

NEPHELE

Occult Roleplaying



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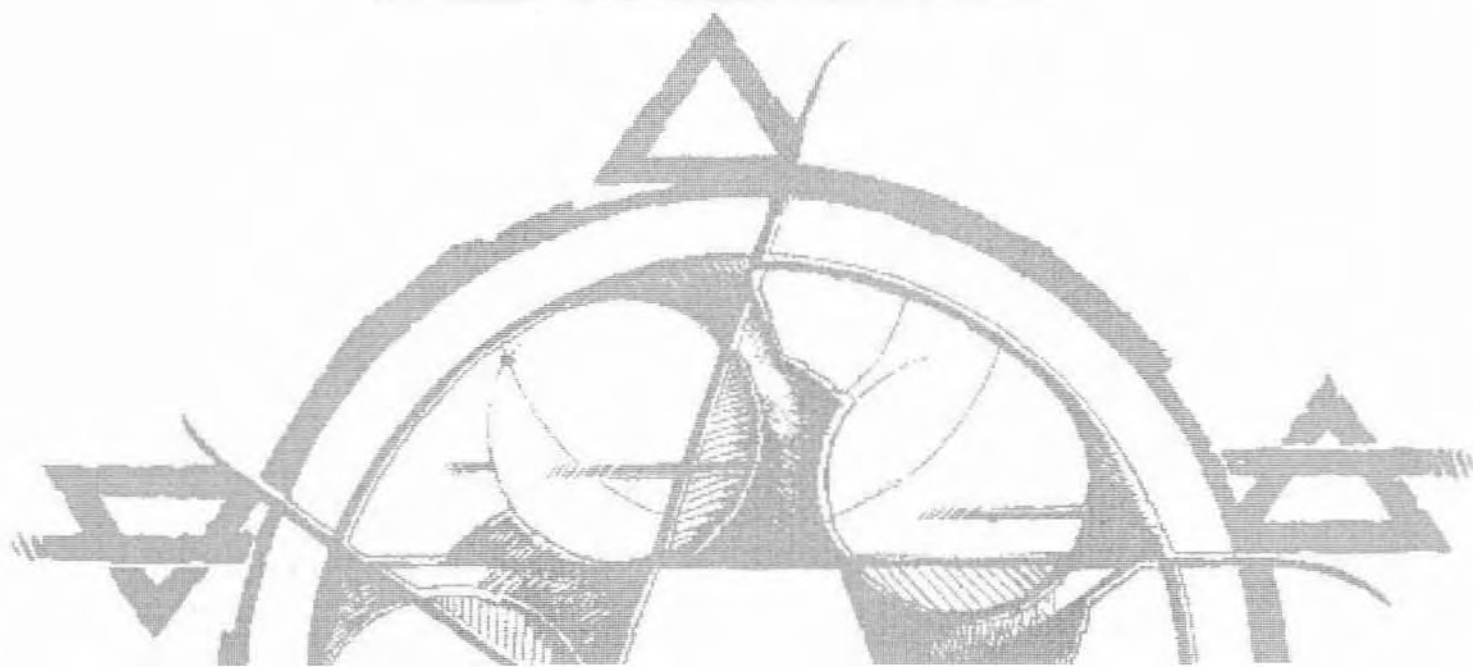
This Game Is Not Real

DEPHILIS

OCCULT ROLEPLAYING

*The breath of the flute player,
does it belong to the flute?*

-Rumi



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Our encounter with the Duke of St-Amand

We met the Duke of St-Amand one hot summer afternoon in 1990. Laden with the heat, we sought refuge in the cool nave of Notre-Dame. It might have been the setting, or the stony gargoyles, but this place is where we feverishly thought of the first few lines of *Nephilim*. The passionate discussion had been going on for hours when we noticed a man of indeterminate age, dressed in old-fashioned clothes, who slowly but tactfully involved himself in our conversation. We shortly fell silent to listen to him speak; in a few sentences he brought light to our flamboyant but confused ideas. We had just met that mysterious character, the self-styled Duke of St-Amand.

We would like to thank him for letting us consult his secret and labyrinthine library without which we would never have written *Nephilim*. We would also like to thank those who have crossed our path, those who inadvertently turned up: the master of the three moons, the alchemist, the theosopher of Queribus, the Zen monk of Bethune and the talking yellow dog.

— Frédéric Weil and Fabrice Lamidey



FORWARD

I felt honored yet embarrassed when the editor of the present work asked me to write this forward. It is an honor to be awarded the function of guide, to be the lantern in the hand of the hermit for courageous people who choose to traverse the dangerous and devious path of the occult and esoteric. It is nonetheless embarrassing to confirm that the occult (essential of all things) can be the basis for a game.

Despite the fact that most of us humans hide from this realization, either consciously or not, the world that surrounds us is full of signs that enlighten those who can but read them. Mars is red like blood; the sun shines like gold; the moon follows a cycle like that of women. We can ask ourselves if the "likeness" indicates a hollow comparison or reveals something that runs strong and deep within us all. For a moment you can guess at the labyrinth behind the confusion—you may have the foreboding feeling that a significant coincidence hides behind simple chance. You glimpse at a new reality, one that can blind.

We can not help these observations. *Nephilim* is a result of those explorations.

— Antonin, Duc de Saint-Amand
Chateau du Moulin, August '92

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ROLEPLAYERS and readers of fantasy, you have already approached the occult. You may have encountered it unwittingly. Your understanding begins by admitting that already you know such words as magic, alchemy or kabbala.

With *Nephilim*, we invite you to go further. We invite you to cross the threshold of fantasy in order to discover the hidden side of our everyday universe. Here you will discover the underlying reality which has been hidden for millennia, you will see behind the scenes and reveal the canvas under the paint. You will discover a twilight world where alchemists bend over their alchemical ovens, kabbalists trace their pentacles, and magicians decipher their grimoires for the hidden spells within. This world is concealed behind the respectable facade of wealthy neighborhoods, non-profit associations, flourishing businesses and historical monuments which seem to be completely open to public scrutiny.

But this is a world of secrets. Secret societies wage unseen wars against the Nephilim and one another for control of the magic fields, and ultimately for world mastery. From this world of mystery, magic and the occult come your characters: the NEPHILIM.

The Nephilim character has a past which is as ancient as humankind, uses supernatural powers, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses a rich and unsettling personality. This character is but a spirit and has, since the Deluge, lost its body and has been forced to inhabit human bodies during different periods of history. Perhaps your character has thus witnessed the founding of the first cities, participated in the sack of Troy, contributed to the fall of Rome, spied upon the crowning of Charlemagne, initiated Napoleon to the mysteries of the Carbonari or encouraged the crimes of Jack the Ripper.

Now, in the 1990's, the Nephilim have woken up *en masse*, though they do not yet know why. Your character will be one of those who reawaken. It needs to rediscover the mastery of the five magical forces of which it is composed, for these determine its personality and physical body. A Nephilim is made of fire, air, water, earth and moon. It has no body now, and

your character will take possession of a human body it calls its Simulacrum. The Nephilim retains its own personality, remembers the skills that it has acquired during its previous incarnations and learns how to use those of its Simulacrum. Then begins the Metamorphosis. Every Nephilim has already lived through this in its past. In Metamorphosis the body of the Simulacrum changes to become the nonhuman which each Nephilim truly is. This change of the human body is just the beginning of the long quest which Nephilim have pursued for centuries: the quest for Agartha.

Agartha is the spiritual and physical fulfillment of the Nephilim. It corresponds to a lost state, where the Nephilim has no need of a body, and where it can directly manipulate the five magic forces. After attaining Agartha a Nephilim can even become a leader of one of the Nephilim's 22 tribes, which are called the Major Arcana. An Agarthan character possesses a tremendous sum of occult knowledge and holds the most important secrets of our world. Many words have been used to describe this state, so that such a being has become a Master or an Enlightened one.

But before it reaches this magnificent state of accomplishment, a Nephilim must undertake many difficult tasks. It has to acquire occult knowledge. It has to uncover great secrets. It has to accustom itself to our strange world, and rediscover the old volumes that are stacked away, lost in museums, within whose bounds are consigned the real spells. It has to undo the plans built by secret societies, which seek to destroy the Nephilim or to take over the world. It needs to find companions, locate its old tribe, and

compute the new astrological conjunctions. It must abandon itself to the techniques of magic, and most of all increase its knowledge and skills in the occult before it can reach Agartha. It will live through what humans vulgarly call adventures. Nephilim know that these sheathe what we can call initia-

"In those times, when men grew and multiplied after Adam had left Eden, the Nephilim roamed the Earth"

— Genesis 6:4

tions, as is said in one of the best known hermetic texts, *The Emerald Tablets*.

Roleplaying

Nephilim is a roleplaying game. Its aim is to get the players to bring an imaginary character to life within the shared environment of the group imagination. But Nephilim is a unique roleplaying game, for it asks you to play the part of an immaterial entity which takes possession of a human body. You are a Nephilim that embodies itself within the flesh of a Simulacrum.

What is a Roleplaying Game?

In a roleplaying game the players act the parts of characters who are going to live and move within an imaginary world.

One of the players is the gamemaster. She conceives and develops adventures in the imaginary universe which serves as a backdrop for the characters. Thus the gamemaster is a primary mover and creator in the world.

The gamemaster is also a referee, being an arbitrary rules-arbiter between the player characters and the universe which she has created.

Dice

Several different kinds of dice are needed for this game. They are designated by the prefix "d" followed by a number, which is the number of sides on the die. Thus a d6 is the common six-sided die. The available dice needed for this game are: d6, d8, d10, d20. You can get them at any good hobby store.

Sometimes a die designation is preceded by a number, which indicates how many of that dice to roll. Thus 3d6 means to roll 3 six-sided dice.

Some dice are less obvious to the newcomer. For instance, no d3's exist. To find a d3 result just roll 1d6 and divide by 2, rounding up.

Finally, the d100 is critical to this game. This is also called percentile dice. To find a d100 roll, use 2d10. Designate one of them to be the ten's

column and keep it as tens. The other is the one's column. For instance, a 4 on the tens and a 7 on the ones is a result of 47. Be consistent. Do not switch dice because you are tempted to be successful every time.

Essential Principles

In all roleplaying games, you play a character who is defined following certain rules. These rules are detailed later, and include explanations of these concepts.

The Characteristics

Characteristics define the physical universe. The usual range of human characteristics is between 3 and 18. *Nephilim* includes statistics for Strength, Constitution, Intelligence, Dexterity, and Charisma.

These statistics can be changed and measure the relative physical conditions of a character, especially through the use of hit points.

Weapons and almost any kind of accident can also change these statistics for the worse. Weapons' damage are measured in these same point values.

Skills

Skills are things that the characters can do in the world. This roleplaying game uses a percentile system. The scale begins at

Roleplaying Considerations

Roleplaying games give the players a way to rationally interact with a fantasy world. In a roleplaying game the players make up an imaginary person called a character. Then they direct the actions of this character as she interacts with other imaginary characters. Through the actions of their imaginary characters the players are like actors in the make-believe world. The players, through the actions of their Nephilim, interact with and explore the occult world of Nephilim.

★ Most of the game is verbal interchange. Most actions are automatically successful: everyone can walk and talk under calm conditions, and so on. Dice rolls are used to determine whether a character succeeded at performing an act which is not automatically successful, such as fighting, casting magic, or arguing with another person.

The players begin by controlling characters who are Nephilim—magical spirits incarnated into modern humans. If someone already knows how to play this game they can probably explain most of the necessary rules in half an hour.

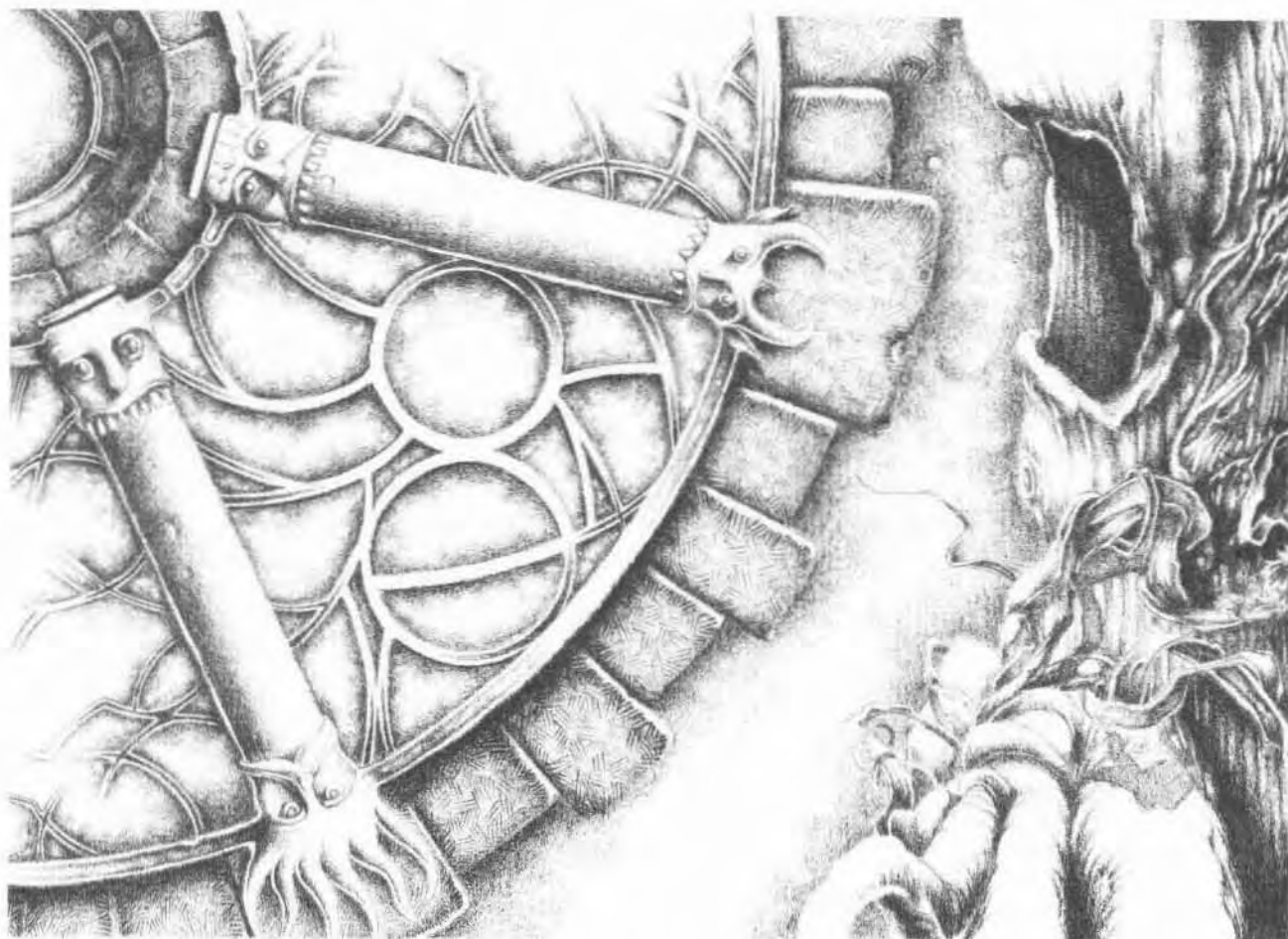
Typical adventures of player characters are to perform arcane magic, fight Teutonic Knight warriors, search out occult lore, spy on secret society sorcerers, sneak into the Templar headquarters, or hunt for ancient artifact like Excalibur or the philosopher's stone.

To play the game a second task must be undertaken by one player: that of the gamemaster. The gamemaster describes the world and events within it to the players. She controls the non-player characters.

The gamemaster in a roleplaying game directs the flow of the game while the players control the actions of the characters. As the gamemaster describes what is going on, where they are, and other details of the plot, the players choose actions for their characters, thus cooperating with her in creating the adventure.

The gamemaster oversees the imaginary world, describing it in detail and directing its course. She is not an adversary, but rather the key to the world of Nephilim. She brings both friends and enemies to life for the players. When they have questions or need help, players turn to the gamemaster for answers. Likewise, the gamemaster must ask for opinions from the players to make it an acceptable game.

The player characters' knowledge of their world is different from the players'. Players should remember to differentiate between their knowledge and that of their characters. A good gamemaster will accept the players' assistance and ask for their help when needed. Success in Nephilim comes through cooperation between player characters, and also between players and gamemaster.



0 and ranges to 100 and beyond. Whenever the character performs an activity whose success is not automatic, her player rolls a die and if its roll is within the range of success, then the action occurred successfully. Other rules explain results of failure, too.

Metric Conversions

Nephilim uses the metric system of measurements. If you desire, use this table to convert metric to English measurement.

All values are rounded to approximate measures

Lengths

- 1 centimeters = .4 inches = .03 feet
- 1 meter = 40 inches = 3.3 feet
- 1 square centimeter = .15 square inches = .001 square feet
- 1 square meter = 1550 square inches = 10.8 square feet
- 1 kilometer = .62 miles

Weights & Measures

- 1 gram = .035 ounces
- 1 kilogram = 2.2 pounds
- 1 liter = 1.06 liquid quarts = .91 dry quarts

Peculiarly good successes and dramatic failures are in the game through the procedures of Criticals and Fumbles.

Experience

Roleplaying games deal with characters over a long period of time, and during that time we expect changes to occur. In *Nephilim* the Experience rules reflect the ability of characters to learn and improve at doing things.

Furthermore, in *Nephilim* the Metamorphosis rules further dramatically delineate the character's transformation.

Unique Nephilim Factors

Ka

Ka, in its five forms, is the magic energy in all Nephilim. These five components of each Nephilim give it its personality and originality. One of the elements dominates the others, at the player's choice. This determines which type of creature the Nephilim will turn into, what its personality will be, and what type of magic will be most easily manifested by it. The five Ka elements of the Nephilim are: Earth, Air, Fire, Water, and Moon. The game also includes other types of Ka, including Black Moon-Ka, Solar-Ka, and Black Sun-Ka.

Metamorphosis

Each elemental component (or Ka-element) affects a physical Characteristic and the eventual physical body which the



Nephilim will change into. This shape, called Metamorphosis, is characterized by five physical transformations. Each of those transformations is measured on a scale of 0 (normal human) to 20 (complete transformation). The sum of the five add up between 0 and 100.

When an individual transformations reach 16 or more points, the change becomes difficult to conceal from humans who are not even trained in seeing Ka. When 2 or more transformations are that developed, the change is even harder to conceal. At this stage the Nephilim are often called Metamorphs.

The Metamorphoses are essential to roleplaying in *Nephilim*. They characterize each Nephilim to act in agreement with its element. During play the gamemaster will attribute extra rewards to those players who roleplay their Metamorphosis with talent. For example, a fire Nephilim of the Djinn Metamorphosis should receive points for setting fire to a cardboard factory which provoked a gigantic conflagration. Such a creature is devoted to destruction and violence. On the other hand, an Earth Nephilim in the Elf Metamorphosis is devoted to earth and nature, so it gets points for preventing the destruction of parts of the rain forest.

Double Skill Columns

On the character sheet, you will find a list of the skills. The two columns indicate that the store of skills known by a Nephilim is almost never the same as the skills which its Simulacrum knows. However, it can still use the Simulacrum's skills, separately.

Magics

Magic is natural to all Nephilim. They manipulate the elements of the world to change it. Their magic is elementally determined.

The Nephilim invented three ways to manipulate the magic fields, each called a technique. These techniques are

metasystems which were first clearly defined by the great German Hermeticist Agrippa (circa 1530 AD). He defined these three systems as the Natural World, which dealt with the properties of the material world, whether it was stones or breath; the Celestial World, which dealt with the properties of things conceptual, without physical makeup; and the Spiritual World, which dealt with the properties of things beyond the world, especially Summonings from other realms.

In *Nephilim* the Celestial Technique is called Sorcery. The Nephilim first developed it and have interacted with humans that way since the dawn of humanity. Sorcery allows direct manipulation of the magic fields.

The second magical development was of Summoning, Agrippa's Spiritual Technique. This was developed as an attempt to open new ways to reach Agartha, but has ended up as a way to get help. It enables the transferal into this world of creatures which are composed of magic fields. Then those beings are dominated, and instructed to act upon physical reality.

Alchemy, the Natural Technique, was the most recent form of magic. It began as a method of altering the physical world, hoping to thereby create a better Simulacrum. Third Circle hopefuls claim it is possible to have a Simulacrum which also functions as a Stasis. Alchemy has not yet succeeded in creating this living *Golem*. Alchemy now allows the transformation of the different magic fields through the use of an *Athanor*, an alchemical oven.



HISTORY OF THE NEPHILIM



AMONG THE FIRST great secrets that a Nephilim learns is that history, as conceived by the majority of humans, is incorrect. Most (perhaps all) historical events have their origins in the magical world of the Nephilim. Human history books only describe the surface of things, as lived by individuals and groups who are unable to comprehend their true implications, or simply refuse to face the truth. Furthermore, secret societies have fabricated false historical and scientific truths to protect their influences and activities. These deceptions have been accepted as truth by most of humanity.

A blatant example is that of Darwin's theory of natural selection. Incurably curious, Darwin discovered Atlantean documents which hinted at the origins of human development. During one of his numerous travels, he was eventually initiated into a secret Masonic lodge which aimed at bringing humans and Nephilim together. When he learned the origins of humanity and the destiny of the Nephilim, Darwin destroyed the observations which had brought him to his enlightenment, afraid of betraying the Nephilim lodge to the other hostile secret societies. Then, guided by a Nephilim, Darwin built his coherent system of biological evolution to further obscure the track. This also provided a weapon which would be used to attack the Masons' sworn enemy: the Catholic Church. Thus Darwin protected those whom he called "the miracle of selection": the Nephilim.

Each Nephilim knows the story of its origin, for it has learned it during its various incarnations, step by step. Bits are inscribed on obscure papyri, or engraved on stone tablets in forgotten languages. Centuries of war have destroyed vast sources of ancient knowledge. This fragmentation of history makes it hard for them to compile the truth properly. We have selected the version given below because it is the most complete, concise, and modern. It is also an overview useful to

"I have at last found proof of the existence of civilizations more ancient than us Hellenes: Atlantis of the Egyptian priests, the continent Mu of the poets. What new riches to discover, to visit, to tell!"

—The Secret Books of the Inquest of Herodotus

newcomers. This version was translated into English in 1994 by Francis Hades, based on a draft by the Duke of St-Amand. He copied it from an anonymous scribed French parchment dated to the seventeenth century. That one claims to have been a translation from the original, which was written in Enochian during the second century AD by Simeon bar Yokkai, the Master of Kabbala. It is untitled, but like Babylonian manuscripts, has been given a title made up of its opening lines.

Without further ado, we present *Before All*.

Before All

BEFOREALL: the hurly-burly, the Chaos. In the unknown void, the forces of the universe took the shape which we call the ether, and concentrated themselves to form the guides of our spirits, the stars. In our local system the ethers congealed themselves in

a sacred spot, the Axis of the world, and formed the guide of our heart, the sun. The forces of our universe beamed in turn from the sun and materialized into five celestial bodies called planets, here called by their Latin names: Mercury, Venus, Luna, Mars and Jupiter. Each planet began then to

act as a prism and to focus the ethers of the sun on a second magical point. There they mingled to form the seventh celestial body of our universe: Earth.

For a long time the forces mingled without effect. But gradually they came into conjunction and formed the center of the Earth, the Grail, a container of all the physical forces. The Grail is so formed that it imprisons each part of the ether and transforms it into a magic fields which circulate the Earth. Five fields were created: the field of water, influenced by Venus; the field of earth, under the influence of Jupiter that modelled our soils; the field of air, governed by Mercury who wove our atmosphere; the field of fire, under the domination of Mars who generated our combustion; and at last the field of the moon, dependent on Luna. This last field was the most powerful, because the moon was then, and is still is, the closest celestial body to the Earth.

By its nature, Luna opposed itself directly to the pure forces of the sun and, thanks to their interactions, the earliest life forms were born. Over innumerable years life developed, changed, grew, and multiplied. After immeasurable time one creature, born of the fields of the moon, was able to dominate the other life forms. It was the coming of the great saurians, the dinosaurs.

The cycle of Mu

The saurians venerated the field of the moon, drawing magical energy from it. They created a great civilization, somber and terrifying to human minds. They lived in vast cathedral-forests that were also their meeting centers. They developed mystical tools so that their thoughts, sharpened by the field of the moon, replaced both speech and tools. They dedicated religions to the moon. They terraformed, conducted philosophical debates, and travelled mentally to other planets. They did everything which they could imagine until, at last, they waged interminable wars on each other for entertainment. But they were not omniscient. Their vast years of rule, the manageable power of the moon fields, and their dedication to material pleasure conspired to blind them. New life forms had evolved at their expense. The rays of the sun continued their slow process upon these new life forms which would, much later, give birth to human beings.

During this period the first Nephilim were formed. They were pure spirits, without physical bodies, under the influence of the five magical fields. They had no focus, attention, or consciousness.

The saurians reached a stage where the ruling races lived only for the satisfaction and the pleasure of mastering the moon fields. Guided by a Tyrannosaur prophet-king named Mu, they decided to make a new celestial body, a new moon. Such was their power that they succeeded in making the Black Moon. This Black Moon emitted a stronger magical field than the white moon, and so intensified and variegated their pleasures even more.

Their ignorance was folly. They disregarded the disruptive effects which would occur as a result of modifying the balance of the magic fields upon the Earth.

The Nephilim, who had been born of the harmony of all five magic fields of fire, earth, air, water and moon, awoke to

consciousness. In these days they called themselves the Kalm, because they were the masters of the elemental fields.

They realized that the Black Moon threatened to terminate their existence by cancelling the magical fields, and they resolved to stop the crazed saurians. As they matured the Nephilim slowly acquired control of the magical fields and, with great care and preparation, united their five powers to destroy the Black Moon. It exploded, creating a gigantic cloud of planetary dust which damaged the field of Luna. The saurians, deeply dependant upon the lunar fields, couldn't resist both the destruction of the Black Moon and the destruction of the Luna field. They finally perished, leaving the Nephilim as sole conscious masters of the Earth.

The Black Moon cloud settled, but the disruptions to the magical fields had permanently deranged and polluted the Lunar field. The Nephilim nonetheless carried on their maturation and developed their mastery of the four magical fields that remained intact. The fifth Lunar field, although weakened, did not disappear altogether.

The Life Cycle of the Nephilim

The Nephilim were not born of carnal relations or chemical interaction, but each made for itself a physical body which was shaped by the natural elements which composed it. Thus were formed what humans would later call the Old Races. Today they are called salamanders, sylphs, elves and satyrs, as well as other elemental creatures.

The Nephilim set forth on the road towards unity and sophistication. They refined their use of magic, which was to them a tool and a form of energy. They invented the language called Enochian to communicate their magical knowledge. They studied their own life cycle and came to the conclusion that they were almost immortal.

A Nephilim is created when the five magic fields meet in one particular place, called a Nexus, during a particular conjunction and enthronement of the planets. These magic fields are never of the same intensity at different times. The strongest of the fields is dominant, and determines the shape of the Nephilim.

