

NEPHILIM



GAMEMASTERS COMPANION

**Indispensable Resources
for the Nephilim Gamemaster**

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3106

GAMEMASTER'S COMPANION

Indispensable Resources for the Nephilim Gamemaster

- ◆ The secret history of the Nephilim, composing a timeline from the beginning of the universe to the end of the world as we know it.
- ◆ Rules for artifacts and sentient relics of amazing power.
- ◆ A bestiary of new elemental creatures.
- ◆ Gamemaster's advice on starting and running a *Nephilim* campaign.
- ◆ Advice on plotting Nephilim scenarios and creating useful and interesting gamemaster-character opponents.
- ◆ Guidelines on using a simple Tarot reading to create Nephilim adventures and flesh out characters.
- ◆ Detailed San Francisco bay area campaign setting.



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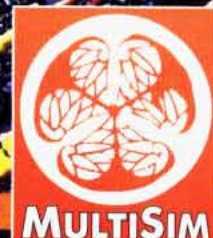
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Nephilim Gamemaster's Companion



Nephilim Resources

There are a number of resources, paper and electronic, which can give you additional insight into the world of *Nephilim*.

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SOLEIL NOIR is a paper American *Nephilim* fanzine. The first issue was published in February, 1996. Issues can be purchased by mailing Soleil Noir at: PO Box 272, Bellingham, WA, 98227-0272, USA. You can also reach Soleil Noir via email to idyoun@az.com.

ESOTERICA is a paper British *Nephilim* fanzine. The first issue is to be published in July, 1996. You can receive more information on Esoterica by emailing Adam_Crossingham@octavian.ccmail.compuserve.com.

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CONTENTS

THIS BOOK CONTAINS a number of resources which will be of use to the *Nephilim* gamemaster. It starts out with a history, outlining the Nephilim's perspective on the entire breadth of universal history, from the big bang to Today.

The next section is on magical items of power. It describes not only artefacts, which may be created by sufficiently knowledgeable Nephilim, but also sentient relics and mysterious masterpieces, which can not be purposefully designed by any non-Agarthan Nephilim.

Elemental creatures are discussed next. Their essential nature as creatures of emotion is examined, as are methods by which they can be summoned and controlled by Nephilim and humans alike. A number of new, strange and wonderful creatures completes this section.

Following the section on elemental creatures is one full of suggestions for designing a *Nephilim* campaign. It contains ideas for outlining the mysteries central to a campaign, and also for designing individual adventures. An examination is made of human secret societies, and finally ideas are presented for using the Tarot deck to help guide *Nephilim* games.

Some of these concepts are put to practical use in the fifth section of this book, which contains information on the San Francisco Bay Area as a campaign setting for a *Nephilim* game.

A short listing of books brings this reference to an end. These books are all fictional works which contain esoteric ideas which may inspire *Nephilim* adventures.

Kortar calmly watched the Templars approach. This was not the first time it had fought their like, and as sure as a staved Neph rose again, it would not be the last. Kortar had come prepared though, all the spells he needed graven; the Templars were no threat.

As Kortar summoned the image of its graven spells to where it could see them with Ka, its actions became mechanical. Without any thought, Kortar channeled the Moon, and its assailants fell before it, bereft of sanity. But, Kortar's mind was also elsewhere, for it had fallen into a dangerous reminiscence only possible for a being who had lived for millennia. It rode through Jerusalem, bringing word of the Templar betrayal to the Assassins. But that had not been the first time. It crept towards the Templar spies, who had come to kill the newborn fool. But the first time had been earlier still. In Ancient Egypt, it stood atop the third Emerald Tablet, Templars closing in. Choked Nephilim lay all around, their bodies totally bereft of the fields.

Now, the bodies were not of choked Nephilim, but rather its Templar foes, mewling, crying and whimpering in their newfound insanity. Shaken by its suffocating encounter with the past, Kortar stepped over them, wondering, how many life times could it endure?

IN NEPHILIM, history is not merely a long forgotten background, of interest only to antiquarians and scholars. Rather, it is a vital part of the world. The Nephilim have lived through many lifetimes. For some of them, the glory of Rome or the splendor of Egypt ended just days ago. In addition, the greatest secret societies are the products of thousands of years of careful planning. Today, plots are coming to fruition that were begun eight centuries ago. History should be a very important element of any *Nephilim* game.

What follows is a history of the *Nephilim* world. It is not *the* history, for no such document exists. Even for the Nephilim who experienced the greatest events, nothing is certain — recorded history is a lie. What is written here is an attempt to distill the sum of Nephilim memory and lore into one place; it is by nature prone to error.

A NEPHILIM HISTORY

by Kenneth Hite

ca. 4 billion BP - The Beginning

Beginning of the Kalpa, the morning of the Universe which will last for 4,294,080,000 years. The mystical fields emerge from chaos, eventually forming themselves into the stars, sun and planets. Satya-Yuga, or the Grand Age of Truth, marks the start of the universal cycle.

ca. 2.3 billion BP - Physicalities Formed

End of the Satya-Yuga, as the Earth and physical life form out of the purely magical and etheric forms. It is followed by Treta-Yuga, the Grand Age of the Three, when the perfection of the universe first began to fade.

ca. 500 million BP - Life Emerges on Land

End of the Treta-Yuga, as life emerges from the Sea and forms on Land. The Dwapara-Yuga, Grand Age of the Two, when all the old rituals were forgotten, begins.

ca. 230 million BP - Evolution of the Saurian Race

The Saurians evolve and create a mighty philosophical Empire by the power of their mentalities.

ca. 70.5 million BP - Black Moon Formed: Kalm Born

Formation of the Black Moon by the Tyrant leader of the Saurians awakens the Kalm. They are given awareness by the Black Moon's interference with the Five Fields; it also will doom them if it is not stopped.

ca. 65 million BP - The Black Moon and Saurians Destroyed

Destruction of the Black Moon by the Kalm ends the Saurian dominion of the Earth. The Kalm are alone in creation, but eventually realize they must embody Solar-Ka to achieve full consciousness.

ca. 10 million BP - The Grand Century Begins

The Kalm can create physical forms at will, among them the Old Races, the Dragons, and the instrumentalities that will become the forms of Metamorphoses. This new emphasis on the physical begins the Grand Century of Carnal Carnage.





ca. 7,500,000 BP - The Golden Path Proposed

The "Sun Looker" faction of the KaIm develops the Golden Path, which is the creation and manipulation of species of terrestrial life which can serve as repositories for Solar-Ka and vehicles for the progression to full consciousness. Some KaIm reject the Golden Path, becoming (eventually) the Selenim. They leave the area of the Earth the KaIm are active in, which will become known as Atlantis.

ca. 5,000,000 BP - Australopithecus Emerges

The Sun Lookers decide, after experimentation with humans and other primates, that the hominids are the best vehicle for Solar-Ka. The KaIm set the hominids and other primates to war with each other, to force the evolution of a properly developed race of tools.

ca. 2,000,000 BP Homo Habilis

Homo Habilis, a hunting race which uses tools, emerges and becomes the favored tool of the KaIm. Genocide of other hominid races is nearly complete.

ca. 1,000,000 BP - Homo Erectus and The Grand Decade of Atlantis

The proper hominid tool having emerged, the KaIm then set about training it to interact minimally with the Elements to properly receive Solar-Ka. Localized researches continue from East Africa to Java.

ca. 500,000 BP - Fire and Prometheus

The KaIm Prometheus first interacts with a hominid, and awakens its self-consciousness, making it aware. This human, also named Prometheus, is able to teach awareness to other humans as well, spreading the Promethian awakening like fire. This initial event constellates a set of symbols/images for the human awareness to use in interpreting the world about which it is newly conscious. The interpretations are kindled by understanding the universal secrets of the fire stick, which can make fire, life, time, and death.

As the conscious humans grow in number and spread throughout Atlantis and beyond, the KaIm unity dissolves as they argue about how to deal with this now runaway slave race. Some seek to exterminate aware humanity and begin again with a more tractable hominid population. Others (including Prometheus) see human consciousness as a way of opening their hosts to Solar-Ka.

ca. 432,000 BP - The Age of Blades Begins

The end of the Dwapara-Yuga and beginning of Kali-Yuga, the Grand Age of Quarrel, as the Promethian humans develop material weapons to protest their enslavement by the KaIm. Using these weapons, the humans sometimes attack the physicalities of the KaIm. Since human weapons cannot affect Ka, the KaIm are not imperiled, but they are seriously inconvenienced. From this time, the KaIm are forced, like it or not, to admit that humanity is their rival on the Earth and not their mindless tool. Many KaIm leave Atlantis at this time, and resettle in areas where the Golden Path experiments are not occurring, such as the Americas, Australia, and Northern Asia.

ca. 200,000 BP - The Birth of the Neanderthals

The KaIm Radicals, who wish to destroy humanity, develop another hominid race, the Neanderthals, to compete with and destroy the humans. This causes the humans to accelerate their abilities of warfare and combine into the first tribes.

ca. 100,000 BP - The Coming of Orichalka and the Epoch of Water

A meteorite, flung from the distant dead planet Saturn, strikes Atlantis, bringing Orichalka to Earth, and drastically diminishing the magical Five Fields. The Kalm can no longer commune worldwide or create and dissolve physicalities at will, forcing them into a permanent physical form which they cannot exchange for another. They are still immortal, but within only one body. They become the "Nephilim" ("those who are cast down" in Hebrew). Similarly, the magical emanations of Orichalka from the meteorite begin to pool in flints and metals. The most advanced Promethian humans learn to Awaken the Orichalka, form it into weapons, and destroy the Nephilim. Some Promethians cooperate with the Nephilim, as the flooding of Atlantis and the ensuing global chaos leaves the two races mutually dependent. Other Promethians embrace the new knowledge of Orichalka and wage war on the Nephilim, becoming known as the Orichalka Men. The Nephilim are hard-pressed, and nearly destroyed.



ca. 75,000 BP - The Coming of the Selenim and the Epoch of Earth

The human wars with the Nephilim soon spread into the areas populated by exiles, among them Nephilim who had rejected the Golden Path entirely. These Nephilim, under the leadership of one called the Devouring Messiah, and also referred to by some as Lilith, reawaken the Black Moon magics of the Saurians. Their Black Moon Ka makes them impervious to the effects of Orichalka — the black sun — allowing them to defeat the Orichalka Men in battle. The Devouring Messiah uses the Black Moon to create its own magical Realm, within which it can rule as a god, and from which it may "come forth in night from day" to prey upon the living. The followers of the Devouring Messiah are known as the "Selenim", and they become mighty and powerful. As the Selenim rule grows, the ice age sets in. Between the Selenim and the Neanderthals, humanity is hard-pressed, and the Nephilim gain a breathing space.



ca. 50,000 BP - The Coming of Incarnation and the Epoch of Air

During the "Age of Monsters", the humans are hunted and destroyed by the Selenim rulers. Some seek safety with the Promethians, while others ally with the Nephilim in opposition to the Selenim. A Promethian Nephilim named Hern invents the temporary stasis object, and enters it. This provide the means for Nephilim to leave their now worn-out physical forms and temporarily communicate with and even possess humans. This new interaction allows humanity to use the gifts of the Nephilim, including magic, and begins the shamanic tradition as humans invoke Nephilim powers all across Eurasia. With these Nephilim allies, the humans regain ground against the Selenim. Hern's allows Nephilim to anchor their Ka-Elements and enter the material world to possess human shamans without being in danger of discorporation. By agreement, these stases are made from temporary objects.



ca. 35,000 BP - Human Victory Over the Selenim

The climax of the "War of the Giants" or "Age of Monsters". The humans, led by magic-working shamans possessed by Nephilim, drive the Selenim out of their empire, destroying their Realms. In a final push, shamanic humans pour into the Americas over the Bering Land Bridge, and the continents are taken from the Selenim and their brute followers. The Selenim are penned up in the fastness of the Mexican mountains and Central Asia. Neanderthal Man vanishes about this time as well, victims of human-





Nephilim shamanic cooperation and the fact that a human-Neanderthal crossbreed becomes human. The ice age ends, and the seas begin to rise as the ice melts.

ca. 24,000 BP - The Founding of Tarshish and the Epoch of Fire

The Promethian humans and Nephilim dam the straits of Gibraltar against the rising tides and found a new center where Europe and Africa meet in the flood plains below. From this "New Atlantis", Tarshish, flows new ideas. The "Shamanic Jesus" emerges, whose accomplishment is to permanently incarnate into a human by creating a permanent stasis object. Nephilim walk among humans as in old Atlantis. Shamanic art such as at Lascaux or in the Tassili Rim also spreads out from Tarshish. However, as the knowledge of Stasis spreads, the Orichalka Men devise methods of using it against the Nephilim. With the Selenim in abeyance, the conflict between humanity and Nephilim resumes.

ca. 10,000 BC - The Great Compromise and the Black Star

The Promethian humans allow Nephilim permanent possession of their bodies, permitting the Nephilim to progress to Agartha, and share the secrets of the sky: astrology and mathematics. This is the Great Compromise, the permanent incarnation into their leaders in return for the secrets of civilization. Only the leaders, the Priest-Kings, are incarnated in this era. The Orichalka Men, who have learned to sacrifice Nephilim to gain magic, now develop the ability to use the priest-king's blood to make Elixirs, corrupting Nephilim magic to Orichalkan ends. With the development of the Elixir, the Order of the Black Star is formed of magic-using Orichalka Men.

9600 BC - The destruction of Tarshish

An Orichalka Man named Heracles organizes an army, the Men of the Lion, and leads it against Tarshish. By carefully timing his attack for the height of the Sun's power, and using a centuries-old hoard of Elixirs and Orichalka, he smashes the dam of Gibraltar. Tarshish is destroyed as the Atlantic, fed by melting ice-caps, rushes in to obliterate the city, drowning the whole country and creating the Mediterranean Sea. The two remnants of Tarshish are called the Pillars of Heracles. Fleeing survivors spread the knowledge of the Great Compromise and the institutions of the priest-king throughout the world. Heracles is hunted down and forcibly possessed by a powerful Nephilim, but the dream of Atlantis has vanished forever.

7000 BC - The First Megaliths

The Orichalka Men and the Order of the Black Star begin mopping up the Nephilim left in Spain, Africa and France by building standing circles and sighting stones to calculate and mark Nexus and Plexus points. By predicting their occurrences, the Orichalka Men could keep captured Stases safely outside them, preventing Nephilim from reawakening. As the Megalithic systems spread east, the Nephilim continue to flee. Some Nephilim, such as Innana, become the patron "gods" and "goddesses" of towns and villages, teaching humanity agriculture, astrology herding, pottery, etc. These more advanced cultures successfully fend off the megalith-builders. An and Ki lead the Nephilim in their settlement of the Fertile Crescent.

ca. 6000 BC. Age of Gemini Begins. Zero Time Starts.

At this time the Milky Way and the planetary path across the sky were the same.



4000 BC. Age of Tarus Begins.

This is called the Little Matriarchy. Geometric art became widespread through the Middle East. Stases were made by artists out of gold. In this time the population reached a large enough threshold that the first cities were made. The priest-kings' (gods) works were combined through trade to bring about the agricultural civilization. The cross fertilization was an important factor which the Nephilim were never able to calculate.

One of the ancient skills learned by many people was that of copper working. What little Orichalka-bearing copper they could reach was quickly mined and used up. But Humans discovered bronze working. The creation of bronze, in which Orichalka-bearing Tin is mixed into the Copper, provided humanity with a new source of Orichalka weapons.

The metalsmiths thus turned against the Nephilim, and gained the upper hand with the new source of Orichalka. The Men of the Sword were capable of destroying the cults of the gods, and many did so.



3100 BC - The Pact With Menes in Egypt

A group of Nephilim in Egypt evolve the concept of blood royalty, in which a single bloodline of humans is preserved for Nephilim inhabitation. These Nephilim agree to a Pact with the Egyptian king Menes, making his bloodline the royal one.

This was a time of Nephilim versus Nephilim! The Emperor Menes organized the priest-kings of Egypt, and then took control of the Men of the Swords, directing them against each other and the rest of humanity instead of the Nephilim gods. Menes brought the power of Centralization and organization.

The Black Star was driven out of Egypt, and the Black Planet was inaugurated as a society under the Emperor. With their knowledge of Stases the Emperor Menes began the first pyramids. These were a different form of Stases, one which did not allow any communication with humans outside of it but which did allow the pharaoh Nephilim to continue after death on the path toward Agartha, in part due to the massive amounts of Solar-Ka sacrificed at the burial.

At the same time as the Pact, to the East, the Nephilim of Sumeria take a different tact. To protect their tyrannical rule, they flood the entirety of the Fertile Crescent, nearly destroying civilization there.



2850 BC - The Sarmoung Brotherhood and Enki

Enki, a Nephilim, founds the first explicitly Promethian group of humans and Nephilim since the fall of Tarshish. This group, the Sarmoung Brotherhood, is given virtually every piece of information that Enki knows or can guess about the nature of the Nephilim. Enki's hope is that the Brotherhood can allow humans and Nephilim to work together to discover the way to Agartha. The Brotherhood rapidly becomes one of the most influential groups in the Near East, with ties to the priesthoods of almost all the Nephilim, and lasts for almost 1400 years. The collapse of Hammurapi's empire and the later invasions of the Assyrians fragment the Brotherhood and its knowledge is lost.



2650 BC - Imhotep Builds the First Pyramids

A member of the cult of Ptah the shaper, Imhotep becomes chief architect, surgeon, magician and adviser to the Pharaoh Djoser, and was given the assignment of constructing Djoser's Tomb. Imhotep develops the Pyramid, which are an advanced form of the earlier tomb. The greatest of the Pyramids is built for Pharaoh Khufu in 2569



BC, but the Pharaohs return to more conventional Tombs by the beginning of the 18th dynasty.



1898 BC - Sodom and Gomorrah Destroyed

According to the Bible, Sodom and Gomorrah and three other "cities of the plain" were destroyed by the wrath of God, leaving only piles of smoking rubble on the shores of the Dead Sea. The Tower Arcanum claims that its eldest members were responsible, but will not say why. Possibly an early Nephilim or Black Star experiment with Atlantean magical technology went horribly awry, or perhaps some Nephilim, Selenim or human group was attempting to recreate the Black Moon.



1580 BC - The Rosicrucian White Lodge Founded

The Egyptian kingdom was overrun around 1700 BC by the Hyksos, Orichalka Men who drove the Pharaohs and their Nephilim courts into the south, around the city of Thebes. In their exile, the Egyptian Nephilim became more desperate to find Agartha; the Pyramids had proved worse than useless in the long run. The Pharaoh Ahmose decides to recreate the Promethian brotherhood of Nephilim and humans dedicated to searching for Agartha, and names it the White Lodge. This is the first explicitly Rosicrucian secret society, and it will be instrumental in reformulating Nephilim magical concepts over the next two centuries.



1378 BC - Akhenaton's Rebellion; the Arcana are Formed

By the ascension of the Pharaoh Amonhotep IV in 1379 BC, the army and priesthood had gained tremendous power in Egypt. The Nephilim, distracted by the search for Agartha and the machinations of the Black Star and Sisterhood of Isis, had allowed the human functionaries who did the real work of running Egypt to grow mighty. Amonhotep resolves to break the power of the priests and army by reformulating the Rosicrucians' discoveries into a new synthesis which would dramatically increase the power of the Nephilim to utilize Solar Ka and advance to Agartha. He changes his name to Akhenaton and reveals his plans to the Nephilim, who flood to his new city of Akhet-Aton, which uses mystical geometries in its construction to harness Solar Ka. Akhenaton inscribes his synthesis on 22 tablets (which may have originated in part from the archives of the Sarmoung Brotherhood). He opens the pyramids and releases the now Agarthan Pharaohs to empower the tablets of the 22 Arcana tribes. Many Nephilim flock to his new city, but before the new synthesis can be put into action, the army, conservative Nephilim, and the Theban priesthood attack Akhet-Aton, destroying it and scattering the Arcana and their Tablets. In 1362 BC, Akhenaton is poisoned and his heir Tutankhaton is forced to renounce the new ways and accept possession by a Nephilim who rejected the Arcana. The Black Star emerges and hunts down Nephilim, driving the new Arcanum out into the world. The White Lodge goes underground and the army runs Egypt directly with the Theban priests. The Nephilim abandon the Pact, and Egypt begins its decline as an empire.

1263 BC - The Quest for the Golden Fleece

The Nephilim who had possessed Heracles after the fall of Tarshish was obsessed with restoring the strength of Atlantis. It performed many great feats in search of power and magic, which later became known as the Labors of Heracles. A human leader, Jason, joins Heracles to travel to the Tomb of Prometheus, where his wisdom was said to be inscribed upon a Golden Fleece. Jason and Heracles recover the Fleece, but quarrel about its proper use and purpose. Jason escapes with the Fleece, but cannot read or use it, and when he is killed by an unknown assailant, the Fleece vanishes. Was it one of



Akhenaton's golden tablets? A map to Agartha? The secrets of Prometheus and Atlantean magic? A human secret society continues the search for the Fleece to this day to answer these questions.

ca. 1200 BC - The Coming of the Iron Age

The Kingdom of the Hittites, controlled by the Black Star dynasty, had long known the secret of Iron. Around 1200 BC, their kingdom was shattered and their secrets distributed to the world. This brought new Orichalka to humans, and new danger to Nephilim.

1187 BC - The Fall of Troy and the Victory of Discord

A dissident Nephilim, Eris, established a cult of humans with the purpose of dissolving all Nephilim plans into the original Chaos from whence they sprang. One group of Nephilim based in Mykenae, Greece, falls victim to Eris' scheme, which involves tricking them into fighting over a powerful magical artifact. When the artifact is taken to Troy by one faction of the Nephilim, the others attack, and the resulting ten-year war destroys Nephilim power in Greece for five hundred years. Eris survives, and moves on to continually sow Discord in the ranks of its fellow Nephilim.

1014 BC - The Templars Founded

By the time of the 21st Dynasty (1065 BC - 935 BC), the Theban priesthood was once more totally dominated by the Nephilim, who ruled Egypt as any other priestly kingdom. Twelve officers of the Egyptian army resent this state of affairs and begin to conspire against the priesthood. They discover the nature of the Nephilim and of the 22 Arcana (pointing, possibly, to Black Star involvement in the early stages) and resolve to steal the secrets of the Arcana and make themselves masters of Egypt and eventually the world. Their plot is discovered, and they are driven into exile around 1000 BC. They hide in the kingdoms of Israel and Phoenecia, using their knowledge of secret geometry to help build Solomon's Temple. From this Temple, or perhaps from the Temple of Amon they coveted the secrets of, they take the name Knights of the Temple. They resolve to formulate a Great Plan that will result in their total mystical and mundane dominion over the earth.

955 BC - Selenim Found the Blood Dynasties of MesoAmerica

After their defeat by the shamanic humans and their Nephilim allies, the Selenim followers of the Devouring Messiah spend almost nine thousand years building their powers. The Selenim emerge into Mexico and force the humans living there to erect mighty Pyramid Sarcophagi to focus their dark powers. First the Olmecs, later the Zapotecs, Toltecs, Maya and Aztecs will all succumb to the Selenim Bargain — "Blood or Destruction".

800 BC - The Orphic Mysteries

Orpheus, a Nephilim ally of Jason, reincarnates, and begins attempting to rediscover the Golden Fleece. Orpheus creates an initiatory sect of humans combining shamanic possessions, priest-king attributes, and Rosicrucian magics. These "mysteries" inspire other Nephilim to follow the pattern, and a new way of Nephilim-human interaction is born. These mystery cults will last for almost a millennium before the Nephilim give up and try a new tactic.





600 BC - Preaching of Zoroaster: Founding of the Mithradites

The Americas were not the only place the Selenim were resurgent. In the Near East, the depredations of the Assyrians awakened numerous Selenim, especially in Persia and Central Asia. By 600 BC, the Assyrians have fallen, but the Selenim live on. Within the century, many of them will emerge in Carthage. Two Nephilim, Zoroaster (Justice) and Mithra (Sun), join forces to develop a vision of the Golden Path which could inspire Nephilim and humans alike to destroy the Selenim. Zoroaster creates the Persian kingdom, building its army into a mighty force for justice, and leading it against the Selenim leader Ahriman. Zoroaster creates a magical force, called the Magi, which is quickly infiltrated by the Templars and the Black Star. After Ahriman is defeated, Zoroaster ascends to Agartha as Ahura Mazda and Mithra begins to train some of its human followers to awaken their Sun-Ka. These Mithradites soon become enmeshed in contests with the Magi, as the Persian kings use their new armies to conquer the Center of the World.



539 BC - The Library of Nabonidus

Nabonidus, king of Babylon, leaves the business of empire to his son Belshazzar and sets out to restore the archives of the Sarmoung Brotherhood and recreate their magical secrets. Nabonidus, either an Empress Nephilim, Sidi of the Sarmoung Brotherhood, or both, just completes his work when the Persians invade Babylonia and carry off his mystical library. The Templars gain much valuable knowledge after this theft, due to their infiltration of the Magi.



332 BC - Alexander Finds Alexandria

Alexander the Great is one of those humans, like Elizabeth I, Arhtur, and Napoleon, whose will and abilities are so enormous that they are the equals of the Nephilim. The Nephilim in Greece inspire him to invade Persia, to shatter the Sun, Justice and Emperor Arcana rule of the Center of the World. However, he does more than that. He builds a great center for human science and learning at Alexandria, and orders the collection of all known works of magic and learning into a great Library. He makes himself Master of the World and breaches the walls into India, drawing on its wisdom to counter the Nephilim and Mithradites. Before he can move on to the West and the site of Tarshish, he is poisoned. Although a Black Star offshoot called the Sisters of the Eclipse is blamed, Alexander could have been killed by any Arcanum or secret society fearful of his power and ambition. Eris' followers make sure the Empire falls apart in Discord after Alexander's death.



29 AD - The Jesus Incident

Around 4 BC, a child is born in Judaea. To some humans, He is the Son of God. To others, He is merely a great teacher or a magician. To most Nephilim, He is the Zero Trump, the first Nephilim to be born Incarnated in a human fetus. In 29 AD, He is turned over to the Roman government of Judaea by the religious authorities and crucified as a rebel. The orthodox Nephilim version, promulgated by the Wheel of Fortune Arcanum, is that He was killed by the Templars or by one of their puppet groups. Others believe the Nephilim lie about the Incident because they cannot explain it themselves, or because some Nephilim Arcana might have had reason to oppose One who was free of illusion and constraint.

70 AD - Simeon bar Yokkai Writes the Zohar:

Invention of Summoning

In 70 AD, the Temple of Jerusalem is destroyed in the aftermath of a failed Jewish revolt against Rome. Many Jewish magicians begin to search for inner truths behind those of religion and politics. These magicians, working with texts saved from Temple archives, soon develop a mystical understanding of the magic fields and the beings that dwell in them. An Agarthan Nephilim, Simeon bar Yokkai, compiles these insights and adds its own revelations in a work with evolves for almost 70 years. The text reaches its final form as the Zohar, or Book of Splendors. The Zohar is the basis for Summoning, as well as the mystical discipline of the Kabbala.



100 AD - Beginnings of Alchemy in Alexandria

Other magicians attempting to develop magical techniques using Litharge and other mystical substances begin to develop spells centering on the fundamental mutability and impermanence of matter. Sensing a correspondence between the evolution of metals from lead to gold and the progress of Nephilim along the Golden Path, these magicians create the beginnings of Alchemy. It is unknown how many, if any, of the early Alexandrian alchemists such as Maria Hebraea, Comarius and Zosimus were Nephilim.



325 AD - Constantine and the Council of Nicaea

In an attempt to restore the Empire of the Center of the World, the Emperor Arcanum Nephilim Constantine calls a conclave of Christian leaders at Nicaea to dictate the form of their religion and its role in buttressing his Empire. It is successful (to an extent) in creating a Christian order to back the Empire, but fails to win over the Hierophant Arcanum to Constantine's side. As Templar and other anti-Nephilim forces within the Church conspire against Constantine, it is betrayed by the Hierophant Arcanum it empowered. Constantine is executed by the Justice Arcanum, and its Tomb is constructed to prevent its escape and further progress to Agartha. It is unclear what would happen if Constantine's Tomb was discovered and the Nephilim inside was released to reincarnate.



450 AD - The Merovingians and the Prieure de Sion

A group of human followers of the Zero Trump fled with his son to Gaul and later Britain, establishing a refuge to propagate the Bloodline of the Incarnation and protect its descendants. In 450 AD, the group, later known as the Prieure de Sion, invites a Nephilim to incarnate into one of these descendants and found a new holy royal dynasty sacred to humans and Nephilim alike. Merovee, the founder of this Merovingian dynasty, becomes ruler of a Nephilim-human kingdom in Gaul dedicated to propagating the teaching of the Zero Trump.



522 AD - Camelot and the Quest for the Holy Grail

The Prieure de Sion, having created one kingdom in Gaul, attempts to build one in Britain around a cavalry leader named Arthur. He is gifted with the Grail, an immensely powerful artifact, and is made King of Britain.

His court includes the powerful Magician Nephilim Merlin, who uses combinations of Summoning and Alchemy to create Arthur's sword Excalibur and his mystical armor. However, a conspiracy known only as the Judas Brotherhood, headed by a powerful Nephilim named Klingsor, steals the Grail. Arthur sends his most trusted human knights on a quest for the Grail and is then forced to accept possession by an Emperor





Nephilim. Arthur attempts to seize Empire and the Prieure withdraws from the project. Merlin is trapped in stases, and the Grail Kingdom of Arthur is destroyed by barbarians.

644 AD - Final destruction of the Library of Alexandria

Alexander's project of building the greatest library of all time was completed by his Egyptian successors, the Ptolemaic dynasty. Many groups, both Nephilim and human, sought to damage this vital source of mystical knowledge. The Library suffered some damage from fires in 47 BC and 269 AD during fighting in Alexandria. In 389 AD the Templars stole many works from it, and then burned it, using a rampaging mob to cover their tracks. In 644 AD, the last remnants of the Library are utterly destroyed by the Moslem invaders of Egypt, although there may be some works smuggled out by one or another secret group.

760 AD - Occultation of the Seventh Imam

Islam split into two main groups upon the death of Mohammed. One group, the Shi'a, believe that rightful leaders of the faithful are the Imams, descendants of Mohammed through his son-in-law Ali. Ismail ibn-Jafar, son of the sixth Imam, Jafar-as-Sadiq, mysteriously disappears in 760 AD, and is considered the rightful seventh Imam by the Ismaili sect of Shi'a. Some Ismailis believe that Ismail and his son Mohammed may have been forcibly possessed by Nephilim who sought the Imam's mystical knowledge. Their theory is given credence by the equally mysterious disappearance of the twelfth Imam (counting Jafar's other son Musa as seventh) Mohammed al-Mutazar in 878 AD.

800 AD - Charlemagne Crowned Roman Emperor

The Nephilim kingdom in Gaul, the Merovingians, was usurped by its human administrators and soldiers, much as Akhenaton's kingdom was in Egypt. A new dynasty, the Carolingians, is formed, and Charlemagne is the greatest of them. He forms the Holy Vehm at the beginning of his reign to purge Gaul of the Nephilim, and attempts to recreate the Roman Empire. He is backed by the Emperor Arcanum and opposed by Justice. A Justice Nephilim, incarnated into Pope Leo III, subjects Charlemagne's temporal authority to the Hierophant Arcanum within the Church. The Templars also oppose Charlemagne, and they may have allied with the Hierophant at this time.

910 AD - Junayd the Sufi and Rhazes the Alchemist in Baghdad

A group of Nephilim are active in Baghdad, capital city of the Moslem world. The Magician, Lover and Sun Arcana work together to discover new mystical and magical methods. Lover Nephilim, such as Junayd, develop the Sufi cults of Islamic mysticism, alongside Magician Nephilim such as Rhazes and the other alchemists. The Sarmoung Brotherhood enjoys a period of florescence as its texts are again consulted by powerful Nephilim. In the chaos of the Turkish invasions of the next century, however, the new knowledge is scattered.

999 AD - Gerbert of Aurillac, the Cult of the Head, and Homonculi

A powerful Black Star sorcerer, Gerbert of Aurillac, discovers the mystically powerful Brazen Head and resolves to use his alchemical genius and this artifact to destroy all Nephilim at the Great Enthronement of 1004. His secret band of human sorcerers, the



Cult of the Head, create the first Homonculi to use in the rituals that will subject all Nephilim to the will of Gerbert. Five Nephilim stop his plan the year before it is carried out, and the Cult of the Head is broken up. Some of its members join the Templars, and the Templars realize that the Nephilim are more vulnerable than they appear.

1118 AD - The Templars Re-emerge

To carry out the Great Plan, the Templars require a political power base, and use the newly-declared Crusades to build it. Coming into the open in 1118, the Templars quickly become the preeminent military, and, more importantly, economic power in Europe. Their commanderies, treasuries and castles soon cover all Europe and the Holy Land. Their agents are welcomed in all royal courts, and they reassume their ancient power base in Solomon's Temple.



