirement. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with short swords. Regardless, she can use that Charm following normal activation rules so long as she is attuned to and carries the Blue Cadet Blade. This Evocation cannot be used as a prerequisite for other Charms, but it can be used as a prerequisite for Charms gained through Blue Blade Champion or other Cadet Blade Evocations that allow the wielder to gain access to Charms.

Blue Blade Champion

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Blue Blade Cadet

The Blue Cadet Blade provides her protégé with a final lesson, sometimes building on the technique it already taught her and sometimes guiding her down a different educational path. When the wielder masters this Evocation, she chooses a second Athletics, Integrity, Melee, or Resistance Charm per the prerequisite Evocation. She may instead choose a Martial Arts Charm that meets these criteria, but the style must be compatible with short swords. This Evocation cannot be used as the prerequisite for other Charms except for those granted by other Cadet Blade Evocations that grant the wielder access to Charms.

(Fan artifacts created by Eric Zawadzki. Visit my blog for other news about my writing and game design: www.fourmoonspress.com/news)