The Nephilim materializes into a basic elemental shape upon which it builds as it increases its knowledge of the magic fields. During its life it becomes an initiate; acquires knowledge, experience and wisdom; and, when it has qualified, transcends the material world and enters Agartha.

A Nephilim might be dissolved before its enlightenment. The causes can be accidental, such as a Nephilim whose dominant field is fire being thrown into a pure field of water (for water is opposed to fire). But its dissociation could also be precipitated by other Nephilim who seek its annihilation, through the use of spells.

The Nephilim practiced their magic and grew great in wisdom and power. Yet they did not reach Agartha, as if a door was closed to them. They searched some more, and found that to reach Agartha they must be able to control the most powerful magic field of all, that of the Sun. They decided then to cross a new boundary in their spiritual accomplishment and to master the solar field.



Atlantis

Collectively, despite dissension and conflicts, the Nephilim progressed along the way of wisdom and succeeded in uniting as a single realm which covered the entire planet. The Nephilim created the Golden Path, which was their grand plan to obtain access to the Solar-Ka so that they could reach Agartha.

Lacking all Solar-Ka themselves, the Nephilim decided they would obtain it from other life forms. They studied all of the creatures on Earth, then settled upon several species to work with and watch. After millennial evolution they selected a single species whose members were deft, bipedal and with high intellectual potential. They lacked consciousness, but they possessed a marked trace of the solar field. The Nephilim had created a continent for their creatures' development. Plato would much later call it Atlantis. There the Nephilim began their attempts to merge with the creatures, but these attempts met with failure because this species was only beginning. The Nephilim resolved to be patient and develop the solar field in those ancestors of humans. More millennia passed, overseen and controlled by Nephilim, with various breeds tried and discarded until there was a creature we recognize as the earliest humans. Yet success still eluded them, despite bizarre new experiments, and merger with the humans was impossible.

It was then that unity among the Nephilim dissolved. Certain Nephilim took fright, seeing the Golden Path to be a repetition of the errors of the great saurians. They exiled themselves from Atlantis. Others learned to love the humans and took offence at how the Nephilim treated them as mere flesh puppets.

One Nephilim, whom the humans called Prometheus or Loki, took the initiative and revealed all of its Truth to certain humans. The result was beyond its wildest hopes, for this revelation provided the spark that had been lacking. They gained self awareness.

Consciousness made the humans aware of the atrocity of their condition as slaves of the Nephilim in a paradise which wasn't theirs. Some of them formed groups which travelled widely and shared the knowledge handed down from Prometheus, founding the first secret societies. Dissent and rebellion among the humans grew.

Then an extraordinary occurrence upset the plans of the Nephilim. A gigantic meteorite crashed into Atlantis, penetrating to the magma and shaking the whole land with earthquakes. The fall of the meteorite had other consequences: a cataclysmic deluge swamped Atlantis and the continent sank to the bottom of the oceans. This flood has been remembered in the myths of all humans whose ancestors managed to escape and reach the other continents.

But the physical damage was not the worst problem for the Nephilim.

This meteorite came from Saturn, a distant planet which had so far had little influence on Earth. This opened the terrestrial fields to a new magical field which was so powerful that it cancelled out all the others. The material of this meteor was called Orichalka.

The Orichalka permanently diminished the Nephilim, much to their shock and horror. The other magical fields were



so weakened that all Nephilim were forced to permanently materialize themselves into a body, and were incapable of subsequently dissolving into the fields or creating a new body. These creatures, so pitiful in comparison to the KaIm they had once been, were thereafter called Nephilim.

Thanks to the knowledge that Prometheus had brought them, the humans quickly understood the implications of this event. They made weapons out of Orichalka, then attacked the Nephilim, destroying great numbers of them. Their success emboldened others: the secrets of Orichalka were spread, and the entire race of Nephilim was endangered.

The Selenim Rescue

The Nephilim fled from their attackers, and many found their way to the realms where some of the exiled Nephilim had gone, and where no humans had ever lived. Those exiled Nephilim were alarmed and determined to react decisively. They had previously studied the magical field of the moon, and they had discovered residual traces of the Black Moon. They now discovered that those remnants of the field of the Black Moon could resist Orichalka. They worked diligently and desperately with this field, liberating and encouraging it so it grew. They learned how to reach and use it. Many dedicated themselves to be at one with the Black Moon. They were changed by it, and became the first Selenim.

Then they fought back and succeeded, for the Selenim were immune to Orichalka. But they paid heavily, for they were no longer Nephilim at all. They had been transformed beyond recognition. They lost the ability to manipulate magical fields other than the Black Moon, and they lost their connections with the fields from which they had gained life. To replace this loss they stole Solar-Ka from the humans. The Selenim lived from the flesh and blood of the humans, wandering at night and terrifying humanity. Humans named them the living dead, werewolves, ghouls or vampires. Humans,

confronted with a terrifying creature immune to their magical weapons, abandoned their Nephilim hunt and fled. The Nephilim race was saved.

The Selenim were heroes, and they ruled the world. This peace enabled the other Nephilim to prosper. Always experimenting and searching for new avenues of existence, they often took the forms of monsters and dragons, and visited their human tormentors. The war continued across the world. The majority of humans fiercely fought their creators. Titanic battles raged, and are remembered still in epic poems such as Gilgamesh or the Bible.

At about this time some of the heirs of Prometheus decided that the knowledge that had been transmitted to them should not be shared by all. They called themselves the Black Star Society. They chose to keep those revelations secret to dominate the non-initiates, to institute rituals safeguarding humans from the ascendancy of the Nephilim and to get rid of their previous masters forever.

Not all humans were so hostile. Many humans understood the Nephilim to be terrible and benevolent gods and goddesses, and worshipped them in numerous cults. Some of these Nephilim even assisted the humans against the Selenim, and so gained great trust and respect among humans.

Co-operation

There got to be so few hostile Nephilim that they became a mere memory in the mythology of the Black Star Society. Numerous attempts were made by co-operative humans and Nephilim to obtain gifts for their mutual benefit. Several significant events are remembered.

The first great event was the creation of Stases so that the Nephilim could have a receptacle for their Ka-elements and thus prevent dissolving back into the elemental fields between embodiments. Previously, when a Nephilim's elemental body was destroyed the Nephilim would have a very short time to create a new body, or else dissolve back into the magical fields. Its energies might be reborn as a new Nephilim after some great interval, an action recognized but not understood. Only the most powerful Nephilim could create new elemental bodies, so most Nephilim suffered the fate of dissolution.

During the reign of the Selenim the Nephilim called Hern learned to make Stasis objects to act as an anchor for their Ka-elements. This allowed them to maintain their elemental integrity and thus their consciousness. Now they could improve with each life and reincarnate with their memories and skills intact. From its Stasis a Nephilim could temporarily incarnate in a human, then return to the Stasis until the human priest returned.

Soon, the humans of the Black Star came to realize that the Nephilim were reincarnating, and used the secret of Stasis to their own advantage. They learned that the Nephilim would remain trapped inside indefinitely if the Stasis was kept from entering a magical field. Humans then erected standing stones to predict astrological conjunctions, enthronements, and the movements of the elemental fields. They captured existing Stasis, and used calculations

to place them in locations which would never be crossed by magical fields. Numerous Nephilim were thus trapped in Stasis, indefinitely.

The Great Compromise

Around 10,000 years ago a new arrangement was made between Nephilim and humans. They called this new development the Great Compromise. Under the compromise the worship of the ancient tribal gods was expanded so that the priests and priestesses would prepare themselves to be vessels for Nephilim, who permanently incarnated in them, speeding up the Nephilim's progress to Agartha. This was the start of the priest-kings, whose protection and guidance allowed people to settle into the first towns. Concentrated population



centers allowed people to gather knowledge from other places, and within a short time the neolithic revolution had begun.

Seven thousand years of development led to the Pact at the dawn of the Egyptian civilization. In this pact the Pharaoh Menes united and reorganized the humans and Nephilim of Egypt into a single political entity. The Age of Empire had begun. The Nephilim and the Egyptian Pharaohs developed the Great Compromise further, agreeing that the Nephilim would incarnate in the royal line for one lifetime, then would

be entombed in the pyramids to continue their progress toward Agartha by following the Western Path through the underworld.

The compromise lasted without fail for some 2000 years, until the incarnation of the Nephilim Akhenaton, under the XVIIIth dynasty, some 1350 years before the coming of Jesus-Christ.

—Simeon bar Yokkai.

The End of the Compromise

WHEN AKHENATON SUCCEEDED to the throne of Egypt, he decided to defy the Great Compromise and return to the Golden Path. He began to spread a new religion, of a unique solar god. He engraved 22 tablets of power, each destined to receive one Nephilim pharaoh from each past dynasty and four pharaohs that would come after him. He secretly ordained the opening of the vaults of the pharaohs and embodied them into humans.

*Humans, you who think me mad, take heed for a time
will come when the Nephilim will all wake up en masse
and will take possession of your bodies.*

Simeon bar Yokkai, 2nd century AD.

The members of the Egyptian clergy, panic stricken, bravely decided to fight against Akhenaton. They managed to dispatch some of the incarnated Nephilim pharaohs, as well as Akhenaton himself. The power of Akhenaton's revolution was dissipated. Little by little, the knowledge that had been imparted to the humans by Prometheus was lost to all, save for a few individuals who guarded it jealously. They resolved to hide the truth from other human beings by falsifying history. They

hid certain teachings, especially those concerned with the Nephilim, and set out to rule the world. The Nephilim were forgotten, except by the secret societies who kept chasing them to destroy them or put them in Stasis. When humans attempted to rediscover fragments of the truth, all they achieved was the displacement of a few Stasis and, consequently, the awakening of the Nephilim. Since then, the Nephilim have hidden from humanity and secret societies, and seek to renew the Golden Path, the goal of which they call Agartha.

The time has come. You, as Nephilim, may at last rediscover the pleasure and curse of awakening, incarnation and initiation. Earth in the 1990's is your new environment. Once there, all you need to do is to seek Agartha, to find the tribes of Nephilim and to protect yourselves from secret societies. Today, the world is yours.

The Destiny of the Nephilim

For thousands of years the Nephilim have materialized, lived, and faded again. At times they have come in groups, and in times of great crisis they have come by the hundreds.

How many this time? What part will you play in the fate of the world this time? What purpose will you serve, this time, as you struggle to attain Agartha?



PART 1

PAST LIVES

With its deep red eyes, Kragar scanned the slumbering city. Time had nearly stopped its irresistible course. Cars went overhead, passing by in slow motion, while a few humans slogged past, crushed by their daily load of worries. In contrast to the humans' sluggishness, Kragar faintly sensed the currents of quick magic which were encased under tar beneath him.

Kragar had been waiting under the arched bridge for a long time. Time, even slowed, passed. An obscure and damp mist crept up from the river. It shivered, for it was still far from its goal and the skin of its Simulacrum didn't protect it from the biting cold.

At last the sun appeared from behind the church spire. An oozing purple sky outlined the Revolutionary War hero, motionless stone in a heroic pose. Kragar unsheathed a parchment from its cracked leather. It had stolen it back from the Templars, in this life, and now it examined the ciphers under the light of the rising sun, as Anabaseth had instructed. It saw other signs now, and felt the magic begin to take shape. It spoke inhuman words.

The moment weighed upon it. Kragar realized that it was about to finally free its friends, fellow Nephilim who had been trapped in this statue for more than two centuries.

As the magic thrummed through its essence, fleeting recollections dimmed its thoughts. It recalled being hacked by the swords of knights who bore the cross of Saint Andrew. It breathed dirt as it died in Palestine that day. It heard its companions' screams of pain as their lapis-lazuli statues were shattered.

It shook its head to scatter the memory as it heard footsteps. It narrowed its eyes to be but two smoldering slits. A hobo, human trash, staggered in the fog, squinting his way. Kragar impulsively lowered its hood. Kragar yawned open, let its tongue loll from its mouth, and hissed loudly. The tramp yelped and scampered off, clenching his ragged flapping coat, crashing into everything as he lurched through the fog.

The sun rays now falteringly lit the head of the statue. It was exactly as Kragar had planned. Its serpentine face wrinkled to form a human smile as it saw the shadow cast across the neatly cut grass and point directly to the bridge.

The shadow of a stone bayonet pointed to a rock, making a shape which Kragar interpreted with ease. It quickly spoke the last magic words from the parchment. The shadow would remain in position for only one minute. Kragar stooped and got three Egyptian cat figures out of its bag. It drew a pentacle with chalk and placed them inside. A few final words, a gesture, then it was done. Four stones of the bridge began to shimmer. The rest was but a matter of minutes. When it got up it shivered as it saw the four vague silhouettes of its friends outlined in the dawn. They converged towards Kragar, drawn by its spell, hesitating. They spoke, briefly. Kragar watched as their etherial forms moved decisively away. They would soon choose new human bodies and would then join him, here in this fine little park.

It had completed the first stage, the rejoining of the Atlantean Fugitives. Soon they would start again their quest to find the Philosopher's Stone, together, once more.

CHARACTER CREATION



THE NEPHILIM you are going to play has accompanied mankind through History. In order to find out about its personality, you will first define its past and present being.

Before you begin to play, you will first create a character. This is a multi-step process. The creation process is similar to the awakening of self consciousness that a Nephilim undergoes when it is thrust unexpectedly from its stasis into a new life. It remembers its elemental essences first, then its true form, its Arcanum, its past lives, and finally chooses a Simulacrum.

Your first step will be to determine your Ka. Ka is magical essence, and is the most important thing to any Nephilim. Five elements exist. Each element has associated natures, and each nature an associate creature. Choose an element which suits your plans for your Nephilim's personality. That element will be your dominant Ka-element. The value of your dominant Ka depends on how many Past lives you choose to have lived through.

The second step of the character's creation is to choose a Metamorphosis (page 28). All Nephilim transform into the shape of a mythical creature. The type of creature is determined by its dominant Ka-element. This change is called Metamorphosis, and is inevitable as the Nephilim approaches Agartha.

The third stage consists of figuring out what Arcanum tribe you belong to. The opportunity to join one of the Major

Arcana tribes of Nephilim, also sometimes called the Trump tribes, is one of the formative events of a Nephilim's life.

The fourth stage is to choose your Nephilim's past lives. Those awakenings are the landmarks for your

Nephilim's history. You will be able to choose the times when it was incarnated, and determine what type of human being(s) it had possessed. For this purpose, you have at your disposal eleven eras of incarnation which range from Neolithic Egypt to London in the early twentieth century.

The steps of character generation are:

1. Ka
2. Metamorphosis
3. Major Arcana Tribe
4. Past Lives
5. Simulacrum

The format of all these eras is identical. You will find a brief description highlighting the general historical and political context. You will choose a host from available simulacrum. You allocate the occult experience of your Nephilim (page 44). Here your character acquires magic techniques, and perhaps some spells.

You will also find information about the secret societies represented in those times. The great tribes of Nephilim active in those times are also mentioned. Finally, you will determine what your original Stasis (the object that imprisons it in between its awakenings) was, using a random table.

The fifth stage, at last, is to choose the incarnation of your current human body, called the Simulacrum. You should save this last act until you have conferred with your gamemaster. Many gamemasters wish to begin their campaigns with this incarnation event. If granted freedom of choice, you should choose a Simulacrum from among the ones that are offered to you (page 79).

Your Nephilim is almost ready. You need only to give it a name. Sometimes Nephilim like to call themselves after Nephilim who were famous among humans, like Akhenaton. They might choose ancient words or sounds, as well. Some take names after events, landmarks, or other memories they have. Less human Nephilim names often sound rough or harsh.

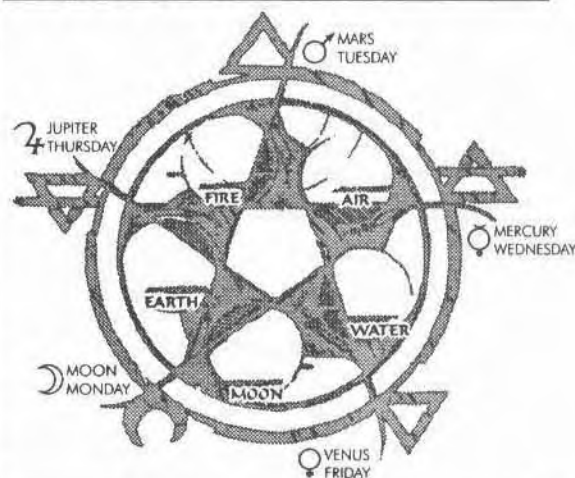
"How many Nephilim have known more incarnations than I? None, I think. Of all the Simulacrum that I have known, I have no doubt always preferred the wise Caligula and the naive Genghis Khan. It is I who made them what they were, and I am eternal through them."

— Ashanak, fire Nephilim

NEPHILIM

OCCULT ROLEPLAYING

NAME _____
MAJOR ARCANUM _____



CHARACTERISTICS

SIMULAC.	BONUS	CHARACTERISTIC	TOTAL	ROLLS (characteristic x3%)
		Ka	_____	Vision _____%
		Strength	_____	Effort _____%
		Constitution	_____	Resist. _____%
		Intelligence	_____	Idea _____%
		Dexterity	_____	Agility _____%
		Charisma	_____	Persuade _____%

WEAPONS

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MELEE _____
N-Skill _____ S-Skill _____
Damage _____ HP _____

MISSILE _____
N-Skill _____ S-Skill _____
Damage _____
Rounds _____ Range _____

MISSILE _____
N-Skill _____ S-Skill _____
Damage _____
Rounds _____ Range _____

MISSILE _____
N-Skill _____ S-Skill _____
Damage _____
Rounds _____ Range _____

MISSILE _____
N-Skill _____ S-Skill _____
Damage _____
Rounds _____ Range _____

ATTRIBUTES

Actions _____
Damage Bonus _____
Body Armor _____

CH'AWE

01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18

HIT POINTS

01	02	03	04	05	06	07	08	09	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36	37	38	39	40		

SKILLS

SKILL NAME	NEPHILIM	SIMULAC.	SKILL NAME	NEPHILIM	SIMULAC.	SKILL NAME	NEPHILIM	SIMULAC.
Anthropology	_____	_____	Grapple	_____	_____	Research	_____	_____
Arcanum Lore	_____	_____	Hermetic Lore	_____	_____	Religion	_____	_____
_____	_____	_____	Hide	_____	_____	_____	_____	_____
Archeology	_____	_____	History	_____	_____	_____	_____	_____
Art	_____	_____	Hunt	_____	_____	_____	_____	_____
_____	_____	_____	Kabbalistic Lore	_____	_____	_____	_____	_____
Astrological Lore	_____	_____	Kick	_____	_____	_____	_____	_____
Astronomy	_____	_____	Law	_____	_____	Ride	_____	_____
Bargain	_____	_____	Life Experience	_____	_____	Scan	_____	_____
Biology	_____	_____	_____	_____	_____	Scrutinize	_____	_____
Build	_____	_____	_____	_____	_____	Smell	_____	_____
Business	_____	_____	_____	_____	_____	Speak	_____	_____
Chemistry	_____	_____	_____	_____	_____	_____	_____	_____
Climb	_____	_____	_____	_____	_____	_____	_____	_____
Computer Use	_____	_____	Listen	_____	_____	_____	_____	_____
Conceal	_____	_____	Mechanics	_____	_____	_____	_____	_____
Craft	_____	_____	Medicine	_____	_____	_____	_____	_____
_____	_____	_____	Natural Lore	_____	_____	_____	_____	_____
Dodge	_____	_____	Pharmacy	_____	_____	Survival	_____	_____
Drive	_____	_____	Physics	_____	_____	Swim	_____	_____
_____	_____	_____	Pilot	_____	_____	Tarot Lore	_____	_____
Electronics	_____	_____	_____	_____	_____	Taste	_____	_____
Fast Talk	_____	_____	Psychology	_____	_____	_____	_____	_____
Farming	_____	_____	Read/Write	_____	_____	_____	_____	_____
First Aid	_____	_____	_____	_____	_____	_____	_____	_____
Fist/Punch	_____	_____	_____	_____	_____	_____	_____	_____
Geology	_____	_____	_____	_____	_____	_____	_____	_____

PLAYER NAME _____

TECHNIQUES

SORCERY **LOWER MAGIC**

GRAND SECRET _____

```
spell                               circle threshold elements
```

[illegible]

SUMMONING SEALS

KEYS _____

spell	circle	threshold	elements
0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
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44	44	44	44
45	45	45	45
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91	91	91	91
92	92	92	92
93	93	93	93
94	94	94	94
95	95	95	95
96	96	96	96
97	97	97	97
98	98	98	98
99	99	99	99
100	100	100	100

[illegible]

ALCHEMY

BLACK STONE _____

PHILOSOPHER'S STONE

spell	circle	threshold	elements
0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
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92	92	92	92
93	93	93	93
94	94	94	94
95	95	95	95
96	96	96	96
97	97	97	97
98	98	98	98
99	99	99	99
100	100	100	100

[illegible]

ATHANOR

MOON _____

KHAIBA TOTAL

□

STASIS

MOON

METAMORPHOSIS

Voice _____

SIMULACRUM

Description _____

PAST AWAKENINGS

Your Nephilim is now ready for its first adventure. Its mission is to survive and progress towards Agarthā. To succeed, it will have to seek the secrets which pervade our universe and to overcome the human secret societies which would steal the magic and enslave the Nephilim. The Nephilim may join one

of the great Arcana tribes of Nephilim which has carried on for centuries, and which will help its members to quest for Agarthā. The time of awakening has come at last for your Nephilim.

Ka

ALL BEINGS IN *Nephilim* are defined by their characteristics. *Ka* is the name of the characteristic which defines a Nephilim. *Ka* is an Egyptian word. The ancient Egyptian texts provided us with our earliest useful information on the nature of the Nephilim. As a result, we have taken our basic *Nephilim* vocabulary from those millenarian texts. We have found that many Egyptian words are the most appropriate, due to their mystical overtones and accumulated symbolic power. The *Text of the Sarcophagus* teaches us that the most important component for the Nephilim is called *Ka*. Therefore *Ka* is the most important characteristic that you will find on your character sheet and is the first to be explained in the rules.

The Ka Characteristic

Ka is the vital energy of the Nephilim, without which it cannot exist. It is neither energy, matter nor spirit, but rather all of those in one substance. It is the life force of the Nephilim which enables it to act towards its long destiny.

Ka is more, too. *Ka* is also the measure of the Nephilim's wisdom. It shows its growing comprehension of the universe and measures its progression on the path of Agarthā. Finally, *Ka* is the magical strength of the Nephilim which links it to the magic fields which permeate and surround the earth, and which enables it to act upon them.

Ka can be seen as the synthesis, the whole of the five main magic fields. In this sense a possible translation of *Ka* could be "quintessence." *Ka* within the Nephilim is defracted into five elements called *Ka-elements*: the *Ka* of fire, the *Ka* of air, the *Ka* of earth, the *Ka* of water and the *Ka* of the moon. It is with these *Ka-elements* that the Nephilim can sense and perform magic.

The *Ka* characteristic for beginning Nephilim ranges on a scale from 2 to 20, although through play it may be raised to a maximum of 100 points.

In these rules, whenever the term *Ka* is used without any modifier, such as Earth-*Ka*, then the Nephilim's *dominant Ka* is meant. Thus to make a *Ka* roll x3 (as explained below) means to roll percentile dice under three times your Nephilim's *dominant Ka*.

Increasing Ka

Nephilim must raise their dominant *Ka* to 90 points in order to reach Agarthā. Thus a Nephilim's spiritual progress is measured by its *Ka*. Methods of increasing *Ka* are given later, on page 119.

Ka can also be reduced. During combat the Nephilim's *Ka* may be damaged if it is struck by a weapon of Orichalka. Orichalka thus constitutes a mortal danger for the Nephilim, for only the Selenim are impervious to Orichalka, and they pay heavily for this immunity in other areas. *Ka* may also be drained if the Nephilim is captured by hostile secret societies.

When *Ka* varies, other scores change too. The player must change the score of all the *Ka-elements* of her Nephilim,

guided by the table of determination of the *Ka-elements*, given on page 26.

"Ka, you have possessed the sky, you have inherited of the earth, you have roamed over the waters, you have mastered fire, you have ignored the moon! Help me, now to cross the fields of Death, the fields of the Nephilim."

-Egyptian Book of Coming Forth by Day, 1500 BC.

The Ka-elements in the Game

The *Ka-elements* are used often in the course of the game for the manipulation of the magic fields. All the magical operations of the Nephilim are called magic (*He-Ka* in Egyptian).

Different spells require successful *Ka-element* rolls. Thus there are spells of Air, Water, Moon, etc.

Ka Percentile Roll: Ka-Vision

The *Ka* characteristic, like any other characteristic in *Nephilim*, can be used for a characteristic percentile roll called "the *Ka* roll." Its value is equal to dominant *Ka* x3. Success indicates the Nephilim is using its *Ka-Vision*. *Ka-Vision* is explained in greater detail on the page 128.

Ka-Vision is Nephilim magical sight unconnected to any normal human senses. *Ka-Vision* reveals magic fields which

Awakening your



Step 1

Before doing anything else, you must choose your Nephilim's Dominant Ka element. This will influence your choices as to Metamorphoses, so choose with that in mind. The elements are Air, Earth, Fire, Water, and Moon. Dominant Ka begins at 22.

Actions

DEX	Actions
01-05	1
06-09	2
10-14	3
15-19	4
20-24	5
each +5	+1

Ka-element Adjustments

01-04	+1	Fire affects STR
05-08	+2	Earth affects CON
09-12	+3	Air affects INT
13-16	+4	Water affects DEX
17-20	+5	Moon affects CHA
21-24	+6	
25-28	+7	
29-39	+8	
40-49	+9	
50-59	+10	
60-79	+11	
80-100	+12	

Damage Bonus

STR	Damage Bonus
03-04	-1d6
05-08	-1d4
09-13	0
14-16	+1d4
17-18	+1d6
19-24	+2d6
each +5	+1d6

Step 2

Next, you choose your new Nephilim's Metamorphosis and Major Arcanum. Distribution of Metamorphosis points will be handled after examination of your character's past lives.

Step 6

Finally, decide your character's name. Your name should be something both evocative and interesting. Play around with a few before you decide.