1163 AD - Emergence of the Esoteric Assassins

A group of Ismailis, led by the mystic Hassan-i-Sabbah, form the Order of Assassins in 1090. They use political killing to create an impregnable power base in the service of Hassan, the "Old Man of the Mountains". They quickly match wits with the Templars, allying with them in some cases and opposing them in others. In 1163, the Ismaili leaders meet in council at the Assassin fortress of Alamut, and the order breaks apart when the grand master Hassan II declares himself to be the hidden Imam. The Syrian Assassins split from the Order, as does a sect under Hassan ibn-Nabbas, who is convinced that the Nephilim are behind the occultation of the Imams and the madness of Hassan II. Hassan ibn-Nabbas' Esoteric Assassins survive the destruction of the Alamut Order in 1256, and remain active in Europe and North Africa today.



1204 AD - The Sack of Constantinople

The Templars need both money and magic to continue the Plan, and both are to be had in Constantinople, the capital of the Byzantine Empire. The Templars convince the Venetians and the Pope to divert the Fourth Crusade to Constantinople and put the city to the sack. Many Nephilim, especially of the Tower, join the sack to steal what they can but the Templars make off with vast sums of booty and texts preserved from the Library of Alexandria. Their Plan receives a vast influx of money and magical resources.



1220 AD - Chartres Completed by the Compagnons des Devoirs

Among the projects of the Templar Plan is the construction of large-scale mystical geometries all across Europe to focus magical power into the Templars' hands and to weaken the Nephilim. A secret organization of illuminated stonemasons, the Compagnons des Devoirs, is formed by the Templars to build the Gothic cathedrals that are the keys to their plans. All across Europe, in less than a century, radical architectural forms, new structural engineering, and intricate designs are placed on sites of power. With these new megaliths, the Templars intend to radically shift the magical balances in 1304 and destroy the Nephilim once and for all.



1314 AD - Destruction of the Templars

The Templar Plan almost reaches fruition when the tide turns in the Holy Land and the Templars are forced to evacuate their mystic stronghold in Solomon's Temple. By 1291, the Templars are forced out of the Holy Land altogether and the mystic geometries must be completely reworked. The Nephilim discover traces of the Templar plans



in the ruins of Templar castles in Palestine and move swiftly. Nephilim Simulacra become high officials in the court of France and the Vatican, forcing the King and Pope to dissolve the Templar Order in 1307. A strike force of immensely powerful Nephilim enters the Templar inner sanctum and opens the way for the five elemental lords. The sanctum is wiped clean and the Templars' magical power is decimated. The Templars scatter, leaving volunteers to be tortured to death by the Nephilim to delay the chase and protect their secrets. In 1314 the last overt Templar Grand Master is burned at the stake, and the Templar Order is officially destroyed. Shortly afterwards, the center of the formerly Templar controlled Church is moved to Avignon, where it becomes a Nephilim haven — for a time.

1316 AD - HIOTES and the Gypsies

The Templars flee to the fringes of Europe, such as Scotland and Portugal, where they befriend or bribe kings. They also flee to other orders, such as the Teutonic Knights, which gain immensely from the Templar influx. One band of Templars flees to Rumania and merges with the Romany, or Gypsies. These travelers have long been an occult refuge for dissident Nephilim, persecuted magicians, and the like. They trace themselves to refugees from Akhenaton's rebellion. The Templars gain the Gypsies' confidence by uncovering Nephilim spies in their midst. The Templars soon use the Gypsies' mystical disciplines to create an "early warning system" and a method of communicating with their isolated brethren across Europe. The Templar order within the Gypsy community becomes the Hermetic and Indissoluble Order of The Egyptian Shelter, and the Templars begin the long climb back to supreme power.

1392 AD - The First Tarot in Europe

The Templars may have discovered the knowledge of the 22 Arcana during Crusades in Egypt, but they soon made sure all of Europe knew it by tying it to a popular card game called "Tarocchi". King Charles VI of France is presented with a Tarot deck in 1392, the first known in Europe. The Gypsies spread the Tarot through the West, and humanity's true knowledge once more increases fitfully.

1471 AD - The Corpus Hermeticum and the Renaissance

Human magical knowledge takes another leap upward with the discovery and translation of the Corpus Hermeticum by Marsilio Ficino, a Mithradite working for the Medici of Florence. The destruction of the Templars leaves the field open for new Nephilim rivalry, and the contest between Chariot and Empress begins. The human arts and sciences are in full flower as the Chariot Nephilim Leonardo da Vinci attempts once more to recreate Atlantean magical technology and the Priore de Sion attempts to rebuild the sacred kingdom.

1492 AD - Columbus "Discovers" America

The Templar position in Portugal enables them to suborn the Knights of the Golden Fleece, and to utilize their explorations and investigations for the purposes of the Temple. Although the Templars have maintained secret consistories in the New World for at least three hundred years, the time is right to open it up for further exploration. Christopher Columbus, an agent of the Golden Fleece, is furnished with secret maps and sent out to "discover" this new world, which would provide the Templars with more wealth and power.



1518 AD - Cortez Destroys the Selenim of Mexico

The Wheel of Fortune Arcanum aid Columbus, since the Selenim Blood Dynasties in Mexico are dangerously close to restoring a fragment of the Black Moon. By manipulating currents and reading the stars, the Wheel Nephilim Cortez arrives in Mexico at the time the Selenim have predicted the Devouring Messiah will return. The Selenim are unprepared for an attack, and the Nephilim use the new magics of Summoning and Alchemy to destroy their bloody empire.



1553 AD - Rabbi Loew Creates a Golem

A formidable Kabbalist, Alchemist and Summoner, Rabbi Jehudah Loew, who is also an Empress Nephilim, incarnates in the occult city of Prague. He finds he has many opponents in this time, including the Chariot Nephilim Cellini, the Magician Nephilim Faust, and the Emperor Nephilim who will eventually become Emperor Rudolf II. With the aid of the Grimoire of Ibbur, which contains much Atlantean knowledge, Loew accomplishes his greatest deed, the creation of a Golem, which combines the advantages of Stasis and Simulacra and could even allow the Nephilim to eventually relearn to create physicalities as they could before the Orichalka struck. However, without the specialized knowledge of the Chariot, Loew's Golem is too magically dangerous, and is destroyed.



1582 AD - John Dee and the New Camelot

The Magician Arcanum attempts to recreate the mystical human-Nephilim Kingdom of Arthur in England with the Magician Nephilim John Dee playing the role of Merlin, and the Rosicrucians acting as the Round Table. Elizabeth, however, refuses to accept the role of sacred king, and the Nephilim possession which comes with it. She plays the Magician Arcanum and Rosicrucians off against the Templars, who are quite powerful in Scotland. She succeeds in keeping England independent of either side's maneuverings, and when she dies in 1601, the Magician Arcanum withdraws to the Continent.



1614 AD - The Rosicrucian Manifestoes

The Magician and the Rosicrucians make one more attempt at creating a mystical human-Nephilim kingdom in Bohemia. They prepare numerous pamphlets hinting at the truths of the Nephilim, inviting mystically inclined humans to join their project, and alerting the hard-pressed Nephilim in witch-hunting Europe to rally to their cause. These manifestoes, written by Rosicrucians and Nephilim, create a stir all across Europe. The Templars, however, outmaneuver the Nephilim yet again by destroying the Rosicrucian kingdom in Bohemia six months after it is declared.



1630 AD - Richelieu and the Kingdom of the Sun

Following the Magician Arcanum's efforts to create a magical kingdom, the Sun Arcanum tries the same tactic in France. The Sun Nephilim, Richelieu, and its Mithradite allies build up the power of Louis XIV of France, the Sun King. The attempt is opposed by the High Priestess, the Empress, the Chariot, and by human societies including the Sisters of Isis and the Templars. The Mithradites attempt to move too fast and learn too much for the Sun Arcanum, and the plan ends in the 1680s.



1672 AD - Isaac Newton, the Wheel and the Chariot

The Chariot's steadily increasing power and influence even among magically-inclined humans threatens the other Arcana. The Wheel of Fortune Nephilim Isaac Newton attempts to reveal the mystical patterns underpinning the universe to some enlightened



humans to counterbalance the Chariot's materialism. The Chariot, however, succeeds in suppressing Newton's astrological, alchemical and mystical works, and uses Newton's mathematical works to further its own ends. The Royal Society falls completely into the hands of the Chariot, and eventually even allies with the Templarist Stuart kings of England.

1776 AD - The Bavarian Illuminati and the Masonic Republic

Founded a bare two generations ago, the Grand Lodge of Masonry is already showing signs of discord. One wing wishes to establish a Masonic Republic where the aims of human progress can be acted on openly. The other wishes to preserve the old powers, working from behind the scenes to achieve the ancient wisdom. The progressive wing rebels, establishing its own lodges in America, and with the aid of surviving Jacobites, such luminaries as the Alchemist Franklin and rogue Nephilim like Thomas Paine, the Masonic Republic is born. The secretive wing also produces something in 1776, a Templar offshoot called the Ancient and Illuminated Bavarian Seers.

1782 AD - The Wilhelmsbad Congress

The rebellion of the progressive Masons leads to a civil war within Masonry, and within the occult structure of Europe as well. The Nephilim, on the whole, support the establishment Masons, although some back the rebels. The rift in Masonry is widened by the actions of the Templars and the Illuminati, who seek to regain the total control over esoteric Masonry that they wielded in the Middle Ages. To heal the rift, a great Masonic Congress is called at Wilhelmsbad, to determine if Masonry shall reunite, and if so, under whose leadership. When the Magician and Empress Nephilim turn from the establishment to the rebels, the Illuminati torpedo the whole affair. Masonry is split forever, supporting neither Templar nor Nephilim.

1789 AD - The French Revolution

The rebels had their Republic in America. The esoteric-Templar wing of Masonry now creates one in France. The Illuminati and its henchmen overthrow the King and execute him, establishing an Illuminated Republic. It is undone by its own efforts, and power is seized by a Carbonari protégé, Napoleon Bonaparte. The Carbonari and the Emperor Arcanum battle over Napoleon's soul, and when he chooses the Emperor in 1802, the secret societies and the other Nephilim Arcana range against him. An Emperor Nephilim incarnates into Napoleon in 1812 but the Empire is destroyed three years later. The Chariot, Justice, and other Arcana bring the Emperor to heel.

1877 AD - Cecil Rhodes, Isis and the Empress

The Empress had remained on the sidelines in the struggles for France, and turns its attention to the control of Britain, the mightiest nation in the world. It fights a shadow war with the Illuminati, the Chariot, and the Sisterhood of Isis. Victorian society, with its love of mysticism and its vulnerability to sexual advances, is fertile ground for the Sisterhood. Cecil Rhodes, a young Empire-builder in South Africa, is an initiate of Isis seeking to rejoin Africa to England and to suborn America's elite into a secret society that will recreate the Round Table and rule the world.

1884 AD - Hermetic Order of the Golden Dawn Founded

Rhodes' Round Table was to be founded on Guinevere and Morgan, not on Merlin and Arthur, so the Magician Arcanum organizes a counter-blow. Prominent human



occultists are joined by powerful Magician Arcanum Nephilim in a magical society, the Golden Dawn. The Golden Dawn works to promulgate a magical understanding of the world at a time when the Victorian/Enlightenment paradigm is weakening. Either Isis or the Empress (or both) influences some human members of the Golden Dawn like Yeats to rebel against the bizarre behavior of the Magician Nephilim, while simultaneously encouraging the Black Star to discover the Golden Dawn's secrets.

1888 AD - Jack the Ripper

A powerful Templar-Masonic attempt to discredit the monarchy? A vendetta against High Priestess Nephilim incarnated in Whitechapel prostitutes? A mad Nephilim far gone in Khaiba? The Opening of the Way for the Devouring Messiah of the Selenim? A Golden Dawn experiment in Tantrism gotten out of hand? Not even the Nephilim know for sure.

1910 AD - Agartha is Revealed to Humanity by St.-Yves d'Alveydre

Human magicians finally feel advanced enough to beat the Nephilim to Agartha and claim its powers for their own. Hence, the Black Star focuses the attention of all Europe on the quest for Agartha. St.-Yves d'Alveydre, the Black Star magus who reveals Agartha to the world, is killed by the Nephilim, but his book inspires many to search for themselves and obstruct the Nephilim in so doing.

1916 AD - The Great War

In an attempt to cleanse Europe, the Tower Arcanum begin the first Great War. Although they maintain control of the situation for a short time, it soon spirals out of control. The Illuminati, the Carbonari, the HIOTES, the embryonic Thule Bruderschaft and nearly every Arcanum becomes involved before the Tower brings the war to end. Though many societies are nearly destroyed by the war, the Illuminati and the young Thule both make great leaps in power.

1917 AD - The Russian Revolution

The Illuminati strike again, overthrowing yet another corrupt monarchy, and then enriching themselves during the reign of terror that follows. Unlike France, however, the Illuminati remain in control of Russia and the terror grows to kill millions. The Nephilim are forced to flee Russia as the power of the Pyramid is entrenched.

1926 AD - James Churchward Discovers Mu

James Churchward, a soldier of fortune and eccentric, publishes a series of books dealing with a lost continent of occult wisdom. However, his is in the Pacific! The Nephilim are baffled; Churchward knows too much to be a madman, but his books are arrant nonsense. Further investigation reveals that Churchward's revelations may pre-date the Nephilim, and refer to the Black Moon of the Saurians. Could the Saurians have survived and be plotting their return, perhaps from secret caverns below the Pacific? Most Nephilim scoff at the notion, but those who have investigated it have not always come back.

1941 AD - War between Temple and Thule

The Templars' offshoot in Germany, the Thule Bruderschaft, strikes for supreme power in 1939, attempting to realize the Templar Plan by force sixty years early. After a period of cooperation, the Temple realizes that it cannot allow this to happen, and so the





Temple and Nephilim join forces to defeat the Thule. This unprecedented shift in the balance of power defeats the Thule, strengthens the Temple, and leaves the Nephilim newly vulnerable to their former allies.

1947 AD - The crash at Roswell and the UFO Age

With the Chariot's researches into human technology, the Nephilim gain new insight into their own magic. To counteract the baneful influence of the atomic tests, the Chariot Arcanum creates devices to draw down Moon power, creating a Moon Nexus at Roswell, New Mexico. Templarist agents within the government seize the devices after they crash and begin their own experiments. These, and the experiments of the Black Star, Chariot Arcanum, Ordre des Neuf Soeurs, and other groups rapidly lead to myriads of mystical happenings that often breach the veils of reality. Attempts by the Prieure and the Templars to harness or cover up this "UFO phenomenon" only seem to make the problem worse.

1989 AD - The Temple defeats the Illuminati

The Templar offshoot, the Illuminati, was forced into opposing Thule and returning to Temple jurisdiction in 1941. The Illuminati rejected their new clienthood, and began to oppose the Temple from their bastions in Moscow and New York. However, the Temple was able to weaken the Illuminati badly in the struggle, and in 1989 the Illuminati are driven out of their old strongholds in Eastern Europe. Two years later, Russia itself falls. The Illuminati defeat ends the Cold War, although the Illuminati have by no means surrendered.

1995 AD - The Templars and the Grand Nexus

When a Grand Nexus occurs upon the Serpent Mound, the Templars try and use its power to destroy the magical field of fire. The Wheel of Fortune is disturbed by the fact that the Templars managed to hide the conjunction from them. Many Nephilim point to this action as one of the final steps in the Templar's Grand Plan.

1999 AD - The Templar Grand Plan

In 1999, the heavens will become favorable, and the Templars will be ready to once more complete their Great Plan, which failed centuries ago. They have been adroit so far in disguising their actions and hope this time to win their rightful dominion over all.

The Nephilim Past Lives

THIS CHART indexes and provides information on the *Nephilim* past lives. It is meant to be a helpful quick reference, so that a gamemaster can rapidly determine dominant

trumps and secret societies in the various past lives. Full descriptions of these past lives are on pages 52-78 of *Nephilim* (NE), and on pages 6-53 of *Chronicles of the Awakenings* (CA).

YEAR	LOCATION	NAME	BOOK	TRUMPS	SOCIETIES
5000BC	Egypt, Predynastic	"The Great Compromise"	NE52	V. Hierophant	Ancient Cults
3000BC	Egypt, Memphis	"The Pact"	NE54	IV. Emperor	Black Star
2700BC	Uruk, Sumeria	"The Epic of Gilgamesh"	CA6	III. Empress, VI. Lovers	Children of Utnapishtim
1350BC	Egypt, Thebes	"The Arcanum Rebellion"	NE56	Original 18	Black Star, Mysteries of Isis, Pharonic Priesthood, Rosicrucians
1200BC	Mycenae, Greece	"The Age of Discord"	CA9	V. Hierophant, VII. Chariot	Black Star, Discordian
600BC	Persia, Babylon	"Ethical Religion"	NE60	IV. Emperor, XIX. Sun, XV. Devil	Magi, Mithridites, Noonday Eclipse
350BC	Egypt, Alexandria	"The Age of Philosophers"	NE62	XIX. Sun	Sisters of the Eclipse
200BC	Carthage	"The Destruction of Carthage"	CA11	V. Hierophant, XIII. The Unnamed	Cults of the Selenim
30	Judea, Jerusalem	"The Jesus Incident"	NE64	0. Fool, X. Wheel of Fortune, XVIII. Moon	Mysteries of Dumuzi
350	Italy, Rome	"The New Church"	NE68	XI. Justice	Gnostics
830	Germania, Aachen	"Charlemagne"	NE70	XI. Justice	Holy Vehm, Paladins, Prieure de Sion
1000	Rome, Italy	"The Millennium"	CA13	X. Wheel of Fortune, XVI. Tower, XX. Judgment	Cult of the Head
1120	Jerusalem	"The Crusader States"	CA17	II. High Priestess, III. Empress, XVI. Tower	Assassins, Kabbalists, Sufi, Templars
1212	Las Navas, Spain	"The Reconquista"	CA20	I. Magician, XI. Justice, XVI. Tower	Sufi, Templars
1243	France, Monsegur	"The Cathars"	NE72	IX. Hermit	Alchemists, Knights Templar, Perfecti
1378	Avignon, France	"The Great Papal Schism"	CA22	IV. Emperor, XVI. Tower	Holy Vehm, Otto Santi
1480	Florence, Italy	"The Renaissance"	CA25	III. Empress, VII. Chariot, X. Wheel of Fortune	Golden Fleece, Prieure de Sion, Templars
1590	London, England	"The New Camelot?"	CA28	I. Magician, XII. Hanged Man	Rosicross, Templars
1630	France, Paris	"The Age of Reason"	NE75	II. High Priestess, VII. Chariot, XVI. Tower, XIX. Sun	Daughters of the Nile, Mithridites Illuminati of Bavaria, Invisible College
1650	New England	"For the Fear of the Devil"	CA32	XII. Hanged Man	Templars
1730	London, England	"The Mechanization of the Universe"	CA35	II. High Priestess, VII. Chariot, X. Wheel of Fortune	Freemasonry
1745	Scottish Rebellion	"The Bonnie Prince Charles Wars..."	CA37	IV. Emperor, VI. Lovers	Jacobites
1789	Paris, France	"French Revolution"	CA39	IV. Emperor, VII. Chariot	Bavarian Illuminati, Carbonari, Prieure de Sion
1873	The Siege of Paris	"The Insurgent Uprising"	CA42	VI. Lovers, XVI. Tower	ORCT, Templars
1900	England, London	"Return of the Magicians"	NE77	I. Magus, XVI. Tower	Golden Dawn
1916	The Great War	"Anathema to Life, and Bane to Lovers"	CA45	IV. Emperor, VII. Chariot, XVI. Tower	Bavarian Illuminati, Carbonari, HIOTES, Thule
1933	Berlin, Germany	"The Spear and the Swastika"	CA48	I. Magician, II. High Priestess, VII. Chariot, X. Wheel of Fortune	Bavarian Illuminati, Hunting Lodge, Prieure de Sion, Rosicrucians, Templars, Thule

Kortar hummed with irritation as its Ka vision skimmed over the room. Though the Templar storeroom held all manner of treasure, the tablet was not there. Once more, it had fought in vain.

Still, Kortar saw much that could benefit its Arcanum. The Orichalka would have to be destroyed, of course, and the hated neph set free. The texts, though, clearly held many occult secrets and would help many on their way to Agarthā. Likewise, the artefacts that the Templars had collected would bring power back to the House of the Empress.

For a moment, Kortar was struck Ka-blind as its eyes finally alighted upon a wooden staff, carved with serpents twining around it. There was no doubt, it was the Hermes staff, a relic that Kortar had not held since it had been struck down by the smit Discordians, many jumps ago.

As Kortar picked the staff carefully up in its hands, its eyes filled with the bright pageantry of spoken Enochian.

"It's been a long time, Kortar," it heard.

BY THEIR VERY NATURE, Nephilim are magical, and through their essence, they are able to bring new magic into the world. Artefacts, relics and masterpieces are all the creations of Nephilim. Some are the simple inventions of young incarnates, while others are great works of wonder, only understood by a few.

Following are rules which may be used by players or gamemasters to create all manner of artefacts, and guidelines for how they may be used to bring new wonder into *Nephilim* games.

THE CREATION AND USE OF ARTEFACTS

by Ross Isaacs



ANCIENT WHEN mankind was young, the art of fashioning magical objects emerged soon after the development of sorcery. Nephilim developed a method to employ sorcery to endow ordinary objects with sorcerous abilities. (No similar techniques are known to

enchant summonings or alchemical formulas, though such may exist.) The Nephilim consider this to be one of their most important secrets. Known as Artefacts among Nephilim, examples include Excalibur, Mercury's Winged Shoes, and Perseus' Helmet.

Using its understanding of the elemental fields and knowledge of occult science, the sorcerer permanently binds magic energy to an object through a process similar to spell inscription. Artefacts allow a Nephilim to employ spells it could not otherwise use, either because of insufficient technique skill or because it does not yet have access to higher circles of magic. They also negate the need for a focus to manipulate the magic fields. Much like a computer uses software, magic items perform specific functions defined by the spells they possess.

From time to time Nephilim feel the need to make Artefacts, for several reasons:

- Some Nephilim desire to leave their mark in the physical world, a legacy meant for other Nephilim. They create an object for which they will be remembered, or which might benefit other Nephilim at a desperate hour.
- Others choose this method to pass on their arcane knowledge, binding an especially powerful Grand Secret spell to

an object rather than writing its focus down. This protects the formula of one-of-a-kind spells.

- Nephilim create Artefacts for specific purposes, such as slaying dragons, locating the Holy Grail, or finding the Golden Tablets. Typically, this kind of Artefact is kept in trust by a Major Arcanum and given to a Nephilim embarking on the quest. This ensures it has most of the spells needed to complete the quest.
- A few uncommon Nephilim create Artefacts for the sake of creation, much like a sculptor sculpts or a composer composes — because they are able to. These artists are driven by an inner compulsion to use their sorcerous prowess in this manner.

The Nephilim classify Artefacts into two distinct types: Talismans and Amulets. A Talisman is an object imbued with any type of magic, active or protective. Talismans usually take the form of simple things like swords, rings and wands. Amulets are wholly protective, inscribed with spells to ward off various dangers and misfortunes — this is the origin of the human legend of wards against the evil eye.

Legends are heard of mysterious objects known as relics and masterpieces. These are described later in this book.

In general, Nephilim avoid enchanting mechanical devices such as cars or toasters, which can break down or become obsolete over the centuries; a knife is useful in any era.

Because Artefacts are difficult to manufacture and highly prized, they are scarce. Frequently, one is acquired after passing a great trial. Quite a few have remained lost since the fall of Atlantis. Some are kept hidden by the various Arcana to prevent them from falling into human hands.

Occasionally, for no apparent reason, an initiated member makes one available. Only later do the Nephilim realize that the object relates to their mission in some way; this may even act as a clue towards later events. All Arcana collect Artefacts and sponsor expeditions to retrieve them. The High Priestess Arcanum is especially vigorous, storing them for posterity in secret vaults; these they make available only for specific reasons. The Arcana use their Artefacts to further the goals of the tribe or in times of dire need. These are not solely the property of a single tribe; all Nephilim can request the use of an Arcana's Artefact, provided the need is great.

Even a few of the secret societies own Nephilim magic items, notably the Templars, Rosicrucians and Temple of the Golden Dawn. They spend a great deal of effort to acquire Artefacts. These they hide away, using them only for important occasions. Wars have been fought between the secret societies over the ownership of an Artefact. Nephilim consider an Artefact openly brandished by a human to be a harbinger of dangerous times to come; it means either a new inquisition or a plot close to fruition.

Do not, however, get the idea from this discussion that artefacts are frequently used or easily locatable or even that you should include them at all in your campaign. They are exceedingly rare, even the most simple variety; It may well be that your player Nephilim never once come across one. And then there are Relics. These are the stuff of legends — the prize of lifetimes of questing — even after which a player Nephilim may only receive a brief glimpse or single use before the item is gone again into the mists of history. Yes, the High Priestess stores artifacts in a secret vault, but there may be only one such vault in existence, and it may have only a few prized items within.

Creating Artefacts

USING SORCERY to manipulate the magical fields, a Nephilim inscribes a spell onto the aura of an object, much like they tattoo a spell into their own aura. This is a difficult and lengthy process, requiring extensive preparation. It might take several game sessions for a character to complete all the necessary steps.

Step One: Define the Artefact

The player or gamemaster must first define the Artefact. Decide on the abilities you want your Artefact to have. The

best Artefacts have a theme rather than a haphazard collection of abilities; if the Artefact is meant to defeat gorgons, it might protect against petrification, counteract snake venom and locate the nearest Moon Plexus. An Artefact's abilities are expressed as spells; select the spell(s) that fit your conception to be stored in the magic item. Nephilim can only enchant Artefacts with spells to which they already have access: either as foci or inscribed onto their auras.

Next, describe its physical appearance: its form and design. Select the magic item's form: a wand, sword, chalice, medallion or some other item (the four noted are by far the most popular, as they conform to the four minor Arcanum suits). The Artefact's appearance must in some way be illustrative of its powers. Nephilim frequently craft their magic items to reflect the item's magical intent. This can be simple decoration: flames engraved on a sword's blade, fish painted on a goblet or leaves worked into a design. Alternatively, it may comprise the entire motif.

Amulets are typically medallions inscribed with occult or magical passages, or pictures that represent the thing being warding against. For example, ancient wards against the 'evil eye' were adorned with the Eye of Horus to attract

Outline of Artefact Creation

I. Define the Artefact

- A. Choose the Physical Appearance and Theme of the Artefact

II. Prepare the Artefact

- A. Locate all necessary Foci
- B. Collect Material Components
- C. Ritually Purify the Artefact
 - Make a Lower Magic Technique Roll and expend one Ka

III. Inscribe a Spell into the Artefact

- A. Locate a Nexus or Plexus
- B. Inscribe the Spell
 - Cast The Enchantment Ritual
 - Enter Ka-Vision for an hour
 - Make a Grand Secret Technique Roll and Expend One Ka

IV. Add Spells to an Artifact

- A. Repeat III. for each new Spell. If necessary, locate new material components and foci.



the evildoer's gaze away from the victim's eyes and thus draw away the threat. An amulet that protects against fire might have the alchemical symbol for water on it. An amulet designed to guard against magical scrying could bear an relevant inscription in Latin, Hebrew or Enochian.

Any kind of simple object can be used as a Talisman, so long as its form has some correlation to its magical powers and purpose. For example, the Zuni Indians craft their animal fetishes in the shape of the animal whose powers they seek to emulate. A weapon should be a knife or sword, not a goblet (unless the Talisman poisoned victims, in which case a goblet would make sense). A scrying Talisman could be a hand mirror or a fountain. An Earth ring might have a crudely cut crystal setting, a Water Talisman might be crafted in the shape of a dolphin, while a Moon Artefacts might employ small ornamental mirrors as decoration.

There is no right or wrong shape or design for an Artefact. No standardized metaphors exist. This connection between form and function must be in some way be significant or relevant of the enchanter. This similarity helps the magician to connect on an internal level with the magical energies of the spell. Creating a Talisman in a form incongruent with its purpose could be detrimental to its usage; The gamemaster may want to assign skill or Ka penalties when using such an item.

Step Two: Prepare the Artefact

Nephilim must prepare for the enchantment ritual. Casually taking a staff into the backyard and enchanting it will not work. Such a working must be approached with the proper frame of mind and correct materials. Nephilim must search for spell foci, gather the necessary materials, plot the astrological conjunctions, and ritually prepare the object. These steps can be completed in any order.

Locate Foci

Spell foci are an integral part of the enchantment process. The foci for the spells to be inscribed must be present during the enchantment ritual. The only exception to this rule is when a Nephilim transfers a spell from its aura to the aura of an item. Nephilim search around the world for the foci to spells they have heard or read about, to add to a treasured Artefact. Remember that complicated, multi-faceted Artefacts will require several enchantment rituals, and several foci, to achieve the final form.

The most important focus required is the one for the Enchantment spell. One enchantment exists for each element, and possessing the enchantment ritual for one element does not provide the knowledge to cast the others. Thus, to inscribe a water spell, you must have the Water

Enchantment Spells

Air: Channel the Airy Rays
Earth: Channel the Earthly Rays
Fire: Channel the Fiery Rays
Moon: Channel the Lunar Rays
Water: Channel the Watery Rays

Circle: Grand Secret

Threshold: 70%

Ka-element: Fire, Earth, Air, Water, or Moon, depending on the nature of the enchantment spell.

Range: Touch

Area: One object

Duration: One hour

Description: this spell allows the caster to permanently enchant one item. It causes an attunement between caster and object, making it possible to permanently inscribe the focus of one spell. The spell lasts for one hour.

Enchantment spell, which will not aid you in inscribing a Moon spell; for that you must have the Moon-Ka version of the spell. This is a Grand Secret Sorcery spell, one of the most precious of Nephilim secrets. Locating the proper enchantment ritual is often the goal of an entire scenario, as it is not easily accessible. A Major Arcanum might make it available to a loyal, trusted member of the tribe. Otherwise, a Nephilim must search for it in old, musty tomes (typically occult books with a Rarity of 25 and containing Grand Secrets). These foci will be needed in step three, below.

Collect Material Components

Just as the elemental fields correspond to days, planets and colors, they also relate to certain materials such as gems and plants. Some Nephilim think Ka-elements collect in these ingredients, much as they do in certain parts of the simulacrum's body. Others believe this relationship to be merely symbolic, an analogy between the magical and the physical. Garlic and iron are said to resonate with Fire-Ka while Water-Ka is influenced by copper, emeralds and seaweed. Objects that do not include at least one of these materials in their construction cannot be enchanted.

When designing your Amulet or Talisman, refer to the Materials Table for ideas on materials to include. Creating a Moon Amulet, you may want to fashion it out of silver and include a small mirror or moonstones, for example. These materials help to contain the sorcerous energies that are to be infused into the object, as well as symbolizing its nature. Over time, as you add more and more spells to your Artefact, it will become more ornate. Very old or powerful

Artefacts are often gem-encrusted and baroque. They become difficult to use out in the open without attracting unwanted attention. Certain items, such as the plants, do not typically become a permanent part of the item, but by including them in the ritual, the forces are better controlled and success is more likely.

If a gamemaster wishes, she may also select certain components to be required as an added obstacle. This should only be done for the greatest of artefacts though.

The usage of these material components will also aid when inscribing appropriate spells, as noted in step three, below.

Ritual Purification

Because mundane objects have a weak aura, they cannot normally contain magical energy for long. A spell inscribed onto the feeble aura of an object will eventually dissipate, lasting only until the first time the spell is activated. Nephilim must magically augment and attune the item to the elemental fields before any spell is inscribed. This is accomplished through ritual purification.

Through the process of ritual purification, the Nephilim strengthens the object's aura by adding a piece of its own Ka. The Artefact is exposed to the five elements for one hour. If some of the five elements are ignored during the ritual purification, than that type of spell may never be inscribed into the Artefact.

For Fire, expose the Artefact to flame. An object to be given Water spells is bathed in pure, clean water. An Air spell Artefact is left outside uncovered. For an Earth Artefact, bury the object in the earth. A Moon spell Artefact is exposed to the silvery rays of luna.

At the end of the ritual, the Nephilim sacrifices one point of Dominant Ka and makes a Lower Magic Technique roll. If the roll is successful, the object now has an aura suitable for enchantment. It also gains a point of Ka which is the same as the Nephilim's dominant Ka. Failing the Technique roll, the ritual has failed and the Ka is lost.

Be sure to note any elements that the Artefact is not open to due to deficiencies in the purification process.

Step Three: Inscribe Spell

With all preparations complete, a Nephilim may now begin inscribing spells into an artifact.

Find Plexus or Nexus

Tremendous energy is required during the enchantment ritual, which only is found at a special astrological conjunction. The Nexus or Plexus must contain the elemental field of the spell to be cast; for example, a Water spell must be inscribed at a Water Plexus or a Nexus. These events occur on days when the Astrological Modifier is six or more, and so are rare. The best time to find a plexus is on the astrological day of the astrological month related to the Ka-element of the spell being inscribed: a Grand Enthronement. Thus, inscribe a Fire spell on a Tuesday during the Astrological month of Aries. Harmonic Enthronements that are strong enough to produce one of these astrological conjunctions are just as good, as are Plexi manifested using a Grand Secret spell.

The sorcerer must predict when and where a plexus or nexus will occur. Roll under the Nephilim's Astrological Lore skill, applying the modifiers as usual (see the *Nephilim* rulesbook for details) to determine the time, and then roll under its Kabbalistic Lore skill to determine the location.

