### Charm Name: Moonlight Curtain Drawn
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 297
**Short Descriptor**: Gain +1 Guile. If another would reveal information inconsistent with your current shape, the bonus increases to +3. Repurchase to extend duration to one day.

### Charm Name: Argent Deceiver Smile
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 297/298
**Short Descriptor**: While using Moonlight Curtain Drawn, pay two motes to apply the +3 Guile bonus against any effect that would reveal information indicating you are lying or that you are intending to deceive.

### Charm Name: Anemones Conceal Clownfish
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 298/299
**Short Descriptor**: When witnessing an ally being targeted by an effect opposing their Guile, grant them +1 non-Charm Guile. The maximum amount he may raise Guile with Charms is also increased by +1. Empowered for Solar mate.

### Charm Name: Will-Drowning Void
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 301
**Short Descriptor**: If a character fails a roll opposing the Lunar’s Guile, they lose one Willpower, which you gain. Once per day, resettable.

### Charm Name: Seven-Veiled Visage
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 298
**Short Descriptor**: (Essence) 1s on a roll opposing your Guise subtract successes. Can’t use against characters you are unaware of. Protean: Shape the opposing character has a defining Tie towards.

### Charm Name: Cat-Eyed Enticement
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 297
**Short Descriptor**: Must have successfully asserted Guile previously this scene. Reroll (Essence or 3) failed dice on an influence roll with any Attribute against a single character who failed opposing your Guile. Once per successful application of Guile.

### Charm Name: Forgotten Self Wisdom
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 299
**Short Descriptor**: Upon shapeshifting into a human or animal form, suppress an intimacy incompatible with impersonating that shape.

### Charm Name: Labyrinth of the Beast
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 299
**Short Descriptor**: After successfully asserting Guile against read intentions with at least a single 1, use to cause opposing character to believe they succeeded. Only sees animalistic drive of your choice and disregards you until end of scene. Protean.

### Charm Name: River Reflects Desire
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 300
**Short Descriptor**: After successfully asserting Guile against a read intentions roll with at least a single 1, use to cause opposing character to think they are successful, instead seeing what they desire to see.

### Charm Name: Inconspicuous Feral Lifestyle
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 299/300
**Short Descriptor**: While in animal shape and undertaking animal-characteristic activities without ulterior motive, use Labyrinth of the Beast at reduced cost, even against opposing effects that roll no 1s. Enjoy this benefit while using Silver Mask Submersion.

### Charm Name: Silver Mask Submersion
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 300
**Short Descriptor**: Must be in shape of a human you have a Tie for, or an animal shape. Twist your identity into that of your shape. Forget yourself and become the chosen shape, retaining most of your memories. Please refer to the book.

### Charm Name: Sublime Façade Art
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 298
**Short Descriptor**: May use Integrity, Larceny or Performance instead of Socialize when calculating Guile. For one mote, ignore a point of penalty to Guile, though this can’t reduce penalty for being unaware of an observer.

### Charm Name: Mind-Shattering Mystery
**Book Name**: Lunars: Fangs at the Gate, Manuscript p. 301
**Short Descriptor**: After successfully asserting Guile against read intentions, make a special instill roll, including Madness at Minor intensity on your target. Victim must immediately make a Willpower roll against Derangement. Protean.
Manipulation Charms - Subterfuge
Exalted 3rd Edition Lunars Charm Cascades

Legend
- Permanent Essence requirement in dots
- Permanent Essence requirement in Augury
- Permanent Willpower requirement in dots
- Permanent Willpower requirement in Augury
- Rechargeable Upgrade available
- Totemic Keyword (see Fangs at the Gate)
- Protean Keyword (see Fangs at the Gate)

Privilege: Argent Trickster's Rook
Required: Exalted 3rd Edition Lunars Charm Cascades
Note: This does not contain full rules text, but intends to convey an at-a-glance info about this Charm's capabilities.

- Can combine with another option.
- Please refer the book for this complex Charm.

Legend
- ☐: New
- ☑: Old

Perform a sacred hunt by challenging a human to a game of choice. Your own wager needs to be something of appropriate value to the target.

Argent Trickster's Rook
Lunars: Fangs at the Gate, Manuscript p. 301/302

- Let the target make a roll of any Attribute to see through a disguise. As long as your Roll is identical to their Roll, they will believe you are who you claim to be. Alternatively, add a non-Charm success on acting.
- This does not contain full rules text, but intends to convey an at-a-glance info about this Charm's capabilities.

Legends
- ☐: New
- ☑: Old

Moonlight-as-Mist Puzzle
Lunars: Fangs at the Gate, Manuscript p. 304/305

- Requires perfect imitation of another character. A special roll is made to disguise as the target. No more than 1-4 successes on a roll to see through a disguise, only against narratively important characters. Please refer the book.
- This does not contain full rules text, but intends to convey an at-a-glance info about this Charm's capabilities.

Legends
- ☐: New
- ☑: Old

Secret Devil's Presence
Lunars: Fangs at the Gate, Manuscript p. 307/308

- Perform a sacred hunt by challenging a human to a game of choice. Your own wager needs to be something of appropriate value to the target.

Argent Trickster's Rook
Lunars: Fangs at the Gate, Manuscript p. 301/302

- Perform a sacred hunt by challenging a human to a game of choice. Your own wager needs to be something of appropriate value to the target.

Silver Mask Subversion
Lunars: Fangs at the Gate, Manuscript p. 303/304

- Perform a sacred hunt by challenging a human to a game of choice. Your own wager needs to be something of appropriate value to the target.

Secret Devil's Presence
Lunars: Fangs at the Gate, Manuscript p. 307/308

- Perform a sacred hunt by challenging a human to a game of choice. Your own wager needs to be something of appropriate value to the target.

Lunars Companion: Many-Faced Strangers (Additional and Backer Charms)
Fangs at the Gate (Lunars Core Book)

This does not contain full rules text, but intends to confer
an at-a-glance info about this Charms capabilities.

Protean Keyword (see Fangs at the Gate)
Totemic Keyword (see Fangs at the Gate)

Repruchase/Upgrade available
Permanent Attribute requirements in dots
Permanent Essence requirements in dots