Ka Distribution

Ka	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
Dominant	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
Major Neutral	01	01	02	03	04	05	06	06	07	08	09	09	10	11	12	13	14	14	15	16
Minor Neutral	01	01	02	02	03	04	04	05	05	06	07	07	08	08	09	10	10	11	11	12
Minor Opposed	01	01	01	02	02	02	03	03	04	04	04	05	05	06	06	06	07	07	08	08
Major Opposed	01	01	01	01	01	01	01	02	02	02	02	02	03	03	03	03	03	04	04	04

DEPHILIS

[illegible]

Step 3

Next, you determine your Nephilim's Past Lives. Each life your Nephilim has experienced follows along a set path, as detailed below. Follow this path before going on to Step 4

- A. Choose Era and Simulacrum.
- B. Subtract 2 Ka for the incarnation.
- C. Find Age (3d6 x5)
- D. Multiply the Simulacrum's Age by 4 to determine Skill Points.
- E. Distribute Skill Points among your Simulacrum's available skills. No more than 50% may be placed in any one skill during a single incarnation. Additionally, you may not raise any skill higher than 90% during the character creation process. All Simulacra receive Life Experience for that Era equal to their Age, as well as Speak Language at (2d6+6) x5. Language points may be divided between all languages listed for that Simulacrum.
- F. Roll 3d6 x5 and add to Age to find Final Age.
- G. Multiply the number of years the Nephilim was incarnated by 2 to find Occult Development Points. Use these points to raise Magic Techniques, learn Specific spells (no third circle spells may be learned yet), or establish an Arcanum Lore. No more than 50 points may be placed into any single area for each incarnation, and no more than 90 points may be placed into any single area during character creation.
- H. Write up a brief synopsis of what your Nephilim learned and accomplished during this incarnation.
- I. Determine how this life ended. For your first incarnation, decide on your stasis object.
- J. Do you wish to proceed to another life? If yes, then go back to "A" above, if not, go on to Step 4.

Step 4

The end is nigh! You must now determine your Nephilim's latest Simulacrum. Follow the steps below.

- **A.** First you must choose a Simulacrum from those listed on pages 79 through 88. Fill all the listed information in on your character sheet.
- **B.** Allocate 3d6 x10 percentiles to your Simulacrum's skills as Bonus Points. Don't raise anything above 90.
- **C.** Subtract 2 Ka for your new incarnation.
- **D.** Figure your elemental Ka Values. Use the **Ka Distribution** chart on the opposite page to determine your Ka values based on your dominant Ka.
- **E.** You have a number of Metamorphosis Points equal to your Dominant Ka. Divide these points between your Metamorphosis Traits (see pp. 28 - 39).
- **F.** Use the **Ka-element Adjustments** chart on the opposite page to determine your Ka-characteristic bonuses. Find each of your Nephilim's elements on the table, and add the bonus listed to your Simulacrum's appropriate characteristics. Find a total, and then multiply this number by 3 to find your Characteristic Roll values.
- **G.** Hit points = CON; action points are found on the Action Points Table; damage bonus is found on the Damage Bonus Table; Ch'awe is equal to CON + Ka-element adjustment based on the Dominant Ka; **Khaiba** begins at 0.

surround and permeate all things. With experience a Nephilim can thus analyze anything according to its magical strengths. Ka-Vision allows all Nephilim to distinguish the Ka-elements of all other Nephilim. Nephilim cannot disguise themselves from other Nephilim.

Ka-Vision is more than perception, however, for it is also the vehicle for Nephilim "language," which humans now call Enochian. A successful Ka-roll allows your Nephilim to send messages to other Nephilim which are beyond human hearing or understanding.

The Ka-elements

KA-ELEMENTS MEASURE THE ability of the Nephilim to manipulate the corresponding magic fields. The Ka-elements of the Nephilim are five in number: the Ka of fire enables the manipulation of the fields of fire; the Ka of air, the use of the fields of air; the Ka of earth, the use of the fields of earth; the Ka of water, the use of the fields of water and the Ka of the moon, the use of the moon field.

The player choose one of the five Ka-elements as her Nephilim's dominant Ka-element. There are therefore five major groups of Nephilim, representing their dominant element: fire Nephilim, air Nephilim, earth Nephilim, water Nephilim, and moon Nephilim.

Note that in the 16th century the "prince of magicians," Agrippa, similarly classified the Nephilim in his weighty work *de occulta philosophia libri tres*. He called the Nephilim of fire the *Pyrim*, the Nephilim of air the *Eolim*, the Nephilim of water the *Hydrim*, the Nephilim of the earth the *Faerim* and the Nephilim of the moon the *Onirim*.

The Pentacle

The Ka-elements are in permanent relationship within the Simulacrum of the Nephilim. Those relationships are symbolized on the character sheet by a five-branched pentacle of opposition. This pentacle is the symbol of Ka, which is the essential energy which links all the Ka-elements.

The highest point of the pentacle is the branch of the Ka-element of fire; it is the branch that springs up like a flame. The central branch to the left is the branch of the Ka of earth; it is one of the stable horizontal branches upon which everything lies. The right hand central branch is that of the Ka of air; it is the second horizontal branch, stabilized by the first one. The left hand lower inferior branch is that of the Ka of the moon, it is the first descending branch, the branch of the hidden energies. The right hand lower branch is that of the Ka of water; it is the second descending branch, it flows downward, like water.

Interpretation of the Pentacle

In all beginning Nephilim one of the Ka-elements is dominant. In game terms it has the highest score. It shapes the

Nephilim. It gives the Nephilim its highest magical capabilities and also determines its personality. The choice of dominant Ka-element of the Nephilim is critical for the rest of the game. Choice of this aspect is left entirely to the player.

The two Ka-elements which are closest to the branch of the dominant Ka-element are both considered to be neutral. One of the two Ka-elements is considered as neutral favorable, the other as neutral unfavorable. The player again decides which is which. Their score is always less than that of the dominant Ka-element.

The final two Ka-elements situated on the two branches opposite the dominant element are opposed to the dominant Ka-element. One of the Ka-element has to be chosen to be the major opposite and the other to be the minor opposite. The major opposite will have the lowest score whereas the other slightly more.

Note Well! Since the choice of the Ka-element determines the psychological and magical orientation of the Nephilim, the choice of the Ka-elements cannot be overstressed for the rest of the character generation. You should read the entire first half of the game to get a good grasp of the different kinds of characters related to each element.

The Ka-elements are measured on a scale from 1 to 100. 1 indicates a total magical incapacity in the corresponding magic field and 100 a total control of this field. No Ka-element can be raised above 100.

Characteristics of Ka-elements

Fire

The Ka-element fire influences the magic fields of fire. It allows a Nephilim to practice magic with all the existing forms of fire and light, including flammable substances, explosions, fires, eruptions, magma, lava, lightning and electricity. The Ka-element fire is linked to very few life forms. It represents physical and mental exertion, artistic inspiration, brute force, violence, and destruction. It is activity and motion.

The fire Nephilim have a tendency to react rashly to their environment, to be violent and combative. They love action, movement and are generally impatient. They may even feel at-

tracted to destruction. They are the strong arm of the Nephilim. They can also turn out to be seekers of the absolute, researchers, or passionate artists. A few of them seek purification through fire. They also like to be the judges of the other Nephilim.

Air

The Ka-element of air acts upon the magic fields of air. They permit magic with atmosphere, gases, wind, hurricanes and the life forms which travel through the air like birds and bats. Symbolically, air represents spiritual heights, comprehension, reflection, inquiring intelligence, and mental progress.

The air Nephilim tend to be intellectuals. They are thinkers, researchers, discoverers of the mysteries of the Universe. They can also have an instinctive and mindless behavior, like the winds and tempests. A few of them think that scientific discoveries lead to illumination, to Agartha.

Earth

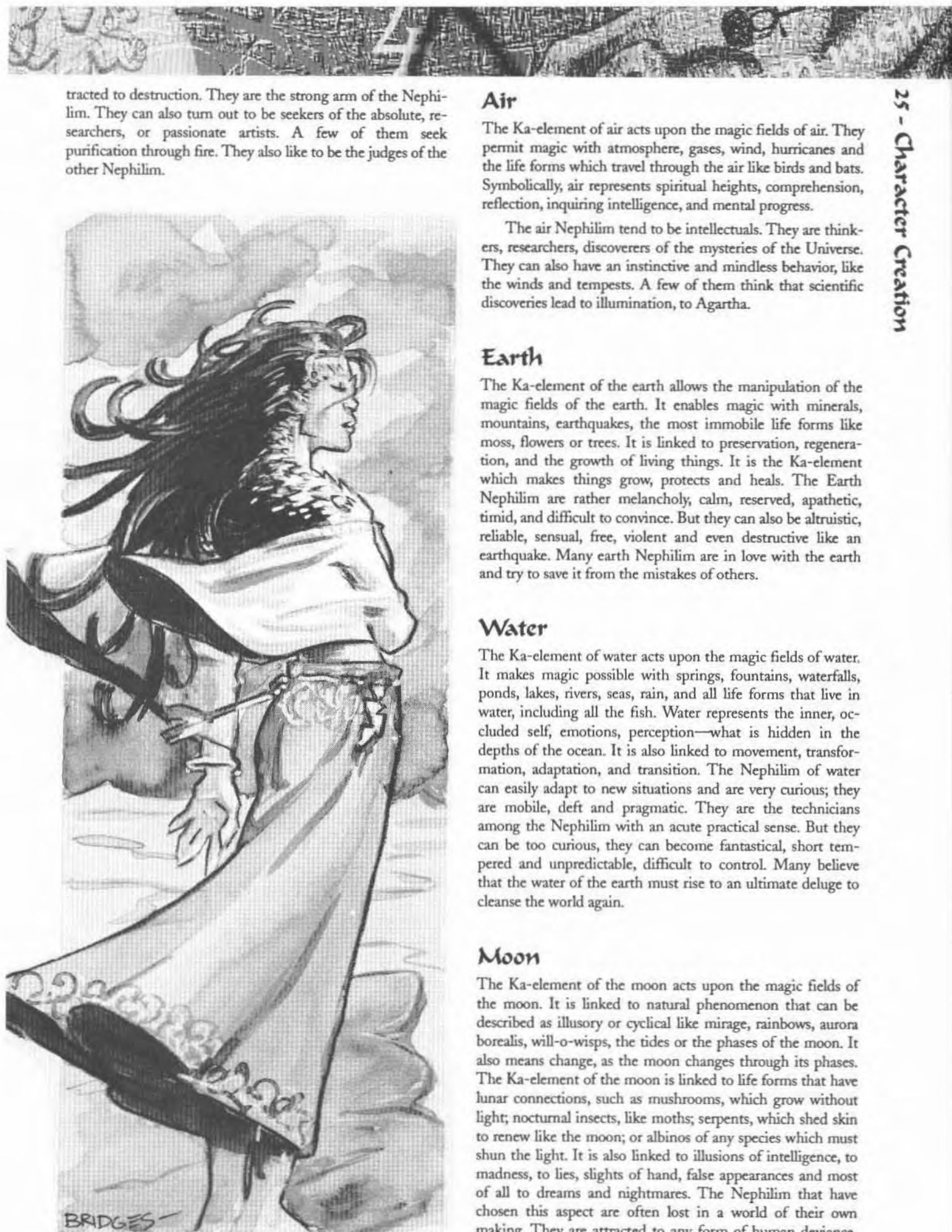
The Ka-element of the earth allows the manipulation of the magic fields of the earth. It enables magic with minerals, mountains, earthquakes, the most immobile life forms like moss, flowers or trees. It is linked to preservation, regeneration, and the growth of living things. It is the Ka-element which makes things grow, protects and heals. The Earth Nephilim are rather melancholy, calm, reserved, apathetic, timid, and difficult to convince. But they can also be altruistic, reliable, sensual, free, violent and even destructive like an earthquake. Many earth Nephilim are in love with the earth and try to save it from the mistakes of others.

Water

The Ka-element of water acts upon the magic fields of water. It makes magic possible with springs, fountains, waterfalls, ponds, lakes, rivers, seas, rain, and all life forms that live in water, including all the fish. Water represents the inner, occluded self, emotions, perception—what is hidden in the depths of the ocean. It is also linked to movement, transformation, adaptation, and transition. The Nephilim of water can easily adapt to new situations and are very curious; they are mobile, deft and pragmatic. They are the technicians among the Nephilim with an acute practical sense. But they can be too curious, they can become fantastical, short tempered and unpredictable, difficult to control. Many believe that the water of the earth must rise to an ultimate deluge to cleanse the world again.

Moon

The Ka-element of the moon acts upon the magic fields of the moon. It is linked to natural phenomenon that can be described as illusory or cyclical like mirage, rainbows, aurora borealis, will-o-wisps, the tides or the phases of the moon. It also means change, as the moon changes through its phases. The Ka-element of the moon is linked to life forms that have lunar connections, such as mushrooms, which grow without light; nocturnal insects, like moths; serpents, which shed skin to renew like the moon; or albinos of any species which must shun the light. It is also linked to illusions of intelligence, to madness, to lies, slights of hand, false appearances and most of all to dreams and nightmares. The Nephilim that have chosen this aspect are often lost in a world of their own making. They are attracted to any form of human deviance,



even to madness. They are thought of as buffoons, unstable characters, liars or cheats. They are just as likely to be fantastically imaginative, either sweet dreamers or damned poets.

A final important point remains concerning the Ka of the moon. Most Nephilim consider moon-Ka as being taboo for two reasons. First, the moon itself is known to be inconsistent and unreliable, always shifting and changing, like illusions. Secondly, and more important, the other moon, the Black Moon, is bad. It has always played a dark part in the history of the Nephilim, and its fields are always present, though inaccessible, in those of the moon. Thus reproach comes because those invisible fields are used by the doomed Nephilim: the Selenim. The Nephilim naturally mistrust anyone who works closely with the moon.

Ka-element

Choose which of the Elements will be the primary Element for your Nephilim.

Determine Number of Past Lives

Your beginning Ka Value starts at 22, and is reduced by two for each past life you have lived, and reduced by another 2 points for the current incarnation. Thus you need to know how many past lives you have had.

You may choose as many past lives as desired, as long as you still have at least 4 Ka. However, a very low Ka is detrimental to success. Low Ka means your Nephilim is farther from its goal of Agartha, is less likely to use its Ka-Vision successfully, and is less likely to cast spells successfully. It is also more susceptible to magic manipulation of others.

Most beginning Nephilim characters have had two or three lives. Decide how many lives you have had.

Ka Distribution

Ka-elements are distributed around the Pentacle in the order shown on this Table. Find the Nephilim's dominant Ka in the top row, and look down its column to determine the amount for each Ka-element.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
<i>Dominant</i>	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
<i>Major Neutral</i>	01	01	02	03	04	05	06	06	07	08	09	09	10	11	12	13	14	14	15	16
<i>Minor Neutral</i>	01	01	02	02	03	04	04	05	05	06	07	07	08	08	09	10	10	11	11	12
<i>Minor Opposed</i>	01	01	01	02	02	02	03	03	04	04	04	05	05	06	06	06	07	07	08	08
<i>Major Opposed</i>	01	01	01	01	01	01	01	02	02	02	02	02	03	03	03	03	03	04	04	04

Determine Dominant Ka Value

Your beginning Ka Value equals 22 minus 2 points for each incarnation, and then minus 2 more points for the current incarnation with which you begin the game.

Write that value on the character sheet.

Distribute Other Points

Distribute the Ka-elements around the Pentacle. See the box titled "Ka Distribution" for the distribution chart. Or if the player prefers to do the math, she can figure each Ka-element as a fraction of the dominant Ka:

Ka Formula

Ka	% of dominant Ka
Dominant	100%
Major Neutral	80%
Minor Neutral	60%
Minor Opposed	40%
Major Opposed	20%

Characteristics Adjustments

When a Nephilim takes possession of a Simulacrum, its different Ka-elements physically modify the body of the Simulacrum. This is shown by the increase to the characteristics of the Simulacrum. Each of the Ka-element is linked to a charac-

Character Generation Example

Susan wants to play Kragar, a fire Nephilim. Her two neutral Ka-elements are therefore the Ka of the Earth and the Ka of the Air. Since she plans her character to be violent, she chooses Earth as her minor neutral Ka-element. This leaves the Ka of Air as the major neutral.

She further imagines her character will be straightforward, working hard for its own transformation. It will not be subtle and will dislike fake and fancy words, which makes the Moon as the major opposed Ka-element, leaving the Ka of Water as therefore her minor opposed Ka-element.

As a result of these choices she already knows that her Nephilim is going to be rash, violent, and anti-social. Susan decides this facade is too simple, and determines it is motivated

by a desire to always be working upon the single path of reaching Agartha.

Susan already read the rest of this chapter, and has determined that her Nephilim will have incarnated three times in history. The Nephilim's Dominant-Ka is reduced by 2 for each incarnation, and another 2 for the current incarnation as play begins. As the game begins its Ka characteristic is therefore equal to 14 ($=22-(3 \times 2)-2$).

Susan consults the table above and determines the scores for all her Ka-elements. Her dominant Ka-element, Fire, is equal to 14. Therefore her major neutral Ka-element, Air, is equal to 11. Her minor neutral Ka-element, Earth, is equal to 08. Her minor opposed Ka-element, Water, is equal to 06. Her major opposed Ka-element, Moon, is equal to 03.



Fire affects STR
Earth affects CON
Air affects INT
Water affects DEX
Moon affects CHA

teristic, and the characteristics are altered according to the value of the Ka-element. The altered characteristics are called meta-characteristics. Write the bonus from the table below on the front of the character sheet under

“Characteristics,” in the Bonus column.

Ka-element Characteristic Adjustments

Depending on the score of the Ka-element, the associated characteristic is modified as follows:

Ka-element Modifier

Characteristic	Modifier
01-04	+1
05-08	+2
09-12	+3
13-16	+4
17-20	+5
21-24	+6
25-28	+7
29-39	+8
40-49	+9
50-59	+10
60-79	+11
80-100	+12

Other Forms of Ka

Orichalka

Orichalka (literally “destroyer of Ka”) is the Ka which was created by the magic field of the Orichalka meteorite that fell and destroyed Atlantis. The fields of Orichalka are linked to the planet and powers of Saturn. Upon our planet they take a shape different than the five others. Orichalka fields do not shimmer like the normal magic fields, but instead pool together into a compact mass similar to the way that quicksilver does. Those compact masses of energy are usually found in metals, though the reasons for this are unknown to Nephilim.

Solar-Ka

Solar-ka is often considered to be the most potent Ka-element, for it enables the direct manipulation of the ethers of the sun rather than using one of the magic fields which were derived from it.

All the evolved life forms on the planet, but especially humans, have some amount of Solar-Ka. It is associated with the life-force for terrestrial beings. But this Ka is of no magical use to them since they have no skills to draw upon its power. The Nephilim alone can manipulate Solar-ka, but only after they have reached Agarth.

Transformations

Khaiba

Khaiba (instincts) is the most sinister transformation that can affect the Ka of the Nephilim. Khaiba is the Nephilim's madness, its ultimate degeneration.

Khaiba is recorded on the character sheet. Every time the Nephilim rolls 00 when she uses an Occult Technique or on a Ka or Ka-element roll, she adds 1% to the Nephilim's Khaiba chance. During a Great Enthronement which is opposed to the Nephilim's Ka-element, the gamemaster may ask the player to roll under this percentage. If the roll is higher than the Khaiba value, nothing happens. If lower or a fumble, the Nephilim becomes Khaiba.

Nephilim undergoing a Khaiba change tend towards four possible forms: giantism, dwarfism, ethereal form, or elemental form. It is considered a monster and pariah by other Nephilim. It becomes a beast, able to interact only through its instincts and impulses. Khaiba can last for days or months, depending on the dominant Ka of the Nephilim. See page 122 for more information.

Shouit

Shouit (pronounced SHOO-eet) is Egyptian for “shadow.” It corresponds to the state of the Nephilim's Ka when it has lost control of the human body it inhabits. Shouit names a condition in which the Ka-elements have gone to sleep. This loss of control occurs when the Nephilim attempts to use the skills of its Simulacrum and fumbles (99 or 00 on a 1d100 dice roll). It loses the control of its body for a determined time, depending on the planets, as explained on page 122.

Narcosis

Narcosis is the state of the Nephilim when it is obliged to leave its Simulacrum and cannot regain its Stasis. The Nephilim then becomes a static spirit incapable of moving or thinking normally. It is condemned to stay on the spot where it lost control of its Simulacrum and falls into a deep sleep. Its Ka-elements nevertheless influence its environment, like the terrestrial magic fields can on much smaller scale. Thus narcotized Nephilim lie at the origin of haunted houses (Eolim), magic wells (Hydrim), or will-o-wisps (Pyrim). The sleeping Nephilim can only be awakened by outside intervention, through reintroduction to its Stasis or a spell which enables a new incarnation.

Character Generation Example

As a result of the elements she chose, Susan's Nephilim has the following modifiers: +4 in STR (because her Nephilim's Fire-Ka is equal to 14), +3 in INT (Air score is 11), +2 in CON (Earth score 8), +2 in DEX (6 score in Water) and at last +1 in CHA (3 in Moon).

METAMORPHOSIS

BEFORE ATLANTIS, incarnation for a Nephilim meant that it could create a body structured according to the symbolic image of its own personality. In designing its material form each Nephilim naturally followed the orientation of its dominant Ka-element. Because of the nature of Nephilim, this orientation was concentrated upon either the material or spiritual side.

The creation of this physical shape was a major activity for the pre-Atlantean Nephilim during its very long life.

But when the humans rebelled and Orichalka destroyed the Atlantean civilization, the Nephilim could no longer construct their own bodies, but had to incarnate themselves in human bodies. As the pioneers of this technique quickly learned, the Nephilim transformed their borrowed bodies as they progressed towards Agartha. Thus they discovered the Metamorphosis.

The Metamorphoses were the only way for Nephilim to physically express their personalities. The Nephilim realized that the Metamorphosis was a necessary part of the path to Agartha. Nephilim discovered that the more they emphasized

their Metamorphoses the closer they came to attaining Agartha. They intuitively understood that their behavior and bodies had

*And now it's time for you to take off
your mask and cross the Rubicon*

—Ulysses, Dead Can Dance

to correspond with their dominant Ka-element to have a effect on their Metamorphosis.

While in the game, playing out the spiritual Metamorphosis is entirely up to the player. Suggestionss are offered here, but only the material Metamorphosis is subject to precise rules. Playing the metnal metamorphosis well gains the Nephilim points in the physcial transformations. It is up to the gamemaster top determine what is appropriate activity, and provide awards accordingly. A table of example actions and rewards is given in the chapter on Experience, on page 120.

The Spiritual Metamorphosis

The dominant Ka-element of the Nephilim determines its personality. Each Ka-element infers behavior, character traits, and attitudes, collectively called moods, which constitute the personality of the Nephilim. But only the moods of the dominant Ka-element infallibly imprint the total Nephilim personality.

The Metamorphosis reveals the genuine personality of the Nephilim. This change begins when the Nephilim dominates the personality of the Simulacrum, which is relegated to the limbo of oblivion, unless it is called up

by Shouit. Within each Ka-element the moods manifest as one of two kinds of behaviors. One is primitive, existing close to the raw elemental, or the natural world, and is commonly labelled as being *yin*. The other nature is more intellectual, including many subtle thoughts and attitudes, and is called the *yang*. Both behaviors are called a Metamorphosis.

The player has to choose between these two aspects of the dominant Ka-element according to what suits her best. The Nephilim can then portray these moods according to the player's convenience.

Robert Fludd

The famous hermeticist Robert Fludd (1574-1637), who belonged to the highest Rosicrucian mysteries, embarked upon the complete description of the effects of Ka-elements on human beings in his summa, *Compendium fraternitatem de Rosea Cruce*. He was the first to use the word "Metamorphosis" which was later adopted as the standard term. His writing describes the two possible transformations that the Nephilim's dominant Ka-element induces on the Simulacrum, which are called the material and spiritual Metamorphosis.

The Material Metamorphosis

The chosen Metamorphosis has an obvious and overwhelming affect on the Simulacrum. It actually modifies the physical body, and makes it resemble the shapes that the Nephilim used to take before Atlantis. This new shape also mirrors the spiritual life of the Nephilim, for the Nephilim's body must change into its Metamorphosis if it wants to reach Agartha.

This material Metamorphosis is important for the Nephilim since it gives it the feeling of being flesh and blood as well as spirit. But the Metamorphosis can be extremely dangerous, especially when it reaches advanced stages, and perceptive humans can begin to see the changes. The change can turn Simulacrum into a stranger even among her own family, and can make her the target of insistent frightened looks from perceptive strangers. In general, however, humans are usually unaware of the physical metamorphosis changes unless the

The Nine Common Metamorphoses Are:

Djinn Metamorphosis, material fire
Phoenix Metamorphosis, spiritual fire
Triton Metamorphosis, material water
Undine Metamorphosis, spiritual water
Satyr Metamorphosis, material earth
Elf Metamorphosis, spiritual earth
Sylph Metamorphosis, material air
Angel Metamorphosis, spiritual air
Snake Metamorphosis, material or spiritual Moon

Nephilim does something unusual to attract attention, the Metamorphosis is especially advanced, or the human has a high Solar-Ka. See the section on humans seeing Metamorphoses, below.

Metamorphosis transforms the whole Simulacrum. These are quantified for game purposes into five aspects of the Simulacrum's body: its head, hands, skin, odor, and voice. These characteristics are found on the character sheet, where appropriate numbers are recorded.

The degree of Metamorphosis is measured from 0 to 20 in each of the five aspects. The total of these five aspects measures the total Metamorphosis. When the score reaches 90 with at least 16 in each aspect, the Nephilim has completed one of the tasks required for reaching Agartha.

Nine initial Metamorphoses are proposed. These are the most common to be found today. Others have existed in the past, and detail on them will follow in supplements.

A Chinese Portrait

Each type of Nephilim is delineated below using the method called a Chinese Portrait. This is an artistic depiction which is abstract and imaginative, and intended to help the player to imagine and personalize her character beyond the normal conventions of understanding.

A Chinese Portrait asks several standard questions to which answers are given. The questions are:

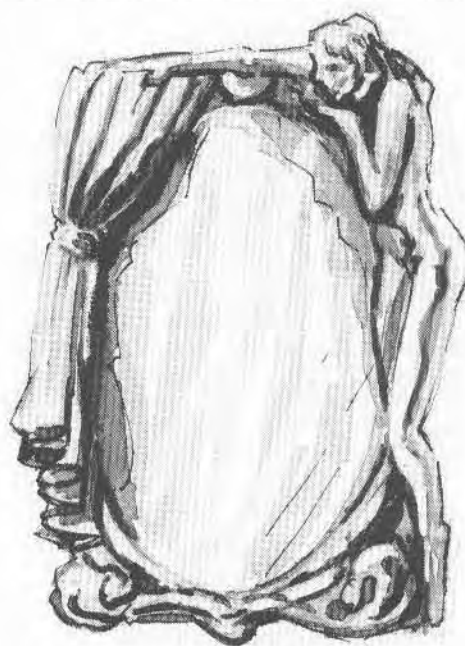
- If I were a natural phenomenon, I would be...
- If I were a metal, I would be...
- If I were an animal, I would be...
- If I were a color, I would be...
- If I were a mythological being, I would be...
- If I were a famous human being, I would be...
- If I were a human activity, I would be...
- If I were a work of art, I would be...
- If I were a weapon, I would be...
- If I were an object, I would be...

We recommend that you lengthen the list of "If I were a..." propositions so you may more precisely define your Nephilim's metamorphosis.