Remember that at a Plexus or Nexus all Ka-element rolls are automatically successful, so only a Nephilim's Technique skill need be rolled. Thus, it is easier to cast the enchantment spell as well as to inscribe a spell.

Materials Table

Element	Color	Metal	Gem	Plant*
Air	Blue	Mercury	Topaz, Opal	Dill, Mistletoe, Primrose, Violet
Earth	Green	Tin, Lead	Amethyst, Sapphire, Lapis Lazuli, Onyx	Clover, Oak, Ivy, Grains
Fire	Red	Iron	Ruby, Fire Opal	Garlic, Mustard, Red Pepper
Moon	Silver	Silver	Moonstone	Gypsum, Nightshade, Lily, Mushroom
Water	Blue-green	Copper	Pearl, Aquamarine, Emerald, Jade	Lotus, Apple, Geranium, Sea Weed
Sun	Gold	Gold	Topaz, Diamond	Citrus, Saffron, Marigold, Birch

* Plant can also be used as an oil, perfume, or incense.

Enchant the Artifact

To enchant the Artefact, a Nephilim performs the related enchantment ritual. At the Plexus or Nexus site, it lays out the item to be ensorcelled and material components according to the Enchantment focus. It casts the Enchantment spell, the player making a Grand Secret Technique roll. If this roll succeeds, the Nephilim continues the process. If the roll fails, the Nephilim can try again; see *Failure While Casting a Spell* in the Nephilim rulesbook (pg. 139) for details.

Next, with the spell focus before it, the Nephilim enters Ka-vision for one hour. (Note that no rolls are necessary for this, since Ka rolls are automatically successful at a Nexus or Plexus.) Concentrating, the Nephilim engraves the spell onto the elemental field permeating the object. At the end of the hour, the player makes another technique roll for the spell's magical circle. This roll is modified by the number of material components included in the working (see above).

For each different component appropriate to the current spell that is included in the ritual, raise the Nephilim's Technique skill by 5 points. For example, Onata has a Grand Secret Technique of 50%, and rolls a 54 when inscribing a spell; because it used a clove of garlic in the ritual, 5 is added to the skill, making it a 55% - the roll is a success! The more materials used in the ritual, the easier it becomes for the Nephilim to enchant the item. If Onata included a ruby and some iron, it would add an additional 10 points to the Technique skill.

The ritual is concluded when the Nephilim sacrifices one point of Dominant Ka by spilling the Simulacra's blood over the object. This Ka is magically transformed into the element appropriate for the spell. If this technique roll succeeds, the spell is inscribed and the Artefact is finished. Failing the roll, the point of Ka is lost.

Spells tattooed onto a Nephilim's aura can also

be used to enchant items. The spell is transferred from the Nephilim's aura that of the object. In this case, the focus for the spell being inscribed is not necessary (though the Enchantment spell focus is). The spell is cast, and then a second technique roll is made, as above. Finally, a point of Ka must be sacrificed. If the inscription roll fails, the Ka is totally lost.

Every Artefact has one or more Technique Ratings. This explains why Artefacts sometimes fail at crucial times. A new Technique rating is generated each time a spell from a new circle is inscribed. Thus an artefact may have up to three Technique ratings. The Technique rating is equal to the related Astrological Modifier for the day the Artefact is made times 10%. Thus, on a day when the Astrological Modifier is 7, any Artefact created on that day has a Technique Rating of 70%. Manifesting a Plexus artificially with a Grand Secret spell may make enchanting more convenient, but it may also give the Artefact a low Technique Rating. For example, Moon spells cast on Mondays in the month of Virgo have a +1d4 modifier, an Artefact enchanted with a Moon spell on that day would have a Technique rating from 10 to 40%. Like normal spells, Artefacts will always fail on 99 and 00, so the maximum Technique Rating of an Artefact is 98%.

Sample Artefacts

Sword of St. George

Ka: Fire 5

Technique Ratings: Lower Magic: 60%
Higher Magic: 70%

Spells Inscribed: Pyretic Fortitude, Shoal of Fire, Sword of Sun Tzu (ignites sword instead of creating one; other spell effects remain the same), Dowse Fire Plexus.

History: Created by an unknown Nephilim, thought to be the Nephilim inhabiting St. George, to be carried into battle against Fire creatures. It was lost after St. George's death for thirty years. Eventually it turned up during the Crusades, in the hands of a Templar knight. The sword was retrieved by Nephilim of the Tower Arcanum, where it remains to this day.

Appearance: A large, two-handed sword with a leather-wrapped hilt. The pommel is gold, in the shape of a dragon's head. Two large rubies are set on both sides of the crosspiece. The spot just above the hilt is engraved with flames.

Mask of Many Faces

Ka: Moon 3, Fire 1, Water 1

Technique Rating Higher Magic 90% Grand Secret 30%

Spells Inscribed: Wahnsinn, Visage of Terror, Chameleon-Skin, Ka-shout

History: Fashioned by a Moon Nephilim known as Zerata who lived in Greece in the 2nd century BC. This mask allowed him to move amongst humanity even though his face showed advanced signs of Metamorphosis. The mask next found its way into the hands of another Onirim, who used it to manipulate Parliamentary affairs in England in the early 1900s. It is currently thought to reside with the Empress Arcanum.

Appearance: This is a plain white mask of the sort worn by masquerade-goers. When using Chameleon-Skin, the mask changes to take on the appearance of whomever the wearer desires, within the limits of the spell.

Finally, record the total amount of Ka expended throughout the entire process; Ka expended in the inscription of a spell manifests as the same element as that spell. For example, if one Fire spell was inscribed, the Artefact should have one Fire-Ka and one Ka of the same type as the Nephilim's dominant Ka (from the initial preparation). The more spells inscribed, the more and varied Ka it will have. An Artefact with spells of different elements will have unbalanced Ka. The Ka ratings acts as an Artefact's magical hit points, the same as Nephilim, and can be affected by Orichalka (see Damage, below).

Example of Artefact Creation

A group of Nephilim are about to embark on a search for the Crystal Skull. Melchizildek, a friend of theirs, thinks they will need the spell Stigmatic Idea, and knows that none in the group knows this spell. Melchizildek decides to enchant a bracelet so that his friends may have the benefit of the spell.

It gathers the material components, setting an opal into the bracelet and collecting some dill. It finds the focus for Stigmatic Idea in one of its tomes, along with the focus for Channel the Airy Rays. The bracelet is ritually purified, and Melchizildek sacrifices one point of dominant-Ka. It next attempts to locate an Air Plexus. Its player knows that Air Plexi occur on days when the Astrological Modifier is at least six, and tells the GM that Melchizildek will attempt a prediction for Wednesday, September 7th. The player rolls under Melchizildek's Astrological Lore of 67%, and the GM determines the Astrological Modifier will be 7, a good chance for a Plexus. Next, the player rolls under his character's Kabbalistic Lore skill of 58%. The GM determines that an Air Plexus will occur at the top of one of the nearby Shenandoah Mountains.

Traveling to the mountain, Melchizildek places the dill around the bracelet, then attempts a Grand Secret Technique roll to cast Channel the Airy Rays. No Ka-element roll is needed because of the Plexus. The roll is successful. Entering Ka-vision, it concentrates on the focus for Stigmatic Idea, sacrifices a point of dominant-Ka, and again successfully rolls under its Grand Secret Technique to inscribe the spell (adding 10% to the skill because of the material components). Again, no Ka-element roll need be made. Because the bracelet was enchanted when the Astrological Modifier was 7, the Artefact's Technique Rating is 70%.

Step Four: Adding More Spells

New spells can be added to Artefacts at a later date and by other Nephilim. Truly potent Artefacts are the handiwork of

several Nephilim. An Artefact might possess abilities which its original creator knows nothing about; a Nephilim could regain an item it made 500 years ago, only to find it substantially different, with new, useful spells added by others. They do not seem to mind this, appreciating the innovation and elaboration.

Each time a new spell is to be added, the same basic process should be followed. No new purification need be done, but new spells must be inscribed as per step three above. If the spell is from another circle, add a Technique Rating for that circle; an additional spell of the same circle does not alter the Technique Rating. Record the Artefact's new Ka-element rating for the spell inscribed.

Example: A knife enchanted by a Fire Nephilim has the Lower Magic spell Pyretic Palm, a Lower Secret Technique Rating of 70% and 2 Fire-Ka. Onata adds the Higher Magic spell Hidden Flow. The knife then has: Lower Magic Technique of 70%, Higher Magic Technique of 60%, 2 Fire-Ka and 1 Water-Ka.

Relative Power of Artefacts

The higher the Circle of the spell or the more spells it possess, the more valuable the Artefact becomes. Some Artefacts are simple objects bearing a spell of the First or Second Circle such as Caduceus Press or Winds of Lifting. Next in strength come those Artefacts enchanted with a spell from the Third Circle. The most sought after Artefacts, second only to Relics, are those which possess two or more spells of the Third Circle, or a selection of spells from each of the three Circles of Sorcery.

Artefacts In the Game

The following rules apply to Artefact usage in the Nephilim game.

Using Artefacts

Treat a spell originating from an Artefact as though it were cast magic. To activate the Artefact's abilities requires the use of the wielder's Ka-elements and Ch'awe. Make a Technique roll using the Artefact's Technique Rating, then successfully roll under the wielder's related Ka-element. Spells cast from Artefacts are subject to the daily Astrological Modifier. Subtract the Ch'awe cost from the wielder, equal to the circle of the spell. The Artefact's

wielder controls the spell's effects, as normal, determining the target and effects.

Damage to Artefacts

Physical hit points for Artefacts are determined by the material used in its construction. For example a sword cane has 16 hit points, a sword has 20. If an Artefact is broken or destroyed, any spells contained within are lost.

Orichalka

Artefacts are susceptible to Orichalka. One blow from an Orichalka weapon destroys 1d20 points of Ka (and thus inscribed magic). For Artefacts, randomly determine which Ka-element is affected. Once all Ka of one element is destroyed, apply any left over damage to the other Ka-elements (if any). The point of Ka that was originally used to purify the Artefact will always be the last destroyed. When it is gone, the Artefact becomes totally useless.

Seeing Artefacts

Through Ka-vision, an object is easily identified as being enchanted. The Artefact's Ka-element(s) can easily be distinguished. It appears permeated with magical energy and its aura glows brightly. A spell cast from an Artefact appears as a coherent flow of energy from the magic item to the target, with the coloring indicating the Ka-element of the effect. The Kabbalistic Lore skill may provide clues to what

the spell is doing, and a Nephilim already familiar with the spell can identify it by rolling percentile dice under the related Technique.

Artefacts and Secret Societies

Humanity, dominated by greed and egotism, often abuse Nephilim Artefacts. They misuse Artefacts, turning them against Nephilim or furthering their own selfish ends. However, they cannot directly harness an Artefact's powers because humans cannot directly manipulate the elemental fields; to use an Artefact requires a Ka-element roll and the expenditure of Ch'awe.

Humans must resort to blood sacrifice, employ an Elixir or command a homunculus to use an item on their behalf. Spilling a Nephilim's blood, the human gains the ability to activate one of the Artefact's spells, once only. No Ka-element roll need be made, the same as when a Nephilim spills its own blood to perform magic. Also, the human does not need to know the proper Technique, instead using the Artefact's Technique rating. Ch'awe is deducted from the human magician when they use an Artefact, just as with other spell casting. Spilling a drop of blood from the Elixir works the same way: no Ka-element roll need be made, and the Artefact's Technique roll is used. Homunculi are forced by their masters to activate an Artefact's powers and thus use their own Ka-elements and Ch'awe points. The instructions are carefully worded, and threats with Orichalka are made, to ensure no deadly mishaps occur.

RELICS: LIVING ARTEFACTS

by Ross Isaacs



RELICS ARE A special kind of Artefact, possessing intelligence and a will of their own. They do not require the wielder to expend Ch'awe or make a Ka-element roll when using a Relic's powers, and are thus more versatile. More rare than Artefacts, only the missing Golden Tablets of Akhenaton

are more precious. Most Nephilim live through many lifetimes without ever encountering one. Numerous legends have arisen about the nature of these magic items, but few suspect the truth. Some Nephilim do not believe that Relics exist, claiming they are merely fairy tales. However, Arcanum leaders and those who have actually come upon one know better. Relics use an imprisoned Nephilim as the source of their powers.

To Nephilim this is a horrible fate, being trapped in crude matter for centuries with no way to reincarnate. Nephilim who have encountered a Relic view them with a mixture of disgust and admiration. They are cut off from Solar-Ka and will never achieve Agarth. But it is also seen as the ultimate price to pay for the benefit of all Nephilim. Some form lasting friendships with Relics, while others shun their presence. In the end, most Nephilim feel sorrow for Relics.

It is postulated that the birth of a Relic happens by accident. According to some master sorcerers, a relic is created when a Nephilim forms at a Nexus at the precise time an Artefact is being enchanted, and becomes trapped in the item by the swirling magical energies. Nephilim do not understand precisely how this occurs, and there is no known way to plan such a predicament. A Relic may be introduced

to the game in this manner at the gamemaster's discretion; this decision should not be made casually. A player Nephilim may be surprised to discover that an Artefact it created has accidentally become a more powerful Relic.

Creating Relics

RELICS AND THEIR introduction are under the gamemaster's control. They are a unique type of non-player character and are not recommended as a player character option. Relics are intelligent Artefacts, a combination of magic item and Nephilim. The gamemaster generates its Ka-elements, personality and abilities.

Calculate the Ka-elements using the dominant element for the day the relic comes into being as the Relic's Dominant Ka. Distribute the other Ka-elements according to the pentacle and the Ka Distribution table. The Relic's beginning Ka equals 22 minus 2 points for its current incarnation. Note that any Ka which a Relic might have previously had when it was an Artefact is replaced by this new score, though inscribed spells are not lost.

Because the Nephilim is not incarnate in a living being, it has no physical characteristics such as STR or CON. The only characteristic it has is INT; roll 2D6+6 and add the characteristic adjustment for INT. Record the Relic's Ch'awe, 3d6 plus a Ka-element modifier derived from dominant-Ka. Hit Points are equal to the normal Hit Points of the object.

The gamemaster should select a Metamorphosis for the Relic, just like any other Nephilim. Each element infers certain behavior and attitudes, determined by the Metamorphosis. The importance of this decision cannot be



stressed too much. Relics do not accumulate Metamorphosis points and do not alter their physical appearance in the same way as Nephilim affect the human host. Though they can never develop wings or claws, they do have an effect nonetheless: Fire Relics are warm to the touch or smolder slightly. Water Relics feel wet or smell briny. Flakes of rust fall from Earth Relics, or they seem heavier than they appear. Air Relics seem to weigh less than their appearance suggests. Moon Relics give off a faint silvery glow. Select Metamorphosis personality traits.

A newborn Relic does not have past life experience; the current incarnation is its first. It does not have any skills of its own, nor can it access a simulacrum's skills. Instead, it acquires skills in a haphazard fashion, picking up bits and pieces of information throughout its life. Whenever a skill roll needs be made on the Relic's behalf, such as History, Astrological Lore or Physics, roll under INT x1% on a d100 to determine success. If the roll is a critical success, add the skill to the character sheet, along with a check mark. At an appropriate time increase the skill's rating by 1d6 points (a d100 roll is not needed for this initial increase). Thereafter, each time a critical success is rolled for a Relic's skill, add a check and follow rules for skill improvement as normal. (Technique skills are handled differently; see Spell Inscription below.)

For those Relics that have been incarnate for many years, the gamemaster should select skill knowledge based on its history; a Relic alive since the fall of Rome may have almost as many skills as a player character, although within reason.

The Personality of the Newborn Relic

Gamemasters should play Relics as fully-formed characters, not just talking magic items. They have personality, goals, likes, and dislikes. Their attitudes may not agree with those of their owner, or they may want to pursue a different course of action. Used by interesting and influential Nephilim, such as King Arthur or Zoroaster, a Relic may have valuable insight or knowledge. It might even send Nephilim off on some great adventure. Remember, Relics may be inanimate, but they are not oblivious to the world around them.

If the Relic is the property of a Major Arcana, it will likely take on the tribe's philosophy. Such relics take an active part in the life of the organization and serve the Arcanum first and foremost. Deviating from the tribe's mission typically angers such Relics. They sometimes refuse to participate if the Arcana's aspirations are not being served. Relics not affiliated with an Arcanum follow their own ambitions.

Relic Sight & Speech

Lacking sensory organs such as eyes and ears, Relics rely on Ka-vision to perceive the magic fields around them, but

only for short periods of time. Though they lack mouths, they can communicate with other Nephilim using Enochian.

Spell Inscription

Like other Nephilim, Relics must use spells to manipulate the magical fields. Newborn Relics are quite weak, because they have yet to acquire any spells and have limited Technique skill. A Relic incarnated into a mundane object begins life with Lower Magic Technique equal to Dominant Ka times 1%. This increases as normal, through practice and study. Higher Magic and Grand Secret Technique must be learned from other Nephilim. It has no spells and must acquire them over time like other Nephilim.

If a Nephilim incarnates into an Artefact (e.g., a Nephilim takes an Artefact to add another spell, and it suddenly turns into a Relic), it keeps the Artefact's Technique Ratings, as well as any spells previously inscribed. Ancient Relics, those incarnate for centuries, can be very powerful. These often possess a large repertoire of sorcery and formidable magical skills.

Relics are consumed with acquiring new spells, perhaps due to their lack of freedom. They keep up with news of the arcane, sometimes interrogating a Nephilim to learn what spells it knows, or what sorcerous rumors it has heard. Nephilim legends tell of malevolent Relics demanding spells be given to them in exchange for their assistance, or forcing a Nephilim to undertake a dangerous mission on the Relic's behalf, though this must be rare. Relics need the cooperation of their owners to acquire spells, just as the owner needs the Relic's cooperation to employ those spells. Because the Nephilim inside is incomplete, lacking Solar-Ka, it must be enchanted just like any other Artefact. When the desired focus is located, the Nephilim wielder inscribes the spell onto the Relic's Ka. The wielder casts the enchantment spell, enters Ka-vision, attempts a Technique roll, and sacrifices one point of Ka, as per the normal rules for adding spells to Artefacts. Note that this does not add points of Ka to the Relic, as it would an Artefact.

Increasing Ka

Relics can increase their Ka-elements the same way that player characters can, and so can become quite powerful (indeed they may be pre-Agarthan). A Relic gets a check near the Ka-element of a spell when it is successfully cast.

Accidental Relics

A NEPHILIM MIGHT accidentally create a Relic, at the gamemaster's discretion. This might occur when the Artefact is given Ka from each of the five magical fields. In such a case the Artefact may develop a rudimentary sentience akin to an elemental creature. A d100 roll under the day's Astrological Modifier can be used to determine whether this happens. The item's Dominant Ka, and thus the creature's personality, is the magic item's highest Ka rating. If all Ka-elements are equal, Dominant Ka is the Artefact's first Ka-element.

Accidental relics are different from the relics mentioned in the main text; they are usually weaker, and the personalities of such Relics, since they do not have a Nephilim accidentally incarnated into them, are wild and instinctive, possessing none of the subtlety or understanding of a fully-formed Nephilim. They often seize on one type of behavior or become obsessed with one subject. Being destructive, a Fire Relic may want only to kill enemies or indiscriminately start fires. An Earth Relic might prefer to protect one location or combat those who pollute the world. Like Nephilim and other Relics, it can increase its Ka-elements through experience. No matter how powerful it may become, however, it is still only a creature of the elements.

After receiving two checks for any combination of Ka-elements, roll equal to or higher than the Relic's Dominant Ka-element on d100. If successful, add 1d3 Ka to the Dominant Ka, recalculate the other elements using the Ka-elements Table, and erase the check marks.

Relics in the Game

THE FOLLOWING RULES apply to relic usage in the game. Most of these rules build upon the notes for **ARTEFACTS IN THE GAME** (see page 31). Relics are easier to use than artefacts, but they are also less easily controlled.

Using Relics

A Relic's spells can be used to affect the wielder, those the wielder targets, or may benefit the Relic itself. Nephilim do not so much use a Relic as they interact with it like any other character. A Relic is an independent character, using its abilities as it sees fit. If it doesn't want to use one of its abilities, there is no easy way to force it. Sometimes they employ an ability of their own volition. A Nephilim may be horrified to discover its Relic employing a spell at an inopportune time, or refusing to help at a critical juncture. The related Ka-element and Technique rolls use the Relic's ratings, and the spell's cost is deducted from its own Ch'awe points. Relics are subject to the daily Astrological Modifier as usual. Note well: Relics suffer the effects of Khaiba as normal.

Damage to Relics

Relics are damaged in the same way as artefacts, but since they house a Nephilim within, they tend to react differently to this damage.

When a Relic reaches 3 hit points or fewer, the Nephilim inside might enter Sekhmet (*Nephilim* page 111) and cannot use its abilities. If a Relic is broken, the Nephilim inside is freed of its prison; lacking a stasis object and access to Solar-Ka, it is re-absorbed by the elemental fields.

Because they do not have a living body, relics do not regenerate Hit Points naturally. A Nephilim might be able to repair a damaged relic, at the Gamemaster's option, by using an appropriate Craft roll. The repaired Relic will usually be weaker and prone to breakage.

Orichalka

Like artefacts, relics are effected by Orichalka. Orichalka permanently reduces a Relic's Dominant-Ka (causing all of the other Ka to be recalculated). In this way, Relics act exactly as full Nephilim. If a Relic's Dominant-Ka is reduced to zero, the Nephilim inside is completely destroyed.

Seeing Relics

Relics are easily visible with Ka-vision. The Ka-elements of Relics appear the same way as those of other incarnate Nephilim. In the object the Ka-elements gather at various points, though in no standard location. Each of the five elemental fields are clearly apparent. Looking at a sword, a Nephilim may see the green of Earth in the hilt, the blue of Water just above the tang, the red of Fire along the blade, sky-blue Air-Ka above that, and silvery Moon-Ka radiating from the tip. Relics cannot disguise their nature from other Nephilim.

Relics and Secret Societies

Unlike artefacts, relics are easy for humans to employ, because a Relic uses its own Ka-elements and Ch'awe to activate its spells. This makes Relics even more desirable to secret societies. The precise number of Relics they own is not known, though Nephilim believe it to be low.

Like Homunculi, Relics must be enslaved to do a human's bidding. Human magicians have corrupted the arts of Alchemy and Summoning to bind Relics to their will. A magician decorates a Relic with obscene occult symbols and tortures it with acids and corrosive powders. As the Relic is mutilated, but before it is completely consumed, the

A Sample Relic

Excalibur

CREATED BY ONE of the mysterious Ladies of the Lake, this sword is closely identified with its first owner, King Arthur. Doubtless the Nephilim inhabiting it became trapped while the Lady enchanted it. It is a magnificent long sword, of delicate workmanship, set with topaz and emeralds on the crosspiece. Many stories are told of Excalibur, some fanciful, some not, so that no one can be sure what powers it possesses. Some believe that Arthur might have possessed several swords which all bore the same name. Rumor has it that the Emperor Arcanum currently owns this sword, awaiting a new king worthy of its might.

Ka: Water 38; Air 30; Moon 23; Earth 15; Fire 8

INT 22 Ch'awe: 18

Metamorphosis: Undine

Physical Effect: dripping water

Emotional Effects: highly curious and prudent

Technique Ratings: Lower Magic 90%, Higher Magic 90%, Grand Secret 40%

Spells Inscribed: Dexterous Liquidity, Mercuriality, Caduceus Press, Vita Robust, Pyretic Fortitude, Dowse Water Plexus, Incantissimo, Voice of the Earth, Shoal of Water, Scry of the Wise, Hermetic Satori, and doubtless many others as yet unknown.

Skills: Arcanum Lore (Emperor) 67%, Art (Poetry) 73%, Astrological Lore 52%, Hermetic Lore 62%, History 32%, Kabbalistic Lore 45%, Life Experience (Arthur's Britain) 78%, Life Experience (Modern) 20%, Psychology 60%.

Personality: Excalibur is primarily concerned with acquiring esoteric knowledge, and hates those who would use arcane secrets for their own gain, such as Rosicrucians and Templars. Because they destroy that which they do not understand, it has a special hatred for the Order of the Solar Temple. Fond of a good story, especially if it is true, Excalibur sets its exploits to poetry, for this is the true manner of epics. Excalibur is known to possess many secrets, but generally keeps them to itself. It leisurely reveals its knowledge, tantalizing others with the fact that it knows hidden things. Though a tool of war, it dislikes being used to kill (a manifestation of its low Fire-Ka) and prefers to avoid trouble. War is an abomination to Excalibur, for it destroys rather than preserves.



magician extracts magical oaths that force it to obey its master's commands. Relics that refuse are melted down completely, releasing the occupant within back to the elemental fields. Perverted Relics exhibit their twisted nature in their appearance: the surface becomes pitted and scared, metal rusts or corrodes, glass cracks, gems lose their sparkle. Sometimes this display becomes extreme, the Relic exudes noxious fumes, viscous slime and the like. Unlike Homunculi, who try to free themselves, Relics follow their master's orders with gleeful abandon.

Magic and Magic Resistance

Relics can be the target of magic, too. A spell-caster must state she is targeting the Relic with the spell, rather than its wielder. Likewise, area effect spells (those that affect more than one target) affect Relics as well. Like other Nephilim and creatures, Relics resist magic using the same Ka element as that used in the casting, though they cannot expend points from a Stasis, since they have none.

Artefact and Relic Character Sheet

☐ Artefact or ☐ Relic (check one)

Fire ☐

Water ☐

Earth ☐

Air ☐

Moon ☐

INT ☐

Ch'awe ☐

Metamorphosis (Relics only)

Physical effect _____

Emotional _____

Lower Magic _____ Higher Magic _____ Grand Secret _____

Spells Inscribed

Skills

History

Appearance

MASTERPIECES: RULES FOR UNIQUE ARTEFACTS

by Ross Isaacs



There is a type of Artefact known among Nephilim as the Masterpiece. They are unique and cannot be duplicated by Nephilim with any known magic technique. Nephilim call them Masterpieces because their purpose, and the magic used to create them, is unfath-

omable; they are masterpieces of arcane art.

Masterpieces may be the work of an Agarthan as part of some grand design, or they might be Artefacts displaced from another time and place, or another dimension. Nephilim do not know, and can only speculate. Some have existed since the dawn of recorded time, defying the best attempts to unravel their secrets. Others just mysteriously appear; one day there is an open field, the next day a large stone obelisk covered in arcane hieroglyphs stands in the middle of it. Whatever the purpose of Masterpieces, it is typically something that will change the course of the campaign and perhaps the world.

The gamemaster can introduce a Masterpiece into the campaign to add a sense of the fantastic. These objects are capable of magical feats to which typical Artefacts cannot compare. They incorporate options which alter the way in which existing spells work, and are usually reserved for the

gamemaster. The gamemaster should be careful when creating a Masterpiece and using it in a game, for it can radically alter the campaign. The fun of a Masterpiece is in the investigation of it, the attempt to harness it, and the exploration of its ramifications. The unfair use of a Masterpiece, or the introduction of a Masterpiece that is too powerful, can ruin a game if the players feel their characters shut out or railroaded. A Masterpiece that instantly kills a city's entire Templar population may be fun for the gamemaster, but not for players.

Creating Masterpieces

FIRST, THE GAMEMASTER should determine the Masterpiece's reason for existence. No matter who created the Masterpiece, it was for a specific purpose. The gamemaster should have a reason for introducing one of these items. Define its function. Why was it made? A Masterpiece might protect hydrim, defeat Orichalka-armed Templars, or cause a catastrophe when the 'stars are right.' The 'why' does not need to be revealed to players. In fact, obscuring the item's purpose makes it more mysterious.

Next, the gamemaster can determine the Masterpiece's numerical statistics and form. Usually these objects have their own Ka-elements related to the spells they possess, a

Technique Rating for the spell's circle, and a store of Ch'awe. The gamemaster is free to select whatever ratings he or she wants to achieve the desired effect. No matter how many Ka-elements they possess, or how high their rating, a Masterpiece is never sentient. A Masterpiece can take any form, from the small and inconsequential to the monumental. Some believe the Potala, the Dali Lamas' residence in Lhasa, is a Masterpiece whose purpose has yet to be uncovered.

Finally, the gamemaster should assign spells to the Masterpiece. These spells can be modified by special options.

Masterpiece Options

MASTERPIECES ARE differentiated from Artefacts in two important ways. First, as is explained above, they possess their own Ch'awe. Second, they contain special options which affect the spells they contain, and sometimes the user of the artefacts or spells cast near it. These options are outlined below. When you are creating a Masterpiece, carefully consider the below options for each of the Masterpiece's spells.

Spell Options

EFFECT/DURATION ENHANCEMENT: Enhances the effect and/or duration of a certain spell, though the Ch'awe point cost of the spell remains the same. For example, a statue of Poseidon might cast Tidal Wave, but double the spell's range for the same amount of Ch'awe. The spell affected by this option must be defined either by name or by Ka-element ('Pyretic Fortitude' or 'all Fire-Ka spells'), along with the aspect to be doubled (Range, Area, Duration or Effect). Combined with a Target Condition, the enhanced effect would affect only those who meet the defined aspects.

ACTIVATION CONDITIONS: Defines specific circumstances which activate the spell, the most common being astrological conjunctions; the spell is cast when the heavens are in the correct alignment. Typically, the conjunction is related to the item's dominant Ka-element, such as a Water Grand Enthronement for Water-Ka. The spell being affected by this option must be defined either by name or by Ka-element. In addition, the circumstances could be defined as a particular situation. For example, a stele possessing the spell Pyretic Consumption activates only when Templars touch it.



AREA EFFECT CONDITIONS: A spell that normally affects only one target affects all those in an entire area, at a Ch'awe cost of one point per additional target. The spell must be defined either by name or by Ka-element. For example, a Masterpiece with Caduceus Press might affect all those within a 10 meter square. Combined with a Target Condition, the spell affects those who fit the conditions within the area of effect. When combined with an Activation Condition, the power is triggered when a target fitting the condition enters the area.

TARGET CONDITIONS: Defines exactly who is affected by the spell either by type (only Nephilim, all Djinn), situation (those who seek the truth, anyone chased by a Templar), or appearance. The spell altered in this way must be defined either by name or Ka-element. If a Target Condition is not specified, the spell can affect anyone; for example, Caduceus Press could benefit both Nephilim and human. Combined with Area of Effect, the spell will affect anyone within the defined area who fits the Target Condition. If using the spell against a target not defined by this option, the spell automatically fails.

Sample Masterpieces

Cleopatra's Obelisk

Brought to New York's Central Park in the 19th Century, this obelisk has bewildered Nephilim for years. Today, it is ignored by most New Yorkers, who pass by it without a thought or casually picnic within sight of it. It stands two meters tall and is covered in hieroglyphs. Nephilim know it is filled with Earth-Ka, and have discovered some of the spells contained in the Masterpiece, but have yet to discover the Seismic Concussion spell. The origin of the obelisk remains unknown, along with the reason for this Masterpiece; was the obelisk intended to be moved to the United States, to New York City?

Combination: Reading specific hieroglyphs activates various spells. There is a different code for each spell.

Ka-element: Earth 46

Lower Magic Technique 70%
Higher Magic Technique 60%
Grand Secret Technique 70%
Ch'awe 15

Spells:

Seismic Concussion (Activation Condition: spell triggered only during specific astrological conjunction. Duration Enhancement: earthquake lasts for 20 seconds.)

Shoal of Earth (User Condition: only Nephilim. Target Condition: Nephilim only. Area of Effect: all targets within 5m of obelisk.)

Vita Robust (User Condition: Nephilim only. Duration Enhancement: duration increased by 5 minutes. Effect Enhancement: temporarily increases CON by 1d10 + 1d6.)

Caduceus Press (Area of Effect: 5m)

The Temperance Fountain

Though history records that this fountain was built in 18th century by a man named Cogswell, it is actually the work of

a supernatural agent. A stone basin about the size of a typical bird-bath rests under a small stone canopy supported by four columns. A bronze fish at one time spouted water into the basin from which pedestrians drank. Atop this structure stands a bronze statue of a stork, green with age. The fountain can be found on the corner of 7th Street, Pennsylvania and Indiana avenues in Washington, D.C.

Looking at the fountain with Ka-vision, it is apparent this Masterpiece is filled with Water-Ka. That is the only thing that local Nephilim know. Though Cogswell was known to be an eccentric, there is no evidence that he was Nephilim, and no other Nephilim has claimed responsibility for the fountain. Occasionally, one of the city's Magician Nephilim attempts to figure out the Key to employ the fountain, but to no avail. It remains a mystery.

Key: Along the edge of the canopy the word 'temperance' is inscribed, which Nephilim have so far focused on as the key to activating this Masterpiece.

Ka-elements: Water 26, Moon 20

Lower Magic Technique 70%
Higher Magic Technique 50%
Ch'awe 15

Spells:

Dexterous Liquidity (Effect Enhancement: temporarily increases DEX by 1d10 + 1d6.)

Hidden Flow (Duration Enhancement: increases duration of this spell by 10 minutes.)

Spleen (Target Condition: only Humans are affected by a casting of this spell. Area of Effect: creates a field 5m square.)

Mirror of Thoth (Area of Effect: any spells cast into the 5m square area are reflected back at the caster.)

Specialized Magical Effect: This item doubles the effect of a casting of Caduceus Press when water is drunk from the fountain.

USER CONDITIONS: Restricts the use of the spell to certain individuals, defined either by type (only Pyrim, only Justice Arcanum Nephilim), situation or by appearance (only humans wearing black trenchcoats). Without this option, anyone can employ the Masterpiece, provided they know the proper method. (Humans restricted from using a Masterpiece can still employ a homunculus, however, so long as it fits the definition.)

Other Options

SPECIALIZED MAGIC EFFECTS: Rather than affecting a spell stored in the Masterpiece, this option affects spells cast by a Nephilim in the vicinity of the Masterpiece, and at no additional Ch'awe cost. The spells to be affected must be defined either by name or by Ka-element, along with the additional conditions. For example, Pyretic Consumption cast within five feet of the Obelisk of the Sun God has its duration doubled (Specialized Magic Effects plus Area of Effect plus Enhanced Duration). Or the Holy Grail might double the effect of Caduceus Press if the victim drinks water from it while the spell is cast (Specialized Magic Effects plus Enhanced Effect).

Use the caster's Ka-element, Technique and Ch'awe for a Specialized Magical Effect.

SENSORY MAGIC: The Masterpiece somehow alters the senses, revealing a particular substance, creature, or intent. For example, it might reveal the presence of Litharge, or Templar members, or the presence of traitors. New senses could be added, such as Ka-vision, the ability to detect liars or danger sense, or the ability to see visions of the past, future, or another dimension. New senses are limited in duration, lasting only as long as the target is near the masterpiece, or it could have a specific duration. When the target substance is near, either the Masterpiece or the subject will typically glow, hum, or something similar.

Masterpieces in the Game

For the most part, masterpieces act exactly as artefacts, with the following caveats.

Using Masterpieces

To use a Masterpiece, a Nephilim must meet certain conditions, such as knowing a particular magic word, reading

hidden symbols or something similar. Nephilim refer to these conditions as the Masterpiece's Key. These requirements are defined by the gamemaster.

Once a Nephilim has used the Key, the casting of a spell depends entirely upon the Masterpieces' own scores. Use the Masterpiece's Ka for any Ka-element rolls, multiplied by the spell's related circle. Thus, for Tidal Wave, roll under Ka x 1% (for Grand Secret spells). Remember to add or subtract appropriate Astrological Modifiers. If the Ka roll is successful, roll under the Masterpieces' Technique Rating. The item employs its own Ch'awe points to accomplish its magic, and can do nothing when it is out of points.

Seeing Masterpieces

Using Ka-vision, the nature of the Masterpiece becomes apparent. The color indicates its constituent Ka-elements as well as their relative strength. Some potent Masterpieces blaze brightly like a beacon when seen in Ka-vision. A Kabbalistic Lore skill gives clues to the spell's effect, but the exact identity of the spell is not apparent until it is seen in use and the viewer makes a related Technique roll (if the Nephilim is already familiar with the spell). The options modifying the spell cannot be identified, however.

Masterpieces and Secret Societies

Like other Nephilim magic items, humans expend a great deal of effort in trying to identify Masterpieces and unlock their secrets. An archeological research team's efforts to understand Stonehenge might be a cover for just such an operation. Some secret societies see Masterpieces as a threat, for they operate using magical principles that even Nephilim do not understand. Because a Masterpiece has its own Ka-element, Technique Rating and Ch'awe points, it is very easy for humans to employ. Humans need only discover the secret knowledge to access the spells. Consequently, Nephilim guard known Masterpieces to protect them from human misuse.

It should take many years of research for a human to uncover a fragmented clue or scrap of information regarding a Masterpiece. Nephilim who know the secret would rather dissipate into the elemental fields than reveal what they know. If a Homunculus has any information, it mewls, sobs and pleads with its master if asked to reveal that knowledge.

Kortar turned suddenly as it felt the wave of heat wash over its back. In the door, it saw the crackling, shaking form of a lightning wyvern, its innate energetic state bound by the hoom's perverted Nephilim magic. Although Kortar had come prepared for the Templars, it had not expected them to have mastered the art of elemental control.

With a jerky leap, Kortar went rolling beneath the wyvern, its staff held close to its body. Then, it was amidst the black sorcerers who had called upon elixir or homunculus to summon the wyvern to this place. Striking with its staff while speaking maddening spells, Kortar was once more lost in the flurry of battle.

If it was Kortar's fate to fight its way out of this Templar stronghold, then so be it. The wyvern dove into the fray, seeking to protect its masters, and soon the stench of ozone lay heavy over everything.

NEPHILIM ARE NOT the only beings which are born of the nexi and plexi. There are also single-minded creatures, controlled by one emotion alone, which spring forth from the magic fields, bringing chaos to nearby lands before they are once more reabsorbed.

Humans and Nephilim alike find elemental creatures to be pliable and useful, and thus many arts concerning the creation and control of these elemental creatures have been discovered. These arts are detailed here, as are many new creatures.

ON THE NATURE OF ELEMENTAL CREATURES

by Adrian Czajkowski & Shannon Appel



THE VARIOUS elemental entities that share the world of the supernatural with the Nephilim are a strange and difficult lot. Many attempts have been made to explain them, but the problem of their essential similarity with the Nephilim has too often foundered on the equal dilemma

of their many integral differences.

Elemental Emotions

ELEMENTAL CREATURES are born of the magical fields, as the Nephilim are, but they seem to be a simpler order of life, given as they have a single emotional focus, rather than the more complex interplay that is at the heart of each Nephilim. This fundamental difference has thwarted many attempts to explain what part elemental creatures play in the grand design of the world.

All elemental creatures should have one emotion assigned to them, similar to the emotions that are assigned to Nephilim, as detailed in *Chronicle of the Awakenings* (pg. 56-58). A partial list of emotions includes: altruistic, angry, calm, conservative, creative, cruel, curious, deceitful, destructive, dishonorable, energetic, forgiving, hateful, hon-

est, honorable, indulgent, joyous, lazy, loyal, malleable, manipulative, misanthropic, mischievous, modest, pragmatic, private, proud, prudent, rebellious, reckless, saddened, social, spiritual, stagnant, stubborn, suspicious, temperate, trusting, uncaring, unpredictable, vengeful, warlike and watchful. By no means is this list complete; it simply provides the gamemaster with a starting point, when determining emotions for new creatures.

Typically, a class of creatures (such as the lightning wyverns) will all have the same emotion integral to them. Creatures with a higher Ka will exhibit it to a greater degree.

When working with these emotions, use them to make your creatures more interesting. Do not allow them to become restrictions upon play. Although all elemental creatures are born of emotions, some may exhibit them little, or totally ignore that part of their nature. These emotions should be guidelines, but roleplay your creatures in a way that makes them the most fun.

The Role of Emotion in Elemental Creation

Although it is widely known that creatures may be born of strong magical or natural phenomena, few realize that the element of emotion is also important to this creation process. Many scholars in this area believe that a general

potential for an emotion may be present in an area. This emotion may be strong enough to affect animals, or even influence human action. A beautiful lake, quiet and peaceful, may hold a high potential for Calm, for example.

Plexi and nexi generally are areas of great emotional potential as well. Due to their powerful magical natures, they may actually hold the potential for several different emotions, which explains the many different creatures which may be born of them. When a strong magical or natural phenomena occurs in an area with great emotional potential, that is when elemental creatures are the most likely to be born.

There is no agreement on where these emotional potentials come from. Some say that such emotional potentials are totally natural, a part of the world. Others say that they are born of the emotions of humans or animals who reside in the area. A final set of Nephilim proclaims that these emotional potentials mark the tiniest openings upon other planes of existence.

Whatever the reason for these emotional potentials, it is clear that they do exist. As a gamemaster, you may wish to note emotional potentials for important places in your campaign background. This will help give you a guide to the types of creatures which will most frequently appear.

The Source of Elemental Creatures

THERE ARE two main theories about the origin of these elemental creatures: summoning and spontaneous creation. It is well-known amongst the Nephilim and their enemies that there are worlds and half-worlds beyond our own, where monsters of many descriptions can be found. These fonts of monstrosity are often used to explain the source of elemental creatures. In effect, some Nephilim believe that these entities are simply the inhabitants of other planes of existence that can be summoned to our own. There has been some limited success among Nephilim who have created new Summoning spells based upon elemental creatures that they have seen born.

Others, however, say that elemental creatures are spontaneously created. They note the similarity to Nephilim, whose first memory is of being born from the elemental fields, and who are never heard from again once they have finally dispersed. They believe that elemental creatures are likewise transitory creatures who live for only a brief moment in time. Both schools of thoughts point towards

Creature Emotions

The creatures originally listed in the *Nephilim* rulebook (pg. 220-224) are born of the following emotions:

CREATURE	ELEMENT	EMOTION
Basilisk	Earth	Cruel
Flame Snake	Fire	Unpredictable
Ghost Wurm	Moon	Vengeful
Ghruul	Earth/Fire	Destructive
Gorgon	Moon	Private
Gryphon	Air/Fire	Proud
Harpy	Air	Misanthropic
Hemogobblyn	Earth	Indulgent
Kelpie	Water	Indulgent
Lightning Wyvern	Fire	Energetic
Mantichora	Earth	Angry
Salamander	Fire	Destructive
Seethers	Water	Uncaring

certain known facts concerning the impermanence of elementals as proof of their theory.

The Permanence of Elementals

There is no doubt that many elemental creatures are born suddenly during times of elemental upheaval, that they live brief, furious lives, and that then they disappear once more from our world. The very existence of elemental creatures does not seem to be as concrete even as that of a Nephilim (which, after all, can spring back into unreality if denied a host or a stasis), and is certainly far from the immutable monotony of mortals and their beasts. The suddenness of an elemental creature's creation and subsequent dissolution seems to lend credence to the spontaneity school.

However, it has been noted that some facet or fragment of self seems to survive these appearances and disappearances. Certainly, many elemental beasts have seemed to recognize past opponents on subsequent meetings. Whether it is the place or the creature which has personality and memory has yet to be resolved. It is of note that this trait has caused many Nephilim to label elemental creatures as very dangerous enemies, for when the creature is not attacking you, it is nowhere to be found.

On Summonings

Although neither theory has yet gained general acceptance, these examinations into the nature of elemental creatures have given Nephilim greater insight into how they may be summoned and controlled. The practical applications of these insights are discussed in the following section.



ON THE SUMMONING AND CONTROL OF ELEMENTAL CREATURES

by Adrian Czajkowski & Shannon Appel



ALTHOUGH MOST elemental creatures are born of the elemental fields with no outside intervention, some Nephilim have learned how to purposefully cause them to form. Such magic is exclusively the province of Nephilim, but there are certain secret societies who have stolen

the secrets, and now use Homonculi and Elixirs to fuel their dark arts.

Spontaneous Generation of Elementals

AS IS DOCUMENTED in *Nephilim* (pg. 220), elementals may be naturally born in two ways. These rules are expanded upon here. The nearby Chance of Elemental Creation box gives some guidelines for how frequently creatures appear, but they should only be used as guidelines. Do what makes sense in the game, and what provides the most enjoyment.

Natural Phenomena

Whenever there is a powerful natural phenomena such as a tornado, earthquake, firestorm, tsunami or eclipse, there is a chance that elementals may be born. Any type of elemental of the appropriate element may come from such a powerful phenomena because they cover such vast areas that the emotional potential for anything is present somewhere within them.

Lesser natural phenomena, such as a thunder storm, minor tremor, house fire, high tide or partial eclipse, can also generate elementals if the small area that they cover has a high emotional potential. If creatures are generated in this

Chance of Elemental Creature Creation

Major Magical Phenomenon (Nexus)	40%
Minor Magical Phenomenon (Plexus)	20%
Major Natural Phenomenon (Tornado)	10%
Minor Natural Phenomenon (Storm)	5%

All of these percentages list the daily percent chance that an elemental creature might be created. If a phenomenon is artificially created (i.e., via a spell) reduce these chances by one half.

way, they will always be of a type appropriate to the emotion of the area.

In both case, elemental creatures born of natural phenomena show little intelligence. In addition, they are short-lived, disappearing as soon as the phenomenon has ended.

Magical Phenomena

Creatures may also be born of Plexi during Grand Enthronements of the appropriate elements, and of Nexi during any Grand Enthronements. These magical events usually occur in areas which have multiple emotional potentials within them. Decide on the emotional potentials for the area if you have not already. Plexi might have as few as one or two, while Nexi might have as many as five or six. Any elementals born of Plexi must be of the appropriate element and type, while any elementals born of Nexi may be of any elemental, but still must match one of the emotional potentials of the area.

Elemental creatures born of magical phenomena are much more long-lived than those born of natural phenomena. They do not fade away when the plexus or nexus does, and must often be banished personally by Nephilim. In addition, they usually possess animal cunning or even limited intelligence. It is elemental creatures born of Nexi and Plexi who are the most likely to return after dissolution with limited memory of past foes.

Nephilim Generation of Elementals

NEPHILIM MUST follow three steps if they wish to bind elemental creatures to their command: locate appropriate areas for the generation of elementals, summon elementals to those areas, and then control the summoned elemental.

Searching for a Site

Although a typical city might have a dozen or more areas of emotional significance, most areas are not emotionally charged enough to generate an elemental creature. If a Nexus, Plexus or natural phenomenon is created in such relatively barren areas, a Nephilim will find that creatures do not naturally appear and may not be summoned. Thus, it is

important to seek out places of emotional importance before summoning.

Once a Nephilim has gained a good understanding of an area, either by living there for a year or intensely studying its history and culture for a month, it may predict areas of emotional potential. This is done via an Astrological Lore roll. Once a Nephilim has located such areas, it may find them more precisely by examining the area with Ka vision and succeeding at a Scrutinize roll. The aura of such areas is only faintly different from the ambient aura of the city, and thus it is impossible to discover them unless actively searching for them. If Nephilim are unfamiliar with an area, they may have to work with Nephilim native to it to accomplish this task.

After areas of emotional potential have been found, natural or magical phenomena must be created. This may be done artificially through a number of spells. Plexi may be made with the Grand Circle Manifest Plexus spells. Powerful natural phenomena may be created by a variety of Grand Secret spells, including Eruption, Typhoon Thrust, Seismic Concussion, Tidal Wave and Eclipse. Lesser events, such as house fires and the like, may also be created by Nephilim, but they are near useless, since creatures appear fairly rarely in such on their own, and the Summon the Creature of the Element spells (see below) may not be used with such minor occurrences.

Less powerful Nephilim take a slightly different tact, and simply watch for powerful phenomena. As has been previously noted, natural Nexi and Plexi tend to appear in areas of emotional potential. Likewise, the greater natural phenomena cover areas so vast that all emotional potentials are included. By watching for these great events and then quickly seeking them out, Nephilim may find a place suitable for Creature summoning.

Summoning an Elemental Creature

Some Nephilim can do little more than seek out a site and hope that creatures appear. If this is the case, gamemasters should determine a chance for creature appearance based on the guidelines presented above. These Nephilim will then have to use one of the less efficient methods for elemental creature control described below.

More powerful Nephilim will know the spells to summon elemental creatures directly. This must be done from the exact center of the phenomenon. Although the center of a nexus or plexus may be found by simply looking at it with Ka vision, it is much more difficult to find the center of a powerful natural phenomenon. Without the aid of spells, it is nearly a hopeless task. The gamemaster should also con-

sider how difficult it might be to survive at the center of a hurricane, typhoon, volcano, or some other natural disaster.

After arriving at the center of the magical or natural phenomenon, a Nephilim simply casts the appropriate summoning spell, and if everything goes correctly, a creature will appear and be bound.

Controlling an Elemental Creature

In a few cases, an elemental creature may not be controlled after the initial contract. Although this might be desirable to some Nephilim, who will duck and cover, happy to let the creature run rampant over the countryside, many others will not be happy with this result. Fortunately, there are certain techniques which may be used to control rogue elemental creatures for specific tasks. These are outlined in the *Nephilim* book (pg. 220) and expanded upon here.

Use of Sorcerous Workings or Summoning Pentacles

All of the magical arts allow for the creations of magical inscriptions or locations that make the use of the art simpler. These include the sorcerous workings and summoning pentacles previously noted, as well as alchemical laboratories. These places of power will be investigated further in future Nephilim books on the magical arts. For now, assume that Nephilim player characters may not create these places on their own, but that they may find them in their magical journeys. If these places of power are dedicated to the control or destruction of certain types of creatures (gamemaster's choice), Nephilim within them may control or destroy such creatures with a simple opposed Ka roll.

Spells of Elemental Summoning

Finding the Heart

Air: Find the Heart of the Storm
Earth: Find the Heart of the Stone
Fire: Find the Heart of the Flame
Moon: Find the Heart of the Moon
Water: Find the Heart of the Waves

Type: Sorcery

Circle: Lower Magic

Threshold: 50%

Ka-Element: Air Earth Fire Moon Water

Range: Touch

Area: Target

Duration: 1 hour

Description: Each of these five spells allows the target to know the direction of the magical center of any natural phenomenon, such as a hurricane, firestorm, eclipse or tidal wave. A rod, pendulum or other dowsing tool is created when this spell is cast, and using it, the target will be guided towards that center.

Summonings

Air: Summon the Creature of Air
Earth: Summon the Creature of Earth
Fire: Summon the Creature of Fire
Moon: Summon the Creature of Moon

Water: Summon the Creature of Water

Type: Summoning

Circle: Seals

Ka-Element: Air Earth Fire Moon Water

Threshold: 90%

Contract: varies

Rupture: flight

Duration: until next Monday (moon), Tuesday (fire), Wednesday (air), Thursday (earth) or Friday (water)

Autonomy: varies

Description: Each of these five spells allows the caster to summon an elemental creature of the appropriate element. A spell may only be cast effectively in a phenomenon of the appropriate element. It must be a natural phenomenon at least as powerful as those natural events generated by the Threshold 60 Grand Secret sorcery spells, a nexus or a plexus. If it is a weaker natural phenomenon (such as a house fire), the summoning will fail. Once the summoning has been cast, the gamemaster should examine the dominant emotions of the area and randomly select an elemental creature that matches both the appropriate element

and one of the appropriate emotions. There is an equal chance of any creature that matches these two criteria appearing.

After a creature has been determined, the gamemaster generates its Ka, per the random roll described in the creature's description. At that point, contract continues as normal, using the creature's Ka as the Contract value.

Nephilim have created variants of these spells which summon one specific type of creature (e.g. Summon Lightning Wyvern). Like the more general spell, these may only be cast in a phenomenon of the appropriate element. If the necessary emotion for the specific creature is not present in the area, the spell fails. A very small number of Nephilim have managed to generalize these specific summonings into normal spells of the summoning school, allowing them to summon and contract their elemental allies anywhere, but these techniques are still very poorly developed, and as likely to result in disaster as success.

Opposition of Ka-Element

The casting of Destroy the Spirit of Element spells allows a Nephilim to transform an elemental creature with an opposed Ka roll.

Sacrifice of Ka

By permanently sacrificing one point of dominant-Ka, a Nephilim may feed and calm an elemental creature. Afterwards, the Nephilim may make a Ka-element x3 roll to convince the creature to obey one simple order. If that fails, the creature will leave the Nephilim in peace. When the creature has accomplished the Nephilim's simple order, or left the area in which the Nephilim is located, it will return to those actions that its sole emotion demands of it.

Human Generation of Elementals

CLEARLY, HUMANS may use Homonculi or Elixirs to force the casting of the spells necessary to summon and control elementals. This is done per the normal rules for these human perversions of Nephilim magic (see Nephilim, pg. 190-192).

There are also two additional ways in which humans may summon elementals. One is through the Black Star created Ritual of the Order. The other is through an entirely accidental interaction between human emotion and Nephilim Ka. As will all human magic, these methods require Nephilim to act as intermediaries in the process, and are useless without these magical conduits to the true world.

The Ritual of the Order

The Black Star has discovered the means to summon an elemental creature without the need for any emotional potential in the area. This is done through a technique that they call the Ritual of the Order, which has leaked out to a few other secret societies over the years.

This ritual itself is not magical, but simply a focusing of emotions by the members of the group. Through this focus, the humans are able to create a minor spark of emotional potential which lasts just long enough for elixir or Homonculi to be used to summon an elemental creature. Of course, this summoning must be done at the center of a magical or natural phenomenon, as usual, or it will fail.

Creatures summoned in this way are particularly weak. The value of all of the creature's characteristics, including

Spells of Elemental Control

Air: Destroy the Spirit of Air

Earth: Destroy the Spirit of Earth

Fire: Destroy the Spirit of Fire

Moon: Destroy the Spirit of Moon

Water: Destroy the Spirit of Water

Type: Sorcery

Circle: Grand Secret

Threshold: 30%

Ka-Element: Air Earth Fire Moon Water

Range: 10 m

Area: Target

Duration: Instantaneous

Description: Each of these spells allows the caster to attempt to destroy an elemental creature of the appropriate element. After the spell has been successfully cast, the caster must oppose its corresponding Ka-element to the creature's (i.e., a Nephilim would oppose a Lightning Wyvern's Ka with its own Fire Ka). If the Nephilim succeeds, it transforms the creature's Ka-element into an inoffensive form of the natural element, such as a salamander transforming into simple flame. If it fails, the creatures attacks the Nephilim.

Ka-element, have a maximum value equal to the number of humans involved in the ritual, divided by two. Thus, if 20 Templars use the Ritual of the Order to gather enough Destructive emotion to summon a Salamander, its STR, CON, DEX and Ka scores will all have a maximum value of 10, no matter what is rolled on the dice. The Actions value should also be recalculated, based on what the creature's actual DEX is, per the table in *Nephilim* (pg. 92).

There are two advantage to summoning a creature in this way. First, the society can avoid months of work searching for an area of the appropriate emotional potential. Second, elemental creatures summoned in this way are often branded with the emotions of the humans that summoned it. Since it is usually difficult to control creatures with Elixirs (unless they are very powerful), and dangerous to do so via Homonculi, many secret societies prefer to let summoned elemental creatures immediately rupture. Although the secret society will have no real control over the elemental creature after it flies away into the darkness, its soul has been touched by the emotions of the humans. Treat this as if its primary emotion were directed in a manner appropriate for the society that summoned it. For example, if the Templars successfully summoned their salamander, it would be appropriate to direct its destructive trait

towards Nephilim. It would still be generally destructive, but might go out of its way to burn down a Nephilim's abode. (This is similar to the technique of directing Nephilim traits that is described in *Chronicle of the Awakenings*, pg. 57.)

Rather than letting it rupture, secret societies could also use their Elixir or Homunculus to control the creature. It will still have its personality trait directed, and thus might be mildly more effective in carrying out the human's specific goal.

This technique of creature summoning has never been used by the Nephilim because they consider it an abomination. To them it is very similar to the art of homunculus creation, which perverts the essence of a magical creature for the benefit of humans.

Accidental Summonings

There have been a few cases where an elemental creature summoning occurs without the intent, or even the awareness, of a human participant. A sufficient concentration of raw emotion can summon a completely unexpected executor of the stress and emotive force that birthed it. In such circumstances, Ka-energy is still required, but the donor is most frequently as unaware as the beneficiary of the transaction. Nephilim in Narcosis have frequently provided a source of Ka-energy for those in the right state of mind.

For example, a man who has just been fired without provocation passes through a burned lot on his way home, and the next day, his boss's office explodes into flames, or his car is struck by a strangely animate lightning bolt. The vacant lot was the site of a fire Nephilim's narcosis, and the mood of the human and the sleeping mind

of the Nephilim had enough momentary common ground for the Nephilim's Ka to be channeled by the human's petty hates. It is an interaction similar in certain ways to Shouit. No formal spell-casting, or even strong phenomena, is needed for this summoning. The human emotion and Nephilim Ka are all that are necessary to generate the spontaneous and accidental creation of an elemental creature.

The lifespan of these creatures is extremely variable, depending on their source. A single outburst of emotion will conjure a short-lived creature — enough, perhaps, for one inexplicable phenomenon. However, if the aforementioned unemployed man's life went from bad to worse, his destructive familiar spirit would live on, and become more powerful still.

Overall, this type of creature summoning is totally in the hands of the gamemaster. There are no real rules, beyond the fact that the summoned creature should be representative of the human's emotion and the Nephilim's dominant-Ka. Use this form of accidental summoning in a way to spice up a campaign, but understand that summonings of this type are very rare.



EXPANDED BESTIARY

by Adrian Czapkowski & Shannon Appel



THE *NEPHILIM* rulebook lists a small number of elemental creatures (pg. 220-224). This expanded bestiary gives information on a number of additional ones. Like all elemental creatures, these are born directly of the magical fields. Unlike the creatures of the magical realms which Summoners may

call, elemental creatures tend to be of little more than animal intelligence, except in a few rare and dangerous exceptions.

See *Nephilim* (pg. 220-221) for clarifications on any of the statistics used in these creature descriptions.

There are scattered tales of other elemental creatures, born of the Sun, the Black Moon and previously unknown magical fields, but they are not detailed here.

Universal Creatures

Nephilim have noted a few elemental creatures which seem to exist in slightly varied forms for most or all of the elements.

Guardian Drakes

THESE CREATURES have been the tools of various Nephilim and secret societies for millennia. They are easily called up and bound into a specific loca-

tion, and once there, they persist for centuries. They are generally used to protect an area or an object from both magical and mundane interference. There are earth, water, air and moon guardian drakes. To date no fire guardians have been found, perhaps because fire is too inherently destructive. Guardian drakes very seldom ward an indoor area, although their preserve may later be built on, to their indignation.

New Elemental Summary

CREATURE	ELEMENT	EMOTION
Banshee	Moon	Loyal
Fire Bird	Fire	Honorable
Foam Horse	Water	Deceitful
Frost Wyvern	Water	Private
Gapplin	Fire	Mischievous
Gargoyle	Earth	Watchful
Ghoul	Moon	Hungry
Gremlin	Fire	Mischievous
Guardian Drakes	Varies	Watchful
Kraken	Water	Calm
Kraken, Wild	Water	Misanthropic
Lune	Moon	Spiritual
Servant of Poseidon	Water/Fire	Angry
Silver Death	Orichalka	Destructive
Sprite	Air	Varies
Stymphalian Birds	Earth/Air	Hungry
Thought-Bat	Air	Honest
Zephyr	Air	Rebellious

To a mortal with no concept or perception of the arcane, the area guarded by a drake is instinctively uncomfortable, and most people are generally warned off by this. More inquisitive humans can expect to be greeted by inexplicable bad luck and small accidents. If Guardian Drakes fail to dissuade humans with their less offensive powers, they will turn towards more deadly means. Water Drakes are especially noted for this, and are definitely the most dangerous of all the drakes.

To the Nephilim, guardian drakes are far more dangerous from the onset, and the same goes for magically aware and active members of secret societies, and even unwary psychic questers. To those with Ka-vision, an area containing a guardian drake is obvious. Water and moon drakes can be seen as gliding coils in any reflective surface, with never a head nor tail. Earth drakes show themselves as if their coils were just visible within the ground, and air drakes glide translucently in a matted coil that seems to fade away into the distant sky. Perception and knowledge of these creatures, however, is a dangerous thing, because the creatures seem to have a mandate to use greater force against this greater threat. This force can be a physical biting or constricting attack, as the coils simply erupt out of the ground, air or water, with or without a draconic head attached. It may also be an elemental discharge. Lightning is favored by water and air drakes, whereas earth drakes choose shattering stone and moon drakes, worst of all, inflict insanities.

Guardian drakes are useful to those with something to hide, but those who summon them seldom think in terms of time. They acknowledge and obey only their summoner; all others are considered intruders. To a Nephilim this is not a problem. Whatever simulacrum it might inhabit, the drake will recognize it, and many Nephilim use the drakes to protect their belongings, or even their stases. Should the Nephilim be destroyed though, or should a human summoner die, the area is unapproachable by anyone until the drake is destroyed.

The only ways to easily destroy a Guardian drake, given that they have only a notional physical form, are to master it with the relevant Ka-element (see Nephilim page 220), or to dispel it in a complex and time-consuming ritual. Alternatively, any magical attack on the beast can damage it.

Summoning a single guardian drake is a relatively simple task. After it has been Summoned as normal (see pages 46-47), it is usually allowed to Rupture, and then the Nephilim sacrifices a point of Ka, to give it the "simple order" to guard a rural area, or protect an object. Due to the nature of the drake, it will stay beyond the normal time limit

(i.e. the next Monday), if it has been bound with Ka. Note that a drake will not stay in a place beyond this normal limit, even if it has been successfully contracted, unless the Ka is sacrificed.

Summoning a second drake into an area already guarded by a first is more difficult, due to the unwillingness of guardian drakes to meet. If a second drake is allowed to rupture it will disappear totally, so it must be contracted successfully and then the Nephilim must still sacrifice a point of Ka.

An area to be warded by a guardian drake is subject to certain restrictions, chief among them being that the Drake's element must be present in some major way. A water drake must have some body of water, for example. In addition, it must be out of the way. At the time of summoning, it cannot be an area under current use by mortals or Nephilim. A warded area is never overly large and must be defined by geographical boundaries such as "the lake", "the garden of the old house", "that box canyon" or "Mulberry Hill".

As a final note, guardian drakes do not attack or otherwise interfere with other magical creatures.

STR 3d6+6	CON 3d6+6	DEX 2d6+12
Ka: varies 4d6+18	HP = CON	Actions 4
Move: see Abilities	Personality Trait: Watchful	

Attack: Bite 50%, Damage 1d6+ damage bonus

Coil 40%, Damage equals damage bonus, and the drake may remain physical in order to inflict a similar damage each subsequent round.

Armor: None, but may only be attacked when physical, and even then, only by spells or magical weapons.

Abilities: OMNIPRESENCE. A guardian drake may be in any or all parts of its domain at once, hence it has no move characteristic. It cannot leave its warded area, but within that area its move is limitless.

Element Related Abilities

The following abilities are variable depending on the element of the drake involved. Each power takes a single action to use or maintain. If an intruder has abilities that would allow it to counter the drake's attacks, a Ka against Ka roll is required to do so.

AIR drakes can alter the weather above their warded region. This ability can be manifested at will, but it is not instantaneous. The change is slow enough to seem natural. Air drakes can also generate lightning strikes from the sky, with an accuracy of 40%, inflicting 3d6 damage. Finally they can conjure up winds of sufficient power to halve

movement, and the score of skills that require fast movement, such as dodge. Missile weapons slower than bullets are impossible to use in this wind, and even firearms have their chance to hit halved. Air drakes have no particular weakness.

EARTH drakes can affect the progress of anyone moving over rock, halving all climb, dodge and similar rolls. Rock falls can also be caused so long as the terrain allows it, doing from 1d2 to 2d6 damage. Earth drakes can cause stones and rocks to shatter and fragment, causing from 1d6 to 3d6 shrapnel damage to all within 2 feet (for pebbles) to 20 feet (for boulders). Finally, earth drakes can cause minor earthquakes, collapsing incomplete or insecure structures. If an area warded by an earth drake is ever flooded, the drake is dispelled.

MOON drakes inflict a feeling of paranoia and worry on all in their area, leading to a -15 modifier to all rolls due to loss of concentration. Anyone spending a great deal of time in such an area will begin to experience terrible nightmares and visions, and must make a Ka x3 (or INT x2 for mortals) roll after 3 hours, and every hour after that, to avoid the uncontrollable desire to leave. The drake can also inflict frightening changes and reversals in the perceptions of intruders. It may alter reflections, cause shadows to appear in victim's peripheral vision, or even induce murderous flashbacks. Although damage done in these situations is not real, anyone losing all hit points due to an illusory attack, or a combination of illusory attacks, will become insane, trapped in the dream situation. Moon drakes can only manifest in moonlight, and so during the day, and on nights of no moon, the area is safe to pass through.

WATER drakes can also control the weather, but to a lesser degree, and only to bring rainfall or other precipitation. They can also attack with lightning, which can leap up to 20 feet from a body of water for 2d6 damage. Anyone connected to the victim by water, even just puddles, will take the same amount. Water drakes can exercise a compulsion, drawing victims into the water to be drowned. To be subject to this, the victim must be in a calm state of mind. Aggression or focused watchfulness will negate it. Nephilim are allowed a Ka x3 roll to resist, while mortals gain only INT x2. If an area warded by a water drake is ever drained, or if its well runs dry, the drake is dispelled.

Fire Creatures

Quite often social, Fire Creatures find it hard to avoid their innate destructive tendencies.

Fire Bird

ALSO KNOWN as the Phoenix due to a puzzling similarity with that Nephilim metamorphosis, the Fire Bird is clearly the source of many human legends. It appears as a fiery bird, clothed in flames of orange, yellow, white and green. Its plumage is a wonderful thing to see, more resplendent than the most beautiful peacock's.

The Fire Bird is considered Honorable because it only acts to others as they act to it. Some have managed to befriend fire birds by treating them with kindness, while others have made them bitter enemies by their acts. The Fire Bird tends to settle into a lair, often choosing the Nexus or Plexus that spawned it, and if that lair is disturbed, it will react with violence.

If a Fire Bird has remained in a lair for at least seven days, it will form a burning egg of obsidian and hide it deep beneath the earth. Such eggs are prized highly by alchemists for their natural regenerative properties. If a fire bird is dispersed into the elemental fields, it bursts forth from its egg seven days later, fully reformed. This can be prevented if the egg is destroyed or in some way transformed.