The Metamorphosis

Metamorphosis defines the physical and mental changes which the Simulacrum undergoes as the Nephilim progresses towards Agartha. The Nephilim transforms into one of the Old Races. These physical changes are overall, of course, but in game terms have been narrowed down to be five aspects: the face, hands, skin, smell, and voice. These are each used to characterize a Nephilim's description. Each has a score, which can be up to a maximum of 20. When the score is 20 in one of those aspects, that aspect will have reached the state described.

Nephilim must increase their Metamorphosis points. The sum of its five Metamorphoses (face, hands, skin, smell, and voice) must total 90 in order for it to reach Agartha. When



the total transformation equals 90 then the Metamorphosis has molded a new body which corresponds to its spiritual self so it can travel to the subtle planes of Agartha.

Metamorphosis Points

Each aspect of the Metamorphosis of the Simulacrum is quantified by its Metamorphosis points. The Metamorphosis of an aspect is complete when the Nephilim has 20 points in this aspect. The Nephilim can gain or lose Metamorphosis points. Generally those points are gained or lost during a scenario, dependant upon the will of the gamemaster.

The Nephilim can gain Metamorphosis points. It gets points when it increases its Ka, when it undertakes actions in the game in accordance with its Metamorphosis, when it develops a "style" for its Ka-element. Also when it resolves an enigma, eliminates enemies of the Nephilim, when it is initiated to the mysteries of the Major Arcana, when it frees captured Nephilim or increases its occult knowledge.

The Nephilim can lose Metamorphosis points when it hides its material Metamorphosis for more than one day, or when it seeks to eradicate the traits by magical or physical means. It can lose some when its Ka is weakened, when it is captured by a secret society, or when it helps to manifest its opposed Ka-element, like a fire Nephilim helping to create a raging storm, or a water Nephilim helping to make a huge fire.

Example

Kragar has a starting score of 14 in the fire Ka-element. After little thought Susan decides upon the Djinn Metamorphosis. She allocates 4 points to the facial Metamorphosis, 4 to the hands, 0 in both fragrance and in skin and 6 in voice. Kragar wants to play it safe.

Creating a New Metamorphosis

A creative player can create a new Metamorphosis for any of the Ka-elements. It is recommended to create two Metamorphoses: the one you want to play and another that is opposed to it according to Fludd's law, which states that there are two Metamorphoses for each Ka-element, one material, the other spiritual.

The designer needs to find a name for the new Metamorphosis. The name should come from myths or fairy tales; the creature that bears the name should generally be anthropomorphic, or else it will create serious problems for the beginning player. She then needs to define a Chinese portrait at least initially based around these ten propositions:

If I were ...

- ... a natural phenomenon, I would be
- ... a metal, I would be
- ... an animal, I would be
- ... a color, I would be
- ... a mythological being, I would be
- ... a famous human being, I would be
- ... a human activity, I would be
- ... a work of art, I would be

... a weapon, I would be

... an object, I would be

She then has to define each of the five aspects of Metamorphosis (face, hands, skin, smell, and voice) as is done in the rules. Simply give a name to define the Metamorphosis at its highest level of twenty, and a few lines of description and explanation.

□ For example: William plays a fire Nephilim. He has decided that he wants his Nephilim, named Kranach, to be bald and have a bone crest on the top of the head. William explains to the gamemaster that this crest is the symbol of the brute force of the Nephilim who has incarnated in a Karateka Simulacrum, which is the name of the new type of Metamorphosis. The gamemaster agrees on the condition that when the Metamorphosis is complete the crest goes all the way down to the nose, and is hence difficult to hide.

William writes on his character sheet its new local Metamorphosis:

-Facial bone crest. The scalp of the Nephilim loses its hair and swells to form a great bone crest. It grows slowly to reach and cover the nose and the back of the neck.

Character Generation

After familiarizing yourself with the Metamorphoses, choose one for your character, and calculate how you are going to play it. Will it be defiant and proud of its inhumanity, or try to lie low as long as possible?

Write down the description of the final Metamorphosis which will occur in each of the five aspects.

Beginning Nephilim have Metamorphosis Points equal to their starting dominant Ka. These points may be distributed among the five aspects in any manner desired by the player. Write the values on the character sheet. An aspect may begin with zero points, and up to a maximum of 20.



Creating Your Own Metamorphosis

There are as many possible Metamorphoses as there are Nephilim. Each one creates its own personality as it goes along, always following the indication of its Metamorphosis. But the player can modify these if she wishes.

Modifying an Existing Metamorphosis

The player can, with gamemaster permission, decide that the Metamorphosis affects her Nephilim's five physical aspect differently from the methods given. To fulfil these desires for originality, all she needs to do is to define the new type of Metamorphosis, give it a name, and characterize it in two or three sentences as is done on the Metamorphosis table.

Humans Seeing Metamorphoses

Humans typically have no natural Ka-vision. However, all humans have a propensity for it, and some can be trained to use their Ka-vision at will. In all cases, the chances that a human will see Nephilim Ka is dependant upon how powerful the Ka is. More powerful Ka is easier for humans to see.

Concerning Metamorphosis, typical humans will detect nothing which is below 10, while almost everyone will detect an aspect with a value of 20. In between, at say 15, then humans who are trained in Ka-vision and seeking Nephilim will easily detect them; untrained humans with a high Solar-Ka may accidentally see the Nephilim, and even low Ka humans might see the Metamorphosis in a special situation. See the section on Ka-vision for more details (page 128).



THE DJINN

Extract from the occult memo of an initiate of the Emperor Arcanum concerning the request for initiation to the mysteries of the scepter from the Nephilim Kranach:

"Kranach is a young Djinn who has known two previous incarnations. He is a very impulsive Nephilim like all his Djinn brothers, and he likes action and decisiveness. He places action above reflection. He is often violent and aggressive and revels in showing off his emotions to others, both humans and Nephilim. He doesn't refrain from anger with his fellow Nephilim: he is famous among the initiates of the Emperor Arcanum for his arguments even with his masters. He is rebellious against any form of sustained authority. He has acute pyromaniacal tendencies, he has a phobic fear of rain and full moons. He affects cigars, and collects lighters, which he had been doing even in his 15th century lifetime. He loves firecrackers and fireworks, the secret fabrication of which he sought all the way to China. He drives a red sports car, and devours spicy food. He likes using firearms above all other weapons, and he keeps an arsenal in his apartment. This has caused problems with the police in the past. He has severed all his previous links with relatives, work mates and friends to devote all his time to the destruction of the knights templar, to whom he has vowed eternal hatred.



Chinese Portrait

A natural phenomenon	A famous human being
An erupting volcano	Nero
A metal	A human activity
Iron	War
An animal	A work of art
the lion, strength incarnate.	Apocalypse Now by Francis F.Coppola
A color	A weapon
Red	A gun
A mythological being	An object
Haphaestus	A molotov cocktail

Metamorphosis

Head: flaming hair

The hair of the Djinn's Simulacrum turns copper red with shadows that glow like brands in the night. It tends to stand up on end like a bush that is impossible to comb. Like a burning bush, no hat can cover it.

Hands: claw-like

The fingers bend on the inside, the nails harden and grow in a curve. They turn into claws like those of a bear, thick and hooked.

Skin: steaming

The skin stays at an abnormal temperature (40-50 Celsius). The Nephilim can no longer shake hands without burning humans, and has to dress in clothes that can resist fire. It seems to have a permanent fever.

Odor: burnt

The Nephilim gives off the smell of burnt hair, overdone meat and burnt leather.

Voice: crackling

The voice of the Nephilim crackles like an open fire, the words are harsh like a whip and the f's are hissing.



THE PHOENIX

Extract from the secret journal of Diego Moendova, Spanish inquisitor, after interrogating his clerk of justice:

"After having endured the minor question, he declared that death did not concern him. It strengthens my admiration for this strange being who calls himself Ambalatee and claims to have lived in the times of our lord Jesus Christ. I now recount his disconcerting character, for I would admire him if he were human. Ambalatee is intent, as if he was driven by an unseen flame which gives him the power of ten lions. He is focused on all his actions to the point of obsession, and he carries out all orders to the best of his ability. He obeys a code of integrity which reminds me of the knights of olden times; he often stands above young proud noblemen on the field of honor. His eyes shine with an unearthly delight when he condemns witches to burn at the stake. He is also a patron of the arts and protects artists who are devoured by the fire of their genius and he is often seen with them in taverns where he consumes unreasonable amounts of alcohol. He often boasts that these spirits kindle the flame of his faith. He claims to be seeking Excalibur, the legendary sword of King Arthur. At last I remember his cloakroom filled with ecclesiastical garments, neat and clean and without decoration, all of them red, orange and black."



Chinese Portrait

A natural phenomenon

Thunder

A metal

Iron

An animal

The salamander

A color

Purple

A mythological being

I am a mythological being

A famous human being

Torquemada, for having known him "personally"

A human activity

The exercise of Justice

A work of art

Electric chairs by Andy Warhol

A weapon

The executioner's sword

An object

The high judge's hammer

Metamorphosis

Head: red eyes

The pupil swallows the whole eye and takes on a gentle red coloration which accentuates as the Metamorphosis develops, affecting the iris and the whole eye which then becomes blood red.

Hands: pointed black nails

The nails grow slowly black, but harden and become sharp enough to pierce any type of glove, like bird talons.

Skin: red

The skin turns red at the joints, ears, lips and gums. This color does not vary with the original skin color of the Simulacrum.

Odor: sulphur

The nauseating odor of sulphur and rotten eggs surrounds the Phoenix.

Voice: growling

The Nephilim acquires a growling, choleric voice, sounding close to the bellowing of tigers or the roaring of lions. The alchemist Paracelsus (1493-1541) once compared this voice to the sound that the volcano Mt. Etna made when it erupted.





THE SYLPH

33 - Metamorphosis

Record of a secret discussion of the Rosicross, by the central information bureau (occult branch).

"He is an air Nephilim, he is a Sylph and he is subject to certain crises of excitation where he cannot stay still, and then he is noisy, always huffing and puffing to complain. But normally he is as calm as Mount Olympus, thanks to his serene detachment from everyday events which goes so far that he is absent minded. To contain him would be to inflict upon him the worst pain, for he is claustrophobic. His apartment is full of air vents and extractor fans, and his even his clothes are all made of light gauze or linen. His rooms are very untidy, with the floor strewn with piles of papers and documents of all sorts, books all open and dog-eared, and floppies even spilled carelessly onto the floor. But even amid this great disorder, the Sylph does not lose himself."



Chinese Portrait

A natural phenomenon

A storm

A metal

Brass, like cymbals

An animal

An eagle

A color

Sky blue

A mythological being

Aeolus, god of the winds

A famous human being

Yuri Gagarin, the first man in space

A human activity

Travel

A work of art

"An Ode to Tempest," by Victor Hugo

A weapon

A bow

An object

An airplane

Metamorphosis

Head: totally blue eyes

The eyes of the Sylph become blue on blue.

Hands: cold

The hands of this Nephilim are always cold (four or five degrees below normal body temperature).

Skin: translucent

The skin of the Sylph becomes opaque and translucent. An outside observer could initially see the bloodstream and the outline of the internal organs through the skin. The skin and the organs become more and more transparent, finally leaving only the silhouette and the skeleton of the Nephilim visible.

Odor: ozone

The Nephilim smells of electrical discharge like one can feel at the back of the throat during a storm.

Voice: thunderous

The voice of the Sylph grows loud and low, and the words roll like thunder.



THE ANGEL

*Extract from the private journal of John Dee (1589)
published in 1859, from the fragment called "The Angel
at the Gate of the West"*

"It is at last the time that my guardian angel, the initiator of secrets, appears to me. He speaks to me in this almost too beautiful language that is Enochian; he reveals to me a part of himself, as I had shown the dark side of my mind to him. He then tells me : 'I am an angel Nephilim, a researcher, a seeker of true knowledge. I seek to comprehend the hidden *why* of our condition. I seek to collect all the hidden messages, all the symbols on earth and in the heavens. I have to elevate my spirit as high as the stars. This is why I appreciate human beings in general, for they also possess this thirst for knowledge that drives me. I am particularly fond of documents where information is collected; I myself collect papyri written in ancient Greek, and I am one of the only living interpreters. I cherished the vast open library of Alexandria when I settled down to live there, a long time ago. I loathe those who destroy documents, and I hate the book burners.'"



Chinese Portrait

A natural phenomenon	A famous human being
Clouds	Leonardo da Vinci
A metal	A human activity
Aluminum	Philosophy
An animal	A work of art
A dove	"The Aleph," by
A color	J. L. Borges
White	A weapon
A mythological being	The sword
Gabriel	An object
	Crystal spectacles

Metamorphosis

Head: golden hair

The hair of the Angel becomes more and more blond, finally becoming as shiny and metallic as gold.

Hands: white

The hands become immaculately white and the fingers get longer and thinner.

Skin: feathered

Little feathers grow instead of the body hair of the Simulacrum. The feathers are particularly developed on the arms all the way up to the shoulders.

Odor: honey

The Nephilim exhales a sweet odor, flowery, close to that of honey. This smell attracts insects.

Voice: melodious

The voice of the angel Metamorphosis is particularly musical and melodious. It sings more than it talks; it uses the natural music of the words to create sounds which are music to the human ear.



THE TRITON

Extract from the pleading of Bahahflass, Triton accused by the Sword of Justice, Arcanum 8:

"Why do you accuse me again? Your cousins the Djinn are far more dangerous than us Triton. Sure, I'm like still water: motionless but deep. But I'm not some tamed Undine. My water is wild. You say 'two-faced' and 'falsely weak-willed,' but I say I am only the strength that water has given me. I am, and I don't care that you flinch in fear. I kill, as all water does to the careless. If I could a tidal wave. So what? Will you condemn the sea too? You just hate me and my kind. We are delinquents, not intellectuals. We are used to violence. I love being where waves crash on the beach. You of the Strength tribe think that I'm 'most degenerate' of us all. But once more I laugh at you, for I am still the closest of us all to Agarth. When I wander upon cliffs when the sea is raging I am closer to Agarth than an Arcanum would ever understand. You say I seek that spell which will provoke the unceasing rainfall. So what? I sometimes go hunting with those admirable predators, the tiger sharks. Will they be killed too because they hunt with me? You can not condemn me for being my Ka-element."



Chinese Portrait

A natural phenomenon

A tidal wave

A metal

Mercury

An animal

A shark

A color

Blue-green

A mythological being

The Kraken

A famous human being

Blackbeard

A human activity

Fishing

A work of art

"The Rhyme of the Ancient Mariner," by S. Coleridge

A weapon

A depth charge

An object

An anchor

Metamorphosis

Head: jagged ears

The ears get bigger and stick out from the head, the lobe disappears and the outer rim of the ear becomes pointed. In the end the ear resembles the description that Lovecraft makes of his creatures of the deep.

Hands: webbed

A thick membrane of green leather appears between the fingers and ends up covering the whole hand.

Skin: scaly

The skin is slowly covered with largish fish scales. The skin becomes oozy and sticky.

Odor: swamp

The Triton smells of damp and mold, rotten plants and swamp gas. To a human, it stinks.

Voice: cavernous

The Nephilim speaks with a voice from beyond the grave, with a strong base and very low-pitched. Each word is rocky and seems harsh. The Triton speaks like someone who has been operated upon for throat cancer and speaks without a larynx.



THE UNDINE

Extract from the New Hermes, a human link with the Nephilim circa 1994, "Self Portrait of Manala":

"My name is Manala and I am Undine. I inhabit a Simulacrum which can introduce me into any part of human society: a call girl. Through her I can express all my Undine personality. I love the thrill that I get in changing social situations. I want to know all about everything human. I think I can understand you. Some day. Some have said that, faced with problems, I am like water passing a stone. I avoid it. Of course I do. I am not stupid. I avoid it in order to overcome it. I appreciate Aikido because we use the strength of the opponent. I am the only Nephilim with taste. Only I appreciate fashion. At the momene here, I go to raves, even sometimes at the techno clubs. It's all just a ploy to use you. 'Use' is the word, yes. I admire your human capacity to adapt through technology. I like any machine that gives me time to seek Agartha. Personal details? Oh, you're serious? Well then, I hate smokers. I love mineral water. Swimming promotes health. That's enough."



Chinese Portrait

A natural phenomenon	A famous human being
Sea foam	Jacques Cousteau
A metal	A human activity
Quicksilver	poetry
An animal	A work of art
A dolphin	"The Birth of Venus," by Boticelli
A color	A weapon
Navy blue	The net
A mythological being	An object
A siren	Scuba gear

Metamorphosis

Head: blue hair

The hair of the Undine grows very thin and straight. It grows out of the shoulders and down the middle of the back. It is blue and blue black.

Hands: webbed

A thin, nearly invisible but tough membrane forms between the fingers of these Nephilim.

Skin: smooth

The skin of the Undine becomes completely smooth and seems to be rippling when the Nephilim moves, similar to the waves that appear on water when a stone is thrown in, or the undulations of a squid as it hovers. Like dolphin, it has a layer of fat upon its limbs and body.

Odor: salty

The Undine exudes the smell of salty and ozone which blows onto every beach from offshore.

Voice: liquid

The Nephilim lets words flow from it and accentuates all the L's. When the Nephilim is angry, words seems to glut in its throat.



THE SATYR

Testimony of the traitorous Orvaad the Elf, given to Templars, about a Satyr:

"I hate him. He is a beast. He is a destroyer, and respects nothing. He is like an earthquake. He is a beast, a creature of material indulgence. He is unreliable, and is as often furious as joyous. Or he sinks into an abyss of melancholy and loses himself in drink. He is vindictive. He doesn't forget. He likes revenge, especially after nurturing his hatred. He is a born vandal and his only disciple is of mindless violence. He's a hooligan. He provokes anyone, any time, for any reason. He is so material that he even appreciates the pleasures of the body. Appreciates? What understatement I make, for the Satyrs LOVE whatever their body provides them with. The joy they get from their Simulacrum can be so strong that they abandon the search for Agartha to exploit the joys of the flesh at will. Even those which do not fall so low dress provocatively, or at least they dare to emphasize their sex appeal. As if we would care! So instead they seek the company of animals—people, I mean. And with them they feed their base instincts. I do not care that this Satyr adores food and is a gourmet. He is not the protector of Nature, he claims Nature for his own. I asked him why the word "panic" comes from the god Pan, whose name means *All*, and he just snorted at me, waved his horns and burst into a fat laugh. I say, kill him if you can."



Chinese Portrait

A natural phenomenon

An earthquake

A metal

Copper

An animal

A ram

A color

Dirt brown

A mythological being

Pan

A famous human being

Angus Young on the AC/DC Highway to Hell cover

A human activity

Love-making

A work of art

"Don Juan," by Mozart

A weapon

The whip

An object

An olisbos

Metamorphosis

Head: horned

Little outgrowths shoot out from the brow or the side of the head. They grow to take the shape of the horns of a ram or a bull. They can be surgically trimmed but never stop growing.

Hands: three-fingered

The little finger and the ring-finger merge together to create a larger finger. Similarly, the index and middle fingers. The thumb gets thicker. The fingers are covered with semi-rigid hoof.

Skin: hairy

The skin grows thick body hairs on most of the body. If shaved, the beard and the other facial hairs grow back in only a few hours.

Odor: musk

The Satyr exudes a strong animal smell, like a large beast. Humans can find this attractive and repulsive at the same time.

Voice: bass

The Nephilim speaks with a deep bass voice. It often doubles the R's.



THE ELF

Statement deposed by Ms. Smith after the sudden disappearance of her husband, a history teacher:

"Barney started acting weird right after he bought a strange statue in Brittany. He told me that he was really a Nephilim of the earth, and his name was Yvintuel. He said he was an elf. I thought he meant like Santa Claus, but he finally just laughed and said to let it be. He said he was just fooling, but I see that he'd changed. Before, he was always well-read and theoretical, of course. But he suddenly took up rock climbing and camping. He said his inner motives were somehow being fulfilled. He cured my asthma with some drink he made from the woods, laughing at the doctors' long helplessness."

"I'm not always happy. He sometimes nearly stops talking to me, and he doesn't ever change his mind any more. Of course, he was always stubborn, and even proud before. My friends said he hardly ever changed his mind, before. But he doesn't now, ever, even if he's wrong. He avoids my friends, being shy, and after they leave he broods. He bought a safe last month, and I have often watched him bury something in the garden. I get worried about this, but when I confront him, he can calm me down with a few words. When he pays attention to me his smallest gestures make me feel safe. I feel that he's moved by something strong inside, something almost maternal, something that I find reassuring. At those times I'm not

bored with his excited talk about all those green issues that he espouses. He is very sensitive to the miseries of the world. He even sold the car and now drives one that runs on methane, and he always wears green or brown clothes. He's even become a vegan, though I don't like it much. I think his dream would be to build himself a house in a gigantic tree in the middle of the Canadian wilderness."

Metamorphosis

Head: pointed ears

The ears of the Nephilim grow quite large and their extremities narrow and become elegantly pointed. The lobe usually disappears.

Hands: wooden nails

The nails of the hand become brown and are covered with a thin bark to finally turn into precious wood.

Skin: green

The skin takes any of various green shades, and is finally a deep green. The hue of green varies depending on the sun exposure that the Nephilim has had.

Odor: wet earth

The Elf gives off the earthen smell of damp soil, mouldy wood and moss. The smell reminds humans of freshly cut grass or moss after rain.

Voice: rustling

The Elf speaks fast, emphasizing the consonants and deleting the vowels. Its voice eventually resembles the sounds that leaves make when stirred by the wind in the forest.



Chinese Portrait

A natural phenomenon

The blossoming of flowers

A metal

Copper

An animal

The fox

A color

Green

A mythological being

An Ent

A famous human being

John Muir

A human activity

Medicine

A work of art

The Lord of the Rings, by J.R.R. Tolkien

A weapon

The club

An object

A Greenpeace T-shirt





THE SNAKE

Personal notes of the Duke of St-Amand:

"The Snake is the hardest Metamorphosis to characterize because of its very nature. Its main characteristic is to constantly change its personality, hence the difficulty in pinning it down. We have, however, been able to narrow down these following traits: the snake is an illusionist, a trickster, and a liar.

The Snake always plays a part, behind which he hides his true nature. This might be the reason why the Snakes are always talented in the skills of the world of show business. It is extremely sensual, and competes with the Satyr in its desire to exploit the joys of the human body. A Snake is also often twisted to the utmost, finding joy in applying the wicked principle of Machiavelli that "the ends always justifies the means." It is a vicious being by nature, in human terms, because it is impassioned by the depths of the human Soul—indeed by everything that is hidden inside every one of us. It likes to play with those wrestling fears, those unavowed phantasms that we all have within. It can adopt the behavior of a poet or an impenitent dreamer. It can be subject to the most unexpected and violent swings of mood, resembling in this a psychopath. It is an devotee of night life, veering wildly from deafening rock nightclubs to sedate salons where practitioners recite Japanese haiku among tea-drinkers. It is without doubt the most mysterious and disturbing Nephilim of all, for it is by nature close to the condemned Nephilim of the Black Moon, the Selenim."



Chinese Portrait

A natural phenomenon

An aurora borealis

A metal

Silver

An animal

A snake

A color

Black

A mythological being

Loki

A famous human being

Lucrecia Borgia

A human activity

Treachery

A work of art

A picture by M.C. Escher

A weapon

A syringe of poison

An object

A false I.D. card

The Metamorphosis

Head: reptilian eyes

The eyes get larger, the pupils fill the whole iris and narrow to take the shape of a slit. The iris turns a deep golden color. The eyelid grows a second membrane, which is transparent.

Hands: shrunken

Hands and arms shrink and dwindle, almost atrophying completely.

Skin: scaly

The skin is covered with large snakes' scales, soft and dry to the touch. Rapid growth of the scales occurs during molting-time, which is usually at full moon.

Odor: none

The Nephilim no longer exhales any smell whatsoever. Within a close range, this absence of smell can be startling in a way that is difficult to put words to, because everyone is unconsciously used to the smell of their neighbor.

Voice: hissing

The voice of the Snake emphasizes the words with a mute S; lingering on this consonant to the point of imitating a snake.



THE MAJOR ARCANA

YOUR NEPHILIM CHARACTER may have, during one of its previous lives, belonged to one of the great Arcanum tribes which live, concealed, in the western world. Those tribes are called the Major Arcana, and the twenty-two Arcana of the Tarot are named after them. They provide a way of life, or a common vision for the Nephilim to participate in the current age and its magic. The Arcanum all represent different paths to Agartha, like differing paths up a mountain that all lead to the same summit.

The Arcana vary greatly, but most share common characteristics and attitudes. First among shared traits is that they

are not closed societies or monolithic cults. Most of them welcome any Nephilim, no matter what their dominant

"To each man his own religion."

— Sriani Vivekananda

Ka-element might be. The Arcana are, by nature, sometimes opposed, but they rarely actually fight against each other—Nephilim life is hard enough without conflict among Nephilim.

The Arcana are not large organizations. They are loosely allied Nephilim of like minds. Few Nephilim live in any one area, and so any one Arcanum in a city, even a large one, may have only a few members. To Nephilim, their Arcanum is like family, or more accurately, like fellow members of the same tribe. They can offer protection, safehouses, or loan money if needed. They have established connections and made arrangements with other Arcanum, so that if a Nephilim needs a special healing spell, or is in its first incarnation and needs a Stasis, their Arcanum may be able to help them find someone who can perform the service for them. In exchange, the Major Arcana ask their members to work together for their common good, and especially to help find their Arcanum's lost Tablet, upon which Akhenaton wrote all of the Arcana's secrets.

Nephilim usually belong to only one Major Arcanum throughout their multiple lives.

Major Arcana membership is not a formal relationship. Many Nephilim follow the philosophy of a Major Arcanum path without ever formally contacting other members of their Arcanum. The gamemaster may wish her players to start out this way, and have them encounter and work with other members of their Arcanum at some later point in the campaign.

Many, and sometimes most, of an Arcanum include Nephilim who seek out others who are newly awakened, to protect and serve them, and initiate them to the secrets of the tribe. Those Nephilim serve the Arcanum first and thus they

have particular goals and tasks. But the Arcana also almost always include Nephilim that are not active participants in the life of the organization, but who nonetheless are affiliated because their activities follow the Arcanum criteria of behavior.

Arcana affiliation gains the advantages and disadvantages of working with an organization of like-minded beings. When the Templars close in with Orichalka-tipped bullets, friends will be welcome.

You may hold off on choosing your Arcanum affiliation until after you have generated a past life or two and seen which Arcana were active when you were alive. In that case, go ahead and read through these descriptions, and remember to write down your Major Arcanum on your character sheet after you have made your decision.

Initiation

Or so it is with the exoteric, or outer form of the Arcana. All Arcanum tribes also have an esoteric, or inner path of initiation which some of their membership pursue. Taking the step to the inner circle of an Arcanum is a defining moment for a Nephilim, and determines its life path for the rest of its incarnations. Nephilim who take the step of initiation almost never leave the Arcanum, in any lifetime. Progress to the inner circle requires some period of devoted service, and apprenticeship to an already initiated member who sponsors the petitioner.