STR 4d6	CON 4d6	DEX 4d6
Ka: Fire 4d6	HP = CON	Actions 5
Move: 10	Personality Trait: Honorable	

Attack: *Flaming Bite* 50%, Damage 3d6

Armor: may only be hurt by spells or magical weapons

Abilities: None

Goblins & Gremlins

THESE SMALL ELEMENTAL sprites are the special province of the Chariot Arcanum, and are a fairly recent discovery. Certainly, no trace of them can be found before the mid-sixteenth century. Since then, the Chariot has nurtured and studied them.

There are two distinct species involved. Gremlins are spiteful and mischievous and have a special talent for foxing, fouling and destroying machinery — from making a lever slip its fulcrum to deleting all the files on a computer.

Gaplins, on the other hand, are more docile and cooperative. They have the peculiar ability to link machines in harmonious operation, irrespective of technological levels, so that a super computer could regulate the operations of a Victorian printing press by the simple attendance of a Gaplin.

Unfortunately, the two species are indistinguishable to summoning spells, and so those who call them cannot determine which appears. The chances seem to be even.

Neither creature can be harmed by physical objects. They cannot even be seen without Ka-vision. They are easy to dominate with magic, however, and are vulnerable both to Orichalka and to water. The slightest touch of water on a Gremlin or Gaplin is enough to short it out and destroy it permanently.

There are wards that may be placed on machines to keep Gremlins out.

STR 1d6	CON 1d6+1	DEX 2d6+12
Ka: Fire 2d6	HP: none*	Actions: 4
Move: 8 flying	Personality Trait: Mischievous	

*may be destroyed by water or Orichalka.

Attacks: None

Armor: None

Abilities: GAPPLE. Gaplins can link incompatible machinery.

The use of this power drains 1 point of CON per continuous hour of exertion.



GREMLE. Gremlins can cause machinery of all kinds to malfunction and break down. Each use of this power, encompassing the fouling of a single machine, drains one point of CON. A controlled Gremlin can be persuaded to cause specific glitches and problems, such as causing a typewriter to print only consonants or garbling everything sent by electronic mail to a certain address.

Earth Creatures

Private and territorial, earth creatures try and hide from the modern world.

Gargoyle

THE GARGOYLES ARE elemental creatures forever linked in the minds of the Nephilim with the Templars. They appeared in the world with the rise of gothic architecture, brought back from the holy land by the Knights Templar. Few realized that the simple cathedral ornaments that graced so many Gothic structures held secrets far darker than even the most superstitious peasant could guess.

The Templars of that time summoned the gargoyles with stolen Nephilim Ka. They bound the unfortunate beasts into their stony form and set them to watch and wait. Some gargoyles were given triggers that would prompt them to animate and attack. For example, the presence of a Nephilim might set one off. Others were left to wait indefinitely until a certain phrase or word was spoken which would deliver it into the speaker's hands. In this way, they acted as watchdogs and hunters against the Nephilim.

These days, there are few gargoyles left in their natural state, as the Templars now tend to use more subtle and less magical tools, but some cathedrals still retain their patient guardians, many of which await words that have been completely lost to history.

What made the gargoyles so fearsome was not their sheer physical abilities but their keen perception, which allowed them not only to distinguish a Nephilim from a human, but also to follow the trail of a particular Nephilim's Ka like a bloodhound, enabling the Templars to seek out and destroy their foes.

Although Nephilim have occasionally summoned and commanded gargoyles, they have never been able to bind them permanently as the Templars did.

Most Nephilim suspect that the permanent binding of gargoyles is based upon a secret learned in the Holy Lands, and that it is related to the perverted art of the Homunculus. There are some Nephilim who still search for the secret, hoping that they may use it to break the Templars' hold on their stone kin.

STR 3D6+12	CON 2d6+24	DEX 2D6+6
Ka: Earth 2d6+9	HP = CON	Actions 2
Move: 4/6 flying	Personality Trait: Watchful	

Attack: Claw 50%, Damage 3d6

Armor: 7 point stony hide

Abilities: TRACK ELEMENTAL. A gargoyle can follow the Ka-trail of any Nephilim or other elemental creature, with an 85% chance of success, diminishing by 10% per hour that the trail grows colder.

Air Creatures

Ephemeral and ethereal air creatures vary widely. They run the entire gamut of emotion, and may be private or social creatures.

Sprite

SPRITES ARE SMALL air-spirits that are concentrated bundles of a particular emotion. They are anxious to spread their emotion to others. Sprites frequently arise amongst humanity to cause brief-lived mischief.

Although it is possible to find anger-sprites, envy-sprites and so forth, by far the majority are less seriously-minded. There are humor-sprites, for example, calm-sprites and one particular breed that Nephilim refer to as cupids.

Sprites cannot affect Nephilim to any great extent, but a sprite's attention can overwhelm a human for a brief time. Most humans are sufficiently unaware of their emotions that they maintain the created feelings even when the sprite has gone. Each use of its ability lessens the sprite, however, and they are usually all used up after only half an hour or so of life.

Nephilim and secret societies have each found uses for the sprites, and both groups have discovered that a sprite, although unaffected by natural materials, cannot pass through artificial barriers. Hence, sprites have become the

unfortunate denizens of dozens of jam-jars, Tupperware boxes and even plastic bags.

These air-creatures are favorites of the Lovers Arcanum, which uses them as a proselytizing tool to spread their vision of a passionate Agartha.

Sprites are naturally invisible to those without Ka-vision or similar means.

STR 1d6	CON 1d6+1	DEX 2d6+6
Ka: Air 1d6	HP none*	Actions 2
Move: 7 flying	Personality Trait: Varies	

*Destroyed by the touch of metal or Orichalka

Attacks: None

Armor: None

Abilities: INSPIRE EMOTION. Allows the Sprite to inspire its emotion in any one target. The target is briefly helpless in the face of the emotion, but if the emotion is unnatural to the target, or if the target is aware of its source, the change lasts no more than a round. Use of this ability drains 1 point of CON from the sprite.

Thought-Bat

THESE SMALL beasts were first discovered by Nephilim of the Moon Arcanum. They are brief-lived elemental spirits that can be used as messengers between magically competent creatures or people.

A thought-bat resembles a real bat, save that its face is that of the first person it meets after its creation. After a bat has bonded to a person, it remains near that person, invisible, until used or until the following Wednesday, whereupon it vanishes. When a bat's master wishes to activate it, she envisages a person well known to her and formulates a message of up to 25 words. The bat manifests immediately and flies at top speed for the person specified, using some means of navigation not wholly understood. If the target is dead or magically warded, the bat appears briefly and then combusts in a tiny cloud of flame.

This navigational property of thought-bats has been used in the past to locate lost friends or to check on their continuing good health. A target must be very well known, though, to be the subject of a thought-bat, and so their uses in offensives are limited.

When a thought-bat reaches its target, the subject hears the voice of the summoner in her head, reading out the message. The bat then combusts as before.



Thought Bats are physical, visible entities that can be caught and harmed as if they were real bats, and only the more observant attackers will notice their physical differences. They have the ability to pass through physical obstacles to reach their target, though, although each use of this ability takes two full rounds to accomplish.

STR 1d6	CON 1d6	DEX 1d6+18
Ka: Air 1d6	HP = CON	Actions: 1
Move: 8 flying	Personality Trait: Honest	

Attacks: None

Armor: None

Abilities: None.

Zephyr

LITTLE MORE THAN animate gusts of wind, Zephyrs are invisible to anyone without Ka-vision. In their natural state they tend to act as a minor nuisance, moving small objects, closing doors and carrying whispered words to unintended ears. Many Nephilim bind Zephyrs to turn this minor power to their own advantage.

STR 1d6	CON 1	DEX 3d6
Ka: Air 1d6	HP 1	Actions: 1
Move: 5	Personality Trait: Rebellious	

Attack: None

Armor: None, but may only be harmed by spells or magic weapons.

Abilities: MOVE OBJECT. Zephyrs may carry an object weighing no more than their STR in kg. When moving an object is this way, Zephyrs are slowed to a speed of 1 flying.

Water Creatures

Although some water creatures are social, others are solitary. Of all the elemental creatures, those of the water have been the most affected by the human pollution of the planet.

Foam Steed

UPON A CURSORY glance, Foam Steeds appear to be horses composed entirely of water. Their skin is constantly shimmering, and on occasion a viewer can see straight through them. They most frequently appear

just off the coast where the waves break, and thus their lower legs often disappear into foam.

The unlucky victim who approaches the foam steeds more closely will unhappily discover that their mouths are filled with sharp, rending teeth. Foam steeds often try to appear docile in the hope of drawing a meal out to them. Particularly clever foam steeds might try even more cunning ruses, such as acting hurt or wounded.

If someone manages to mount the back of a foam steed without being blooded, and then remains upon their back (requiring a Ride roll), the foam steed will take its rider to any place that the rider commands, as quickly as it can, but only along or within a body of water.

STR 3d6	CON 4d6+6	DEX 3d6
Ka: Water sd6+1	HP = CON	Actions 5
Move: 20	Personality Trait: Deceitful	

Attack: Bite 50%, Damage 2d6

Armor: None

Abilities: None

Frost Wyvern

FROST WYVERNS haunt only the coldest places. They never form in temperatures above freezing. They will persist so long as the low temperature lasts, and so Nephilim have reported two distinct kinds of encounter with these creatures.

Some frost wyverns are transient beasts, which might last a night in a New York winter, or the length of a snow-storm in Scotland. These brief-lived creatures are generally devoid of anything but elemental energy, briefly reveling in the conditions and then departing.

Nephilim who have braved the rigors of the Arctic and Antarctic circles have discovered the frost wyvern's other aspect. In a place where the temperature never rises above the freezing point, frost wyverns have the opportunity to grow old and cunning. Both expanses of ice are host to a fair number of these creatures, and their prolonged existence has allowed them to achieve a state in which they can plan and think like true animals rather than random, chaotic elementals. They find humans of little interest, although the very presence of a frost wyvern can be dangerous or even fatal to mortals. Nephilim, however, are seen as threats, as are any other elemental creatures, and the frost wyverns will ambush, attack or even band together to keep them away.

The general temperament of a frost wyvern is mostly linked to the current weather. If there is no actual wind, storm or precipitation, then the wyvern is liable to be slug-

gish and slow to anger. Snow, wind, sleet or hail, however, awaken the elemental in the creature, and the wyvern takes to the skies to scour its territory.

STR 3d6+6	CON 2d6+12	DEX 3d6
Ka: Water 2d6+9	HP = CON	Actions 3
Move: 9	Personality Trait: Private	

Attacks: *Claw* 50%, Damage 2d6
Bite 40%, Damage 3d6

Abilities: **FREEZING COLD.** The frost wyvern is far colder than the surrounding air. Each full round that a mortal or simulacrum spends within ten feet of a frost wyvern deals 1 point of damage (1d6 damage to those not dressed for arctic conditions).

ICE BREATH. When the wyvern is aroused by the weather, it can breath a blast of freezing cold air and ice fragments, which causes 1d10 damage to all within twenty feet of the creature's mouth.

Kraken

THE KRAKEN are sea-monsters, lake monsters and similar manifestations. They can appear as huge octopuses or squid, prehistoric marine reptiles, sea-serpents or any number of other less definable forms. Unusually for a magical creature, the Kraken are moderately well-known and reported among human kind, from isolated encounters at sea to the frequent sightings on the shores of Loch Ness and other lakes all over the world. Like all elementals, Krakens are not constantly present in their home locations. They appear when the magical fields are right, and when the fields shift, they disappear to wait for the next plexus. This is why they are frequently labeled as non-existent.

The magnitude of a Kraken is related to the size of the body of water it is in. A lake will produce a small monster, while a small sea will generate a larger one. This progression only breaks down when the world's larger seas and oceans are considered. In this case the resident Kraken seems to fragment into a number of smaller, although still huge, forms. In some ways, these are all manifestations of the same monstrous entity. The name that the Nephilim give to this beast is Jormungandr, for if it ever manifested itself in one form, it could encircle the Earth. Although Jormungandr is simply a large magical entity, it is old enough and wise enough to demand respect even from the Nephilim.

Most Kraken are not malevolent. Such encounters with them as have been reported by humanity seem to represent a calm, considered curiosity, rather than any form of violent

demeanor. Kraken are wise and peaceable beasts, usually. It is notable that the persistence of personality and memory in Kraken is greater than in most other entities of their type.

Kraken are not as eternal as they might seem, however, for they are integrally linked to the body of water that they inhabit. Drain the lake and the Kraken dies.

Pollution, damming, diverting and other such factors can cause a Kraken to re-manifest as quite a different creature. Instead of being born of wisdom and calm, it becomes a terrifying elemental beast. Such manifestations are quite similar to the more common magical creatures, being violent, powerful and nearly mindless. This in itself is no great concern for the Nephilim, since they can control these aggressive beasts in the same manner as any other creature, and the Kraken are too wild to be a tool of any secret society. What really worries the Nephilim is the state that the ocean is currently in, for if Jormungandr is warped in the same fashion as its smaller kindred, the results may dwarf even the sinking of Atlantis.

STR 5d6 and up	CON 5d6 and up	DEX 3d6
Ka: Water 2d6+12 to 10d6+12	HP = CON	Actions 2
Move: 25 swimming	Personality Trait: calm	

Attacks: *Bite* 40%, Damage 1d10+ damage bonus.
Tentacle 60%, Damage equal to half damage bonus (only for squid Kraken). STRx2 roll needed to break free and stop taking damage every round.
Crush Boat 75%, Damage equal to STR roll (only against large objects).

Armor: equal to number of d6 used to generate STR.

Abilities: **BREATH AIR OR WATER.** Kraken are equally able to breath in or out of the water.

SWALLOW HUMANS. In the water, a large Kraken (STR 10d6 or more) can swallow small objects, such as humans, simply by opening its mouth and displacing water. To avoid being swallowed, a Swim check at -25% or a STRx2 roll (if holding on to something) is necessary. Swallowed characters are unlikely ever to be seen again, although some traces may be found later when the Kraken has dissipated.

Note: A Kraken's STR and CON rise in tandem, and its Ka increases in a general relationship to these statistics. A wild Kraken that has become violent has its Ka reduced to 1d6+12, and its Personality Trait changed to Misanthropy.

Moon Creatures

The solitary moon creatures are the most magical and mystical of all the elementals.

Banshee

THESE RARE CREATURES are unique among the elemental kindred for two reasons. First, they are far more closely associated with mortals than they are the magical world, and second, their longevity is astonishing, in contrast to the short-lived ways of other elemental creatures.

A Banshee may only be generated under very specific circumstances. First, there must be a Moon Nephilim in narcosis, either inhabiting a structure or the land on which a structure has been built. Second, that structure must become the home of a mortal family. After several generations of habitation by the same family, a Banshee may arise from the energies of the Nephilim. It becomes a familiar spirit to watch over and ward the mortals under its jurisdiction. Nephilim scholars have noted that the genesis of the Banshee is very similar to the shorter lived accidental summonings which are born of human and Nephilim interaction (see pg.49).

A banshee often takes the physical appearance of the first member of that family to die of unnatural causes, and is more often female than male. Its movements are restricted to the lands owned by that family, and it performs a very particular set of services. If a member of the family is in danger of death, the Banshee may be seen, or its cry heard, and if a family member dies, the Banshee laments the loss. Additionally, enemies of the family that set foot on family land are liable to find themselves the subject of the Banshee's attentions.

If the family ever moves from their lands, the Banshee ceases to be, and if the resident Nephilim awakes, it usually reclaims its errant energy. A Banshee is also vulnerable to magical means of destruction, but can never be controlled by one who is not a member of the family.

STR N/A	CON 2d6+6	DEX 2d6+9
Ka: Moon 3d6+12	HP none*	Actions 4
Move: 7 flying	Personality Trait: Loyal	

*Destroyed by magical damage or Orichalka

Attack: Touch 60%, Damage special. If a mortal is touched by a Banshee he or she takes 1d6 damage (regard-

less of armor) and must roll below INT x3 or flee in fear. A Nephilim touched in this way must oppose its Dominant Ka to that of the Banshee. If it succeeds, the touch has no effect. If it fails, the Nephilim suffers the damage, but not the fear effect.

Armor: None.

Abilities: CURSE. The Banshee can also inflict bad luck on those it considers enemies. This should be treated as blanket -15% modifier on all skill, DEX, STR and CON rolls, though the gamemaster should also detail specific incidents of bad luck. Nephilim are allowed to oppose their dominant KA to that of the Banshee to avoid this effect.

POSSESSION: Banshee are capable of possessing animals such as dogs and attacking intruders with them.

Note: If a Banshee ever, even inadvertently or indirectly, harms a member of its chosen family, it is instantly destroyed.

Ghoul

THESE LOATHSOME beasts are of dubious origin. Some cite the Selenim as their masters, some the Devil Arcanum. They are no friend to humanity, however, and the enemy of every secret society.

When first created, a ghoul appears as a pale-skinned human with peculiarly bland features. Eyes, nose and mouth are all there, but there is no character to them. Ghouls are brought into being filled with a voracious hunger that never really leaves them, and they are driven to seek out the nearest



human to kill and feed. If a new ghoul is prevented from feeding for even half an hour, it dissipates back into the elemental fields.

Once a ghoul has fed, a peculiar and revolting change comes over it. Its features, previously so lacking in animation, begin to resemble its victim, and the previously bald creature grows hair of the same color and style. Although the ghoul never attains sufficient likeness to fool those who knew the victim, or even enough humanity to pass a second glance, the eerie similarity is there. With the form, the ghoul also inherits its victim's skills and some of its knowledge. This transformation is of a duration dependent on the amount the ghoul was allowed to consume. If given time to devour the body entire (bones and all) then it lasts for twelve hours. Lesser amounts last for proportionally less time, and so a person controlling a ghoul can create several short-lived duplicates of a person from one body.

The ghoul will seek out those its victim knew and devour them, and transform again, working its way through humanity. After each transformation wears off, a ghoul has only approximately two hours to find another victim.

STR 2d6+9	CON 2d6+12	DEX 2d6+9
Ka: Moon 2d6+9	HP = CON	Actions 3
Move: 6	Personality Trait: Hungry	

Attacks: *Claw* 55%, Damage 1d6 + 1d4
Other Claw 55%, Damage 1d6 + 1d4
Bite 75%, Damage 1d8 + 1d6. This attack may only be used if a ghoul has struck its victim with two claws on a previous round.



Armor: 2 points of rough skin

Abilities: REMEMBER MEAL. Ghouls that have undergone a transformation may use all the skills of their victim, including weapon skills if any. They are also treated as having an INT equaling their victim's, minus 5. This INT fades away towards the end of the transformation, as the ghoul becomes more bestial.

Lune

AT REST, the Lune appears as a brightly glowing serpentine creature, one to two meters in length. Usually though, the body of a Lune is constantly moving in a blurring and hypnotic pattern of luminosity. Some have sworn that they have seen Enochian messages displayed in the Lune's twinings, while others have never spoken again after observing the dance of a Lune.

The Lune is not particularly malicious, and thus it does not actively harm those who it has entranced. It does, however, tend to leave a path of dazed, stunned or unconscious people behind it, by its very nature.

The name of the Lune is derived from the fact that many have sworn that it materialized from the moon itself, as if a piece of that celestial sphere had broken away and come down to Earth. The Star Arcanum is especially interested by these stories, and they have captured and observed Lunes many times.

STR 1d6	CON 3d6	DEX 5d6
Ka: Moon 4d6	HP 1	Actions 5
Move: 10 flying	Personality Trait: Spiritual	

Attack: None

Armor: None, but may only be hurt by spells or magical weapons.

Abilities: HYPNOTIZE. Any being who looks at a Lune must immediately oppose its Dominant-Ka versus that of the Lune. On a failure, the victim will fall into a dazed state lasting 1d6 hours. Humans without awakened Solar-Ka are automatically effected without any roll. While in this dazed state, Nephilim occasionally have great insights about the past, the future, Agartha, or some other matter of importance. Allow any hypnotized Nephilim to make an Idea roll. On a critical, they have such an insight. This may be best used by a gamemaster as a chance to introduce an important idea which may be used as the basis for a future adventure. The Nephilim should immediately gain 1d6 points in the skill most appropriate to its insight. (If the gamemaster does not have any shattering insight prepared, she may simply assign 1d6 points to one of the Nephilim's more philosophical skills.) On a fumbled Idea roll, the hypnotized Nephilim will fall into Shouit (see *Nephilim* pg. 122).

Orichalka Creatures

Though thankfully rare, Orichalka plexi do exist, giving rise to Orichalka creatures. Such elementals are always solitary and usually malevolent.

Silver Death

THE SILVER DEATH appears as an irregularly shaped blob of liquid metal, no more than a meter across, and only a few centimeters high. It is totally malleable, and may slide under doors and through small gaps with ease. Because of the sheen of its metallic skin, the Silver Death is hard to see. Victims must make a Scan roll to spot the Silver Death before it is upon them.

The Silver Death is totally destructive. If it senses creatures of the magical fields, it will seek them out and try to destroy them, but if there are none nearby, it will turn its destructive urges towards whatever is at hand.

STR 3d6	CON 3d6+12	DEX 3d6+12
Ka: Orichalka 4d6	HP = CON	Actions 5
Move: 10	Personality Trait: Destructive	

Attack: *Orichalka Touch* 75%, Damage 1d6 to humans and inanimate objects. Destroys 1d6 Ka of any elemental creature or Nephilim, but this costs the Silver Death an equal amount of CON.

Armor: 4 points of malleable quicksilver skin.

Abilities: SENSE MAGICAL CREATURE. The Silver Death has a 50% chance of sensing the nearest elemental creature or Nephilim within a kilometer radius.

Note: None of the normal methods for controlling elementals (see pg.47) will work on the Silver Death.

Combination Creatures

Certain combination creatures may be formed when two cataclysmic elements come together. For example, an

underwater volcano might give rise to Servants of Poseidon. These combination creatures may also be born of a nexus.

Servant of Poseidon

THESE ARE NOT self-contained creatures in themselves, but instead are forces that possess specific animals and turn them into enraged, magical destroyers. In Greek times they were known and feared as signs of the god Poseidon's wrath.

The servants are limited as to the animals that can host them. Most common are those sacred to the sea god, namely the bull and the horse, both creatures close enough to humanity to wreak havoc when the Servant is upon them. More rarely, a sea-creature such as a shark may be chosen to be a Servant. Dolphins and sea mammals, either because of their intelligence or because they were generally associated with other deities in Greek times, are seldom, if ever, affected.

The possession of the animal, and therefore the manifestation of the elemental creature, is seldom long, and at the end, if still alive, the animal returns to its normal patterns of behavior. With domestic animals, of course, the resulting action by humans is unlikely to be forgiving.

While under the influence of the Servant, the animal becomes unnaturally strong and durable. In addition, it gives vent to a murderous rage that is aimed at humanity and its works. Nephilim in simulacra are not immune to these attacks.

Nephilim have often found the Servants useful creatures to call, because they are easily led by a clever master into acts of destruction against humans. The Tower Arcanum is especially fond of these creatures, viewing the attacking of humans by their own domesticated tools particularly satisfying. In addition, they are not so blatantly supernatural as to attract the immediate attention of a secret society.

STR +2d6	CON +2d6	DEX +1d6
Ka: Water 2d6 & Fire 2d6	HP + CON bonus	Actions +1
Move: +DEX bonus	Personality Trait: Angry	

Attack: As normal

Armor: +5 points

Note: The numbers above are added to the natural statistics of the animal.

Stepping forth from the Templar stronghold, and breathing a breath of fresh air, Kortar was glad to be alive. By all rights, caught between that wyvern and those sorcerers, it should have been manged. Somehow, though, it had come out of the fight well. The blood that soaked Kortar's clothing was not its own, and the burns it had sustained when the sorcerers had regained control of the wyvern were minor.

Still, there was the matter of the tablet to consider. Everything had pointed towards the Templars having it, but it had not been there. Had it been moved to a stronger fortress on the continent, in preparation for Kortar's coming? Or, had the Templars relocated it by sheer luck, because they planned to use it for magical purposes elsewhere?

As it considered more, a suspicion began to form in Kortar's mind. It had been Masonic information which had led to the Templar stronghold. Perhaps the tablet had never been there at all, and the information had all been a Masonic ruse to use the Nephilim to destroy an enemy. Kortar hummed in anger, determined to follow up on this matter.

As Kortar began to walk slowly away from the stronghold, its staff whispered quietly. The anger faded away, as Kortar realized that despite its disappointment, the expedition had been worthwhile.

AFTER FILLING YOUR NEPHILIM world with enticing hints of real history, great relics of power, and raging creatures of the elements, the time will inevitably come when you are ready to put together a coherent Nephilim campaign. What follows is a series of articles designed to help any gamemaster, first timer or old pro, in this task.

The following articles give ideas for: designing a campaign around layers of secrets; running a number of different types of scenarios; providing secret societies with the advantages they deserve; and using the Tarot as a tool in gamemastering.

STARTING A NEPHILIM CAMPAIGN

by Eric Rowe and Shannon Appel



IMAGINE THE WORLD as it exists today, just beyond your window: squalling babies scream, seizing their first gasp of hard-won air; children skip merrily to school, their innocent eyes seeing everything as new; teenagers jet through the dusk in their old, battered cars,

independence finally won; millions of mature adults file back and forth to work every day; and in a darkened room, scarcely large enough for a bed, an old man dies.

Such is the world of *Nephilim*, but there is also much more. Hidden in the darkest shadows of modern society, ever shrinking from the light, are ancient secrets. They tell of Atlantis, the continent which truly sank below the waves millennium ago; of the Templars, who have waged a mystical war since the rise of human civilization; of Sumeria, where the King Gilgamesh nearly gained the secret of immortality; and of the alchemists, who have perfected the art of transmutation for a thousand years. Most important is the secret of the Nephilim, a race of immortal spirits who have guided human evolution since the rise of sentience. In all the world, the Nephilim alone truly control magic. It is a bright and wonderful art, which may bring a new era of hope to everything that is.

In *Nephilim*, players take on the roles of these immortal spirits, reborn in the modern world. In the shadows of society, where mortals fear to tread, they interact with secret societies: allies and enemies alike who have learned of their existence. The Rosicrucians, the Assassins, the Discordians, the Illuminati and the Sufi are just a few among many. Despite all obstacles, the Nephilim hope to find their Holy Grail, to return to the serenity of Atlantis, to herald the

arrival of the Age of Aquarius — or at least, to gain understanding once more of the universe about them.

This article is intended to aid a *Nephilim* gamemaster in creating just such a campaign, where the players might gain new understanding by piercing the secrets of the universe. In it, you will find ideas for preparing and running a campaign. The emphasis is put on building a campaign around secrets, slowly unveiling deeper levels. As has already been said, *Nephilim* is set in the modern world, but the more the players dare to delve into the realm of unseen mystery, the more they come to understand that what they cannot see is perhaps more real than what they can.

Preparing and Starting a Nephilim Campaign

DESPITE THE INTENSE scientific scrutiny of everything in our modern world, there are still secrets everywhere. Tales of crop circles, the Loch Ness Monster and the Sasquatch have all become a part of modern legend. However, the strange tales of *The Weekly World News*, and even the unanswered questions of *The New York Times* are no less worthy of becoming *Nephilim* adventures. By far, the easiest way to prepare a *Nephilim* campaign is to learn to ask “Why?”, and “What else is there to this story?” *Nephilim* gamemasters would do well to carefully examine the real world and figure out how strange events fit into the world of the Nephilim.

There are many writers who perceive some of the secrets behind the world, and it is strongly suggested that

you peruse their work in preparation for a *Nephilim* campaign.

A number of books and movies are listed at the end of this book, and also in the Bibliography of the original *Nephilim* rules. Reading a selection of them will provide insights into hidden secrets, and help you to generate ideas for a *Nephilim* campaign.

Creating Player Characters

AFTER REVIEWING a few sources for inspiration, and perhaps developing a few embryonic adventure ideas, you will no doubt want to gather your players together and have them create characters. The *Nephilim* rulesbook, supplemented by *Chronicles of the Awakening*, has one of the most expansive character creation systems in role-playing, and full advantage should be taken of this.

As the players work through their past lives, you should discuss their former incarnations with them. If multiple players all lived during the same age, find out if they knew each other. Were they allies, opponents, or did they never come into contact? Ask players about the importance of their past lives. How did they feel about Gilgamesh's Quest for immortality? What did they think of the birth of the Age of Reason? Were they awed by the ancient Pharaohs of Egypt?

If you have time, run each of the characters through a mini-adventure set in one of her past lives. This mini-adventure need be no more than a single scene, but it should highlight an important event in that past life, and will also give the player an opportunity to better understand her new character.

Finally, when character creation is complete, you should take a look through the characters' past lives. Take note of how they lived and how they died. All of these facts can be used as valuable seeds for future adventure. Perhaps players will want to revenge themselves against those who killed them last, or maybe they will want to recover some item which was lost to them when they last fell into undreaming sleep. The possibilities are endless.

The Awakening

When character creation is done, it is time for an awakening. The rebirth of the player *Nephilim* into the modern age, and their first timid investigations of that strange land should comprise your first *Nephilim* adventure.

Ask yourself the following questions: Where are the *Nephilim*'s stases? What causes the *Nephilim* to awaken? How will the *Nephilim* react to the strange technology of the modern world? Who controls the place where the *Nephilim* awaken? Are they friend or foe? Do they offer help or hindrance? A good example introductory scenario is contained in *The Gamemaster's Veil*.

You should use the first adventure to introduce the players to the place where they awakened. Let them meet the other *Nephilim* of the area and learn the rules of conduct. Also, you should prod them to make important decisions such as how to recover their stases, if they need to, and also what to do with the lives of their new-found Simulacra.

Building a Campaign Based on Secrets

YOU HAVE NOW had your players create their detailed characters and run them through an introductory adventure. Where do you go from there though? What is the very next step and what happens ten adventures from now? These are the questions that a gamemaster must answer when preparing any campaign. In *Nephilim*, however, the gamemaster can get away with doing less preparation than in most other games. All she needs are a few minor secrets and a theme for her campaign. The secrets themselves will naturally unfold as the campaign evolves.

Assume that there are five levels of secrets:

THE FIRST LEVEL are those that all *Nephilim* know. They know that they exist, that magic exists and is real, that secret societies are plotting to take over the world. These secrets are always present. A gamemaster should keep them in the back of her mind when plotting any adventures or campaigns.

THE SECOND LEVEL is secrets that add interest. These are such things as the location of a hidden nexus, a new secret society plot, or that the new skyscraper downtown is constructed in a manner which will affect the local magical fields. Each secret on this level can be the basis for a single adventure, with a beginning and a resolution. Behind this secret, though, lurks deeper mysteries.

THE THIRD LEVEL is that of true secrets. These are the secrets of real *Nephilim* history, of grand secret society master plans, and of *Nephilim* from other lands with other magical systems. These secrets should be in the background of many level two secrets, allowing the players to slowly

discover and come to terms with the true mystery. Each of these can be a small campaign in itself.

THE FOURTH LEVEL is the realm of deep secrets. These are truths that undermine the reality of the game world. Is the Golden Path fatally flawed? Have the Moon Arcana developed a new method for successfully reaching Agarth? These are secrets that should only come about after lengthy labor on the part of players. At this point in time, you don't even need to know what they are. In the future, supplements will describe some of these secrets, but not before many of the secrets of the third level are understood.

THE FIFTH AND FINAL LEVEL involves the secrets of existence. What is the purpose of the increasing awakening of Nephilim at this point in time? Is the Zero Trump about to alter Nephilim understanding again? These secrets may rock the foundations of the game, or they may be so ephemeral and immense that they are almost meaningless to the player Nephilim.

How to Start

To begin plotting a campaign, choose a level three secret that interests you. The *Nephilim* rulebook contains many ideas for these, in both the Sacred Places sections and the final section on adventure ideas. *Secret Societies* also contains many possible level three secrets.

Sample Outline

IT MAY BE USEFUL just to jot down a short outline for yourself when starting a campaign. Here is one simple example.

Theme: The Templar Grand Plan

- ☆ **LEVEL 1 SECRETS:** Just remember that these affect every adventure.
- ☆ **LEVEL 2 SECRETS:** The Mayor of San Francisco dies mysteriously. A local military base receives anonymous funding to continue nuclear weapons research. The Golden Gate bridge is redesigned for better earthquake survival. New local laws passed benefit certain secret society interests. A rather unique sculpture is stolen from the DeYoung Museum.
- ☆ **LEVEL 3 SECRET:** The Drake Society, a branch of the Templars, is consolidating its hold on San Francisco in preparation for the Templar's Grand Plan.
- ☆ **LEVEL 4 & 5 SECRETS:** Don't need to be decided upon for a long while.

Given the almost infinite number of possible secrets to choose from (look at any tabloid newspaper), it is best to narrow the field of your campaign to one or two central themes. You choose your higher level secrets so that they all relate to a common area of interest. For example: the Grand Templar Plan and the machinations of the secret societies to accomplish it; the upcoming Age of Aquarius and how various Arcana and secret societies are planning for it; or even Nephilim in history, discovering what has really occurred and how it affects both humans and Nephilim.

Now, around your first true secret you can place many level two secrets. For example, you have chosen the Templar's Grand Plan as your true level three secret. You must decide what type of actions the Templars are doing to accomplish this. Are they detonating Nuclear Weapons? Taking over other small secret societies? Manipulating the stock market? Each of these lower level secrets should contain some hint at the higher secret. In the previous case, most of the adventures should contain some Templar connection. Perhaps they are the source of money for the plot, or maybe they supplied weapons to some gang. Eventually, the player Nephilim should be able to discover that all these interesting level two secrets have a common denominator: Templar involvement. You may then begin a new phase of adventures as the players begin to work directly against or for the higher level secret. Perhaps while doing this, they discover the thread of an even higher secret.

At this point you do not even need to know a higher level secret. It is often best to first see what is interesting to your players and see what things they begin to suspect are the deeper secrets. You can use later material or your own imagination to develop a deeper secret. Then, as before, the players must peel away the lower level secrets until they finally uncover the deeper one. This campaign development strategy enables the gamemaster to keep each adventure distinct, but at the same time begin creating a background of secrets which the players can slowly discover over the length of your campaign.

Tailoring the Campaign to Your Players

This is probably the most important step of the entire process. If you skip it, you are not going to create a campaign that is interesting for your players.

You began tailoring the campaign to your players during character creation. During that process, they should have given away clues as to what interests them, by the past lives and the skills they choose. Given that knowledge, your first level three true secret should be one that would interest the player's Nephilim. If it does, they are likely to be interested



in the lower level secrets that lead up to it. Nephilim characters need motivation to want to delve deeper into a secret. Each adventure that contains a hint to a greater secret builds this motivation and interest, leading to greater interest for continuing the campaign, in order to discover more of the secrets that have only been hinted at so far.

Another way to involve the players is to choose small things that interest the characters, and then weave them into the level three secret you have selected. One of the players may want to retrieve a painting that he owned in seventeenth century France, and learn that it is held by an occultist who is studying the Templars, while another may seek to learn the true fate of an expedition that led to his death in the thirteenth century, only to discover that unknown to him, they were seeking the mythical Holy Grail.

Finally, once the campaign is running and your players are starting to piece together the parts of the first true secret, you can expand your campaign. New hints from other true level three secrets can appear, as can hints at whole new

themes, if you wish.

Eventually, all of your players will be entangled in the unique layers of secrets that make up the world of the Nephilim.

What Secrets Are Left?

IT IS IMPOSSIBLE to do more than touch upon the surface of Nephilim here. Hopefully, this has been sufficient to get you thinking about how to design your own campaign. The next article in this book provides some more concrete ideas for scenarios in your campaign. As you read them over, think how they will fit into the web of secrets that you are building in your campaign.

NEPHILIM SCENARIOS: WHAT DO YOU DO WITH ETERNITY?

by Ross Isaacs



At first glance, *Nephilim* is clearly a unique game. It is set not in some exotic fantasy world, but in our own modern world: one filled with occult conspiracies, hidden meanings and arcane portents. Players take on the role of supernatural beings, creatures of the magical fields

which permeate the earth. Nearly immortal, they live throughout the ages in the bodies of human hosts. Existing outside of human society, they are responsible for much of human history. Because *Nephilim* seems such an unusual game, gamemasters may initially have a difficult time devising adventures, thinking the game requires a different kind of story.

What is required is an understanding of the Nephilim and the world in which they live. In the typical fantasy game, characters pursue traditional, well known goals. Because they are so familiar, players know almost instinctively what their characters should be doing: they fight enemies, search for magic treasure and spells, amass wealth and vie for power. Nephilim pursue the same kinds of goals, but only as a means to a greater end: Agartha. Agartha, a higher realm of existence, is the underlying basis for many *Nephilim* adventures. To reach this state and achieve mastery over the elemental fields, Nephilim seek peace with

their Simulacra, search for their Arcanum brothers, look for magic incantations, uncover hidden arcane lore, and quest for lost magic items. All the while, they must guard against attacks from their enemies, the secret societies that want to destroy Nephilim and steal their knowledge. Nephilim stories often involve intrigue, conspiracy, lies, secrets, truth and the supernatural.

Below are listed several scenario concepts appropriate for *Nephilim*. These can easily be expanded upon for use as the theme of an on-going campaign. Use the story ideas alone, or combine plots and subplots. The background of *Nephilim* is a rich one, and there are millions of story ideas yet unwritten.

Live out Simulacra Lives

THURST OUT OF ITS Stasis object, a Nephilim must quickly find a human host or else dissipate back into the elemental fields. That host has her own hopes, dreams and responsibilities; she has her own life. An important decision must be made by a Nephilim early on in its current incarnation: whether or not to carry on in this life. To be free of any possible entanglements some Nephilim choose to separate from the simulacrum's family,

friends and job as soon as possible. On the other hand, maintaining the simulacrum's life can provide benefits, supplying an effective cover for a Nephilim's activities, a screen from the secret societies, and a way to learn more about the current time period.

If the gamemaster and players want to explore the ramifications of inhabiting a human, they must first develop a life for the simulacrum. What kind of job does the simulacrum hold? Is the simulacrum married, with children? Who are the simulacra's friends? Come up with at least one problem in the simulacrum's life, the sort that plague average humans: an ailing mother, a second mortgage on the house, a devoted spouse, or tax trouble. Characters that choose to remain will have to face these problems in the course of an adventure. Perhaps the Nephilim takes to stealing expensive object d'art to pay off the mortgage, or an elderly relative demands a great deal of attention. The gamemaster should make it practically or morally difficult for the character to extricate itself from human affairs.

Instead of mundane, run-of-the-mill annoyances, these problems can be more demanding. Perhaps the Simulacra owes money to the mafia for gambling debts, and the knee-breakers are after her. Maybe she is a member of a street gang, complete with all the troubles that go along. The simulacra might be an important government official, soldier, secret agent, or a member of some similarly demanding profession. These have the additional benefit of being unexpected by the player. Who said these had to be revealed to the player prior to playing?

Choosing to stay, a Nephilim must maintain the charade, masquerading as the person it possesses. Simulacra life imposes certain restrictions on the character's activities. Going off to Sedona to fashion a magic item, a Nephilim must find an excuse to get away from work. If gone too long, or too often, it may lose its simulacrum's job (problematic if the family depends on the character as provider). A search for an occult book could force the Nephilim to miss the simulacrum's child's school play or soccer match. Chased by Teutonic Knights, a Nephilim might have to stay away for a long time; leading a secret society home would expose the family to danger. The pentacle on the basement floor, or the strange rituals in the backyard need to be rationalized. A Nephilim must justify spending more time with strange new friends, other Nephilim, over older, closer acquaintances.

Even if the character leaves, it may not be as easy as the player thinks to completely free the Nephilim from the simulacrum's former life. Children, relatives or friends might hire a private detective to search for the simulacrum, or they might turn up suddenly during an adventure. Previous

entanglements, such as a criminal past, debts owed to loan-sharks or prior fame might come back to haunt the character. New entanglements might develop over the course of a campaign: the simulacrum still needs to eat and still needs a place to sleep, which means getting a job; another person might fall in love with the Nephilim and try to form a personal bond; a Nephilim might find itself in need of a human ally, opening it up to an unwanted friendship. Gamemasters should always look for ways to further complicate the character's lives.

This type of scenario works best as a plot complication. Nephilim life will infringe on workaday human activities, just as the simulacra's life will impose on the Nephilim. Summoning a creature from the subtle planes might be complicated by the nosy neighbor across the street stopping by, or the Templars might show up at the office. Players must find ways to integrate, or separate, both worlds. Stories of this sort create ties to the human world, complicate the player characters' lives and provide a window on the human condition.

Locate Other Nephilim

RECENTLY INCARNATED Nephilim, or those new to a region, need to locate others of their kind (especially fellow Arcana members). Nephilim society provides security, a place to hide, information and resources. A lone Nephilim, bereft of friends and resources, makes easy prey for secret societies.

This type of scenario is a good way to begin a new campaign as the characters scour the city for signs of other Nephilim. If the player characters incarnate separately, such a scenario can be used to bring them together; player characters might meet in the shadow of some monument or at an occult bookstore. The Nephilim, upon learning that the other is also newly incarnate, can trade clues and they can work together to find their Arcanum. On the other hand, the Nephilim group might be thrust from their Stasis together, at a museum exhibition or antique store, to speed up the group's formation and avoid initial confusion. It is important to remember that, as they try to locate others of their kind, the characters are being introduced to the campaign setting. Many of their opinions will be formed at this time: who they can trust, who they dislike, what areas of town to avoid, and much more.

The story's conflict springs from the Nephilim's lack of knowledge. It does not know where it is, or where it can find fellow Nephilim. It must piece together clues found in



hidden signs, some of which might be misinterpreted or lead to dead-ends, before it can find its goal. The gamemaster can further complicate the situation by adding another dimension: Templars might be prowling about, or a devilish plan may be afoot.

With the coming of the next millennium, more and more Nephilim are incarnating. Some Nephilim engage in the important job of locating the newly awakened and introducing the world to them. These groups search out occupied Stasis items and plot astrological conjunctions to try to determine when and where a Nephilim will incarnate. This might require additional action, such as breaking into a museum. The player characters could form one of these groups, or be found by one. In the case of the latter, the scenario commonly involves various sorts of encounters with other Nephilim as they are introduced to the campaign setting, supplemented with an additional subplot.

After the characters have found their fellow Nephilim, that society itself might lead to future scenarios.

Nephilim society offers a chance to socialize with others who have similar interests: those who lived during Egypt's zenith or beat back invading crusaders at Jerusalem.

Nephilim entertainment spans many different ages and cultures, including ancient arts such as lute playing, harpsichord recitals, Greek tragedies, haiku readings, chess, backgammon and the like. Nephilim can reminisce when they are among their own kind. The nature of the Golden path is discussed, Prometheus' actions are debated, secrets are traded, and information on secret society activities are shared.

Search for Magic

ONCE IT HAS adapted to its current incarnation, a Nephilim commonly embarks on a search for magic. Being creatures of the elemental fields, magic is vitally important to Nephilim. To reach Agartha, a Nephilim must possess three technique skills at 90% and 90 points of Ka, which in turn requires it to use magic. All Nephilim, no matter their Arcanum, are interested in magic secrets. Some Arcana have specific intentions behind their

The Soul in Nephilim

MANY PEOPLE have been asking, in one way or another, just what is the real Nephilim truth about the soul and the relationship between human and Nephilim. This is no simple question, but I thought just the same I'd mount my donkey and, Quixote-like, take a joust at that windmill.

Please Note: I'm going to talk about soul, magic, spirit, and come dangerously close to seriously discussing topics such as God and Truth, which some of you may find discomfiting. Please remember that this is all OPINION, dogma be damned, but I can't talk about the occult and mysteries without bringing some of these things into it. Words are all, in the end, just syman-tics. Read my words, but see through them.

The Real Nephilim Truth regarding soul? OK, let's see how close I can get...

Consider this—a universe of one dimension. There is only one place, one thing. When there is only one-ness, the one-ness can have no qualities. No

distance (because there is nowhere to go), no time (because without plurality there are no qualities. Without qualities, change is impossible. Change from what, to what?) It cannot, in fact, even be thought about, although one can still be aware of it.

In the beginning there is only the One-mind. When there is only the One, there can be no self-awareness, because there can be no self when there is no not-self. To know itself the One made itself into infinite reflections, but in so doing each reflection lost awareness of its unity with the All.

Individual consciousness is the fractured, fractilized One-mind looking at itself through infinite eyes. It is the eye looking in the mirror and seeing itself reflected ten-thousand times, eye looking at eye, looking at eye, looking at eye...

Spirit is immaterial. It is the remembrance of the One-mind. It does not dwell within the restrictions of time or space, and causality does not function as we imagine it. Spirit is within sacred

time and space, where all things happen concurrently and co-terminously. Time and space only have meaning in reference to the material.

Solar-Ka is the individual single-consciousness, mindful in its isolation of one-ness, but unaware because it only has its single perspective. It is the flame of Life that passes from creation to creation. The fuel is expended, but the flame itself is the same one from the original source, spread from wick to wick.

Solar-Ka is diffracted into the ka-elements. Through its diffraction it becomes aware of the spiritual fields that connect and compose all things. When the person learns to see with other eyes, and her consciousness shifts from isolated self-awareness to an awareness of the underlying spiritual connectiveness, the Nephilim awakes and becomes dominant. Through its spiritual unfolding it eventually finds its way back to the One-mind, rejoining with the solar-ka, but now mindful and aware.

search for magic: Tower Arcanum members want to protect Nephilim magic as well as to suppress its spread among humans; High Priestess Nephilim seek to preserve magic secrets in their occult libraries; the Sun Arcanum is especially interested in finding Akhenaton's lost secrets. Intensely curious, Nephilim are always interested in acquiring new spells, additional occult information, and magic items.

Tracking down the whereabouts of a particular magic resource is such a scenario's primary objective. They are rarely left out in the open, simply awaiting discovery. After hundreds, and sometimes thousands, of years, many are already in the hands of humans — in libraries, museums and private collections. Humanity will frequently be the story's main antagonist, though they may not realize the item's true value. To the uninitiated, an old book or dusty antiquity is nothing more than it appears, but that does not mean it will be easily relinquished. A secret society, on the other hand, may recognize the item's usefulness, and fight that much harder to acquire or retain it.

Magic Tomes

To direct the magical fields, Nephilim must employ spells which in turn requires spell foci. These are most commonly found in occult books, though they can also be found on papyri scrolls, in tomb inscriptions, or as cave paintings. Always on the lookout for new, or previously unknown, spells, Nephilim will go to extreme lengths to acquire this knowledge.

Often old, rare and valuable, these books are not easily accessible. Only those libraries with an extensive occult collection will be of any use, and even these contain only the most general information. Prestigious libraries, such as the Vatican library, the Library of Congress and the Harvard University library often possess more useful books (e.g., those containing valuable spells), but these are kept under lock and key. A private collection, of the sort assembled by antiquarians, occultists and rare book dealers, is another possible source. Such books are even more difficult to access, since their owners are not likely to let just anyone peruse their collection. Still other books can be found in the hands of secret societies; some actively search for spell foci

The Nephilim represents the part of us that is aware of the spiritual realm. It knows that all things are connected on a subtle level, and knows how to manipulate these connections to affect the world around—what we superstitiously call magic.

There is only ever one Nephilim in a human, although it may seem from the individual perspective that this is not so. Or perhaps it is better to say that there is only ever one soul in a human, but that soul takes on different casts, like different colored veils thrown across the same light source. From the collective perspective, all consciousnesses are reflections of the same essence. The Nephilim that awakens in a human was there all along; the self that experiences individuation is not the real self. In the realm of spiritual essence, restrictions of time, space, and individuality are unimportant. From the individual perspective, Nephilim exist for a timeless time within their stases, and then reincarnate. From a collective perspective, Nephilim resemble waves of coherence within the underlying spiritual strata. It is not so much that a

Nephilim enters a human, but that the point of reference, the "I", shifts to the other side of the veil. The game of *Nephilim* examines the interplay between the extremes of consciousness, and the perspective from different places along the spectrum. In the end there is only one consciousness, and everything is a reflection of that one source.

"The breath of the flute player, does it belong to the flute?" From the perspective of the Nephilim, it seems as though the Nephilim is the real self and makes the decisions. The human also thinks itself in charge. You could call the human the flute, and the Nephilim the breath, but the flute player call the tune.

The game *Nephilim* does not formally discuss the soul—purposefully so. The point of the game is not to intellectually dissect the configuration of soul and consciousness, or the relationship of the spirit to the material. Such discussion is for priests—the caretakers of religion, and only results in error and dogma when we attempt to describe what is, in its true essence, indescrib-

able. Even the way we frame the question, with pre-conceived ideas of soul, spirit, or material, taints the proceedings and dooms the outcome. In *Nephilim* we take the roles of shamans and mystics, and delve through to the other side to revel with the spirits and experience the mystery first-hand. We all come back with a different way of understanding, but what we understand is the same indescribable thing. Or no-thing.

For this reason *Nephilim* avoids describing "the Truth" in objective game terms. All such discussions are expressed as subjective opinions of various Arcanum or individuals. What I have written here, for instance, could be one of the secret teachings of the Hanged Man or perhaps the Fool.

You may not have found this a satisfactory answer, for which I am sorry. But the truth of the soul in *Nephilim* is the same truth of the soul in our world, and that is something that I cannot tell you.

—Sam Shirley

just like Nephilim, while others lock these books away (or destroy them) to suppress their knowledge.

The gamemaster must consider the extent to which an occult tome is protected. Kept in a library, special permission is often required to gain access to such collections. Age is the reason most often cited for restricting access; many books are simply too old for repeated handling. By going through proper bureaucratic channels, a Nephilim will have to rely on deception or bribery (unless it is willing to reveal the real reason behind its visit). While a book in the hands of a private collector might not be especially protected, the house where it is kept certainly will be, usually by an alarm system. Perhaps the owner can be persuaded to part with it through purchase or trickery, otherwise more direct methods must be employed. The most extensive security measures are taken by secret societies, who know the true value of such books; Nephilim can expect alarm systems, guards (human and supernatural) and Orichalka wards. There is often only one way to retrieve these books — outright theft.

Magic Items

In addition to spell foci, Nephilim search out magic items such as stasis items, athanors, artefacts and other objects. Some consider magic items to be more important than spell foci, for they allow for direct manipulation of the magic fields. While a spell focus must first be deciphered and understood, a magic item can be utilized. Such items, often objects of great age, can be found in museums, private collections or buried under the rubble of fallen empires.

Again, in these matters, humanity is frequently the enemy. Templars and their kind habitually turn magic items to their own mad schemes and seek them out fervently. To a Nephilim, there can be no more horrible a turn of events, for they could be faced with the unhappy circumstance of having their own magic turned against them. Therefore, stealing a magic item from a secret society is of utmost importance. Likewise, Elixirs and homunculi are also sought out. When discovered, elixirs are confiscated, homunculi are set free, the laboratories used in the process are destroyed, and those humans responsible are punished. In addition, Orichalka items are seized and destroyed.

Like arcane tomes, magic items tend to be very old and quite valuable. If they are not already in human possession, in a museum, antique gallery or private collection, they are missing in some unknown region, perhaps buried in the Saharan sands or hidden within a castle wall. Finding one of these lost objects often requires extensive research, such as compiling and deciphering cryptic clues. Sometimes, a magic item can be found on sale in an antique store or at auction. Characters should be careful not to express too

keen an interest; at best the seller may increase her asking price, at worst, Templars may come calling. A double-cross is always a possibility.

The characters may well discover an enchanted statue of Isis on display in a museum, protected by an elaborate security system. Museums do not typically sell items in their collections, and theft becomes the only option. The same can be expected of a private collector and will likely take similar security precautions if the item's value warrants. Secret societies almost certainly know the true value of their magic items (especially elixirs, homunculi and Orichalka); they carefully guard their artefacts by methods both magical and mundane, and employ them only in the gravest of circumstances.

Confront Secret Societies

THE ROAD TO AGARTHA is fraught with peril. There will be those humans, fearing the power Nephilim possess, who seek to thwart their every move and are ready to track them down, steal their magic and murder them. These humans form secret societies, who are the main enemy of Nephilim. The danger posed by secret societies looms ever-present, and many scenarios will feature them in some way, either as the main antagonist, as a minor villain or as a vague threat.

Opposing secret societies is suitable for all Nephilim, whether they are newly incarnated or experienced characters. The approach used by the secret society depends largely on the way the gamemaster wants to portray the group (bloodthirsty or scheming) and the mood the gamemaster is trying to create. A newly incarnated Nephilim makes easy prey because it has no place to hide, no allies to call upon, and little experience with the modern age. The danger is no less for an accomplished character. Secret societies will pose a threat throughout the character's current incarnation; just when a character feels safe, it may find itself the focus of a concerted attack.

The first thing a gamemaster must decide on is which secret society to feature as the story's antagonist. Different groups have different goals and approaches to Nephilim, which should be reflected in the scenario. A group that aims to kill Nephilim operates differently from a group that seeks to interrogate them.

Confrontations with human organizations fall into two broad categories, Direct and Indirect.

Direct Confrontation

Before a secret society can directly confront a Nephilim, they will first need to uncover it. The Nephilim must be positively identified (though this might not be crucial to indiscriminate organizations).

A big part of early scenarios will involve secret society attempts to expose the player characters, as they in turn try to avoid discovery. Don't force the issue: if the Nephilim successfully avoids discovery through intelligent role playing; allow them to escape. Secret societies have many tricks, and one day the character's luck will run out. Remember that if the Nephilim reincarnates into a new body, the group will have to start from scratch.

Some secret societies resort to crimes such as kidnapping and torture to flush out their quarry. One Nephilim can lead to others: interrogation during the homunculus creation process is a common practice, as is following a Nephilim for a few days. The suspect's family, friends and neighbors can be interrogated about her activities.

Occasionally, a simulacra's relatives report incidents of strange behavior to a professional, such as a psychiatrist or a member of the clergy, who report back to a secret society. Changes in the simulacra's behavior, such as new interests or hobbies, forgetfulness or forsaking old friends for new, are common tell-tale signs of Nephilim possession.

Once a Nephilim has been positively identified, Secret Societies will begin to work directly against it, in a manner depending upon the Society's precise motivations.

Many of these groups exist solely to hunt Nephilim, for reasons ranging from simple fear and hatred, to making elixirs and homunculi. Generally, these methods are brutal and unsubtle: kicking in doors and going in with guns blazing. Some secret societies hunt Nephilim as though they were the quarry in a fox hunt, chasing the victim through the streets; hell hounds or other supernatural creatures are sometimes used. Organizations like the Teutonic Knights and Assassins favor this approach, as do the Templars if it suits their needs. Another method is to kidnap a Nephilim when it least expects and simply execute it (a favorite of the Holy Vehm).

On the other hand, the group might be more circumspect, laying an elaborate trap for Nephilim to fall into. A person important to the Nephilim, or one of its simulacra's family might be held hostage. This is the simplest of traps. Information intended to draw a Nephilim out into the open,



such as the exhibition, sale or discovery of a rare antiquity, might be planted in the media. Then, agents wait to see who takes the bait. A secret society might learn of a Nephilim plan to break into a museum and, taking advantage of the circumstances, alert the police; this way, the police do the society's dirty work and, once apprehended, the Nephilim are easy prey for a jail-house murder.

Not all secret societies seek to kill Nephilim. Some desire esoteric knowledge instead. These groups tend to be more academic than fanatic. Interested in occult knowledge, they are less life-threatening to Nephilim. A Nephilim might be surprised to find itself cornered, trussed up and interrogated for hours about Hermetic or Kabbalistic Lore, only to be set free later. As an additional twist, the secret society might actually be interested in helping Nephilim, such as the Prieure de Sion. Imagine the group's surprise at discovering the secret society that's been shadowing them around town are actually allies.

Indirect Confrontation

Often, Nephilim and humans find themselves pursuing the same objective; Nephilim and occult-aware humans compete for many of the same resources; occult information and magic.

The origin of this conflict is not a direct confrontation (though this may occur at the climax of the scenario), but rather a zero-sum game of moves and counter-moves. Secret societies have their own agendas to pursue; the Templars search for their missing treasure, for example, and the Knights of the Golden Fleece search for that legendary pelt. Scenarios of this sort become a race against time as the two sides race to get to the objective first.

Frequently, a Nephilim is not even aware it is racing against a secret society until well into the adventure. The gamemaster should have a goal in mind, such as a book, magic item or a knowledgeable person, as well as a secret society competitor.

Alternatively, the Nephilim can turn the tables and work to thwart a secret society's plan. The characters, rather than reacting to a situation, take the initiative.

Although the above scenario suggestions will give you the basis of a secret society's motives, you will still need to consider their resources. See the following article, What Makes a Good Bad-Guy, for some thoughts on how to define these resources, as well as the Secret Societies supplement for some specific examples.

Adventure for Your Arcanum

IN ADDITION TO providing various kinds of assistance, the Arcana have their own objectives. On occasion, a Nephilim is asked to pursue one of the other scenario concepts listed here, such as opposing a secret society or locating a missing magic item, but on behalf of their tribe. Each Arcanum also has its own agenda tied to the symbolism of its Tarot namesake. The Tower, destructive in nature, might orchestrate a small war in Central America or plot the assassination of an industrialist. The Emperor, concerned with secular power, could scheme to place a human pawn in the White House. Delving for proof of extra-terrestrial life, the Star Arcanum might search for the location of a hidden government warehouse housing a captured UFO. Finally, each Arcanum searches for its missing Emerald Tablet, upon which Akhenaton inscribed the tribe's secrets.

This type of scenario is suitable for both inexperienced and experienced Nephilim, though a character familiar with modern life is better able to handle unforeseen circumstances, and thus more likely to complete the mission. Usually, those intimately involved in Arcana life are called upon to undertake such jobs.

On the other hand, a string of these assignments might be required of those seeking initiation into an Arcanum's inner mysteries, as proof of their loyalty. Asking assistance from an Arcanum member also opens the door to a request to return the favor. Even those who are not active participants in the Arcanum's day-to-day activities are sometimes called upon in a time of strife to perform some small service.

Gamemasters should keep in mind that the Arcana are not full-fledged organizations with rigid hierarchies, but are loosely allied, like-minded Nephilim. The most common way to introduce a Nephilim to a scenario is through an initiated member of their tribe. Usually, the contact has uncovered a piece of information of some importance to the tribe, but it cannot pursue the matter on its own and asks the player characters for help. The story hook can be as direct as a face-to-face encounter with an Arcanum initiate, or as enigmatic as a mysterious package left for the character to find. Hidden signs found in newspapers, radio broadcasts, billboards and television programs are another popular method of communication.

Various plot devices can be employed by the gamemaster to make the scenario more interesting. The most common is the plot twist: a contact is found dead, a clue turns

up missing, or information turns out to be wrong. Something that seems simple at first can quickly become convoluted in this way. Another option is to switch the scenario's objective mid-story, as the scenario's purpose expands beyond what is initially apparent. An Arcanum sends the characters to find a spell focus that turns out to be in the possession of a dangerous Teutonic Knight planning to destroy a Stasis Item, for example.

The Arcana can also be used as the unifying theme in an ongoing campaign. For instance, while searching for a Nexus on behalf of an Arcanum, the characters ascertain the location of a magic item, which in turn leads them to investigate the mystery of the Sphinx, in turn leading to further adventures. Like the layers of an onion, the characters peel away one layer only to discover another underneath. (This works just as well with any of the other scenario concepts, though an Arcanum can provide continuity and helpful information.)

Search out Nexi and Plexi

CONJUNCTIONS of the magic fields are very important to all Nephilim, for this is where Stases are recharged, magical workings performed, and supernatural creatures encountered. Learning of one of these manifestations, Nephilim travel from far and wide to reach it. Because these special Enthronements tend to occur far off the beaten track, in the heart of ancient forests or fiery volcanoes, long journeys are often required. This is essentially a wilderness adventure. Once the time and location of a Nexus or Plexus has been plotted, either predicted using a combination of Astrological and Kabbalistic Lore or learned through word of mouth, travel arrangements need be made and supplies purchased. If an Arcanum claims a permanent Plexus or Nexus, the player characters might be asked to stand guard over it, or to lead other Nephilim to it.

The player characters will often find themselves far removed from familiar surroundings, where they will be cut off from their allies and contacts and unfamiliar with the lay of the land. Obstacles, natural, man-made and supernatural, will have to be overcome. Trying to reach an Air Nexus at the top of a craggy mountain, a Nephilim must scale its heights, beware rockslides and cross deep chasms.

Secret societies, knowing the importance of these conjunctions to Nephilim, seek them out as well; a few have members who are able to plot these Enthronements just like Nephilim. A Nephilim might have to shake a group of

Teutonic Knights or Assassins during its trip, or may be surprised by an ambush in a remote area. Creatures born of a conjunction might bar the way, as well, guarding the Plexus or Nexus like a lair.

Hunt Monsters

CREATURES BORN of Plexi and Nexi need not always be obstacles in Nexi and Plexi adventures; they may also be an adventure in themselves. Mythology and folklore are filled with tales of Nephilim as monster-slayers: St. George and the Dragon; Perseus and Medusa; and Theseus and the Minotaur. Wild and uncontrolled, elemental creatures have been known to roam about, terrorizing nearby human towns. These monsters reveal the existence of the supernatural and threaten to expose the existence of Nephilim. Because they can attract unwanted attention from reporters, secret societies and curiosity seekers, Nephilim find it in their best interest to hunt down creatures when they rampage.

Explore the Great Mysteries

HISTORY IS FILLED with unexplained mysteries. Who built the Sphinx and why? Why did the Incas abandon Maccu Piccu? What happened to the Khmer Empire, the builders of the temple complex at Angkor Wat? Who wrote the Dead Sea Scrolls, and why were they hidden in the desert? Human historians and archeologists have their theories, and mankind accepts their explanations blindly. But Nephilim know better, for they know human history is a lie. Unfortunately, centuries of war and persecution, coupled with long hibernation, have destroyed and obscured even the Nephilim's knowledge of history.

To recover this history, Nephilim search for the answers to these historical enigmas. Questions about Maccu Piccu, the Sphinx, Culpan and the Pharaohs shed light into the darkened corners of Nephilim history. They are rips in the veil of human history. Nephilim might discover clues in the past which help them in the present or future: the site of an Agartha gateway, a way to contact extraterrestrials, or clues leading to Akhenaton's secret teachings. They might uncover a heretofore unknown spell or magic item. The Aztecs

could have been destroyed by Meso-American Orichalka men. Perhaps aliens gathered up the population of Maccu Piccu and transported them to Alpha Centauri. The Dead Sea Scrolls might, when properly assembled, reveal an earth-shattering prophecy. But Nephilim will never know unless they investigate these ancient riddles.

This concept works best as the theme for an ongoing campaign. The gamemaster has the opportunity to reinterpret history from a different perspective, a Nephilim perspective, and provide her own solution to these mysteries. This may be challenging for many gamemasters to develop, but it is not as difficult as it sounds. Simply select a mysterious event and devise a satisfying solution. Pieces of the puzzle should be scattered around the world in various locations, and with several non-player characters. Individual scenarios should be drawn from any of the other scenario concepts, such as finding an occult book or infiltrating a secret society. The characters might be required to question a French archeologist in Paris or Bedouin traders in the Sahara, summon knowledgeable creatures, steal clues from secret society archives, and decipher inscriptions on tomb walls. Along the way, they will be opposed by secret societies who either fear the solution to the mystery or want to maintain history's fiction. Players should be required to peel away layer after layer until they find themselves at the heart, the solution to the puzzle.

Act As Unlikely Heroes

EACH OF THE ABOVE scenario ideas is a very typical Nephilim adventure, deeply enmeshed in the Occult world of which the Nephilim are born. There are other types of adventures, though, that may have nothing to do with secret societies and arcane lore. In some of them, the Nephilim may even be unlikely heroes.

The world is full of problems: famine, earthquakes, toxic waste, war and many others. As supernatural beings, Nephilim have a tremendous capacity to help mankind and the world through their magic. Because so much of the *Nephilim* game emphasizes the conflict between human and Nephilim, gamemasters and players might find it difficult to conceive of this kind of scenario. Rather than playing Nephilim as alien parasites, Nephilim can be played as heroic figures. Those Nephilim who want to do good, befriending or protecting humanity, are better suited to this kind of story than Nephilim primarily interested in their own ends. These can be stories with a tragic tone, as

humans continue to fear and revile Nephilim despite their well intended actions. Players have the opportunity to play their characters as avengers, guardians, and saviors.

This kind of story provides a change of pace from the typical *Nephilim* scenario. Rather than fighting against humanity (represented by secret societies), Nephilim use their knowledge and abilities to benefit mankind. Perhaps a Nephilim is tired of confrontation and wants to be a hero. Perhaps its conscience will not let it stand by while a humans are endangered. The gamemaster should select a problem he or she wants to spotlight. Look in the newspaper for ideas: poison gas in the subway system, clear-cutting in the Amazon rainforest, or gang warfare in the inner city.

Prevent Disasters

The easiest way in which Nephilim can assist mankind is through disaster relief. Earthquakes, hurricanes, forest fires and floods threaten human cities as well as Nephilim living there. Simply put, as beings of the elemental fields, Nephilim are well-suited to assist during natural disasters. Eolim are able to draw off the destructive fury of a hurricane. Hydrim can lower flood waters or divert tidal waves. Faerim can blunt the force of an earthquake. In many cases, all that is required is the casting of the appropriate spell.

Instead of preventing the disaster, Nephilim can also help in the aftermath by catching looters, assisting victims and the like. If the disaster is supernatural, however, caused by a human abusing Nephilim magic, then the culprit must be found and dealt with.

Not all disasters need be monumental. They can be average everyday calamities, such as a fire, automobile accident, or drowning. A Nephilim might stumble upon a situation while pursuing its own business; crossing town to meet a contact, for instance, a character discovers a woman trapped in an over-turned car. These small scale events are better suited to a single encounter rather than an entire scenario. The gamemaster might use such an event to introduce a non-player character or foreshadow a future event; a young man pulled from the path of a speeding car could work for the local library, and become a valuable ally. These kinds of encounters also explore a character's personality. Deciding whether or not to save a person in a burning building puts the character's morality and ethics to the test. These decisions say a lot about a character's personality.