The benefits of taking the inward path are many. Some Arcanum know powerful spells that are only revealed to initiated members. Others have techniques for increasing Ka, or augmenting magical castings. Some Arcanum know the secrets to amazing new physical transformations. Some know of places where permanent Nexuses may be found, and others offer material wealth.

Only the outer path of the uninitiated is given in this book. It is assumed that all player characters are members of the outer Arcana, and that possible initiation into the esoteric path may be won during play. The inner paths of the Arcana will be detailed in later supplements.

Arcanum Lore

Members of the different Arcana have developed clandestine means of communicating with one another through the obscure signs of their tribe. If someone in the Justice Arcanum, for example, learns that a meeting of the Templars is to take place in New York, they might place certain signs in a national advertisement. Other Arcanum members who see the ad and make their Justice Lore roll will know to call a phone number mentioned on the ad and give an Arcanum password. The secret signs might be general enough that Nephilim of all Arcana can recognize them, or they may be known to only

a particular Arcanum. Signs include not only symbols and words, but sounds, musical harmonies, hand gestures, color combinations, and more. These signs are not a language in themselves, but serve to attract the attention of those who know of them, and in combination with words or pictures, can convey messages.

In this way the Arcana can secretly communicate among their widespread membership without the secret societies learning of their existence or plans. Often these communications are orchestrated by the initiated members of the Arcanum.

Arcanum 0: the Fool

The Nephilim of this Arcanum are not available as beginning player characters. They are prophets among humanity and Nephilim alike. They have something which other Nephilim do not understand. They are the most free and the most mad. They seek to create the ultimate Nephilim messiah who will lead all of the Nephilim to Agartha in one incarnation. Jesus Christ was the best-known of them in the West.

Whenever the Fools have gathered together in history, they were noticed and destroyed quickly. None are known to exist, and thus this tribe is not available to beginning characters. Some Nephilim say the Fools are the true heirs of the Golden Path, which had been launched by the first innocent Nephilim who created Atlantis.

Arcanum I: the Magician

The Nephilim of this Arcanum work closely with certain human beings who study the mysteries of Nephilim magic and the Solar-Ka. The humans form sects and secret societies to provide them with Simulacra which are sufficiently educated to manipulate the elemental fields. They believe they will eventually learn how to manipulate the Solar-Ka. They believe that they perpetuate the secret teachings of Prometheus of Atlantis.

Arcanum II: the High Priestess

The Nephilim of the High Priestess are collectors of Nephilim magic, whether sigils, pentacles or alchemical formulae. Their aim is to locate, preserve and copy everything as well as they possibly can. They are the depositories of occult knowledge, the librarians of the Nephilim, the keepers of the great hermetic museum, the guardians of the 666 secrets.

Arcanum III: the Empress

The Nephilim of the third Arcanum seek to control the emotions and the feelings which spur human beings. Their moti-



vation is not to help mankind, but to attain the occult goals of the Nephilim by controlling the human species. They are usually excellent scholars of the human psyche, and they are also matchless manipulators. Today, using computerized information technology, they keep an updated emotional catalogue of each human they meet in order to later exploit them.

Arcanum IV: the Emperor

These are very secular Nephilim. They seek power of a material kind, to ultimately govern the earth through financial, military, and political tools, whether it is through dynastic manipulations, war or governmental lobbying. They seek to master the human world so that the Nephilim will be free to

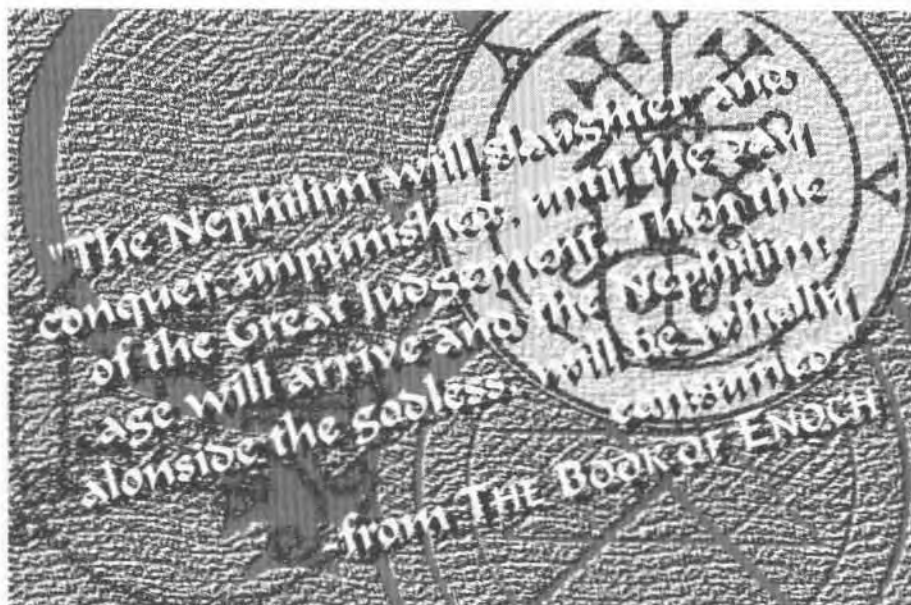
complete their original work on the Simulacrum which was started in Atlantis.

Arcanum V: the Hierophant

The Nephilim of this Arcanum work with humans who believe that they are gods. They exploit the atavistic memory of Atlantis which all humans have to maintain these primal urges. Priesthoods train themselves to provide willing and educated Simulacra to the Nephilim, whose Stases they protect. Thus an incarnating Nephilim from the old days expects to find a crowd of ready and willing humans who are eagerly waiting to serve as its Simulacrum.

Arcanum VI: the Lovers

The Nephilim of this Arcanum enjoy and exploit their physical bodies, even as they Metamorphose into other shapes. They are sensualists and hedonists if they tend towards the physical side, or gourmands and connoisseurs if they are more mental. Many are unhappy at the rate of human progress between their incarnations, and prefer the ways of one of their earlier incarnation periods. They then do everything to revive this era, though such efforts often end at mimicking the period through period clothes, languages and food. Since they constantly look back in time, they are the nostalgic Nephilim.



Arcanum VII: the Chariot

These Nephilim see the world as an entity to be exploited, whether it is their own Simulacrum's body or a machine. They love their bodies and take great care of them, often doing bodybuilding or following meticulous eating habits. They seek to work smoothly in their new environment with as little trouble as possible. They want to adapt as fast as possible to their times and seek to exploit its technological potential. They enjoy machines and the challenge of technology in each new era, and they appreciate modern works. They

are eminently pragmatic and utilitarian, and look after their Simulacrum as if it was a machine. Humanity to them is another part of the environment to be exploited.

Arcanum VIII: Strength

This small Arcanum has specialized to fight against the Khaiba form of Ka degeneration. They are fierce enemies of Arcanum XV, the Devil, and thus an exception to the rule of nonviolence against other Nephilim.

Arcanum IX: the Hermit

The Nephilim of this Arcanum think that no contact should be made with the human world. Dependency upon Simulacra is degrading because it diverts the Nephilim from its genuine aim: the quest for Agartha. Incarnation in a Simulacrum is punishment upon all Nephilim for the original sin of trying to control the Solar-Ka. Those Nephilim seek Agartha through working magic and ignoring the body as much as possible. They are the Nephilim hermits.

Arcanum X: the Wheel of Fortune

The Wheel Nephilim have spent their lives studying the magic fields, the planetary cycles and the ethers. They map the magic fields and can forecast the Enthronements and other astrological influences. These Nephilim like to observe their surroundings through Ka-Vision. To them the world is an immense Mandala whose multifarious aspects, circumvolutions, cogs and wheels all need to be distinguished in order to map the path to Agartha.

Arcanum XI: Justice

They are the guardians and judges of the Laws which rule all of the Major Arcana. These Nephilim take it upon themselves to learn those mysterious and arcane laws, and to punish all the Nephilim or humans that go astray from this vision of the Cosmic Order. They develop special skills to perceive the actions of the Nephilim that are inscribed in the magic streams. They claim to be the keepers of the destiny of all Nephilim. They maintain a vast inventory of past and present acts. During certain Enthronements they decide on judgements and then send their members to inflict penalties, rewards, and assistance.

Arcanum XII: the Hanged Man

These may be the most strange of all the Major Arcana. These Nephilim choose to live exactly like the Simulacrum into which they are incarnated. They choose to put themselves in a state of voluntary Showit, placing their Nephilim

personality in a secondary roll as they play the part of their Simulacrum. They claim this is an indirect way to reach Agartha. They are not sure if they act as the Simulacrum or if they let the Simulacrum act in their place. Of all Nephilim, they are the most difficult to understand since it seems that their method fails each time. Hanged Man characters are difficult and perverse, and will not fit into a normal campaign, and so are not recommended as player characters.

Arcanum XIII: the Unnamed Arcanum

This is the Arcanum of the Selenim, the doomed Nephilim who have chosen to isolate themselves from the natural magic streams in order to escape Orichalka and the cycles of incarnation. This is the only Arcanum which recruits its members strictly according to Ka-element, in that its members may have only Black Moon Ka, and none of the other Ka-element. The Selenim's ritual of initiation is terrifying and irreversible. This Arcanum is not open to the Nephilim that you will first create. This tribe is usually reserved for guest stars and other gamemaster use.

Arcanum XIV: Temperance

For these Nephilim, each living organism, whatever its nature, is part of the Great Whole of the Macrocosm where nothing is created and nothing is lost, and therefore deserves to survive. They are the scholars of the Nephilim reincarnation and of the human potential in the field. Unlike other Arcana, the Nephilim of Temperance seek to heal sick Nephilim, or those they consider such, like the Hanged Men, those in Khaiba, in Shouit or even the Selenim. Initiated members know of ways to make the sick regress to an alternate state, and have special spells that can heal Khaiba or Shouit.

Arcanum XV: the Devil

The Nephilim of this Arcanum are the most dangerous of all. They think that their true nature lies in the Metamorphosis into Khaiba. They believe that by entering Khaiba, the Nephilim return to a state closer to that of their origin. They are savages, enslaved by their instincts. Some of them don't even recognize the difference between the unleashed dragon effect (Khaiba) and their Arcanum. This Arcanum is reserved for non-player characters and other gamemaster uses.

Arcanum XVI: the Tower

The Nephilim of this Arcanum are Destroyers. They seek all Stases, whether buildings or objects, to protect them from humans. They also seek anything which controls the magic streams, weapons of Orichalka, and Orichalka itself, to destroy it. They also try to prevent and suppress the spread of occult knowledge among humans by killing anyone with obvious occult knowledge or high Solar-Ka. They want to conceal the existence of the Nephilim and to reverse the mistake of Prometheus. They are the direct rivals of the Magician.

Arcanum XVII: the Star

The Nephilim of this Arcanum believe in interplanetary consciousness, and know from mystical experience that similar life exists in other solar systems. Some believe that they did not issue from mystical streams which bathed the earth but instead were made by a venerable extra-terrestrial race which was on the decline. They also believe that those extra-terrestrials are coming back for them to take them to Agartha. They look throughout the planet for signs of those extra-terrestrials and actively prepare for their arrival.

Arcanum XVIII: the Moon

These Nephilim have a special ritual of incarnation which they claim is the most ancient. They choose only certain animals for Simulacrum, for they believe that the whole human experiment was a mistake. They are shunned by the other Nephilim, and they are few in number since the risks of Shouit are greater during their rituals of transfer into animals. In exchange for these risks, their animal Simulacrum offer an existence unburdened by human concerns. Their sign is the moon because they were the only Arcanum at the height of the latest Lunar Grand Decade.

Arcanum XIX: the Sun

These Nephilim study the powers of the sun. They are the most mystical of all. They look for ways of accessing and using the eventual magic streams of the sixth Ka, the Solar-Ka. They try to recover the lost teachings of Akhenaton, the doomed pharaoh. They wish to recover his secret method whereby a well trained Nephilim can integrate this sixth Ka-element through its Simulacrum, the human body.

Arcanum XX: Judgment

The Nephilim of this Arcanum are among the most pessimistic. They believe that the world has been deteriorating since the fall of the first Orichalka meteorite which sank Atlantis. They foretell the fall of similar meteorites on earth from other distant planets which will further influence the magic streams. These Nephilim are characterized by either their unshakable gloomy fatalism or their unquenchable thirst for life.

Arcanum XXI: the World

This is the missing Arcanum, the unknown tribe. This tribe is considered as non-existent for no known Nephilim has claimed to be part of it. The World Arcanum is an unresolved mystery for the Nephilim, for it has never been manifest on earth. Most believe it to be the Arcanum of accomplishment, accessed only when the Nephilim reaches Agartha and merges with its Simulacrum to form a new balanced creature. Certain other Nephilim think that this Arcanum is the link with the far eastern Nephilim brothers. According to their ideas, the Buddha could have been an initiate of this Arcanum.

OCCULT EXPERIENCE

A NEPHILIM IS A MAGICAL BEING. It has power over the five main magic fields: those of Fire, Air, Earth, Water, and Moon. Thanks to this power it is able to perform magic.

You will have to make some choices in the next section about what kinds of magic to take. This section explains the background necessary for you to make informed choices.

Magic

Through the centuries of their long history, the Nephilim have developed several techniques to manipulate the magic fields. Magic has been further developed as humans have sought to master the occult arts through their secret societies. Finally, magic is the royal path that the Nephilim have chosen to reach Agartha. There are three main types of magic: Sorcery, Summoning, and Alchemy. Each type is subdivided into three circles of knowledge.

Sorcery

Sorcery is the direct manipulation of the magic fields. It enables the Nephilim to affect the surrounding universe directly through the casting of spells. Each of the three circles of

RA-AS ISALDMAN PARADIZOD O-
EKRIMI A-A-O I-ALPI-RoKAU-I-
IN E-NA-I BUTDMON

—Key 7, Enochian Tablets, Sloane
Manuscript number 2030

Sorcery is represented as a Technique with a chance of success beginning at 0% and going up beyond 100%. The three circles are called

Higher Magic, and Grand Secret. Sorcery is explained in detail beginning on page 142.

These techniques indicate the progress of the Nephilim in the occult arts. They represent the ability of the Nephilim to perform all the arcane actions, movements, and other rituals that a spell requires.

Each spell is linked to one of the five magical fields. Each spell requires the caster possess the relevant Sorcery technique at a skill above a given threshold. It is impossible to learn or cast a spell with a threshold which is higher than the technique possessed by the Nephilim.

Sorcery spells are always written on a physical medium which describes the necessary rituals. It includes many instructions which are not visible to human senses, and may seem quite ordinary to people. That object must be present to perform the magic, and the player must succeed at two die rolls. The Nephilim must roll under the relevant Sorcery technique, and invoke the corresponding Ka-element by rolling under its Ka-element x3 on a d100.

Sorcery is older than humanity, and may be learned in almost any period of incarnation.

Summoning

Summoning was developed much later than Sorcery. Summoning enables the Nephilim to summon a creature which will execute a specific task for a given time. A physical object, called a Pentacle, is necessary to summon these magical creatures. Each magical creature is linked to a precise magic field and can only be invoked by the Nephilim using that Ka-element. It has a threshold like Sorcery. Its three circles are called Seals, Pentacles, and Keys. Summoning is explained in detail beginning on page 154.

Each of the three circles of Summoning has its own symbols which can only be read if the Nephilim has the requisite technique. Generally the Nephilim needs the appropriate pentacle in order to summon a magical creature. To control the summoned creature the Nephilim must use its own Ka-element to overcome the Ka-element of the invoked creature, using the resistance table.

Alchemy

Alchemy is the last and most recent of the forms of magic. It is also the most accomplished and the most powerful. Each alchemical formula is linked to an elemental power (water, air, earth, fire or moon). Alchemy also has thresholds. Its three circles are called Black Stone, White Stone, and Philosopher's Stone. Alchemy is explained in detail beginning on page 173.

Alchemy must work from a written source, and is possible only through the use of the *Athanor* or alchemical oven, which transforms magical powders. The *Athanor* has points of Ka for each of its Ka-elements. Those points, however, come from the Ka-elements of the alchemist or, more commonly, from the Ka-elements of its Stasis.

In order to use an alchemical formula, the player has to make a d100 roll under the technique corresponding to the circle of the formula. The alchemist then uses the elemental powder, and the player makes a roll under the Ka-element of the *Athanor* which corresponds to the Ka-element of the powder.

Alchemy is the newest form of magic. It has its roots in the first century after Christ, but became an organized magical pursuit much later. It can be learned only after the twelfth century AD. Although it theoretically has three circles, Alchemy is so new that its last Circle, the Philosopher's Stone, has yet to be discovered. Some claim that the Philosopher's Stone will grant the ability to create Litharge without using Orichalka to destroy Nephilim first. Litharge is used to create Stasis items, and is explained on page 191.

Arcanum Lore

Nephilim can choose to have a magical technique called by the name of the chosen Arcanum. This skill must have a score

of at least 10%, and its allocation points are taken from the total of its occult experience, as outlined in the rules on magic. Thus acquiring this skill is treated as if it was a spell.

This percentile is used by the gamemaster when the Nephilim tries to get in touch with its Major Arcanum after its awakening. It indicates its knowledge of the occult signs that each Arcanum uses so that its members might recognize it. It is a magical perception. Successful use gets the Nephilim a hint and good indication of where to find its fellow Major Arcanum tribe members.

The Arcanum tribes were begun in the time of Akhenaton. This was the *only* time that some of the Major Arcana met. Nephilim incarnated in Akenaton's era receive a free 10% in their Arcanum Lore. The only exceptions to this are the four Missing Arcana of Akhenaton's time, explained below.

Character Generation

The Nephilim's player allocates its occult development points in the magic techniques. Three circles of initiation exist for each of the forms of magic. Within each Technique, a lower circle **must** be mastered before going on to the next. The higher circles of Technique can be acquired only when the score in the preceding circle is equal to 90%. Thus White Stone cannot be learned until Black Stone is known at 90%.

However, any of the three First Circle Techniques can be started in any historical period in which they are available, regardless of which other techniques the Nephilim already knows. Thus you can begin a first circle skill in Summoning or Alchemy no matter what any of your Sorcery Techniques may be.

Spell Inscription

A Nephilim usually needs a physical focus to cast a spell. When a Nephilim returns to Stasis it usually loses its physical focuses, so it normally cannot cast a spell when it first wakes. After centuries of learning, the Nephilim have developed a technique

which enables them to get around this problem. It is a complicated ritual which enables them to inscribe a spell on their



their Ka-element. This permanent change has been compared to getting a tattoo inscribed upon a Simulacrum's body. Many Nephilim undergo the process, and once done the spell is written upon the character sheet, and the Nephilim no longer needs the focus of the written spell, pentacle, or Alchemical process to cast the spell.

Inscribing any spell during character generation costs 10 Occult development points. Avid players are urged to investigate the complete spell descriptions contained in the chapters on Sorcery (page 142), Summoning (page 154) and Alchemy (page 173). Later, after the game has begun, inscribing a spell requires the sacrifice of one point of Ka. See the description of spell Inscription on page 138.

The Stasis

A long time ago your Nephilim became linked to a magical object called a Stasis. Stasis objects were first invented by the Nephilim tens of thousands of years ago as receptacles to hold the Nephilim's Ka-elements between incarnations and prevent their disassociation back into the elemental fields. One of a Nephilim's most important tasks during its first incarnation is to find a more learned Nephilim who can create a Stasis object for it and perform the magic ritual that connects a Nephilim to its Stasis. This is the first and perhaps the most important service which the Major Arcana offer new members. Only one Stasis object can ever be made for a Nephilim, and once made, the Nephilim is always magically attached to it. If it is destroyed, the Nephilim cannot make another.

Those Stasis have since been used by secret societies to imprison the Nephilim and keep them forever separated from the magic fields. They learned that by placing a Stasis where the magical fields never cross, a Nephilim remains trapped within indefinitely. When the humans were fighting Nephilim after Atlantis, many Nephilim were trapped in those objects and could no longer merge with the magic fields nor be reborn in the telluric knots, the Nexuses. The humans had found the only way to prevent the resurrection of the Nephilim. They built instruments, following the instructions of the Prometheus Brotherhood, that enabled them to compute the displacement of the magic fields. Then they raised the first megalithic monuments, many of which we can still see today.

As history unfolded, the humans gradually lost their ancient wisdom and the records of the forbidden places where they had hidden the Stases of the Nephilim. Only the secret societies kept the occult knowledge of computing of the magic fields. These societies also tried to keep track of the hidden Stases, but often failed.

Uninitiated humans eventually discovered the ancient Stasis and uprooted them as treasures and talismans. They in-

terfered with the magic fields and provoked the awakening of the imprisoned Nephilim. They were free to reincarnate again and resume their paths to Agartha.

The Stasis As a Magical Item

The Stasis is a part of the Nephilim. It is like a fake body, a substitute for the Simulacrum when the Nephilim is disincorporate. When a Nephilim is within, the Stasis connects itself to the five Ka-elements of the Nephilim, preventing it from disintegrating back into the elemental fields, but also preventing the Nephilim from using its Ka-elements.

A Stasis is created as a receptacle for Ka-elements. When it comes in contact with a magic field, it retains part of the field. It is this storage of energy which initially provokes the awakening of the Nephilim from its prison. If the Stasis grows full enough, the Nephilim wakes and has a chance to break loose. This is how your Nephilim woke up and began its current incarnation.

The magical energy stored in a Stasis can be used by the Nephilim during magical operations. However, it is unwise to keep it empty. The lower the amount of stored energy in a Stasis, the more a Nephilim is likely to be drawn back and re-integrated with its Stasis when its Simulacrum dies. See the chapter on reincarnation (page 116) for more specifics.

If a Stasis is destroyed, and then the Simulacrum is killed, the Nephilim has a good likelihood of permanently dissolving into the elemental fields. Since only one Stasis can ever be made for a Nephilim, the destruction of its Stasis is a serious blow.

Upon incarnation, a Nephilim needs to locate its Stasis. It must be protected—any Nephilim who has lived a life or two knows this fact. The ancient priesthoods did not object to being retained in great statues, because they were protected by their worshipers. Today, most Nephilim are not so lucky.

Character Generation Example

Kragar, Nephilim of Fire, has had three previous incarnations.

As detailed on page 50, its first set of Occult Development Points were 70. Kragar gets 70 percentile points for magic.

Since Lower Magic is the only magic available, Susan gives 50% to the Technique. Susan, suspecting trouble and wanting a weapon-like magic, also learns the permanent spells of Pyretic Limb, and Strength, which cost 20 more points.

In its second incarnation (not detailed above), Kragar gets 80 percentile points for magic. Susan chooses to raise Kragar's Lower magic technique to its required 90%, which costs it 40 points. Susan decides to start Higher magic with 30%. Finally, she spends 10% on Seals, the first Summoning circle.

At last, during its third incarnation, Kragar it gets 50 percentiles. Susan has also decided that, despite Kragar's single-mindedness, it wants to be able to fly. Thus she first allocates 20% to the Seals Technique, and 10% to have The Swift Flame Portals spell. The final 10% is given to Higher Magic.

Thus after three lifetimes Kragar has mastered Lower Magic, the first circle of Sorcery, at a level of 90% and knows three Lower Magic spells; Pyretic Limb, Strength, and Find Fire Plexus. Kragar also knows Higher Magic (2nd circle Sorcery) at 40%; knows Seal (Summoning) at 30%, and one Invocation, The Swift Flame Portals.



NEPHILIM HAVE LONG HISTORIES. They wake for a time, then return to Stasis. During each period of consciousness, they live and learn about a new human society, acquire skills specific to their place and time, meet other incarnate Nephilim, develop their occult techniques and learn new magic spells. Then they again, for various reasons, return to Stasis. Being in Stasis means undergoing long periods without any contact, communications, or consciousness until some rare chance reincarnates them anew. Most Nephilim awakening now have previously known one or two lives.

All Nephilim must have at least one past life. The choice of previous lives for your Nephilim is yours. Nephilim can incarnate only one time in each time period. Also, incarnations must be done in chronological order.

The skills from past lives should be written on the character sheet in the "Nephilim" column, combining the same skills gained from different eras.

Read through this section for guidelines, and the whole book for details. Then choose one or several of the eleven periods of history in which your Nephilim had incarnated. Pre-planning will help shape your first Nephilim towards being a reasonable and playable character. Feel free to design your first Nephilim to be a playable and interesting character without relying upon random die rolls.

However, do not feel free to abuse otherwise random rolls to make everything strictly to your advantage. A character with maximum values in every statistic typically gains no respect among roleplayers, who seek opportunities to meet challenges rather than be always successful. Discuss options with your gamemaster, whose ruling is always final anyway.

Other Options

If your gamemaster agrees, you are not be limited to these periods. If you want to be incarnated in a historical period which you know particularly well, discuss it with your gamemaster, who will help create the appropriate skills and abilities.

The options given here are not all of the options which Nephilim have had to live. Given here are those periods which will provide you with the best player characters for beginning players. Later on, after acquiring some experience in play, you will more easily be able to create Nephilim with other backgrounds.

What About Famous People?

Gamemasters may allow Nephilim to have been a famous person during a previous incarnation. It is easy to want your Nephilim to have been someone famous, but far harder to play it out successfully. To play this successfully requires that:

- ☆ The player be familiar, if not intimate, with the character's lifetime;
- ☆ The gamemaster be convinced *before play begins* that the player knows the necessary information; and
- ☆ The player and gamemaster agree beforehand how this character's particular skills will manifest in the game in terms of skills, techniques, and so on.

"Harken unto the rising of the chief of the Mighty Ones, Sun of the Morning and Moon of the Night! For He, known as The Emperor and Thex, his secret servants known in the Old Time as the Nephilim shall rise once more to govern the earth and rekindle the Fire of Heaven..."

—from The Arcanus Wissenkraft

Your Past Lives

Players first choose the eras in which their Nephilim had previously lived. All player character Nephilim must have lived in at least one past life.

Upon its inception, each player character Nephilim starts its personal history with 22 points of Ka. This will be "used up" during each lifetime at the rate of 2 points per incarnation.

These incarnations offer a chance for your Nephilim to have learned many skills and magics which are useful for at-

taining Agartha and for protection from human secret societies. They also add great depth and color to a character.

You may choose as many as desired, as long as you have at least 4 points of Ka left. But remember that, in game terms, a low Ka means your Nephilim is farther from its goal of Agartha, is less likely to use its Ka-Vision, and is less likely to cast spells successfully.

Determining Past Lives

1. Choose An Era

The Player chooses the first era of incarnation. Eras begin on page 52. Eras must be chosen in chronological order, and a player cannot choose an era more than once. All Nephilim should have at least one past life.

2. Determine Your Simulacrum

The player next finds the occupation of the Simulacrum in which the Nephilim incarnated for that life. Either choose an occupation from the table listed with your incarnation era, or roll d100 and consult it.

3. Subtract 2 Ka For the reincarnation

This occurs in every Previous Incarnation and also when the Nephilim incarnates into its latest Simulacrum for game play.