As in the other scenario concepts, secret societies can be used as the antagonists. While rescuing humans in a disaster, Nephilim might reveal themselves, making it easy for a secret society to pinpoint their location. Typically, it does not matter to these groups that a Nephilim has saved human



lives; their hatred of Nephilim is irrational and all-consuming. On the other hand, a secret society might change its opinion of Nephilim as a result of their actions. Local Templars, for instance, could disband, or even help Nephilim against their former associates. Ultimately, this type of adventure challenges the basic assumptions of the game, adding a little gray to a black and white world.

Stomp Out Crime

Crime plagues human society, reaching into practically every city, town and neighborhood. Though it might seem unusual, Nephilim can be played as vigilantes. They have the tools at their disposal to seek retribution: they can summon an Implacable Minister to break up a gang; chase down a serial killer with Hell Hounds; or intimidate a Godfather with Visage of Terror. The players might enjoy the visceral pleasure of striking out against crime. In addition, this kind of scenario makes a good red herring; stumbling on a murder victim, the characters will expect, and search for, a connection to the occult world that does not necessarily exist. Dropping occult clues throughout the story will pique the player's interest and lead them astray. A simple crime is

also a good way to introduce the players to a new secret society or grand conspiracy. A murder victim might have violated a Templar rule, or be the first of many in a hidden war.

Crime syndicates often adopt the trappings of a secret society: a code of "honor", initiation rights, a system of ranks, and secret codes. The Mafia and Yakuza are good examples of this. Even street gangs, like the Bloods, Crips and Gangsta Disciples, adopt these trappings, using gang hand-signs, spray painting occult-looking territory markers, adopting a "uniform", and creating their own secret language. It is easy to fool the characters into believing that they are dealing with a secret society. This could even be true: The culprits might actually be connected to a secret society.

Make the scenario hook as personal as possible. A relative or friend of the simulacra's might be threatened by the Mob. Another Nephilim, a friend of the characters, might turn up murdered. The characters could be threatened by a local gang. The goal is to make the Nephilim angry enough to seek Justice — Nephilim Justice. As in mundane mystery or crime stories, the characters must identify the culprit, her



motive and her means to complete the scenario. Even if there is no link to the occult world, Nephilim might attract the attention of the Holy Vehm or Assassins through their actions.

Stop Ecological Disasters

Humans and Nephilim share the same planet, and should share the same concerns: pollution, global warming, ecological extinction, over-logging, and the hole in the ozone layer. Every Metamorphosis should be concerned with the state of the world. Undines and Tritons are affected by water pollution. Angels and Sylphs are threatened by air pollution. Damage to the Earth's ecosystem is the plight of Elves and Satyrs. In this type of scenario, the characters fight to make things right. Nephilim, beyond human law, can cut through the red tape and take decisive action; rather than wrangling with politics, Nephilim take action. If they can defeat the schemes of the likes of Templars and Rosicrucians, Nephilim can certainly prevent a corporation from dumping toxic waste into a river. Even colossal problems, such as global warming or the hole in the ozone layer, can be lessened; working at the local level, stopping one incident, can make a difference.

Frequently, characters become involved through personal motivation rather than through gamemaster orchestration. The gamemaster need only draw the character's attention to the issue, through media reports or direct evidence, and let the players take the initiative. The characters could learn, for example, about an oil spill by seeing an investigative report on the evening news, or might see the fouled water and dead fish firsthand. Tritons and Undines in particular would want retribution for this ecological crime.

Unlike natural disasters, many of these problems can be traced back to a particular source. The characters must find those responsible and put a stop to their activities. Simply putting a halt to one occurrence will not suffice, as it does not provide a long-term solution. These solutions will be Nephilim solutions. A company disposing of poisonous chemicals in an illegal landfill might be stopped by destroying the company or by kidnapping the CEO and showing

him the errors of his ways (by bringing him before Adonai, The Premier Master of Creation, for example). Peasants threatening the rainforest through clear-cutting might be swayed by a Nephilim appearing before them in the guise of a nature deity.

Those responsible for the ecological calamity will generally not sit back and remain idle. They will fight to maintain the status quo, using strong arm tactics and human law to continue their ways. The illegal polluters might have the Nephilim arrested or threaten their lives, for example. The peasants might turn on their ersatz god and call in the local Orichalka Men.

Secret societies may also become involved. Often, these groups will not appreciate a Nephilim's intervention, simply seeing their actions as an attack on humans. They likely do not even consider ruining the spotted owl's habitat or fouling the waters to be a problem. The flagrant use of magic to straighten out a dilemma might attract the attention of a secret society, or those responsible could have ties to a secret society. These groups tend to attract wealthy, powerful and influential people, the kind often responsible for the very problems the characters are trying to rectify.

A World of Adventures

ALTHOUGH MANY of the most common Nephilim adventures are discussed here, this book can only touch the surface of possible adventure ideas. Because it is set in the Modern World, almost anything can be the inspiration for a Nephilim adventure. Pick up any newspaper, and look at the first article that interests you. As you read it, ask yourself: how might this affect Nephilim? What secret societies might be behind this? What occult significance could this have? In a short time, you'll have a terrific Nephilim adventure, centering around the US Presidential Campaign; a theft at the Egyptian Museum; the naming of the old Mason Lodge as a historical monument; or whatever else caught your eye.

WHAT MAKES A GOOD BAD-GUY?

by Ian Young



Now that you've outlined the secrets of your campaign and thought a little bit about possible scenarios, you're just about ready to get things going. But, one question remains: what is a suitable threat for your magic-wielding players? Do you toss them right into a hot-bed of Knights Templar, all armed with Kavision, Orichalka bullets and

elixirs hanging from their utility belts? In a word, no.

In a sense, this would be akin to starting off your campaign near or at the climax. Certainly, the secret societies are pervasive forces with which to contend, but their magical resources are strikingly rare commodities, not to be squandered on the first supernatural threat to cross their paths. Furthermore, the secret societies can't be everywhere or know everything, and they certainly don't control everything.

You have to ask yourself, how can I make an adversary a real and, above all, believable threat to the Nephilim? To do this, you have to remember that the real threat to the Nephilim does not come in the form of magical firepower. The real threat of the secret societies stems from the following: numerical advantage, organization, intelligence, ruthlessness, and use of puppets.

The following guidelines can be used by gamemasters to better define their antagonists, allowing these foes to make the fullest use of their advantages.

Numbers

THINK ABOUT THE manpower available to the secret society you're considering. Remember that humans outnumber the Nephilim by an outstanding degree. While the secret societies will constitute only a minute fraction of the overall population, they will still outnumber the Nephilim by far. On the basis of numbers alone, humans will often be able to out-manuever Nephilim. The larger the group and the denser their population, the more likely it is that they will be able to identify and track down an intruder in their midst. This is perhaps the most ready advantage that humans have over the Nephilim.

Organization

ANTICIPATE HOW organized your bad-guys are, for this is one of their most effective weapons. The *Secret Societies* supplement identifies three forms of organization: the cell; the pyramid; and the lodge. [See also *Secret Societies*, pg. 12-13].

The Cell

The Cell is the most isolated form of organization, with very small groups of operatives working independently of other cells in their secret society. Only a single member of

each cell has contact with the cell higher up in the chain of command. The benefits to this organization are: rapid reaction time within a particular cell, immediate accountability among a very small group, and a tendency for greater loyalty among the cell. The drawbacks for this organization are limited manpower, slow reaction time between cells, and a tendency for mistrust between cells.

The Pyramid

The Pyramid possesses the most established network of organization. Each member of the group is accountable to a superior within the group, culminating in a single person or group leading the entire organization within a readily identified hierarchy. The pyramid profits from: a unified purpose, coordinated action and ease of direct communication, and the ability to support large scale manpower. It does, however, suffer from the inertia of coordinating large groups of people, and an inflexibility in altering plans once set in motion.

The Lodge

The Lodge is a sort of middle ground between the cell and the pyramid. The secret society creates cell-like groups for a specific purpose, organized on a larger scale in a hierarchy with other similar cell units. The lodge offers the manageability of smaller units of membership, with the grander purpose of large-scale organization. The benefits and flaws of such an organization will depend upon the specific situation (i.e., the make-up of the membership, the scale of organization, and the goals of the lodge) and will typically be a mix of those involved in both the cell and the pyramid.

The real purpose of organization is to achieve a specific goal. When you are designing a scenario, try to anticipate how easily you want your bad-guys to organize themselves, and how easily they can achieve their goals. A group of Nephilim facing a cell-group of Black Star initiates will have to contend with, at best, two or three people with very individualized goals and high magical competency, presenting a very concentrated source of conflict. When facing a group like the Knights Templar, the Nephilim are dealing with a diffuse organization of dozens, perhaps hundreds of members, all at the ready with a unified purpose and rigid hierarchy of orders, but typically of a lower order of power than the Black Star. Each scenario presents a unique form of threat. Be sure that you know how your players may utilize gaps or breakdowns in their foes' organization to their advantage. Likewise, understand how secret societies may best utilize their own strengths in their pursuit of the Nephilim.

Intelligence

ALMOST BY definition, secret societies have to be clever. Somehow, they have to keep up on the latest developments in the world of politics and the occult. They must stay one step ahead of the general populace, or they will not remain secret for very long; and if they don't remain secret, they are likely to have an unsurprisingly brief life-span. Secret societies can not gather such information without intelligence, cleverness, planning, conniving, and just plain foresight. A very important consideration for the gamemaster is to decide just how much information a given conspiracy actually knows, and how they managed to become privy to it. If the gamemaster has a good idea of what a secret society knows and how they know it, she is forearmed to deal with the impromptu innovations of the players.

There are two important questions you should ask yourself when considering the Intelligence of your secret societies.

First, what do they know?

The answer to this question will depend upon the nature of the secret society at hand. Returning to the comparison of the Black Star with the Knights Templar, we can see a profound difference.

The Black Star is a society dedicated to the annihilation of the Nephilim through magical means. As such, they are privy to a vast wealth of magical knowledge, but their organization is limited in both scope and scale. Temporal politics have seldom been the interest of the Black Star, and they know little of the latest technological developments, so they aren't likely to have the most comprehensive grasp of information outside the sphere of the occult.

The Templars, on the other hand, have taken a constant, active interest in the politics of humanity. As such, they keep a finger on the pulse of current events as a matter of course. Certainly, the Templars possess great magic might as well, but being a more diverse organization, they are far less likely to be the innovators of such matters and possess less knowledge of magic than specialized conspiracies.

The gamemaster needs to decide, on a case-by-case basis, how specialized or generalized the sphere of knowledge of each secret society is. She must then decide specifically what the content of that sphere of knowledge is likely to be.



Second, how do they know it?

There are two basic sources for gathering information: public record and espionage. Gathering information from the public record takes any of a number of obvious forms, while espionage may be broken down into three forms of activity: coercion; intrusion; and the mole.

Coercion is the most blatant form of espionage, where a knowledgeable target is compelled to divulge information under threat of harm to person or property (whether to the person, family or friends), or blackmail. The target is subsequently compelled to secrecy through similar threats, or possibly even killed outright.

Intrusion is the stuff of classic spy novels and movies. A specialized agent is inserted into an organization's stronghold to retrieve sensitive documents, or to plant monitoring

devices that will allow the later gathering of information at leisure. In recent years, this form of spying has taken on far more subtle hues with the advent of computer hacking.

The mole is possibly the most common form of spying, where an agent is secretly planted within an organization and given the task of recording and relaying consequential information that happens to come their way. The mole is a quiet and unobtrusive observer in order to avoid detection and promote a long career of information-gathering, but on certain occasions, a mole might be "activated" to perform a much more active and high-profile role in the spying echelon.

With this in mind, the gamemaster should put some forethought into how a secret society in question has found out what they know. All of them have access to the public

Nephilim as Antagonists

THE SECRET societies don't always have to be the focus of conflict in your scenarios. As mentioned before, they can't be everywhere and know everything, and sometimes the threat to the Nephilim may strike from much closer to home.

The history of the Nephilim bears witness to the fact that, as often as not, the immortals are a fractious lot. In the search for Agartha, the Nephilim have divided into different camps adhering to differing philosophies, and these differences have brought them repeatedly into conflict with one another. While the human secret societies generally remain the common enemy of the Nephilim, don't hesitate to call into question the nature of your group's relation to their "brethren". The most obvious dividing line along which to generate conflict is the Arcana structure. By their very definition, all Arcana possesses the same goal, Agartha, yet each one pursues it along a different path. Certain Arcana pose an immediate threat to the average Nephilim by virtue of their alien natures. The Selenim have shunned the natural elemental order of the Nephilim and the Devil Arcanum willfully embrace the diabolical descent into Khaiba. Other Arcana present a more subtle threat with their self-policing activities, namely the Justice and Tower Arcana. These are the Arcana most likely to be openly hostile to your players' Nephilim.

Where the paths of the other Arcana come into conflict, either in direct opposition to one another or in competition with each other, the gamemaster has the opportunity to create a quiet, yet looming threat. Is one of your Nephilim a member of the Magician Arcanum? Pit it against the minions of the High Priestess Arcanum who are vying to control the same magical resources. Is one of your Nephilim a member of the very secular Emperor Arcanum? Imagine the conflict it might face with a group from the Hermit Arcanum, devoted to

halting human-Nephilim interaction. The calculated use of open antagonism between the various Arcana can create a wonderful, and hopefully unexpected, sense of tension and motivation for your players. Familiarize yourself with the different Arcana of the Nephilim and experiment in your mind about how they are likely to get on with one another, putting your best ideas to the test in your campaign.

For an even more insidious antagonism of your players' Nephilim, treat the Arcana as you would any of the human secret societies. While there exists a standing agreement among the Nephilim of nonviolence to each other, there may be situations where an individual Arcanum or consortium of Arcana find it in their best interest to manipulate others to do their bidding for them. Generally, such Nephilim conspiracies will not seek to harm other Nephilim, but they may find it necessary to maneuver agents to act for them, often without the agents' knowledge of the true situation. In this sense, your players' Nephilim may become puppets of other Arcana, or perhaps even their own Arcanum. For example, imagine an alliance between the Magician and Sun Arcana that has uncovered a rumor regarding an ancient magical artifact belonging to the High Priestess Arcana. This alliance determines it is in their best interests to find and study this artifact themselves, but it would appear quite inappropriate for them to be caught plundering the property of another Arcanum. Hence, the Magician/Sun alliance tricks a group of unaffiliated Nephilim into finding the artifact for them, all from a very safe and surreptitious distance. Such conspiracies among the Nephilim should seldom result in catastrophic betrayal or violence, but the benefits of trickery and guile may well encourage the Nephilim to use each other from time to time.

record, and so will devote a certain amount of their resources to scouring the media and public files for anything of interest or value. However, how much access to strong-arm techniques, or technological finesse, or planting moles will a secret society have? Will a secret society be philosophically disinclined to use a particular form of espionage? Is certain information available through one form of gathering, but not another? Bear in mind that secret societies don't know everything, and they don't have access to all information (regardless of what they would like you to believe). Sometimes, an ignorant Templar is even more fun, and more dangerous, than one who has a comprehensive grasp of the entire situation, by virtue of his misbeliefs. However, unless you have a specific purpose in mind for creating a bungling secret society operative, remember to play your bad-guys smart. They didn't become the threat they are by being, or hiring, incompetent boobs. Try to have your bad-guys out-think your players, but be certain to limit the extent of their available knowledge realistically.

Ruthlessness

ONE OF THE most memorable lines from the movie "The Usual Suspects" was from the description of the semi-mythical criminal mastermind, Keyser Svez: "They realized that to be in power, you didn't need guns, or money, or even numbers. You just needed the will to do what the other guy wouldn't."

That sums up the definition of ruthlessness very neatly. Ask yourself, what is a secret society willing to do in order to achieve their goals? To what length will they pursue their mission? To what extent will they utilize the resources available at their command? Likewise,

ask yourself to what extent you, as a gamemaster, are willing to create a truly deadly threat to your Nephilim group; after all, a group of dead Nephilim is hardly any fun to play. Again, the answers to these questions will depend upon the nature of the conspiracy in question. Using the Black Star and the Templars as an example, we are likely to find that both organizations are similarly ruthless and willing to go to virtually any length to succeed in their goals. In contrast, groups like the Rosicrucians are devoted to more peaceful (or perhaps simply less bloody-minded) pursuits, and far less likely to go on a destructive, killing rampage in order to win out in the end.

False Fronts and Puppets

IN ORDER TO utilize their power, secret societies must be able manifest their goals among society at large. While the shadow organizations may be able to manipulate their targets from behind the scenes, much of the time your conspiracies will need to work openly among the population at large. Operating openly would naturally seem to belie their secret nature, which is why they are very likely to employ either a false front or puppets to achieve their objectives.

The false front is a method similar to that of the mole described above, only on a much larger scale. The employment of this strategy involves the creation of a fictitious organization, staffed by agents in-the-know, and given a suitably realistic charter, trappings and history to appear believable to the uninitiated. The false front is designed to attract the attention of those displaying a particular interest in the secret society and mislead those people into believing a falsehood. Such false front organizations will hopefully attract a sizable following of sincere, but misguided believers to the fabricated cause, further lending authenticity to the front. It is important that the false front appear authentic on at least some scale, but ultimately, with sufficient knowledge and investigation, it will prove a falsehood. It is up to the gamemaster to decide at what level the credibility of the false front breaks down.

Once set up, the "store front" organization can serve a number of purposes for the secret society. First, it may distract attention from the secret society itself. By making the false front visible, yet its background unprovable, the secret society may be able to discredit any investigation of their own activities. Imagine the Knights Templar creating a false, "store front" Templar group with all of the trappings and history to appear authentic. Yet, upon close investiga-

tion they prove so divorced from true esoteric knowledge as to provide "proof" to society at large that the Templars are little more than a wishful fabrication. Second, the secret society may be able to divert attention not only away from itself, but perhaps toward a rival secret society. Imagine another scenario where the Knights Templar set up a "Rosicrucian" organization, either to discredit the true Rosicrucians or to further distance the Templars from their own actions.

Perhaps the most important function of a false front, however, is its ability to allow the secret society controlling it to act openly, though under the false guise. In this sense, the creation of the false front is very much akin to "money laundering" of organized crime where a legitimate organization is set up to process the ill-gotten goods of the criminals.

Finally, the false front strategy has the added benefit of being a means both to attract potential recruits to the real esoteric society and to lure in those dangerous enough to threaten the plans of the conspiracy (certain conspiracy theorists in the United States contend that agencies such as the CIA and the FBI have been advertising and maintaining such "store front" subversive groups for years; the idea is supposedly to corral and thereafter keep tabs on dangerous, maverick crackpots who, if left to their own devices, might otherwise present a potential threat to the US government). Once initiated into the false front organization, the membership may be observed closely. Any particularly promising candidates may be initiated into "higher mysteries" within the organization, becoming actual, knowledgeable agents of the secret society. Meanwhile particularly dangerous individuals may be "neutralized" by whatever means seem necessary or appropriate.

The puppet also bears some similarity to the mole, though the relationship to the secret society is seldom as willfully cooperative. A puppet is an individual, or group of individuals, drawn into a conspiracy under false pretenses and thereafter manipulated to the benefit of the secret society. The ideal puppet will hold some position of power or respect in society, all the better to aid the goals of the puppet-master. Typically the puppet will believe that she is working in the interests of an individual or legitimate organization other than the real secret society in question.

The means of recruitment may differ from puppet to puppet. It would not be uncommon for a puppet to be recruited by a false front organization or another puppet. Many puppets are simply members of false front groups, while others will be more distantly affiliated with them. Some puppets may be controlled directly by the secret society itself, though it is usually wise to distance the uninitiat-

ed from the true heart of the conspiracy. A great number of puppets are controlled by means of blackmail, either by threat of the exposure of personal secrets, or by threat of bodily harm or property damage. Once the strings are attached, however, the puppet becomes an invaluable tool to the secret society, performing the will of the conspiracy from an open position among the society at large. Perhaps the greatest advantage of the puppet over the mole is that when discovered, the puppet's strings may be cut, leaving merely an uninitiated individual dangling with no working knowledge of the true conspiracy at hand. Ultimately, puppets are expendable, though if deemed important and competent enough, they may be recruited into the actual secret society and "elevated" to the role of the mole.

The networks of false fronts and puppets within the secret societies become positively labyrinthine. A secret society may create a whole series of false fronts, each one controlling yet another false front or a puppet in succession. This creates an un-navigable convolution of agencies, false leads, and dead ends allowing the secret societies to both control their environment and throw investigators off their trail. Some false fronts and puppets may even become influenced by more than one controlling secret society. While adding to the mystery and excitement of the game, such networks may quickly become too unwieldy for the gamemaster herself. When designing these networks, it is recommended that a flow chart be created showing each group, agent and puppet, and the chain of command and influence throughout the structure. This will display which group or individual is ultimately in control of whom. The gamemaster must decide for herself how much detail she feels comfortable including in such a network of deception and trickery.

Magic

A FINAL WORD regarding the use of magical resources such as elixirs, homunculi and Orichalka; The old adage of "less is more" seems to apply well here. Bear in mind that these are rare resources for any secret society. They aren't going to be dusted off and put to test in the field unless your Nephilim have proven themselves to be such a serious threat that they truly warrant this kind of response. Few, if any, of the secret societies possess such a

vast wealth of magic that they can afford to utilize these resources as a first line of defense, or offense for that matter. This means no standard-issue Orichalka bullet clips and Orichalka survival knives, nor Orichalka wiring in their laptops; no bandoleers rattling with elixirs; and no awakening of Ka-vision as a standard indoctrination practice. Strive to keep the magic from becoming so common-place that it's no surprise when your players encounter it.

First off, your secret societies shouldn't have to rely upon magic to be a threat; as outlined above, their organization should be their most effective weapon.

Secondly, when your players see magic being fielded against them, it should be at the climax of an adventure, and they should be keenly aware that they are in far more danger than they have yet faced.

Also, with the requisite Ka-loss upon the death of a Simulacrum and the perils involved in rejumping, do not underestimate the danger and effectiveness of a normal bullet. Even if a Nephilim succeeds in rejumping with a minimum of damage and difficulty, its plans may be set back for weeks, months or even years as it tries to re-organize its new Simulacrum's life and regain its former resources.

Keep in mind the ritual nature of magic as well, and try to avoid trivializing magic by incorporating it into common-place or throw-away items like bullets, or survival knives, or wiring for computers. If a secret society is going to invest so much of their resources into creating an object of magical power, it should be an object of importance, recognition, and value, even of reverence. Magic should be a source of awe in your game, particularly for humans, who cannot directly produce or manipulate it themselves. The moment you can imagine the members of your secret society not batting an eyelash at an elixir, or a homunculus, or an Orichalka weapon, you know that an important dramatic element is missing from your story.

In summary, put in the work to make your bad-guys realistic adversaries. Anticipate how they think, how much they can know and how they know it. Figure out how they protect themselves and their strategies and tactics for attacking. Be aware of what resources and manpower they have available in any given scenario. Remember to start with the more common and less powerful threat first, then build up to rarer and more dangerous threats as the campaign progresses. Above all, make your adversaries, and allies, believable, and powers to contend with, within the means of their resources.

THE TAROT: USING AN ANCIENT TOOL TO GUIDE NEPHILIM GAMES

by Ian Young



IN THE COURSE of running a campaign, a gamemaster often finds herself in the difficult position of creating different and dynamic motivations for a whole host of characters and situations. This difficulty will arise no matter how carefully the

gamemaster has layered her secrets, no matter how cleanly she has plotted her scenerios, and no matter how cleverly she has outfitted her secret societies.

As a simple and effective means of developing more precise characterizations for non-player characters, and more personalized outlines for stories, the tarot deck may be utilised in much the classic fashion. A querent, in this case the gamemaster, may turn to the tarot for personal information about the plot and the non-player characters. The very ability of the tarot to tell a story will serve as the vehicle for defining and interpreting scenario outlines and the motives of non-player characters in *Nephilim*. The tools necessary are simply a tarot deck and a handy familiarity with the contextual interpretations of all of the cards. Failing the latter, a good book on reading tarot is a must.

A Short History of the Mystic Tarot

THE MYSTIC TAROT is arguably ancient in origin, though it was not introduced to the mundane world until 1392, when the Templars presented a deck to King Charles VI of France. It may have originally been intended as a card game, but creative people with a flair for the intuitive and the mysterious began to tell tales based on the images represented in the cards. At some point they began to associate the images with the person or people dealing or viewing the cards. In such a manner, the telling of fortunes by the dealing of cards came about.

There are many interpretations concerning the ability of the Tarot to tell the future. People see it as a mystic focus, a psychic channel or a psychological tool. All interpretations agree, however, that the Tarot tells a story about the querent.

Outlining Scenario Plots

THE TAROT TELLS STORIES, and in dealing a series of tarot cards, known as a spread, the gamemaster may outline a thumbnail sketch of a scenario within the

context of a brief tarot reading. The cards are shuffled a suitable number of times ("suitable" meaning a number of times to please the querent), cutting the deck and reversing part of the deck from time to time to insure that not all of the cards are "right side up". Three cards are then dealt from right to left. These cards represent, in order, the recent past or introduction of a scenario, the present or middle of a scenario, and the near future or climax (this is taken from an actual and very simple spread used for much the same purpose). When dealt, the spread should look like this:



The cards are noted for their face value (suit and number, or trump) and orientation (either upright or reversed), then interpretative meanings are assigned to the situation in accordance to the time period indicated.

❑ *For Example: The gamemaster is devising a scenario revolving about a bizarre series of pet abductions occurring in a disturbingly geometric pattern in San Francisco. Wanting to involve the Black Star in the hunt for a Moon Arcanum Nephilim, the gamemaster still needs some kind of inspiration for the story.*

She shuffles the tarot deck and deals three cards in the described spread. They are: 10 Cups, upright in the Past; XIII Death, upright in the Present; 7 Pentacles, reversed in the Future. The gamemaster consults her interpretive text and finds the following information.

10 Cups, upright - happiness, love, contentment and peace... The story will begin in a state of repose for the characters, introducing the Moon Arcanum Nephilim under very peaceful circumstances, perhaps to lull them into a state of complacency.

XIII Death, upright - changing of old ways and patterns, perhaps more literally an actual death to be confronted or an encounter with the Selenim... The gamemaster decides to shock the players out of their complacency with a death very close to them, something to let them know that the Black Star is near.

7 Pentacles, reversed - withholding commitment, hard work but with no reward... Ultimately, the Moon Arcanum

non-player character proves to have questionable motives itself and assisting it will reap few or no rewards for the players.

Defining Non-Player Character Motives

NON-PLAYER CHARACTERS may be defined in much the same manner as plot outlines. A tarot spread will provide the gamemaster with a recent past for a non-player character who is making a new appearance, a current motivation, and a future toward which it is working. The cards are shuffled and dealt in the same spread described above, then interpretations of the cards are assigned to the personality of the non-player character.

❑ *For Example: The gamemaster wishes to include Omegakor, the volatile Tower djinn, in her latest plot thread, and wants to develop a novel set of motivations for this non-player character.*

She shuffles the tarot deck and deals three cards in the above spread. They are: 10 Pentacles, reversed in the Past; 8 swords, upright in the Present; VII The Chariot, reversed in the Future. The gamemaster consults her interpretive text and finds the following.

10 Pentacles, reversed - change following loss, or seeking new beginnings... Omegakor has had to start something over following some kind of failure in the recent past, perhaps rejumping to a new Simulacrum?

8 Swords, upright - concealing aggression, or loss of honor... Omegakor is compelled to lay low for a while, which is very atypical for its personality; perhaps Omegakor is being hunted.

VII The Chariot, reversed - weakening of will, or stalemate... Omegakor's resolve will be hard pressed in the days to come, or perhaps more literally, Omegakor will find itself at odds with the Chariot Arcanum. Things do not look bright for the mighty Omegakor...

The gamemaster should never hesitate to substitute a desired tarot card in any or all of the positions of the spread. The tarot cards are intended to provide a visual and defined means of cataloging situations and characters within a story. The random method is intended specifically for the spontaneous generation of varied situations, motivations and responses. This method should never supersede the gamemaster's creativity and hard work.

Utilizing the Tarot Skill

WITH A SCENARIO and the non-player characters defined in terms of tarot interpretations for the past, present and future, player characters will have a means by which to apply their Tarot Lore skill in divining information. In the world of Nephilim, the tarot is used as a focus of spiritual awareness. The cards allow those with awakened Ka to recognize the threads of past situations, to see how they weave together to create the present and to trace where they lead into the future. Hence, the tarot is a tool usable both by the Nephilim and those few humans with awakened Solar-Ka.

Tarot Lore functions in much the same fashion as other spiritual skills: a simple skill roll determines whether or not a tarot divination may be attempted, then a series of Ka rolls will determine the success in divining and recognizing a particular position on a previously generated spread. The player first attempts to roll under her character's Tarot Lore skill. If successful, she may then attempt to divine some or all cards in the pre-determined spread.

Each position in a tarot spread has a defined threshold, which is the minimum percentage a character must have in Tarot Lore skill to attempt a divination of that card. The thresholds are as follows:

CARD	THRESHOLD
Past	20%
Present	40%
Future	60%

These thresholds are further modified by the character's relation to the target, as is listed in the Modifiers to Tarot Thresholds Table.

Modifiers to Tarot Thresholds

RELATION	THRESHOLD MODIFIER
Subject of divination not known	+20%
Subject known only in passing	+/-0%
Subject known well	-10%
Subject known intimately	-20%

Upon calculating the modified Threshold, a player can determine which cards her character is eligible to read, and attempt to do so. The divination for each of the cards is determined by rolling under the character's dominant Ka-element: Ka-element x3 for the Past, Ka-element x2 for the Present, and Ka-element x1 for the Future.

After the multiplier is applied, the resultant Ka-element value receives a modifier according to the Modifiers to Tarot Readings Table.

Modifiers to Tarot Readings

This modifier is added after the multiplier has been applied.

CIRCUMSTANCE	KA-ELEMENT ROLL MODIFIER
Subject of divination not known	-20%
Subject known only in passing	+/-0%
Subject known well	+05%
Subject known intimately	+10%
Critical success on Tarot Lore skill roll	+10%
Critical success on preceding Ka-element roll	+10%
Fumble on preceding Ka-element roll	-10%
Astrological modifier	as rolled

Succeeding in this dominant Ka-element roll allows the querent to focus her spiritual energies to become aware of the events that have shaped the time period reflected in the divined card — the gamemaster reveals the card to the player. At her option, the gamemaster can help to interpret the card, or she may choose to leave it up to the players. A divination of the next card in the spread may be attempted with another roll.

☐ *For Example: Andalak Malli, the Temperance snake of the White Light Crystal Temple, has heard rumor of the approach of the ever-destructive Omegakor to Marin County. Wishing to divine Omegakor's intentions, it consults the mystic tarot. Andalak Malli has only passing familiarity with Omegakor, and so will have no modifiers to his rolls for his level of association with the subject.*

The divination is attempted on a Friday in Sagittarius, so there is no astrological modifier to Andalak Malli's reading. Andalak's 75% skill in Tarot Lore surpasses all Thresholds, so each card in a spread may be divined. The player rolls a 69%, sufficient for a successful attempt at reading the tarot. Its dominant Ka is Moon-Ka at 30, so for the Past position, the player must roll under 90%. Rolling 34%, the player is shown the 10 of Pentacles, reversed. For the Present, the roll must be under 60%, and the player rolls 05%, a critical success. The 8 of Swords, upright, is shown and the roll for the Future card must now be under 30%+10%=40%. The player rolls 31% and is shown the VII The Chariot, reversed, in Omegakor's future as well. With knowledge of the weaknesses and conflicts in hand, Andalak Malli will hopefully be able to prepare some advantage over Omegakor upon arrival.

Gamemasters are encouraged to display the actual tarot cards when revealing information divined by Tarot Lore skill rolls. This will add atmosphere and clarity to the result of the player's efforts. In this manner, gamemasters will be able to convey information regarding a scenario in visual, tangible form, along with the depth and mystery of the tarot itself.





Kortar smiled as it looked out the plane window. Above rested the moon, beautiful in her luminous splendor. Below lay the waves, and in between was Kortar, content. It spoke quietly to its staff, which had been cloaked from other eyes by the arts of the moon above, and so they passed the time as the plane sped through the darkness.

Finally, Kortar saw the lights of The City ahead, and it knew that its moment of peace was at an end. As soon as it arrived, it would have to begin work again. The other Empress would need to be notified of Kortar's failure, and then it would have to go to the Enterprise, and ask to use the Fourth Tribe's resources to look for new leads.

Remembering back to Jerusalem, when it had been alone among the crusading barbarians, Kortar could only be thankful of the community that it had found in San Francisco. There was always a place to come home to, no matter how bad things went, and that was worth all the gold in Ancient Egypt.

Kortar's staff murmured quiet agreement as the plane drifted slowly towards the ground.

THOUGH *NEPHILIM* will often be a game of globe-spanning adventure, it is still useful to have a home base, where characters can return to orient themselves. This also gives you, the gamemaster, an opportunity to build up a rich cast of gamemaster characters, and a solid background.

What follows is a campaign setting centered around the Bay Area in California. It is designed to not only give the characters a good support system, but also to give them some ready enemies right in their own back yard. It is intended to be used with the San Franciscan Gamemaster Nephilim which are detailed on pages 211-219 of the original *Nephilim* rule book.