4. Find Age

Roll 3d6 x5. This determines the age of your new Simulacrum at the time of incarnation.

Incarnation Periods

1. Predynastic Egypt, circa 5000 BC
The Great Compromise: What God Were You?
2. Memphis, Egypt, circa 3,000 BC
The Pact: Menes creates Empire
3. Thebes, Egypt, circa 1350 BC
Akhenaton: The Arcana Rebellion
4. Babylon, Persia, circa 600 BC
Zoroaster and Ethical religion
5. Alexandria, Egypt, circa 350 BC
Alexander and the Great Philosophers
6. Jerusalem, Judea, circa 30 AD
The Jesus Incident: Birth of the Piscean Age
7. Rome, Italy, circa 350 AD
Constantine and the New Church
8. Aachen, Germania, circa 750 AD
Charlemagne destroys Paganism
9. Montsegur, Toulouse, circa 1243 AD
The Cathars
10. Paris, circa 1630 AD
The Birth of the Age of Reason
11. London, c. 1900 AD
Return of the Magicians

5. Find Simulacrum Skill Points

Multiply the Simulacrum's age by 4. This gives your available Simulacrum Skill Points that you will use to spend on skills.

6. Determine Skills

Distribute Simulacrum skill points among your Simulacrum's available professional skills. If this is your first character, we suggest you distribute these in 10% blocks, except for any remainder of less than 10 which can be placed as needed. Any skills can be ignored, or a few skills loaded up with points. You can add up to 50 points to a skill during any one past life. Adding to the same skill over several past lives will let you go above 50, but in any case, you may not raise a skill above 90 points in character generation. Later they can go higher.

Write these skill points into the Nephilim's skill column, since these are the skills your Nephilim stole and will take with it when it reincarnates.

All Past Lives receive some free skills.

- ☆ All Simulacra receive Life Experience for their era. The skill is equal to their Age.
- ☆ All Simulacra receive Speak Language at $(2d6+6) \times 5$. This can be understood as a human INT times five. These points may be applied to one language, or divided between all languages listed.

Discover Your New Life

Read the sections concerning the historical context and events into which your Nephilim incarnated. All of these are important times of Nephilim history, wherein Great Events were occurring. Naturally most Nephilim were not present at these, and most Nephilim incarnated into calmer periods, and knew few if any Nephilim for that lifetime.

Secret Societies are the enemies of Nephilim, and different organizations have varying powers throughout history. Notable or significant Secret societies are explained here.

In different periods different Arcana tribes came to the fore and exerted themselves enough to influence most of the other Arcana, and perhaps even all of human history. These are discussed here.

Read which Secret Societies were troublesome at that time and place, and also which Major Arcana were active and powerful.

Your new life as a Nephilim then begins.

7. Find Final Age

Roll 3d6 x5. This gives the number of years your Nephilim lived in that Simulacrum. Added to the Simulacrum's previous non-Nephilim age gives the total number of years the human body lived. Simulacra live much longer than normal humans, because the Nephilim is able to slow or even stop the aging process. See page 115 for more information.

8. Find Occult Development Points

Multiply the years that the Nephilim was incarnated by 2. This gives your Occult Development Points.

9. Distribute Occult Development Points.

The player distributes the Occult Development Points among the available occult abilities. Occult Development Points may be used for:

A. Raising Occult Techniques.

All Nephilim have magical techniques as part of their nature. It is one of the things which sets them apart from humans. In the game, techniques are magical skills used for casting spells.

Techniques may be gained only in the types of magic which existed during that particular time of incarnation. Within each Technique, a lower circle **must** be mastered before going on to the next. The higher circles of Technique can be acquired only when the score in the preceding circle is equal to 90%. Thus White Stone cannot be learned until Black Stone is known at 90%.

You can add up to 50 points to a technique during any one past life. Adding to the same technique over several past lives will let you go above 50, but in any case, you may not raise a technique above 90 points in character generation. Later they can go higher.

B. Inscribing Specific Spells

All magical use requires some material object **except** for the special spells which are tattooed upon a Nephilim's soul. Each spell does specific magical things. Feel free to study the Magic Chapter before making your final choice, though. You can take any spells for which your Nephilim qualifies and inscribe it. Typically, these are spells for self defense.

Unlike regular play, Inscribing spells in character generation costs no permanent Ka. However, learning each spell does cost 10 Occult Development Points.

No Third Circle spells of any technique may be learned, but otherwise the Nephilim may learn any spell whose threshold is equal to or less than the Nephilim's applicable technique.

C. Establishing an Arcanum Lore

Occult development points can be used to gain a permanent (Arcanum) Lore Technique which is useful in finding your Arcanum tribe wherever they are on the planet. It allows

The Occult Techniques

	<i>Sorcery</i>	<i>Summoning</i>	<i>Alchemy</i>
<i>First Circle</i>	Lower Magic	Seals	Black Stone
<i>Second Circle</i>	Higher Magic	Pentacles	White Stone
<i>Third Circle</i>	Grand Secret	Keys	Philosopher's Stone

a Nephilim to notice members, places, and messages of its Arcanum tribe by recognizing their special symbols and signs. This is a very useful skill to have for a re-incarnating Nephilim seeking its friends. This skill is written on the character sheet with the name of the Arcanum, followed by the word "Lore." The Temperance Arcanum, for example, would be written "Temperance Lore." More on this is explained in the section on the Major Arcana, beginning on page 40. Do not





spend more than 50 points per past life, or raise Arcanum Lore above 90 points during character generation.

10. What Did You Do?

Some eras have critical events which could have concerned your character. Review these questions and determine your Nephilim's attitude.

11. Determine Stasis Event

How did this life end? Answers may be determined by a random die roll, modified by decisions you made concerning your Nephilim's attitudes. Specific Stasis events are listed with each past life era.

12. Determine Stasis Object

Only first incarnations need to do this. Once a Stasis is determined, it can never be changed. For player convenience, we have selectively taken Stases which will suit play. Stases in each era also included many other types of objects. A random list of Stasis objects is given with each past life era.

Another Life?

The player decides whether the Nephilim has known another incarnation and repeats the process for each of them.

Character Generation Example

1. Choose an Era.

Susan chooses the Thebes Era, in the time of Akhenaton.

2. Determine Simulacrum

Susan knows what she wants and dispenses with the random roll. Kragar incarnated into a Chariot driver.

3. Subtract 2 Ka.

Kragar's Ka is now 20 ($22-2=20$).

4. Find Age

Susan rolls 3d6 and gets 12. $12 \times 5 = 60$ years old.

5. Find Simulacrum Skill Points

Simulacrum Points = age $\times$ 4. Therefore $60 \times 4 = 240$ Skill points.

6. Determine Skills

Susan calculates her Nephilim's Life Experience as 60, its age. Kragar's spoken language skill is $(2d6+6) \times 5$. She rolls 10, so gets $(10+6) \times 5 = 80$. If more than one language is available, she may split these points among them. Susan also takes:

- 15 Craft (Repair Chariots)
- 35 Drive (Chariot)
- 25 First Aid
- 25 Hunt
- 60 Life Experience (Middle Kingdom Egypt)
- 30 Melee (Bow)
- 25 Melee (Spear)
- 30 Natural Lore
- 25 Scan
- 70 Speak (Middle Kingdom Egyptian)
- 30 Survival

7. Find Years of Incarnation and Final Age

Susan rolls 3d6 again, gets 7, $\times 5 =$ an additional 35 years lived. Her incarnation lived a total of 100 years before and after being possessed by the Nephilim.

8. Find Occult Development Points

Susan multiplies the amount of time her Nephilim was incarnated by 2, to get $35 \times 2 = 70$ Occult Development Points.

9. Distribute Occult Development Points

Kragar spends 50% on Lower Magic. It inscribes two spells, Pyretic Limb and Strength, for a cost of 20 occult development points. With another incarnation or two it may have some significant occult powers.

10. What Did You Do?

Kragar joined Akhenaton. As a result Kragar gets a free 10% in the Arcanum Technique of Susan's choice. She decides that the Tower is an appropriate, and Kragar gets Tower Technique 10%.

11. Determine Stasis Event

Susan rolls 1d100, resulting is 29. She consults the stasis event table in the Thebes era and learns that Kragar was killed by the Order of the Black Star. Now Kragar has an enemy.

12. Determine Stasis

Because this is Kragar's first incarnation, Susan rolls 1d100 to determine what its Stasis object is. The result is a 17, which the Stasis Object table for the Thebes era shows that Kragar was imprisoned into a piece of ceremonial jewelry. Susan decides it is a gold, lapis lazuli, and pearl necklace.

Another Life?

Susan has decided to do two more lives. She follows the same process as outlined here.



Predynastic Egypt, 5000 BC

The Great Compromise: What God Were You?

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

Since the Great Compromise, established about 10,000 BC, one group of the Nephilim had grown stronger, the rest generally weaker.

For thousands of years the ancient Promethean Siblinghood had led mankind towards happiness. Then humans stole the method of creating permanent Stasis. The Orichalka Men spread the knowledge quickly, and they began putting the Nephilim into them and then hiding the Stases, so the Nephilim would never get out. This went on for centuries, spreading from village to nomad family to town.

But the Golden Path would not be blocked. Some of those Nephilim brought about a new relationship with humans, wherein the humans would provide bodies which were prepared and willing to accept a Nephilim. These people would work with the Nephilim, who would be protected while in Stasis, and who would in turn use their magical powers to

protect and guide their band of humans. Often a small band of Nephilim co-operated, so that one of them would be alive at various times and maintain an unbroken tradition. These were the first tribal gods.

Most of these tribal gods provided some simple necessity or luxury to their tribes. The deities were varied, and in general very specialized and particular.

In Egypt, Hathor taught her humans how to harvest, grind, and cook grasses, especially barley. Her priestesses led in the planting and blessing of the fields before the great Nile rose each spring. This brought the birth of agriculture. Those grass-eating people, well fed, increased in number and their Nephilim cults increased as well.

By 5000 BC the Center of the World was populated by hundreds of little tribes, each of which had rulers who were priest-kings. The human relatives of the kings and queens helped rule tribes. They arranged the earliest trade, and they manned the great cult centers which later grew into cities. Under their rule, the people flourished and grew even more populous.

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacra. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-15	Priest-king, male
16-50	Priestess-queen, female
51-60	Soldier, male
61-70	Craftsperson, male
71-80	Craftsperson, female
81-90	Farmer, male
91-00	Farmer, female

Priest-king and Priestess-Queen, male or female

Business
Climb
Fast Talk
First Aid
Life Experience (Predynastic Egyptian)
Religious Lore (Predynastic Egyptian); Horus, Hathor, Set, Sebek, etc.
Speak (Predynastic Egyptian)
Sorcery, Lower Magic

Sorcery, Higher Magic

Soldier, male

Dodge
Grapple
Hunt
Life Experience (Predynastic Egyptian)
Melee (Spear)
Melee (Bow)
Scan
Speak (Predynastic Egyptian)
Survival

Craftsperson, male or female

Art (predynastic Egyptian)
Conceal
Craft (stone)
Grapple
Life Experience (Predynastic Egyptian)
Listen
Scan
Scrutinize
Speak (Predynastic Egyptian)
Swim

Farmer, male or female

Boat (papyrus boat)
Build
Conceal

Dodge
Farm
Hide
Life Experience (Predynastic Egyptian)
Listen
Speak (Pre-dynastic Egyptian)
Swim

Please remember to subtract 2 Ka for this incarnation.

Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.

★ Add pre-incarnation age as value of Life Experience

★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

Secret Societies

Ancient Cults

Throughout the human realm, from Spain to Indochina, the ancient priest kings ruled. Each location tended to have its own local deity or spirit, which became a cult. When the Nephilim priest entered the final stages of its metamorphosis it was not shunned, but revered and worshipped as an incarnation of the deity or its helpers. Similar temple-states were scattered throughout the whole of the earth's equatorial belt, each with its separate tribe/priesthood.

Dominant Arcana

V: The Hierophant

Although not officially an Arcanum yet, the Nephilim who were active in Egypt in this era were the first to be doing exactly what the later Hierophant Arcanum would do.

The Hierophant Arcanum works closely with a group of humans who prepare themselves to be voluntary vehicles for the Nephilim, who move into one of the ready bodies whenever possible. The Stasis are kept close by, and large human groups maintain groups of Nephilim within the same place and forms over many years. When the Nephilim eventually Metamorphose they take the shape expected of the cult's deities or helpers, and are highly revered by all worshippers and feared by foes.



Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic

What Deity Were You?

Given here are nine Egyptian deities who correspond to the nine Metamorphoses of

the Nephilim which are given in this game. Creative players wishing different deities may choose their own, and design their own Metamorphoses, as guided by the rules herein (page 28) and the Gamemaster.

Deities

Metamorphosis	Deity
Djinn	Sekmet, goddess of the burning Sun
Phoenix	Ra, Sun God
Triton	Sebek, crocodile god; Heket, frog goddess;
Undine	Hapi, god of the Nile
Satyr	Hathor, sky goddess; Min, phallic fertility god; Khnum, ram god
Elf	Isis, nature goddess; Osiris, resurrected nature god
Sylph	Nut, sky goddess
Angel	Horus, the avenger; Khonsu, god of victorious war
Snake	Buto, cobra goddess; Nephthys, wife of darkness

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

The priest-kings of this period placed new Nephilim into Stases which were their sacred icons and religious artifacts. They kept them in the sacred precincts to preserve the resident Nephilim and protect them.

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-12	Rough stone idol of your deity, granite or sandstone, hand-sized
13-25	Small stone idol of your deity, semi-precious stone
26-50	Tiny amulet idol of your deity, semi-precious stone
51-60	Ceremonial Staff of cult
61-80	Ceremonial lapis lazuli necklace
81-100	Ceremonial obsidian knife

Memphis, Egypt, 3000 BC

The Pact: Menes creates Empire

Historical Context

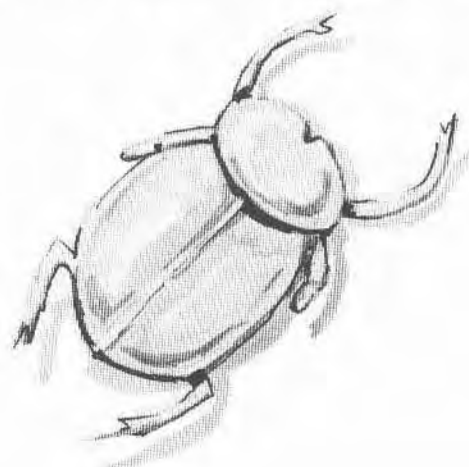
Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The city-states of Egypt had continued a long rivalry for centuries. No one city ever gained real dominance for more than a short time. Only the river rose and fell in its eternal cycles, unchanging.

Shortly before 3000 BC a band of Nephilim began a new project to help mankind. They brought forth new powers and ways of thinking which they shared with the priest-kings of the cult of Ptah. Foremost among them was co-operation among several cults to form a new power. It was manifested by the Nephilim who invented writing, mathematics, the calendar, and institutionalized royalty.

Around 3100 BC the royalty plan blossomed when the Pharaoh Menes conquered Upper Egypt and thereby united all the peoples of the Nile. He brought the first stone builders together and they built an entirely new city, Memphis, precisely on the border between the Upper and Lower Egypt. He

even diverted the river to make sure the location was exact. In Memphis his new body of priests, now clearly separate from the priest-king cults, organized a new pantheon of deities around their god, rather than just relying upon their single city deity. New types of architecture began, including the first



Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Modifier: If you are a Hierophant Arcanum from a previous incarnation, subtract -25 to your roll.

Simulacrum Selection

d100	Simulacra
-25 to 0	Priestess-queen
01-15	Priest-king
16-30	Priestess-queen
31-40	Royal Artist, male
41-50	Royal Artist, female
51-60	Soldier, male
61-80	Royal Scribe, male
81-90	Farmer, male
91-00	Farmer, female

Priest-King and Priest-Queen, Male or Female

Same as for Predynastic Egypt, except change to Dynasty I Egypt and Old Kingdom Egypt.

A Royal Artist, male or female

Art (Sculpt, Paint)
Astrological Lore
Life Experience (Dynasty I Egypt)
Listen
Religious Lore (Ptah)
Scrutinize
Speak (Old Kingdom Egyptian)

A Soldier, male

Build; Camps
Conceal
Fist/Punch
Life Experience (Dynasty I Egypt)
Melee (Spear)
Melee (Bow)
Melee (sword)
Scrutinize
Speak (Old Kingdom Egyptian)
Survival

Royal Scribe, male

Astrological Lore
Bargain
Business
Hermetic Lore
Law
Life Experience (Dynasty I Egypt)
Read/Write (Hieroglyphics)

Religious Lore (Old Kingdom Egypt); Thoth, Osiris, Isis, etc.

Speak (Old Kingdom Egyptian)

Speak (Language); Nubian, Aramaic, or Arabic

Farmer

Same as Predynastic Peasant, except:
Life Experience (Dynasty I Egypt)
Speak (Old Kingdom Egyptian)

Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.

★ Add pre-incarnation age as value of Life Experience. Roll (2d6+6) x5. You can spend these points on any spoken language skills.



elaborate Tombs. This was the materialization of the new Nephilim powers.

The Pharaoh introduced Royalty. Henceforth a single Nephilim, incarnating into a single especially trained human family, would wear the Dual Crown of all Egypt. This Pharonic dynasty were Nephilim who followed and enforced this new method of rule. They got their simulacra from among a group of ready, trained, and willing simulacra of the Royal Family. These beings were relieved of all human responsibilities to be free to pursue the path to Agartha. A staff of human administrators and priests did the imperial work.

The purpose of this was to make the Tombs. These were inferior versions of the ancient Sarcophagi as had been made some 50,000 years earlier by the Selenim. These allowed Nephilim to continue their progress to Agartha even after the death of their simulacra. Thus many believed an alternative to the Golden Path had been found.

Secret Societies

The Black Star

Menes' climb to power was resisted by every city-state for a time, but they succumbed to his increasingly large armies. At last, resistance in Upper Egypt coalesced under the acclaimed leader of the Order of the Black Star. They brought forth magical weapons to smite Menes and his gods, but even these Orichalka weapons failed to stem the tide. Afterwards Menes offered to protect and support a part of the Order. Most refused and were killed with their own Orichalka weapons, but a few agreed, and were allowed to serve the pharaoh. The



Orichalka Mens' secrets of building and metalworking were taken into the cult of Ptah, the Maker, who were the artists and (later) metalsmiths. Their knowledge helped build the great pyramids, which began with Menes.

Dominant Arcana

IV: The Emperor

The installation of Menes and his dynasty marks the permanent establishment of the Emperor Arcanum, though it was not yet called by its Arcanum name. Its popularity spread quickly throughout the ancient agricultural world, and has remained ever since.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic

Sorcery, Higher magic

What Did You Do?

Did you help, hinder, or not care about the first Emperor Arcana?

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: If a member of the Hierophant Arcanum, subtract 10 from roll.

Stasis Event

d100	Event
10-10	Killed in war by the Black Star
11-20	Killed in war by Menes' men
21-00	Died old when the body wore out

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-11	Huge Idol of your cult
12-22	Moderate Idol of your cult
23-33	Small Idol of your cult
34-50	Architecture
51-60	Ceremonial Staff of cult
61-70	Ceremonial lapis lazuli necklace (gold, ivory, lapis lazuli)
71-80	Ceremonial gold necklace
81-100	Ceremonial vase



Thebes, Egypt c. 1350BC

Akhenaton: The Arcanum Rebellion

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

In 1350 BC Egypt was already ancient. Under Nephilim guidance this cradle of human civilization had received agriculture, the wheel, cities, and the first social classes known to humankind. Under eighteen dynasties of god-emperors Egypt had grown powerful and proud. They had even invented bronze working, to the surprise of the Nephilim masters.

Thebes, situated in central Egypt, had grown to be the political, religious and cultural capital of the Egyptian civilization. A class of Nephilim-enlightened priests dominated the Nile valley and built magnificent complexes of temples to Amon-Ra at Luxor and Karnak. These priests worked closely with the Pharaohs, and also controlled the magical energies which emanated from those living Nephilim. One million Egyptians served this organization.

Around 1379 BC the pharaoh Amenhotep IV (also called Amenophis IV) came to office. Unknown to his companions, he was a spiritual revolutionary. He sought to liberate the Nephilim from the few options available to them to interact with humans. Thus shortly after taking his sacred office, the god-emperor opposed himself to the traditional priesthood of Amon-Ra, and instead instituted the supreme cult of the god Aton. He changed his name to Akhenaton (He who is devoted to Aton) and had an entirely new city built which he named Akhet-Aton.

Akhenaton's revelation was that he had discovered the secret method which led to coordinated human and Nephilim energies and skills to allow the manipulation of the magic Solar fields. Aton, the Sun Disk, was the ultimate symbol of this knowledge. The newly revealed secrets allowed the Nephilim renewed access to their potential liberation, for it allowed them to reach towards the Solar-Ka via their Simulacra in a variety of ways which had not ever been imagined. Many peo-

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-15	Priest
16-30	Priestess
31-50	Chariot Driver, male
51-60	Artist, male
61-70	Artist, female
71-80	Craftsperson, male
81-90	Craftsperson, female
91-95	Farmer, male
96-00	Farmer, female

Priestess or Priest, female or male

Art (Dance)
First Aid
Hermetic Lore
Life Experience (Middle Kingdom Egypt)
Listen
Read/Write (Hieroglyphics)
Religious Lore (Middle Kingdom Egyptian)
Scrutinize

Speak (Middle Kingdom Egyptian)
Sorcery, Lower Magic
Sorcery, Higher Magic

Chariot Driver, male

Craft (Repair Chariots)
Drive (Chariot)
First Aid
Hunt
Life Experience (Middle Kingdom Egypt)
Melee (Bow)
Melee (Spear)
Natural Lore
Scan
Speak (Middle Kingdom Egyptian)
Survival

Artist, male or female

Art (Painting, Sculpting)
Astrological Lore
Build
Craft (Pottery)
Life Experience (Middle Kingdom Egypt)
Read/Write (Hieroglyphics)
Religious Lore
Scan
Scrutinize
Speak (Middle Kingdom Egyptian)

Craftsperson, male or female

Same as Farmer (above) except:
Life Experience (Middle Kingdom Egypt)
Speak (Middle Kingdom Egyptian)

Farmer, male or female

Same as in Predynastic Egypt, except:
Life Experience (Middle Kingdom Egypt)
Speak (Middle Kingdom Egyptian)

Simulacrum Age

- ★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

ple and Nephilim converged upon the new city to participate and help the project.

This provided an entirely new approach to Nephilim and human interaction. It was not controlled by the ancient Theban priesthood, who feared to lose their traditional power and prestige. They agitated the common people against the Pharaoh until civil war broke out. The ancient unity of Egypt was broken as Upper Egypt fought against Lower Egypt. But the traditional priests' forces were first defeated by Akhenaton's powerful court, which included the commander of the Egyptian armies.

In his new city Akhenaton continued his guidance. He engraved his discoveries on twenty-two magical golden tablets. He then freed eighteen enlightened Nephilim from their pyramids. They had all already achieved Agartha. These reanimated Nephilim were each given responsibility for one part of these secrets which bore potential liberation for the Nephilim. They were called The Major Arcana, and around them they formed their followers into the first Arcana tribes. Akhenaton announced that the other four Arcana were yet to come, but should be expected.

Akhenaton concentrated on his work of spreading his enlightenment. He utterly ignored foreign invasion. The civil war continued. To counteract the threat of the Pharaoh's illuminating revelations, the Theban clergy revealed the Egyptian Book of the Dead to their human followers. This was a genuine guide for a Nephilim to understand the journey to Agartha, but most Egyptians, guided by the priesthood, saw it as a revelation of the fearful and monstrous world of the

Nephilim. Bit by bit Akhenaton was abandoned by all but his most enlightened and faithful disciples. When the more unusual Arcana tribes began collecting in Akhet-Aton, many people, including lord Heromheb, the commander of the army, became frightened and went over to support the Theban priesthood. The Pharaoh grew more and more isolated, surrounded at last only by a decadent court and neurotic artists. At last Akhenaton was abandoned even by his wife Nefertiti, was poisoned by his own personal physician and died. The army, led by Heromheb, destroyed Akhet-Aton and buried its infernal temples.

When the Theban armies and assassins overwhelmed their homes, the Nephilim Arcana tribes avoided destruction by scattering throughout the world. So thorough was their diffusion that many even lost contact with each other. Yet from many secret locations they initiated others into certain Nephilim secrets and bade them to continue the search to locate the other lost Arcana. This was the birth of the great bohemian people called "Egyptians" or "gypsies" in Victorian England. Those nomads created their own culture based upon secret Nephilim rites, Egyptian customs, and elements borrowed from the many countries which they crossed over the centuries.

In Egypt, the traditional priesthood recovered their ancient prerogatives, and savagely suppressed the teachings of Akhenaton.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic

What Did You Do?

What Arcanum did you follow in the revolution?

Except for the traditional priesthood, most Nephilim initially co-operated with Amenhotep, and followed one of the 18 Arcana.

Bonus: Because of the nature of this unique situation, any Nephilim who was present and helped Akhenaton with the Arcana tribes at this time gets a free bonus of 10% in their specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers:

If you were with the Theban Priesthood: minus 25

If you were with the Akhenaton Rebels, or anyone except the Theban Priesthood: plus 25

Stasis Event

d100	Stasis
-25-26	Died a peaceful death in old age
27-50	Died violently, killed by Order of the Black Star
51-65	Died violently, killed by Pharonic Priests
66-75	Died violently, killed by Mysteries of Isis
76-125	Died a peaceful death in a foreign country

Stasis Form

Stasis Form

d100	Stasis
01-05	A stela
06-20	Ceremonial jewelry
21-25	Sacred idol of god
26-30	Sacred idol of goddess
31-35	Sacred idol of the Pharaoh
36-40	Pharonic barge
41-60	An altar
61-80	Papyrus
81-100	Staff of Rule

Secret Societies

The Pharonic Priesthood

These were the traditional Egyptian priesthoods, whose men and women maintained traditional relationships with their Nephilim deities. They worked under the direction of the Pharaoh cult. After centuries the Ptah cult had been replaced. Now the god-emperor cult of Osiris was the leader among the many others, including Hathor, Ra, Thoth, Horus, Set, and Anubis. The priesthoods were all participants in the Great Compromise, and worked in co-operation with their Nephilim. The priestly families who were not blessed by Nephilim incarnations were the clerks, bosses, consumers and other ruling members of Egyptian society.

They were staunchly conservative in all matters, and both humans and Nephilim of these cults resisted the teachings of Akhenaton both openly and subtly.

Order of the Black Star

Akhenaton's era saw the return of a secret society which would plague the entire history of the Nephilim: The Black Star. The order had taken refuge in foreign lands and secret places. At first Heromheb had encouraged the bronze smiths to help him by making their magical weapons. Then he asked

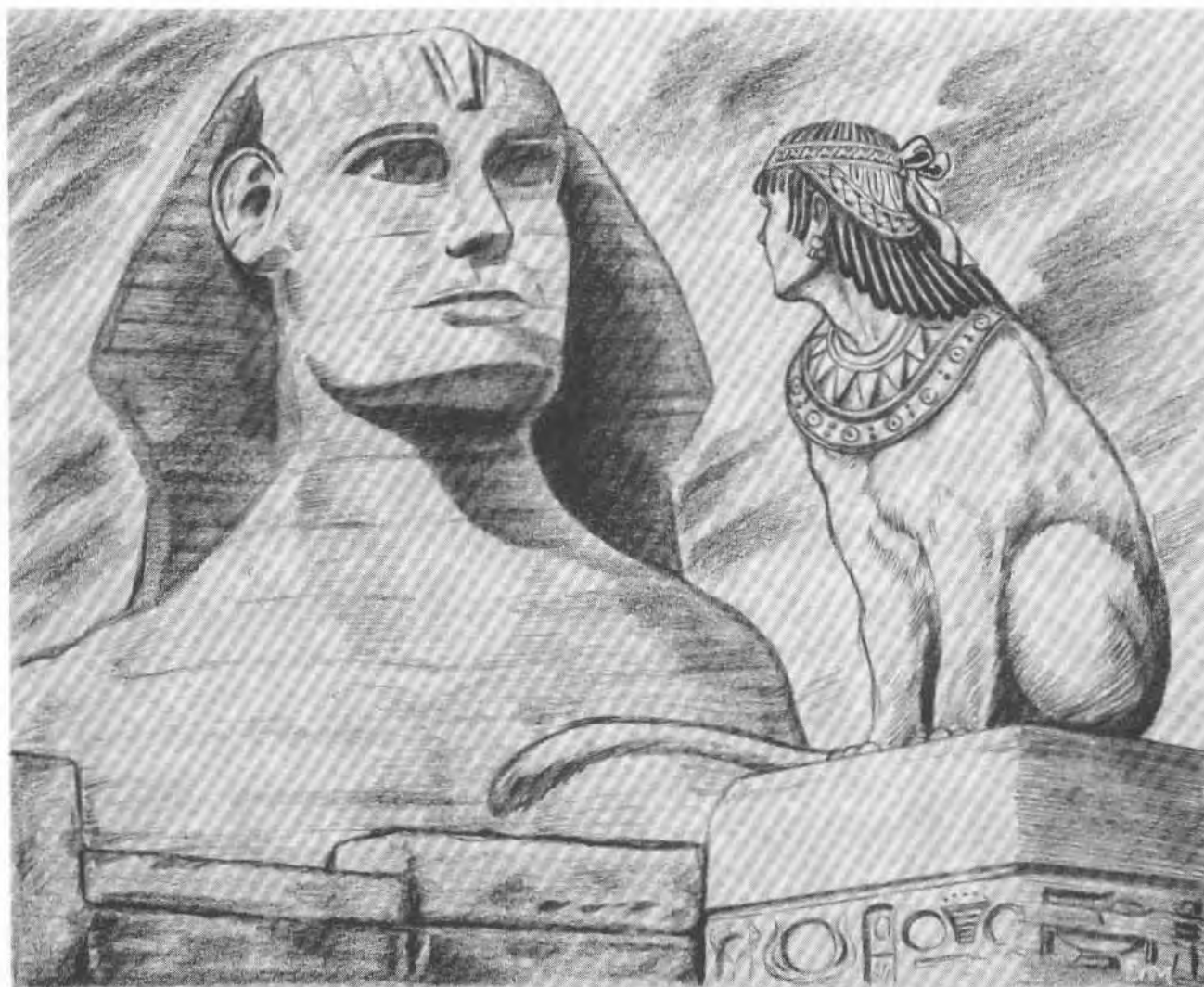
for magical help from the secret and magical smiths. Then he asked them to bring forth their secrets, and men of the Black Star came once again openly to Egypt. They led the assault upon Akhet-Aton, and destroyed many Nephilim with orichalka, and imprisoned many others. Heromheb became the new Emperor, starting the XIX dynasty. Once he was crowned, the brilliance of Osiris descended upon him and he received Nephilim assistance.

Thus the traditional social order was reinstituted, though the Arcana had escaped into the world to do their long-term work. The new Theban Pharaoh would have then destroyed the Black Star, but agreed instead to let them survive when they swore that all they wanted was to hunt down the hiding Arcana. He renamed them the Order of the Forbidden Star.

The Rosicrucians

In Akhenaton's time the many humans came to learn of his secrets. They were welcomed into the Cult of Aton and to serve the Arcana tribes. They learned and practiced magics which they could not perform in anticipation of being a Nephilim Simulacrum. Some learned to harmonize with their own Solar-Ka, and thereby see Ka as if with magical vision.

When suppression came, the wise and lucky humans gathered and sought to find out how they could survive. They



decided that survival was found in the Secrets of the Rose and the Cross. They decided to keep this secret and hide, even among the Egyptians, as a secret society. They codified their knowledge, determined their secret signs and passwords, and disappeared from history to stay among the peoples.

The Mysteries of Isis

The Mysteries of Isis began as a sisterhood among the Theban Priesthoods who worked closely with their goddess, Isis. She taught to them certain secrets concerning the Nephilim so that they were intrigued by the potential of magics.

The society began to steal the hidden sciences of the Nephilim. They created their oaths and objectives, then swore themselves to secrecy. No Nephilim knows the secret of the Mysteries of Isis. Emboldened by early success, they began to pillage the tombs of the old pharaohs. Therein they acquired numerous documents, occult artifacts, and other magical objects which they have kept ever since. They helped to hunt down the renegade Arcana.

Dominant Arcana

The 18 Original Nephilim Families

Upon the instruction of Amenhotep, each of his favored eighteen Nephilim founded a secret society to preserve their Arcanum. The great Nephilim families were born when the Nephilim realized that every possible way of life for a Nephilim was depicted in the Arcana. In Akhet-Aton they each established a magical hierarchy and rituals to unify, identify, and educate the members of their Arcanum. The Major Arcana were born.

For a time, representatives of all of these eighteen were gathered together. Akhenaton's era was the only time that some of the families have ever met in history, such as the Hermit. Some of the Nephilim, cherishing their independence, denied that they were even in families and became orphans.

Complete details of all the Arcana tribes are given later in this book.

Eighteen families were gathered. The leaders from each of the preceding dynasties was brought back from their pyramids. Only four of the Arcana were missing, and only their Arcana tribes did not form at this time, but formed under the



leadership of later Pharaohs. The missing Arcana are: Fool (0), the Hanged Man (XII), the Unnamed Arcanum (XIII), and the World (XXI). These are the Nephilim Arcana tribes which can NOT receive the free bonus Arcanum Technique in this era.



Babylon, Persia, c. 600 BC

Zoroaster and Ethical Religion

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

Iron working was an entirely human skill, learned despite the best efforts of Nephilim to prevent it. Iron working revealed a new source of Orichalka to humans, as bronze had before.

The Assyrians began as a tribe of Orichalka Men who, around 1000 BC, seized the sources and technology of iron. They made iron swords to slay humans, and orichalka blades to destroy demigods and priest-kings. They set upon a period of conquest and rapid expansion throughout the Center of the World. They were masters of war, and invented the first siege engines, so that even people behind staunch city walls were not safe. They gloried in destruction, often slaying every person in a city because they suspected that Nephilim were among them. Furthermore, they were the first people to improve upon the Nephilim's concept of Emperors, for the Assyrians customarily killed all the royalty they encountered, and installed governors instead of tributary kings. They even conquered Egypt around 670 BC, and carried off many of its treasures.

The Assyrian's zeal in suppressing all Nephilim activity and tradition resulted in the release of some Selenim in the region, who wandered and brought monumental ruin. In Babylon the Magi of the Starless Night even encouraged this.

The human subjects of the Assyrians did not need Nephilim to stir them to dissent after centuries of cruel oppression. The Medes, a Persian tribe living on the Iranian plateau, were blessed with multiple incarnated Nephilim at this time. King Cyaxares was the self-made King of the Medes, ably attended and guided by Zoroaster, Mitra, and some others.

Zoroaster was able to provide a vision of the Golden Path to his fellow Nephilim. This helped them to organize the Persian people and Nephilim to combat all which was opposed to their vision, whether it was Orichalka Men, Selenim, or even reluctant priest-kings. Zoroaster divided all the world into those which helped the Golden Path and those who did not. After Zoroaster had metamorphosed fully into his Angel body, he was called Ahura Mazda and seen as the ruler (indeed to the ignorant, he was considered to be the Creator) of the forces of Good and Light. His foe was Arihman, a Selenim who had considerable intelligence and magical power.

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum

d100	Simulacra
01-25	Tribal Aristocrat, male
26-35	Tribal Aristocrat, female
36-50	Magi, male
51-60	Imperial Scribe, male
65-75	Priestess, female
76-80	Potter, male or female
81-90	Farmer, male
91-00	Farmer, female

Tribal Aristocrat, male

Business
Drive (Chariot)
Hunt
Law
Life Experience (Assyria 600 BC)
Listen
Melee (Spear)
Melee (Bow)

Scan
Speak (Persian)

Tribal Aristocrat, female

Bargain
Business
Craft (Sewing)
First Aid
Life Experience (Assyria 600 BC)
Natural Lore
Scrutinize
Speak (Persian)

Persian Magi

Astrological Lore
Fast Talk
Law
Life Experience (Assyria 600 BC)
Natural Lore
Read/Write (Persian)
Research
Religious Lore (Persian)
Speak (Persian)

Imperial Scribe

Astrological Lore
Bargain
Business
Craft (parchment)

Law
Life Experience (Assyria 600 BC)
Read/Write (Persian)
Research
Speak (Persian)

Priestess, female

Art (Dance)
First Aid
Hermetic Lore
Life Experience (Assyria 600 BC)
Listen
Read/Write (Hieroglyphics)
Religious Lore (Assyria 600 BC)
Scrutinize
Speak (Assyria 600 BC)
Sorcery, Lower Magic
Sorcery, Higher Magic

Potter, male or female

Art (painting)
Craft (pottery)
Life Experience (Assyria 600 BC)
Scrutinize
Speak (Persian)

Farmer, male or female

Same as Predynastic Egypt, but change:

Life Experience (Assyria 600 BC)
Speak (Persian)

Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.



The Persians thus enforced a belief system which was, for the first time, based upon ethical standards rather than tribal or local standards. One God, One Good; One Emperor, One Empire. They welcomed all which would help their cause, and condemned all which would not. Many priest-kings changed the nature of their worship to follow the dualism of Ahura Mazda. The Persian Emperors quickly conquered all the civilized world, and by the reign of Darius, Persia had enforced its doctrine upon the whole of the Center of the World.

Many tribal gods, intact since the stone age, accepted the new plan. The Emperor took a new central seat in the universe. Not just as the despot, but the Right King. Also, this was the first religion which looked forward to a better time, rather than viewing the present and future as doomed and damned. This was a revelation of the Solar Agarthan teaching.

Secret Societies

The Mithridites

The Mithridites were first trained and prepared by Mithra, an ancient priest-king who quickly adapted to assist Zoroastor in his efforts to destroy the Assyrian Orichalka Men. Mithra was a Sun Arcanum, committed to maintaining the Golden Path teachings. He taught humans to awaken their own Solar-Ka. Through other training the best among them were selected as vehicles for the cult's Nephilim incarnations.

The Order of the Noonday Eclipse

These were hard-core Orichalka Men who refused all teachings of Zoroastor, including acceptance of Arihman as their

overlord. They loathed and feared the Selenim as much as they hated the Nephilim.

The Magi

The inner secrets of the Persian priesthood shared many magical secrets. Long after the pure form of Zoroastor's religion had disappeared these core members persevered.

Dominant Arcana

IV. Emperor

The imperial houses of many different tribes had adopted the ways of Emperor, and even surpassed Egypt, ancient land of its origin, in their mastery of it. Many famous kings and emperors vied for ultimate power at this time. Among them was King David of Jerusalem, alive around 975 BC; and Nebuchadnezzar, of Biblical fame, around 600 BC.

XIX. Sun

The Sun Arcanum came to fore with the revelations of Zoroastor and Mithra. They provided a glimpse of the Golden Path for doubting Nephilim, and they provided a process and organization to maintain the ideas through mystery religion.

XV. The Devil

The Devil Arcanum was unusually strong at this time, for some ancient things were disturbed, and the Center of the World saw the return of the Selenim.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic

Sorcery, Grand Secret

What Did You Do?

Nephilim rivalry rose in this time. Before Zoroastor had accomplished his goals many Nephilim resisted the changes. Some refused altogether, and went to the fringes of the empire. Did you:

Go along from the start

Resist slightly, but agree

Resist, and go away westward

Resist, and be condemned to the darkness

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: Nephilim behavior affected their fate. If you:

Went along from the start, -40

Resisted slightly, but agreed, -30

Resisted, and went away westward, +/-0

Resisted, and condemned to the darkness, +25

Stasis Event

d100	Result
-40 to 50	Died old and calm
51-60	Destroyed by rioting mobs
61-70	Killed by Secret Society
71 to 125	Destroyed by Mithridites

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Polished silver mirror
11-20	Winged bull statue
21-30	Ceremonial clay vase
31-40	Ceremonial clay bowl
41-50	Ceremonial sacrificial knife
51-60	Clay idol
61-70	Gold and jeweled drinking cup
71-80	Necklace of lapis lazuli
81-90	Arm band of silver and emerald
91-00	Wooden carved comb

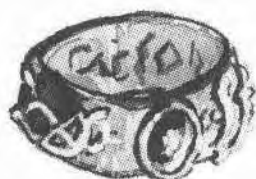
Alexandria, Egypt 350 BC

Alexander and The Great Philosophers

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The Age of Emperors ground inexorably forward. The One King of the Center of the World was contested by powerful kings at the edges of the world. In Greece, at the edge of the world, the Age of Philosophers was in full vigor. Nephilim who did not accept the Emperor Arcanum dominance as



natural or inevitable had gathered to share ideas. They had many—too many to fit together, in fact, which created a class of people inclined to review and question rather than simply accept facts from authority. Philosophers took their place in all ranks of society, even to the point of tutoring the sons of kings.

Aristotle tutored Alexander, the son of a Macedonian warlord. The warlord conquered all of Greece, the homeland of his teacher and then died. The son gladly accepted the mantle of his father, and crushed all Greek rebellion in the best regal manner. He then mustered the armies of Macedonia and Greece, and conquered all of Persia and the rest of the Center of the World. In this way, the Nephilim undermined the One King forever by planting the philosophies of the Many into their hearts. Alexander died, leaving a fragmented empire which would never again rule the whole civilized world.

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-25	Farmer
26-40	Phalangite
41-50	Philosopher
51-70	Greek Merchant
71-85	Nobleman
86-00	Noblewoman

Farmer

Same as Predynastic Egypt, but change:
Life Experience (Alexander's Greece)
Speak (Classical Greek)

Phalangite, male

Build
Climb
First Aid
Fist/Punch
Life Experience (Alexander's Greece)
Listen
Melee (Sword)
Melee (Spear)
Scan
Speak (Classical Greek)
Survival

Philosopher, male

Astrological Lore
Fast Talk
Hermetic Lore
Law
Life Experience (Alexander's Greece)
Natural Lore
Read/Write (Classical Greek)
Research
Religious Lore
Speak (Classical Greek)

Greek Merchant, male or female

Bargain
Business
Conceal
Drive (Wagon) or Pilot (Sailboat)
Life Experience (Alexander's Greece)
Melee (Spear)
Read/Write (Classical Greek)
Scrutinize
Speak (Classical Greek)
Speak (Language); Egyptian, Aramaic, Etruscan, or Latin

Nobleman, male

Bargain or Fast Talk
Business or Law
Climb
Hunt
Life Experience (Alexander's Greece)
Melee (Sword)
Ride

Scan or Scrutinize
Speak (Classical Greek)
Survival

Noblewoman

Bargain or Fast Talk
Business or Law
Conceal
Craft (Seamstress)
First Aid
Life Experience (Alexander's Greece)
Natural Lore
Speak (Classical Greek)
Speak (Egyptian)

Simulacrum Age

- ★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

Egypt had been conquered by Alexander. There he built one of the many cities he named after himself. When he died Egypt was ruled by Ptolemy, one of his warlords, who founded a great dynasty that encouraged modern thinking. They adopted the Pharonic nature of the Egyptian Emperor Nephilim and ruled until Queen Cleopatra, the last of the Greek dynasty. Among this dynasty were many of the foremost phi-

losophers of the time, including the Ptolemy who determined that the earth was truly the center of the universe.

Secret Societies

Sisters of the Eclipse

These were also called the Orichalka Mothers. Nerbadda the Curser came to Alexander's throne and pronounced dooms upon him in defiance of the emperor. Alexander surprised everyone by ordering the woman to be well tended and taken care of, and she was held prisoner until her first pronouncements came true. She was again brought to Alexander, who asked what he could do to prevent the rest from occurring. It was too late for some things, she declared, and Alexander did whatever he could to prevent the rest. Thereafter the order disappeared, leaving only their curses to come true. As it was, Alexander died young, had no sons, and his great empire dissolved when he died.



Dominant Arcana

XIX. Sun

Philosophers gained great prestige and flourished in many cities and city-states throughout the Empire. They began the process of thought which later became scientific, but for now was philosophical.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic
Sorcery, Grand Secret
Summoning, Seals
Summoning, Pentacles

What Did You Do?

Egyptian and Babylonian Nephilim resisted Alexander, whom they considered to be a rogue rebel without right to Emperorship. But it was mainly a war of men, and most Nephilim stayed away.

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Stasis Event

d100	Event
01-50	Died old when the body wore out
51-90	Moved around before dying, and expired someplace else
91-00	Killed by a Secret Society

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Bronze statuette
11-20	Black-figure clay bowl
21-30	Gold diadem
31-40	Silver inscribed ruby ring
41-50	Clay statue of household goddess
51-60	Ceremonial vase
61-70	Brass fountain spigot
81-90	Athenian silver coin
91-00	Iron short sword





Jerusalem, Judea, circa 30

The Jesus Incident: Birth of the Piscean Age

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The city of Jerusalem was founded by King David, the mighty slayer of Goliath who became King of the Hebrews. His son, the great and wise King Solomon added a temple, a fortress and a palace. It naturally became the center of power for the Hebrew tribes, and had been prosperous since its foundation. The city remained the capital of the Hebrew people until 586 BC when it was largely destroyed by the savage Babylonians. Later it came under the rule of the Syrians. It remained under foreign domination until it was freed in an uprising led by the famous Jewish family of Maccabaeus. Later yet it was seized by the Roman consul Pompeus in 68 BC and given to the client kings of Rome who ruled under the administration of the province of Syria. As such it became the seat of the Roman procurators, of whom Pontius Pilate is the best known for his part in the condemnation of Christ in the year 30 AD. Thus Jerusalem was at the heart of political and religious intrigues involving Rome, the Jewish kingdom

of Judea and the province of Syria. Around the year 30 AD the political situation had grown so unstable that it threatened trade, which worried the powerful merchants and bureaucrats of the Roman Empire.

In this context the Jesus incident took place. Reports of the events are muddy, having been obscured by Templars, the Church, and others in the time since they occurred. Even most Nephilim are not exactly sure what happened, or how.

Human, or perhaps more correctly Humanistic, history has a theory. According to them Jesus was a prophet who announced the coming of a spiritual kingdom. He delivered his message throughout Judea and was condemned by the Romans for attempting to spark civil war. He suffered the Roman torture of crucifixion.

Accepted religious history professes a different message. The Christian Church says that Jesus was the Messiah who had been announced in the Old Testament, that he is the Son of God, and that he came upon Earth to spread the Good News. During his life he accomplished numerous miracles and ultimately proved his divinity by resurrecting himself after

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-25	Farmer
26-40	Roman Legionary
41-60	Phoenician Priestess
61-80	House Slave
81-00	Jewish Scholar

Farmer

Same as Predynastic Egypt, but change:
Life Experience (Imperial Roman)
Speak (Latin)

Roman Legionary

Build; Camps
Conceal
First Aid
Life Experience (Imperial Roman)
Listen
Melee (Spear)
Melee (Sword)
Scan

Speak (Latin)
Survival (Desert)

Phoenician Priestess

Art (Dance)
Astrological Lore
Life Experience (Imperial Roman)
Natural Lore
Religious Lore (Pagan Roman)
Speak (Latin)
Speak (Aramaic)
Sorcery, Lower Magic
Sorcery, Higher Magic
Sorcery, Grand Secret

House Slave

Bargain
Dodge
Drive (Wagon)
Fast Talk
Grapple
Hide
Life Experience (Imperial Roman)
Listen
Read/Write (Latin)
Scrutinize
Speak (Latin)

Jewish Scholar

Astrological Lore
Law
Life Experience (Imperial Roman)
Listen
Read/Write (Hebrew)
Read/Write (Latin)
Read/Write (Greek)
Research
Religious Lore (1st Century Jewish)
Speak (Hebrew)
Speak (Latin)
Speak (Language); Greek or Aramaic

Simulacrum Age

- ★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience



being dead for three days, whereupon he ascended into Heaven.

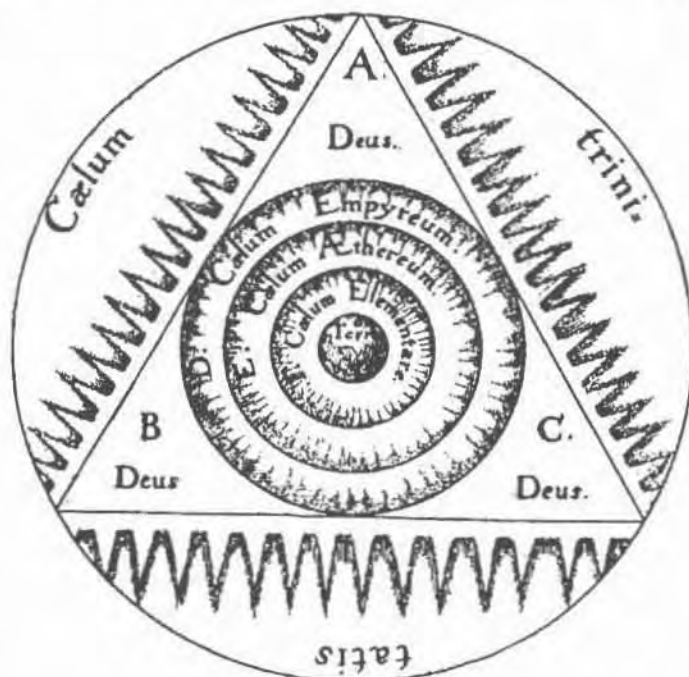
Nephilim say differently. They say that Jesus was a Zero Arcanum Nephilim. More importantly, he was the first Nephilim to be embodied within the foetus of a human being, and was thus born incarnate. So claims the sources of The Jesus Conjunction Incident. This document says that the Wheel of Fortune, forewarned through calculations of conjunctions, joined with two other Arcana, the Sun and Temperance, to manipulate the gigantic magic energies which would be released at that time. They brought about the merging of a Nephilim with an unborn human foetus.

As had occurred with Akhenaton, the established powers found this new way to be threatening and dangerous. The birth was full of magic as many groups, including the Templars using their arm called the Mysteries of Dumuzi, the Rosicrucians, always too curious for their own good, several Gnostic groups, and the Roman government each independently sought the child. Several of these sought to destroy the child. They failed.

The child had vast abilities in all known occult practices. But soon troubles began, for the child was truly different, thanks to the powers of the unique conjunction. Instead of following the teachings of the three Nephilim Arcana messengers who came to instruct him, Jesus decided to follow his own way. Then the miracle occurred: he became aware that he could manipulate the normal magic fields, and also that of the sun. In this way he became a Zero Arcanum, the unnumbered, the one who listened to his own heart, the Fool. He discarded

all loyalty to the established governments and religions, and embarked upon his own teachings.

The ignorant among humans feared and hated him. Many societies, following the traditions of the Black Star Order who hated Nephilim, sought independently to destroy Jesus and all which was connected with him. They succeeded only in killing him.



Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic

Sorcery, Grand Secret
Summoning, Seals
Summoning, Pentacles

What Did You Do?

The appearance and nature of Jesus was a surprise even to Nephilim. At first, none helped it immediately after its illumination, though a variety congregated in friendship before its death. When did you? Maybe you never became involved. Maybe you were against it from the start, and never joined up. Maybe you were an early follower who turned away. Maybe you were a later follower, who joined up after Enlightenment.

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: You never became involved, +/-0
You were against it from the start, -10
You were an early follower who turned away, -5

You were a later follower, after Enlightenment, +20

Stasis Event

d100	Event
-10 -50	Died of old age
51-65	Accident
66-75	Killed by Dumuzi Brotherhood
76 -120	Killed by Soldiers

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Jewelry
11-25	Scroll
26-50	Clothing
51-75	Candlestick
76-00	Copy of Greek Statue



But his message went on. People whose Solar-Ka had been ignited did not flutter out like lights in a wind when their leader was killed. Instead, it spread and was incorporated into many belief systems, some of which were knowledgeable, others which were not. Some of these concealed the truth for safety, and thus saved it. Others lost it. And the Templars deliberately obscured it.

The Templars formed a new organization under the leadership of Saul, who became Paul, who was a Nephilim in Shouit. He preached a garbled version of part of Jesus' message, and thereby obscured the miraculous Nephilim events. The Founders of the new Church hated all Nephilim and swore to destroy them forever.

Secret Societies

The mysteries of Dumuzi

This secret society was the leading native society to react during the Jesus Incident. It acted for Herod, the client king of Judea. Herod knew of a Nephilim plot to birth a new pharaoh-child. Herod was so frightened by the gathering Nephilim that he ordered all the children of his province killed, fearing further births. But all of these efforts failed, and afterwards this society was made up only of old men with traditions, but without magic.

The Dominant Arcana

0: The Fool

This Arcanum made its appearance here for the first time ever. It promised an entirely new method of reaching Agartha, enticing to many Nephilim. However, they did not know how to reproduce this event, for it was dependant upon the stars more than them. Yet an Arcanum Tribe formed which studied the phenomena, trying to predict when a similar event might occur, for surely the original would never occur again.

X: The Wheel of Fortune

This Arcanum predicted the largest Enthronement of magic fields since Menes. This began when a shining star appeared in the sky. Its leaders claimed to rule the coming era.

The Moon

At the nativity of Jesus the Moon Arcanum made a rare appearance. A variety of Nephilim in animal form had congregated in secret, ahead of time, at the site of the birth. They remained with him for a short time, aiding and communicating, and dispersed when Jesus went to Egypt.

[illegible]

ERA	
SIMULACRUM NAME	
OCCUPATION	
SUMMARY OF EXPERIENCE IN THIS LIFE	
STASIS EVENT:	
ENDING DOMINANT KA	

Rome, Italy c. 350

Constantine and the New Church

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

After centuries of rule, the once mighty Roman Empire was long gone. It was shattered, broken from internal dissent and foreign invasion. Civil war raged as Emperors and usurpers all exploited the powers of Empire to their fullest.