CAMPAIGN

THE SAN FRANCISCO BAY AREA

a Campaign Setting for Nephilim

by Eric Rowe & Greg Stafford



IN SAN FRANCISCO, the eclectic, liberal-thinking city by the bay, live a disproportionately large number of Nephilim; more than 200 Nephilim make their homes within the entire San Francisco Bay Area. The strange behavior of many of the local humans make this a

natural place for Nephilim to blend in. Whether their current simulacrum is a starving artist or high-powered attorney, all can find a living here.

The same collection of multifaceted viewpoints that allow Nephilim to flourish here also proves useful to many secret societies. The Drake Society, a Templar-like but independent organization, runs most of the anti-Nephilim activity in the city. While agents from almost any secret society can also be found in San Francisco, the Order of the Black Star, Ordre des Neuf Soeurs, and Priure de Sion all have particularly strong local support.

Places Of Interest

San Francisco has hundreds of places of potential interest to Nephilim, from arcane libraries in Chinatown, to the earth plexuses that manifest across the Golden Gate bridge on Mt. Tamalpais. Listed below are only a few of the local sites important to a campaign based in San Francisco. The gamemaster should feel free to detail and develop more on

their own as needed. A well-detailed map of San Francisco can be obtained almost anywhere maps are sold. We recommend one as an invaluable gamemaster aid.

De Young Museum

The De Young Memorial Museum is located near the Japanese Tea Garden and the Academy of Sciences in Golden Gate Park, the largest public park in San Francisco. The majority of museum space is taken up by recent collections of paintings, but several smaller rooms are always reserved for a collection of ancient artifacts which includes mummies, coins, statues, and plates. One fourth of the museum is allocated for temporary showings of travelling exhibits.

Several prominent members of the museum board of directors also belong to the Drake Society. They see to it that

Frequent Bay Area Plexuses

LOCATION	TYPE
The Bay	Water
Mt. Sutro	Air
Mt. Tamalpais	Earth
Point Lobos	Fire
Point Reyes	Moon

Even though these plexuses are remarkably persistent, having appeared many times since the Nephilim started observing them, their appearances are still irregular, short-lived and hard to predict.

most of the guards hired are loyal to the Drake Society and are on the alert for Nephilim. An Orichalka laced dagger is kept locked in the security room in case of an emergency.

Pier 39

Pier 39 is one of the most popular tourist sites in the world. Close to Fisherman's Wharf and Ghiradelli Square, the pier holds dozens of tourist attractions. The shops on the pier offer a strange assortment of tourist goods, with the result being that the usually mixed groups of tourists appear even stranger after shopping here. This is a perfect spot for Nephilim trying not to be noticed, and in fact this is the base for the Imperium Enterprise Nephilim organization. Several of the curio shops have secret rooms and entrances into the city's underground, where the Enterprise is based.

Transbay Terminal

This large bus station is home to many of the street people of San Francisco. It is also home to a small collection of Screens (independent Nephilim) that consider it their turf. If you need a Nephilim for a dirty job, this is the place to come.

Garbage litters the nearby streets and police presence is only high during the day. A recent Drake-sponsored move by the City Council has closed large portions of the station to transients at night. This has led to many minor confrontations in the area.

Haight-Ashbury

Home of the Summer of Love, the Haight-Ashbury district still harkens back to a time of free-love and cheap drugs. Many of the shops that line Haight street offer occult paraphernalia for sale. Some of it is even real. Several powerful members of the Order of the Black Star make their homes in this part of town. They generally keep to themselves and ignore the presence of a small group of Screens that also call this area home.

Mt. Sutro

Mount Sutro overlooks Golden Gate park and the rest of San Francisco. Atop its peak is a large multi-pronged radio tower. The Drake Society had this installed years ago for scientific experimentation on the air plexus that occasionally appears there. It is also a fully functional radio tower and several local stations make use of it, including television stations which place weather cameras on it to look down upon the city.

After several years, the scientists working on the air plexus gave up on their research. The tower then sat for many more years unused, except by commercial interests,

until recently. During the last year, new equipment has been brought in by the Pacific Gas and Electric company and installed on the tower. No one knows its purpose — yet.

Golden Gate Bridge

At a time when Drake Society relations with the Templars were better, they collaborated on a plan to link the mountain ranges of San Francisco bay, in an attempt to control and disperse the elemental field of water of the bay. During the project, the two organizations fell out with each other, when the Templars attempted to seize control of the Drake Society. The resulting struggle was won by the Drake Society, but without Templar aid, they were unable to complete the project. To this day the Drake Society has been attempting to discover the modifications the Templars had planned. When they do, the bridge can be refitted under the guise of earthquake safety retrofitting.

Treasure Island Naval Station

Ostensibly created for the World's Fair, Treasure Island is an entirely man-made extension of Yerba Buena island. It links San Francisco to Oakland via the Bay Bridge. After the World's Fair, the military took control of the island and turned it into a naval base. Recent cutback in the United States military complex has returned this base to local control.

The true purpose of Treasure Island lies shrouded in mystery. Both Drake Society members and Nephilim have attempted to take credit for its creation. Suggested reasons for it range from attempts to start filling the bay, to a landing site for UFOs. In any event, with the island now back under control of city government all the powerful political factions of the city council are fighting to decide its fate. Perhaps it will become an amusement park, a giant homeless shelter, or another state prison. All are possibilities.

Nephilim In San Francisco

THE NEPHILIM of the San Francisco bay area tend toward those types who enjoy humanity in some form, or at least don't want to destroy it. The Chariot and Lovers Arcana are popular due to the large collection of technophiles and hedonists that are often found in San Francisco. The Temperance Arcanum is represented in force through the White Light Crystal Temple, while the

Emperor Arcanum holds the most members under the guise of the Imperium Enterprise Corporation. Lastly, but possibly most importantly, are the several dozen streetwise Nephilim living among the humans. Some of these are genuine Hanged Man Nephilim, but most are just rejects or outcasts from other Arcanum.

The White Light Crystal Temple

This temple is the source of the world-wide popular cult of the White Light Crystal Temple. The temple itself, which is run by Temperance Arcanum Nephilim, is located near the base of Mt. Tamalpais. They have a rigorous publishing schedule and are a major source of New Age literature in the area. Their major goals are those of peace and understanding, and they have attempted to distance themselves from the struggle between Nephilim and the Drake society for control of San Francisco.

Nephilim Slang

ALTHOUGH THE following slang is most common among the Bay Area Screens, many of the terms are also used by Enterprise Nephilim as well.

CHAK. Struck by Orichalka, a sure way to get manged, maybe even staad.

GRAVEN. A spell that has been inscribed on a Nephilim's ka.

HIBER NET. The anti-power grid which overlies the United States, probably derived from "inhibitor network." See Orichalka Railroad.

HOOM. Humans.

HOOMAR. A Nephilim who tries to live among humans, and be accepted.

KOSEED. To go into Narcosis.

LATED. To be turned into an Elixar.

NEPH. Nephilim.

MANG, TO BE MANGED. To be robbed of Ka by any means, for example by being bled or struck by Orichalka.

MONKEYED. To be turned into a homonculus.

MORPH. A Nephilim who is more than halfway through Metamorphosis. Morphs are in serious danger of being seen by accident by many humans.

ORICHALKA RAILROAD. The Masonic network which overlies the United States, and suppresses the native Nephilim from incarnating.

REJUMP. To go from one Simulacrum to another, without going into Stasis or Narcosis.

SIM. To use a Simulacra's skills in such a manner as to risk Shadow.

SMIT. Untrustworthy, from the fact that ancient smiths were the makers of Orichalka.

STAA. To be destroyed, perhaps by being chaked or lated.

STASE. To go into Stasis.

The Imperium Enterprise

The Enterprise is a large Nephilim co-operative, led by Emperor Trumps who have been alive for a century or more. They often call themselves the Core, and proudly bear the tradition of Emperor policies, working towards the Golden Path.

The Emperor Trumps consider themselves to be the main forward movement of the Nephilim race, and to have been so since the time of Menes. They value loyalty above all else in a Nephilim, and are intent upon their desire to rule all of humankind for the good of Nephilim. Many other Nephilim consider them to be oppressive and tyrannical.

The Core recognises two sub-groups of Nephilim in San Fransico.

THE AUXILIARIES: These are Nephilim who are co-operative, but whose Major Arcana families divert their attention from the true Emperor interests. However, the

Auxiliaries recognize the many threats of the Templars, and they usually help to work against them. Most auxiliaries are financially dependant upon the Enterprise, which sustains co-operation and loyalty. These auxiliaries include many Nephilim who live among humans.

THE UNPATH: These are the Nephilim who are considered by the Core to be "off the path". They do not conform to the Enterprise policies, and sometimes even resist them. All of the unpath scorn Enterprise financial assistance.

The Imperium Enterprise is officially a corporation dedicated to sponsoring venture capital investments on various projects. Its offical address depends on the nature of the business, but they are all local post office boxes.

The Imperium Enterprise also rents or owns several smaller companies through which it does its business. The Nephilim running the Enterprise are astute investors, and the corporation has an actual worth of several hundred million dollars.

The Jupiter Construction Corporation is the largest public holding of the Imperium Enterprise. Based in Oakland, Jupiter Construction is responsible for maintaining the security of Nephilim operations in the area. A suddenly needed repair project, or a construction area, makes an excellent cover for operations not suited for public viewing.

The real business of the Imperium Enterprise is done behind closed doors or below ground. Large sections of the underground sewage, public transportation and water systems in San Francisco are no longer used. The Imperium Enterprise has adapted one section of them for their own use. The area below Fisherman's Wharf and

the surrounding streets belongs to the Imperium Enterprise. Many of the secret entrances are near Pier 39, where strange looking people are not noteworthy.

The Screens

These are the Nephilim who do not belong. Most of them are classified by the Core as Unpaths and are avoided. At the gentle extreme of this collection of behaviors are those who are singularly intent on their own peaceful goals. At the other end are those who care nothing for humans or even other Nephilim, and live only for their own desires at the expense of others. The less caring in this group can often be found in the seedier parts of the Mission district and the clubs in the South of Market area.

They call themselves Screens because they have chosen to live among the humans. They generally work alone, or in pairs, and can be either aloof or active among people. Often they get lost in the system, foiling both Nephilim and Secret Society attempts to trace them. Those who wish to be accepted are called "Hoom lovers". Most of them heavily use slang terms that are confusing to newer Nephilim.

The Screens call those working for the Imperium Enterprise "Straights," "Corpse," or "Corps." This also applies to any humans working for them. Screens as a general rule hold the Corps in contempt. Very few Screens have any useful information on the Enterprise, though some have connections to various Secret Societies operating in the city.

Secret Societies In San Francisco

SAN FRANCISCO'S metropolitan nature and huge population base allow almost every known Secret Society to have some sort of presence in the city. They may have a local branch, or perhaps just an agent assigned to the area. If a person has the correct information, they can contact nearly any organization they need to. The following are those secret societies that have the greatest presence in San Francisco.

The Drake Society

This Secret Society is the main anti-Nephilim organization in San Francisco. Their objective is simple: cleansing the city of all Nephilim. The Drake Society cares little for

Templar machinations towards world domination or for Masonic planetscaping.

The society is named for Sir Francis Drake, an English buccaneer who stopped here in his travels. Known only to the Drake Society is the fact that he buried a mysterious apparatus which is critical for the Masonic long-term objectives, and hence the Templar Grand Plan. It was recovered and has served as the center for this society ever since.

The Drake Society has the outward face of a benevolent and fraternal order, like the Rotary, Elks, or Lions. They sponsor a local Youth Club, raise money for the PTA, and contribute significantly to St. Anthony's Shelter for the Homeless. Their membership numbers several hundred people. They have weekly and monthly meetings at the Palace of the Legion of Honor in Lincoln Park.

The inner circle of the society contains only those members who know about Nephilim and the other secret societies. They have ceremony, initiation, and methods of interrogation for checking their membership for Nephilim. Several Templar agents have successfully infiltrated the organization, but few are in the inner circle. A few high ranking members wear small bits of Orichalka as amulets of their station.

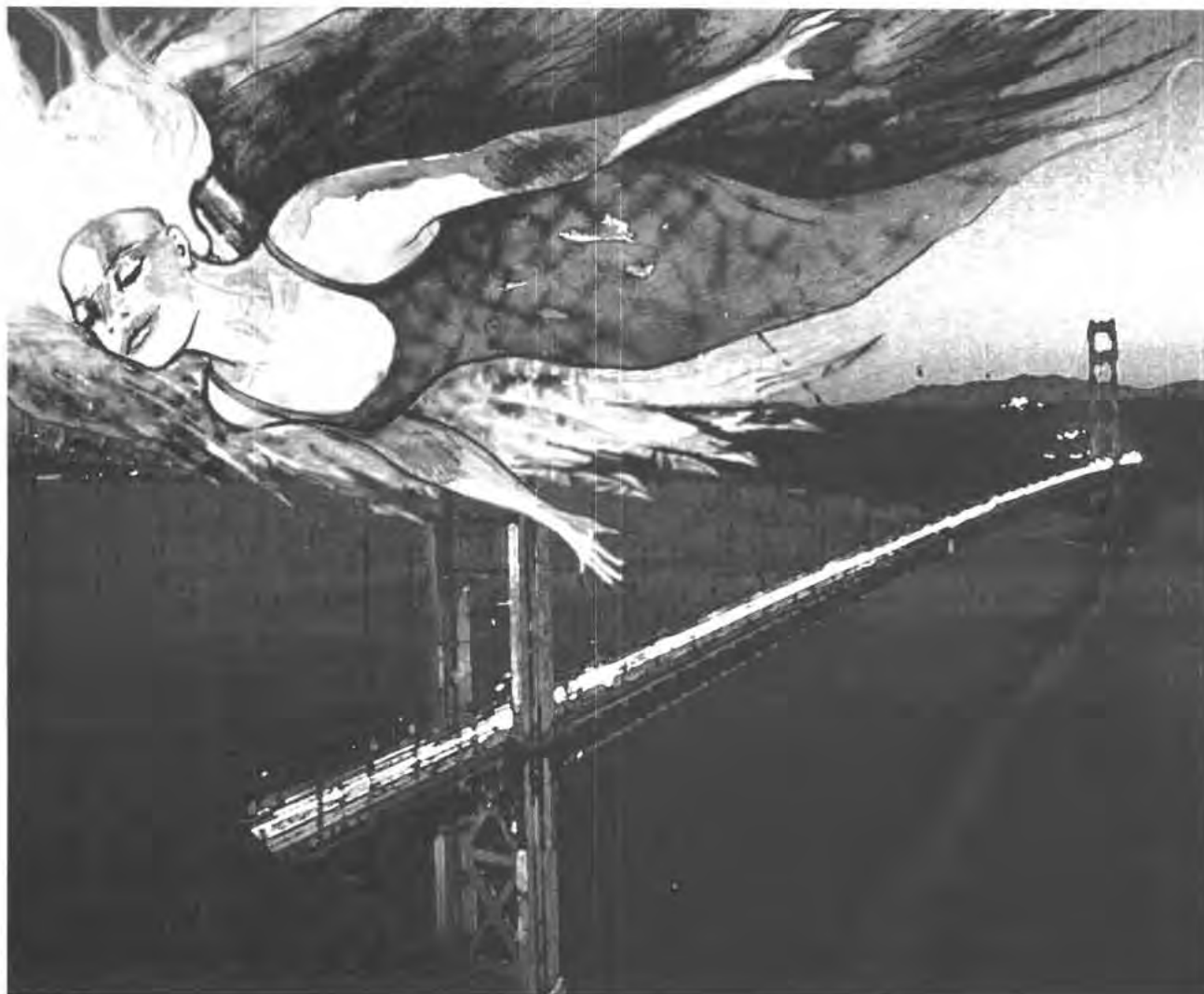
The society has slain several Nephilim in the last decade and are quite proud of their accomplishments. They are aware that the Nephilim of the area are organized, but have not yet been able to discover the actual truth. If they can, they have big plans.

The Order of the Black Star

These often solitary dabblers in the occult find the "no questions asked" policy of many property owners in San Francisco ideal for their purposes. Supplies for occult research are easy to obtain, as are the services of some of the other secret societies, when less subtle means are needed to achieve a goal. Most of the members of the Black Star live in or near the Haight-Ashbury district, with a few located to the north in Marin County.

The Ordre des Neuf Soeurs

The Ordre is the primary competition for resources and power in the area for both the Drake society and for Nephilim. Based just south of San Francisco, in Palo Alto, their members often commute into the city on missions. The current plans of the order involve continuing their dominance in the high-tech field to advance their Orichalka and magical field research. It is possible they are behind the new equipment Pacific Gas & Electric has installed on Mt. Sutro.



The Prieure de Sion

This society maintains its strength in the area to prevent renewed Templar activity. Unknown to the Drake society, support from members of the Prieure de Sion was what enabled them to fight off the attempted take-over by the Templars during the Golden Gate Bridge construction. The highest members of the Prieure are involved in San Francisco press. Recent changes and pending plans for the city's two largest papers, the San Francisco Chronicle and the San Francisco Examiner, are an attempt to consolidate Prieure power.

Currently, members of the Prieure de Sion keep in close contact with agents of the Nephilim and the Drake society — both groups with reasons to fear Templars. The Prieure de Sion has taken a completely neutral position in the battle between the Drakes and the Nephilim.

Story Ideas

Exhibition at the De Young Museum

A museum is a good place to start a new campaign. An unexpected Plexus, or some aid from the outside, may release new players into the world. The adventure in *The Gamemaster's Veil* is easily adapted to this type of scenario. If the campaign is already running, perhaps the players are needed on the other end: to help rescue new Nephilim (perhaps a new player has joined your group). Recall only that the Drake Society watches the museum very carefully, and any intrusion is difficult.

To Save an Enemy

While the Drake Society's hold over San Francisco is almost complete, its hold over itself is less sure. Elements

within the Drakes still believe in the Templar Grand plan and that the Drake Society should become a branch of the Templars. In fact, certain elite Templar agents have managed to secure unsuspected positions of power within the Drake Society. There are only several stationed now, but it might be enough if push came to shove again.

The Prieure de Sion agents have discovered this Templar infiltration, but fear revealing it and forcing the Templar's plan to begin at once. The Prieure needs Nephilim allies to assist in routing out the Templars from the Drake Society. The players must decide if helping the Drake Society is worse than letting the Templars take them over.

To Save a Friend

Ebeverka is the second in command of the Imperium Enterprise. His kindness and generosity extends to all, even humans. He is a great patron of the St. Anthony's charity stores and kitchens. Unfortunately, he and his bodyguard failed to return from their last visit. Azarlandar, the head of the Imperium Enterprise, has let all the Nephilim in the city know of his missing friend. The rewards would be great for any Nephilim able to return Ebeverka whole and sound.

While suspicion should immediately fall on the Drake society, had they captured him, rescue would be pointless. The Drakes would also spare no time in broadcasting their success in their secret journals around the city. The real truth is that a magician of the Black Star had been watching and studying Ebeverka. A few of the lowliest, anti-Enterprise screens were paid to abduct him and take him to the Haight for imprisonment. The Black Star magician plans to make Elixirs out of Ebeverka, but not before extracting as much magical knowledge as possible. Players can find the trail by careful questioning of people around St. Anthony's, who may have seen something, or by locating a friendly agent of a secret society who knows that a Black Star magician was planning a kidnapping.

Drug Bust on the Haight

While shopping along the Haight, one of the players notices an arrest occurring. As the arrested man is taken away, the player sees him flashing hand signs indicating he carries important Nephilim information. In this adventure, the players must fight city hall and the police department bureaucracy to even see the arrested man. This can be tricky for anyone, let alone a Nephilim trying to keep a low profile. The players must eventually overcome the mountains of paperwork and legalese that might be more difficult to handle than any Templar Knight. If all else fails, they may

even have to try to break the man out of jail. Success is rewarded though. The arrested man carries important news related to the players. What it is, you can decide, but it might be information on one of the other adventure ideas mentioned here.

Radio San Francisco

On top of Mt. Sutro, the workers from the Pacific Gas and Electric company have been installing some new equipment. The workers believe it to be experimental equipment designed to help boost the signal strength of the radio tower, but in fact it has been designed by the Ordre des Neuf Soeurs. The equipment will attract and warp the magical fields of the area, the end result being a low-level Orichalka field established within a mile of the tower. The game effect of this is that within this field, all Nephilim are affected by the magical fields of the planets as if every day was Saturday. The device is experimental and will eventually burn out, but until then the Nephilim of the area are affected. When the problem is eventually traced to the radio tower, players find that the Ordre de Neuf Souers has not left it unguarded from vandals.

Gamemaster Nephilim

PAGES 211-219 of the *Nephilim* Rulebook contain many useful pre-generated Nephilim for use in the San Francisco setting. This section details more about the individuals described there and their possible use in a San Francisco campaign.

Enterprise Core

AZARLANDAR: The brilliant businessman behind the Imperium Enterprise. He usually resides in a reclusive mansion in the Mojave Desert, far from the prying eyes of San Francisco. When he does come to San Francisco it is only for business vital to the Emperor Arcanum. Nephilim new to the area might be invited to meet him on such an occasion. Otherwise, Azarlandar would prefer to meditate in the desert as he approaches Agarthia.

AZRADAN: "Mrs. Wheel" handles market predictions and analysis for the Enterprise. She prefers to keep her own company and is quite a technophobe. All her most accurate predictions are made using her star charts and an abacus. Players with low lore skills may be able to get good advice from her.

Important Bay Area Nephilim Affiliations

NEPHILIM	AFFILIATION	REFERENCE
Andalak Malli	White Light Crystal Temple	<i>Nephilim</i> pg. 218
Archimedes	Enterprise Auxiliary	<i>Nephilim</i> pg. 214
Asterath	White Light Crystal Temple	<i>Nephilim</i> pg. 217
Azarlandar	Enterprise Core	<i>Nephilim</i> pg. 211
Azradan	Enterprise Core	<i>Nephilim</i> pg. 213
Bacculum	Enterprise Core	<i>Nephilim</i> pg. 213
Bedamuth	Screen	<i>Nephilim</i> pg. 214
Ebeverka	Enterprise Core	<i>Nephilim</i> pg. 212
Feskerduz	White Light Crystal Temple	<i>Nephilim</i> pg. 219
Forbadath	Enterprise Auxiliary	<i>Nephilim</i> pg. 216
Forzabaya	Enterprise Auxiliary	<i>Nephilim</i> pg. 216
Gargavan	Enterprise Core	<i>Nephilim</i> pg. 213
Isis	Enterprise Auxiliary	<i>Nephilim</i> pg. 215
Iulianos	Screen	<i>Nephilim</i> pg. 217
Kargadanda	Screen	<i>Nephilim</i> pg. 216
Omegakor	Enterprise Core	<i>Nephilim</i> pg. 212
Polythethes	Screen	<i>Nephilim</i> pg. 217
Pukaraza	Enterprise Auxiliary	<i>Nephilim</i> pg. 215
Rankandar	Screen	<i>Nephilim</i> pg. 213
Sindarzes	White Light Crystal Temple	<i>Nephilim</i> pg. 219
Solkedavum	Enterprise Auxiliary	<i>Nephilim</i> pg. 216
Urvanzao	Enterprise Core	<i>Nephilim</i> pg. 214
Vagutu	Screen	<i>Nephilim</i> pg. 215
Zakamuth	White Light Crystal Temple	<i>Nephilim</i> pg. 219
Zestumago	Enterprise Auxiliary	<i>Nephilim</i> pg. 215

EBEVERKA: The heir to the throne of the Imperium Enterprise, Ebeverka is in many ways the opposite from Azarlandar. Ebeverka commands respect from his associates for his empathy with them, and with all others. Over 90% of his salary goes to charitable causes. Ebeverka is the Nephilim most likely to instruct player Nephilim.

OMEGAKOR: When the Imperium Enterprise becomes desperate, they call in Omegakor the Destroyer. Feared by Nephilim and secret society alike, Omegakor revels in destruction. In October of 1989 he was called in to prevent operatives of the Drake society from discovering the Imperium headquarters. Both sides have been picking up from the earthquake ever since. Just the rumor that he is returning to town should make the players nervous.

URVANZZAO: He is a useful contact as a researcher across the bay at UC Berkeley. He keeps a minimum of contact with the Imperium Enterprise, but can be prodded to dig up historical information if the players can interest him.

Enterprise Auxiliary

FORZABAYA: This Nephilim resides on a houseboat north of the city in Sausalito. He is a useful contact in Marin county, and can be counted on to assist in any aquatic missions.

SOLKEDAVUM: Solkedavum works as a sewer maintenance worker and helps keep the security of the Imperium Enterprise intact. His knowledge of city tunnels in both Oakland and San Francisco is unparalleled, but he prefers to avoid contact with other Nephilim unless their need is dire. Then, he can get them anywhere without being seen.

Screens

BEDAMUTH: The more active friend of Rankandar, Bedamuth hangs around with other bike messengers near the Powell and Montgomery bart station exits. There, he too spreads the anit-Khaiba message to other Nephilim.

KARGADANDA: You would never want to meet this screen in a dark alley in the tenderloin. He's nothing but trouble to Nephilim and human alike. Kargadanda enjoys interfering with and ruining the plans of other Nephilim.

RANKANDAR: Living in a small apartment on Welfare, Rankandar spends most of his days watching television. When not there, he can be found among the screens searching for signs of Khaiba.

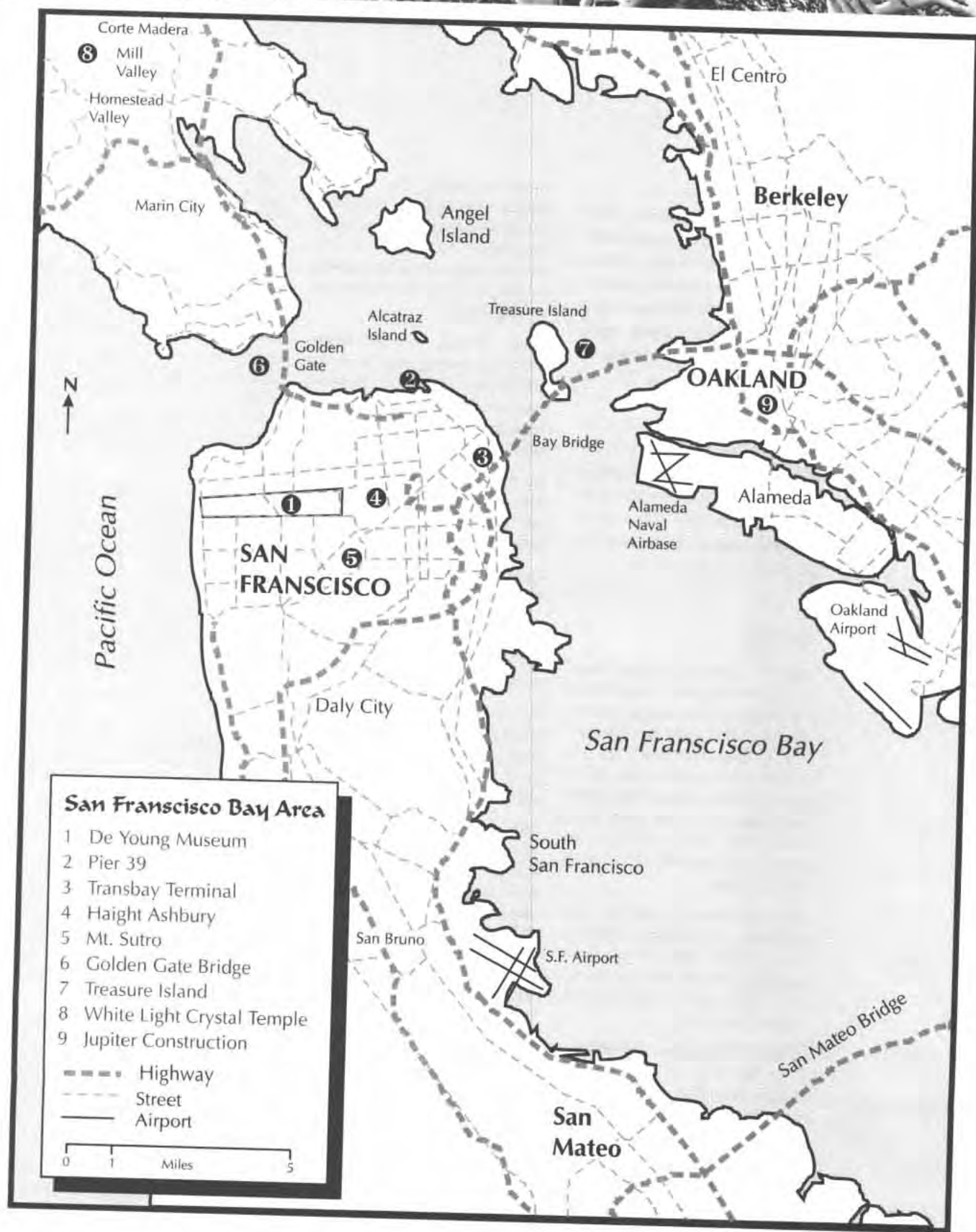
VAGUTU: One of the many outcasts and losers among the screens, Vagutu is quite possibly the lowliest. If the player characters ever come upon a group of screens, make sure Vagutu is among them to arouse their pity.

White Light Crystal Temple

ANDALAK MALLI: Asterath's loyal follower. She would die to protect Asterath, and in fact, she has. New Nephilim must talk to her before meeting Asterath.

ASTERATH: She uses the White Light Crystal Temple to spread her dream of peace and harmony. Many new age believers have flocked to her temple. The Imperium Enterprise keeps no official contact with her, but many members are known to have given her support in the past.

FESKERDUZ: This Nephilim is the comic relief at the temple. He is still young and confused, but with too much curiosity and idle time on his hands. Any visit to the temple is noticed by Feskerduz, so that he can proceed to become bothersome. At least he knows all the Arcanum light-bulb jokes.



BOTH *NEPHILIM* and *Secret Societies* provided bibliographies of many excellent non-fiction books which may be used to generate ideas for *Nephilim* games. However, they each just barely touch upon works of fiction that may be used. The following list of books, comics and TV shows provides a great source of ideas for *Nephilim*. None of them are specifically set in the *Nephilim* universe, but each provides a little insight into one of the varied elements that is at the heart of the *Nephilim* game.

Books

The Last Coin and *The Paper Grail*, by James P. Blaylock. These books are not related or in series, but each tell of elements of the fantastic invading the modern world. The first is about the search for the thirty pieces of silver given to Judas, while the second tells of the quest for a modern grail. Each provides lots of weird ideas that may be used in *Nephilim* games.

The Fourth Guardian and *The Lost Guardian*, by Ronald Anthony Cross. The truth of the four guardians who have molded history for millenia, and how their conspiracy finally dissolves.

Foucault's Pendulum, by Umberto Eco. The story of three editor's descent into the secret mysteries and conspiracies that control the world. If you only read one book from this list, this should be it.

Tales of the Knights Templar, edited by Katherine Kurtz. An anthology of

stories concerning the Templars, from their origins in the twelfth century, to their continued existence in the present. Contains lots of references to esoteric elements including the head of John the Baptist, the Grail and more.

Many Waters, by Madeleine L'Engle. A young adult book that tells of two teenager's adventures when they travel back to an Old Testament world, where Seraphim and Nephilim still roam.

The Eight, by Katherine Neville. The story of two hundred years of intricate conspiracy centering around Charlemagne's chess set.

Last Call, by Tim Powers. Similar in theme to the Blaylock books, this one also tells of fantastic elements and conspiracies in the modern world. It centers around Los Vegas and the reborn Fisher King.

The Stress of Her Regard, by Tim Powers. A tale of vampires set in the time of Byron and Keats. A very good book to use as a source for Selinim and Nephilim alike.

The Illuminatus! Trilogy, *The Historical Illuminatus! Trilogy*, *Cosmic Trigger* and *The Schrodinger's Cat Trilogy*, by Robert Anton Wilson and Robert Shea. These books all tell the story of an ever more convoluted descent into the occult and enlightenment. They're both funny and illuminating.

Comics

The Doom Patrol, DC Comics. Although no longer being published, when the Doom Patrol was being written by Grant Morrison (issues 19-63), it told the story of unlikely superheroes thrust into a world of

bizarre weirdness. The start of this run (issues 19-25) is collected in a trade paperback, *Crawling from the Wreckage*.

The Invisibles, DC Comics. Also written by Grant Morrison. The story of a cell of Invisibles, and their fight against the secret powers that control the world. This comic spans all manner of things esoteric, and is a great source. The first several issues of this series have been collected in a trade paperback titled *Say You Want a Revolution*.

The X-Files, Topps Comics. Although based on the X-Files TV show (see below), this comic tends to focus more on aliens (and thus the hopes of the Star Arcanum) and the machinations of secret societies. The first six issues of this series are collected in a trade paperback. The *X-files Digest* is a companion publication.

TV Shows

Nowhere Man. Shown for one season in the US, this show centered around elements of government conspiracy and paranoia.

The Prisoner. This 1960s British show tells the story of a spy kidnapped by a mysterious conspiracy, and placed into a fractured utopia, where attempts are made to extract information from him. It is a true classic.

The X-Files. being shown currently in the US. It is about two FBI investigators who look into strange, fantastic and magical phenomenon. Stories about secret societies and government conspiracies are also an important part of the show. Nearly ever episode could be used as the center of a new *Nephilim* adventure.