From Britain a contender came to the continent, intent upon bringing peace to all. He was determined to once again assert the powers of the Emperor tribe. He was Constantine, who became Emperor after he won the Battle of Milvian Bridge. There he saw the Sign of Christ in the sky, and swore to worship the new God if he was given victory. His foes were routed and killed, and Constantine became the sole Emperor of the Roman Empire.

Under his rule he brought peace and plenty. He reorganized the political and administrative systems of the Empire. And, like all Emperors before him, he attempted to reorganize the Hierophant families which were within his Empire. He



Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-25	Imperial Aristocrat
26-45	Legionary, male
46-55	Engineer, male
56-75	Farmer
76-00	Slave

Imperial Aristocrat

Bargain
Business
Fast Talk
Hunt
Law
Life Experience (4th c Rome)
Read/Write (Latin)
Ride
Speak (Late Latin)

Legionary, male

Build; Camps

Climb
Conceal
Dodge
First Aid
Hide
Life Experience (4th c Rome)
Melee (Sword)
Melee (Spear)
Speak (Late Latin)

Engineer, male

Build
Climb
Craft (any)
Drive (wagon)
Hermetic Lore
Life Experience (4th c Rome)
Natural Lore
Read/Write (Latin)
Speak (Late Latin)

Farmer

Same as Predynastic Egypt, but change:
Life Experience (4th c. Rome)
Speak (Late Latin)

Slave

Business or Craft

Conceal
Dodge
Drive (Wagon)
Fast Talk
Hide
Life Experience (4th c. Rome)
Speak (late Latin)
Survival

Simulacrum Age

- ★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

did it by supporting Christianity as the organized imperial religion, intended to be under his direction.

However, for all his political knowledge, Constantine did not have the knowledge to persist this way. The Age of Emperors was over, so in the end he was tricked by the Hierophant Arcana into establishing them as the actual ruling powers. Emperor Constantine became aware of this, and with his great political skill and resources he tried to stop it. But it was too late, and when he summoned all Nephilim to help him the Justice Arcanum intervened, and they executed the Emperor's fate as determined by the Wheel of Fortune. Constantine was buried in his mausoleum, built in the manner of ancient tombs, and honored as a Pharaoh, except no human sacrifices were offered. Regrettably, he did not know the Book of the Dead, and so he could not ever escape from the tomb.

Secret Societies

Gnostics

The Gnostics were philosophers whose belief depended upon knowing (in Greek, *gnosis*) rather than in believing, or having faith. They had existed before the Jesus Incident, but afterwards most of them incorporated the teachings of Jesus into their works.

There is no one Gnostic belief. Gnosticism includes beliefs which are in absolute contradiction to each other. The inclusiveness is false, and comes only after this period of history when the Church begins to condemn and destroy all other

Christian beliefs which will not be peacefully absorbed by the main church. Gnosticism and other heresies are wiped out by the Church, save for those which go underground.

Dominant Arcana

XI. Justice

The attempts by Constantine to exert his personal and political will against the will of the cosmos prompted the Justice Arcana to act against him. The Church used this threat against all rulers who followed.



Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic
Sorcery, Grand Secret

Summoning, Seals

Summoning, Pentacles

What Did You Do?

The major conflict was between the Hierophants and Constantine. Did you help the church, or help the emperor? Or, perhaps, stay out altogether?

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifier: If you helped Constantine, add +25 to your roll.

Stasis Event

d100	Event
01-25	Died old when body wore out
26-50	Died in conflict
51-75	Were driven to a foreign land, slain by foreigners
76-125	Slain by Justice Arcana

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Painted bowl
11-20	Painted vase
21-30	Gold brooch
31-40	Carpenter's square
41-50	Small marble statue, imitation Greek
51-60	Gold eating knife
61-70	Iron spearhead
71-80	Brass bell
81-90	Egyptian plunder, roll from Akhenaton's age
91-00	Greek plunder, roll from Alexander's age

Aachen, Germania, c. 830

Charlemagne Destroys Paganism

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The Franks were one of many barbarian tribes which had invaded the Roman Empire. For centuries their ruling long-haired dynasty of magician-priests, called the Merovingians, had been guided by Nephilim. Over the last centuries the old dynasty declined in power as the number of co-operative Nephilim diminished. At last a family of vigorous warlords gained the alliance of the Roman Church, killed the last Merovingians and seized their royal throne. Invading foreigners, paynim Saracens, were crushed. Stability was regained. Centralization occurred, now in the hands of a Nephilim-hating dynasty, and created the opportunity for a mighty empire.

Charles the Great, called Charlemagne, ascended to be the King of the Franks. He organized a band of twelve Paladins, each armed with an Orichalka weapon, and they followed the ancient Spear of Destiny as their banner. This was purportedly the weapon which slew Christ, and in fact is a powerful Orichalka weapon.

Charlemagne campaigned diligently against the pagans, destroying the idols which were their stases, and butchering all the worshippers. With the help of the Holy Vehm he cleared his land of pagan sympathizers. The plague of airy spirits which had infested the land was swept away.

When it seemed as if Charlemagne would seize all the Emperor's power to himself, Justice intervened. The strongest ally of Charlemagne, Pope Leo III, was chosen as the incarnation of a Justice Nephilim who set about to make sure that the Emperor power was not resurrected. A similar process had occurred with Emperor Constantine, who also bore the Spear of Destiny. The Pope then offered to crown Charlemagne as Emperor, thereby denying that the Emperor ruled all. The human king agreed. Pope Leo further tried to corrupt Charlemagne by sending to him many esoteric volumes which could weaken his resolve. Charlemagne countered by remaining utterly illiterate and untouched by this knowledge.

Charlemagne ruled the greatest Empire of the West in centuries. It collapsed upon his death, thanks in large part to the undermining done by Pope Leo.

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-07	Aristocrat, male
08-14	Aristocrat, female
15-30	Knight, male
31-50	Priest, male
51-60	Craftsperson
61-00	Serf

Aristocrat, male

Business
Hunt
Law
Life Experience (Charlemagne's Empire)
Melee (Sword)
Ride
Speak (Frankish)

Aristocrat, female

Bargain
Business
Craft (Sewing)

First Aid
Life Experience (Charlemagne's Empire)
Speak (Frankish)

Knight, male

First Aid
Hunt
Life Experience (Charlemagne's Empire)
Melee (Sword)
Melee (Spear)
Melee (Bow)
Ride
Scan
Speak (Frankish)
Survival

Priest, male

Astrological Lore
Business
First Aid
Life Experience (Charlemagne's Empire)
Read/Write (Latin)
Religious Lore
Speak (Frankish)
Speak (Latin)
Craftsperson
Craft (choose one)
Life Experience (Charlemagne's Empire)
Natural Lore

Scrutinize
Speak (Frankish)

Serf

Same as Predynastic Egypt farmer, but change:
Life Experience (Charlemagne's Empire)
Speak (Frankish)

Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

After Charlemagne's death the barbarians of the farthest north, called Vikings, began to arrive. They had been inspired by the many Nephilim who had come among them, fleeing from Charlemagne. By the time of Charlemagne's sons and grandsons, they had sailed south and destroyed the Frankish Empire.

Secret Societies

The Holy Vehm

A Secret Society founded under Charlemagne's patronage in 772 AD after Charlemagne passed a law making it a capital crime to deal with Nephilim. Their modus operandi was to kidnap influential pro-Nephilim individuals, try them in secret, and then executed them with a cruciform sword impaled through their hearts at a cross road.

Prieure de Sion

This society went underground at this time, hiding from the wrath of Charlemagne. They were protectors of the last Merovingians, a Nephilim-ridden dynasty whose touch worked magic, came from the sea, and had the frog as their emblem. The Prieure also believed that their wards were the blood descendants of Jesus, the first Zero Arcanum.

The Paladins

Charlemagne formed a sacred brotherhood of Nephilim hunters. It was extremely effective until its end, when corruption had seeped in deeply. Then Ganelon, one of the paladins, betrayed the brotherhood to his Sun Arcanum corruptors.



Roland was slain, and his orichalka sword Durandil, and his Stasis horn, Oliphant, were lost. Ogier le Dane was seduced by an Elf of the Lovers Arcanum as well.

Dominant Arcana

XI. Justice

In response to the ill-fated ascent of the Emperor tribe once again in this era, Justice maneuvered the rise of Charlemagne against the Merovingians, and then maneuvered his downfall. The net result of this was a political strengthening of the Roman Church.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic
Sorcery, Grand Secret
Summoning, Seals
Summoning, Pentacles
Alchemy, Black Stone

What Did You Do?

Were you a member of the Hierophant Arcanum which was not part of Charlemagne's Christian empire?

What was your Metamorphosis? Some, listed below under Modifiers, were especially persecuted.

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment?

Modifiers: If your metamorphosis is a Sylph, Angel, or Elf, add +20

If you are Hierophant Arcanum, add +25

Stasis Event

d100	Event
01-35	Died peacefully in bed
36-50	Driven out of Empire, killed elsewhere by barbarians
51-65	Killed by Charlemagne's forces
66-80	Killed by forces of the Church
81-90	Killed by one of the Paladins
91-145	Killed by Holy Vehm

Stasis Form

Stasis Form

d100	Stasis
01-10	Silver and acacia wood reliquary
11-20	Silver-plated bishops crozier
21-30	Rough-cut ruby in thumb ring
31-40	Brass lamp from (moorish) Spain
41-50	Iron helmet
51-60	Hunting horn
61-70	Iron bastard sword
71-80	Glass bottle from Germany
81-00	Roman Find, roll on Constantine Era

Montsegur, France 1243

The Cathars

Historical Context

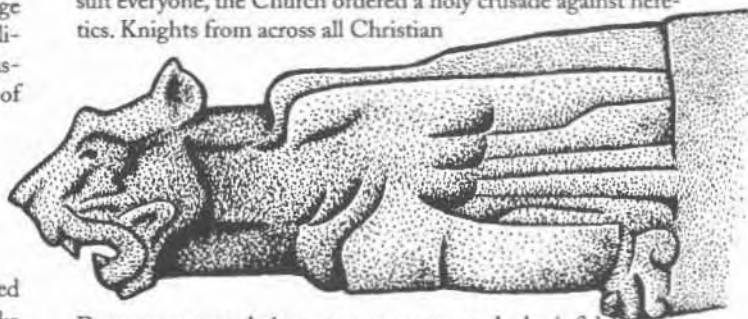
Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The Catholic Church continued to enforce its orders upon humanity. It had grown more powerful. Its spiritual message was nearly obliterated beneath nine hundred years of consolidated economic powers, and the church was growing increasingly political. No rival could be tolerated. The province of Toulouse, in southern France, had always been a hot bed of religious inquiry, synthesis, and debate. These were gradually wiped out by the Catholic Church, by persecution, legal action, or even by accepting them as the new monastic orders.

But one heretical church, called the Cathars, had existed for more than forty years. Its prophets were unwilling to take the route of Francis or Dominicus and find safety and official acceptance as a monastic order. Instead they held the Roman Church in absolute contempt, publicly scorning its materialistic obsessions and its politically determined dogma. But worse

than any speech, the Cathars encouraged friendship with Nephilim. They had collected in southern France and inevitably came to the attention of the authorities.

The King of France was looking for any excuse to conquer Toulouse. He wanted war but did not wish to pay for it. To suit everyone, the Church ordered a holy crusade against heretics. Knights from across all Christian



Europe came at their own expense to crush the infidel and, if possible, enrich themselves. During this crusade Sir Simon of Montfort distinguished himself, and the monastic order of the Dominicans became the organization of the Inquisition.

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacrum
01-20	Believer Knight
21-40	Passionate Troubadour
41-50	Perfected Kabbalist
51-75	Noble Widow
76-00	Farmer

Believer Knight

First Aid
Hermetic Lore
Hunt
Life Experience (13c. France)
Listen
Melee (Sword)
Melee (Lance)
Religious Lore (Cathari)
Ride
Speak (13c French); and Occitan
Survival

A Passionate Troubadour

Art (Sing)
Art (Music); Lute
Fast Talk
Life Experience (13c. France.)
Religious Lore (Cathari)
Religious Lore (Mariology)
Scan
Scrutinize
Speak (13c. French); and Occitan

Perfected Kabbalist

Astrological Lore
Hermetic Lore
Life Experience (13c. France.)
Natural Lore
Read/Write (Latin); and Greek
Read/Write (Arabic); and Hebrew
Research
Speak (13c. French); Occitan
Any two of: Sorcery, Lower Magic; Sorcery, Higher Magic; Sorcery, Grand Secret; Summoning, Seals; Summoning Pentacles
Alchemy Black Stone

Noble Widow

Art (Sing)
First Aid

Life Experience (13c. France)
Medicine
Religious Lore (Cathari)
Scan
Scrutinize
Speak (13c French); and Occitan

Farmer, male or female

Same as Predynastic Egypt, but change:
Life Experience (13 c. France)
Speak (13c French)

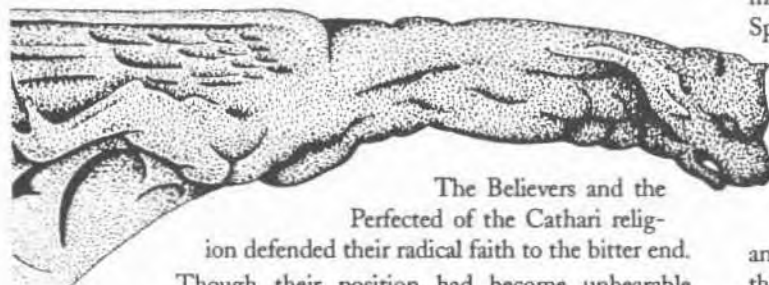
Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

After a ruinous war, the Count of Toulouse surrendered, but the Cathari did not. Some lesser lords, many landless knights, and innumerable commoners refused to surrender their beliefs and lands. The bloodshed continued as knights slaughtered commoners by the hundreds. Finally the last survivors were surrounded at their last stronghold, the castle of Montsegur.



The Believers and the Perfected of the Cathari religion defended their radical faith to the bitter end. Though their position had become unbearable without food, the besieged requested a truce for a few more weeks. The leaders of the siege, Hugues des Arcis, the Seneschal of Carcassonne, and Peter Amiel, Archbishop of Narbonne, agreed. The night before the truce ended, a single being rappelled from the mountain fastness of the surrounded castle and escaped unseen. The next day, the last of the truce, before the astonished eyes of the Simon and the besieging army, the Perfecti and others leapt from the castle wall and tumbled to their group death. Forty others were found inside, and they still refused to give up their beliefs. The men were decapitated immediately, and the women and children were burned at the stake.

The Religions

Cathari

This religion was an organization which attempted to regain the ancient Golden Path. Its actions were guided by the dualism which had been begun by the Nephilim prophet Zoroaster. In this religion everything which exists is seen as manifestations of one of two equal gods of good and evil. Spirituality, they claimed, was found by following the Good God's commands and shunning the Evil God's.

The Cathars declared that the Christian god who created the world was the evil God, and not the true spiritual one. Devotees foreswore the evil mortal world with rigorous and demanding behavior. They gave up sex and family, ate no flesh, refrained from all violence, and abandoned all worldly goods. In this way they prepared themselves to be vehicles for the Nephilim, who thereafter filled many of them.

The church had varying levels of membership. Most of the human Cathari were Believers, who supported the belief but did not take on the great aesthetic hardships of the Endura. Most revered among them were the Perfecti, who let themselves nearly die of hunger to prove their detachment from the flesh.

While Catharism was supreme in the kingdom of Toulouse, the arts blossomed under rich patronage, and the legal and social role of women was greatly improved. But after the crusade social and economic conditions got worse, and even literacy declined in the land.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic

Sorcery, Higher Magic
Sorcery, Grand Secret
Summoning, Seals
Summoning, Pentacles
Alchemy, Black Stone

What Did You Do?

Were you part of the Cathar movement?

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: If you were part of the Cathar movement, add +25 to your roll

Stasis Event

d100 Event
01-25 Died quietly
26-00 Killed by Crusaders
101-125 Committed Suicide

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Carbon-steel Norman axe
11-20	Brass signet ring
21-30	Golden brooch
31-40	Oak and gold reliquary
41-50	Stone statue of a saint
51-60	Brass and silver ladies' mirror
61-70	Silver crucifix
71-80	Golden goblet set with garnets
81-90	Damascene steel scimitar
91-00	Roman Loot from Constantinople, roll on Constantine era

Catholicism

The Roman church reached the height of its ascendancy. Signs of its decline were apparent, but not yet come to fruition. It could not retain its influence without bringing in intolerance and repression. The Templars, preparing to execute the Grand Plan, encouraged this through the college of cardinals, which it controls.

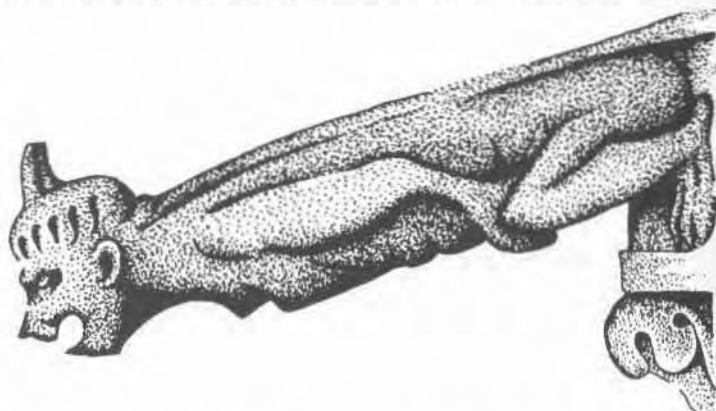
The Templars continued their thoroughly anti-Nephilim campaign, especially through the agency of its Templar secret societies. In recent years the influx of Nephilim caused the Pope to attempt a new tactic of control and draft them into the official monastic societies provided for them. Thus controlled, they could be tended properly by the Templars who had infiltrated the monasteries.

The Dominican Order, calling themselves the Hounds of God, became responsible for the Inquisition. Besides being composed of ignorant and fanatical humans, it became the refuge for many Tower Nephilim who were intent upon destroying humanity. After destroying heretics, they turned upon women, pagans, and finally the Jews before the madness halted.

The Secret Societies

The Perfecti

This society was the elite of the Cathars, initiated to the mysteries of the Nephilim whom they have come to love. Numerous Nephilim were among the Perfecti at Montsegur, among the sacrificed Cathars. The Cathari did everything



they could to prevent the Nephilim from being captured by the Templars. Among the mysterious treasure secreted out of the castle were the Stases of the Nephilim, as well as the Holy Grail itself.

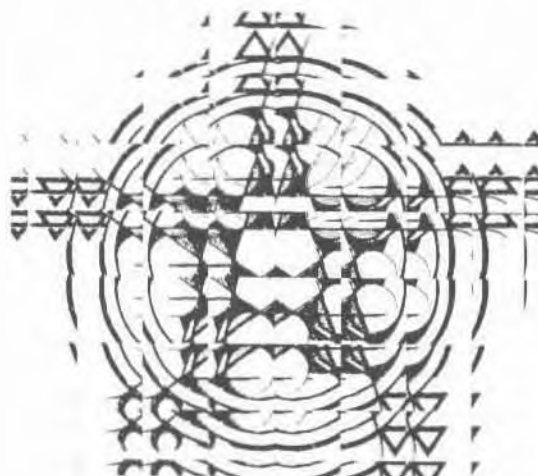
The Knights Templar

The Order of the Temple of Jerusalem was the most powerful secret society of the times. Its members had begun to execute their Great Plan to take over the earth. They dared not fail, for that would push the next attempt back another 750 years, to around the year 2000. The order had spearheaded the attack on the Nephilim colony of Montsegur. Led by Jehan de Saint-Preux, Grand Master and raving lunatic, the crusade against the Cathars was one the greatest successes of the order. Their disinformation attempts were successful as well, to the point that some accounts actually place the Templars within the stronghold, *defending* it.

Dominant Arcana

The Hermit

The Hermits, who disdain this mortal world, were instrumental in developing the Cathari religion. They provided the model, and kept close relations with the secret society of the Perfected.





Paris, France circa 1630

Birth of the Age of Reason

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

The Sun Arcanum increases its power in this reign. The French king, a human guided by Cardinal Richelieu (a Sun Arcanum Nephilim), established the foundation of the modern nation-state in the reign of King Louis XIII. The monarchy became absolutist despite the reluctance of the nobility, whose prerogatives diminished appreciably in his reign.

Intrigue abounds, and foreign policy was aggressive and Machiavellian. Thus France acquired its present boundaries by warring on its Hapsburg neighbor in both the Rousillon and the Flanders, yet also intrigued into royal marriage alliances between the courts of France and Spain. Factions within the ruling class intrigued endlessly. The rivals include partisans of the cardinal, the king, the Medici, the noblemen, and good Queen Anne of Austria (a Empress Arcanum Nephilim).

Religion becomes more fanatical, faith more mystical, with death omnipresent. Baroque artists painted vanities, and stills with skulls and memento mori were the rage. Literature

was revolutionized with the impious picaresque novel and the satirical *Don Quixote*. Cyrano de Bergerac, poet and musketeer, wrote about his travels to the moon. The times were fertile for intellectual pursuits, and the bases of scientific discoveries were laid down when Descartes (an Nephilim of the Chariot tribe) and Bacon (in England) disseminated their prototypes of the modern scientific method.

It was also a time of prolific occult inquiry into all avenues of interest. Among the most famous is Galileo, in Italy, who experimented with lenses and looked at the moon.

Now, and afterwards, there was a tremendous Nephilim presence and interaction. However, they were eventually defeated by the new sciences, and placed back in Stasis by the Secret Societies.

The Secret Societies

The Mithridites

This society was based upon the Zoroastrian Cult of Mithra, who work closely with the Sun Arcanum. The human initiates of Mithra, the solar god, came into the open and under-

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacra
01-15	Rural Priest, male
16-30	Jesuit Monk, male
31-45	Musketeer, male
46-70	Travelling Actor
71-00	Farmer

Rural Priest, male

Bargain
Climb
Drive (wagon)
First Aid
Grapple
Life Experience (France 1630)
Medicine
Religious Lore (17c. Catholic)
Speak (17c. French)
Speak (Clerical Latin)

Jesuit Monk, male

Astrological Lore or Kabbalistic Lore
Astronomy or Biology or Chemistry or Geology
History

Life Experience (France 1630)
Mechanics
Medicine or Pharmacy
Read/Write (17c. French)
Read/Write (Clerical Latin)
Read/Write (any, player's choice)
Religious Lore (17c. Roman Catholic)
Religious Lore (any, player's choice)
Speak (17c. French)
Speak (Clerical Latin)

Musketeer, male

Bargain or Fast Talk
Build (Military Camps)
Dodge
First Aid
Fist/Punch
Life Experience (France 1630)
Listen or Scan
Melee (Epee)
Melee (Musket)
Religious Lore (Impiety)
Speak (17c. French)
Survival

Travelling Actor

Art (Acting)
Build (Stage Sets)
Craft (Costumes)
Dodge (Tumbling)
Fast Talk

Hide
Life Experience (France 1630)
Listen
Psychology
Scan
Speak (17c. French)

Farmer

See predynastic Egypt, except change:
Life Experience (France, 1630)
Speak (17c. French)

Simulacrum Age

- ★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

- ★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.
- ★ Add pre-incarnation age as value of Life Experience
- ★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

went a renaissance. Embodied Nephilim devoted themselves to the mystical search for the sun, and received generous royal patronage. The humans of the Order, despite ineffective protests of the Sun Nephilim, learned the Secret of the 22 Arcana and later enshrined it in a garden in Versailles. Their conspiracy culminated with the coronation of Louis XIV, the Sun King. After that the Nephilim abandoned the effort and the order again went underground.

The Illuminati of Bavaria

One of the most refined secret society of the era starts at this time. As part of its Grand Plan for world domination, this Templar offshoot surfaces in Germany and infects many other existing societies, both secret and public. Their plan anticipates completion around the year 2000 AD.

The Order of the Daughters of the Nile

In France, this secret society is a front for the High Priestess Arcanum. It attempts to help in the faction struggles, but is kept in check by the politics of Cardinal Richelieu. Although pro-Nephilim at this time, their origins are revealed to have been as the Daughters of Isis.

The Invisible College

Also called Societas Rosicruciana in Anglia (S.R.I.A.), this English secret society maintained the ancient Rosicrucian secrets. In secret, the members continued to seek occult enlightenment. Membership included even nobles, and the educated. Under the guise of curiosity they explored the "Celtic ruins" and organized ceremonies in specially conceived gardens.

They began the fad of the labyrinth-gardens, the "ruined gardens", turf-cut figures, and other architectural Follies. This organization eventually became the Royal Society.

Dominant Arcana

XIX: Sun

The Sun Arcanum works with Richelieu, as explained above.

XVI: Tower

While Richelieu works within France, Germany was being decimated by this Arcanum in the Thirty Years War. Among prominent Arcana personalities were: Italian General Spinola, who captured a library from the Rosicrucian Elector in 1622.

Other Interesting Arcana

II: High Priestess

The oppression of the Daughters of the Nile, and the murder and Elixation of its leaders, did not stop these Nephilim in other parts of the world. They sought to find way to preserve their long-sought knowledge. They encouraged reading and writing, and embraced the newly invented printing press.

VII: Chariot

This era saw the beginning of Mechanical Age. The skill of Mechanics first appears among humans at this time. The Chariot Arcanum, influenced by Descartes and others, spreads the incipient principles of Science and other non-spiritual methods of measuring.

Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic

Sorcery, Higher Magic
Sorcery, Grand Secret
Summoning, Seals
Summoning, Pentacles
Alchemy, Black Stone
Alchemy, White Stone

What Did You Do?

Were you a Magus or an Empress Arcana in this era?

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: If you are of Magus or Empress Arcana, add +15.

Stasis Event

d100	Event
01-25	Died peacefully in bed
26-40	Killed in the sack of a German, Rhenish, or Dutch city

41-65	Killed by Templars or other Secret Society
66-115	Burned as a witch

Stasis Form

For Nephilim of the first incarnation

Stasis Form

d100	Stasis
01-10	Venetian glass mirror
11-20	Marble neoclassical statue
21-30	Unusually large diamond
31-40	Silver candlestick
41-50	Decorated ceremonial dagger
51-60	Porcelain vase
61-70	Diamond brooch
71-80	Steel rapier
81-90	Loot from a German wunderkammer, roll on Cathar Era
91-00	Roman find, roll on Constantine Era

London, England circa 1900

Return of the Magicians

Historical Context

Once properly embodied you were able to see what was going on. Here is a synopsis of critical events.

London was the capital of the greatest empire that had ever existed, the empire of Her Majesty Queen Victoria. It was a city of tremendous social contrasts, exciting technical breakthroughs, newly applied sciences, and psychosexual madness. In London the rich displayed their wealth, and maintained their privileged places atop common mankind, whether they were old aristocrats or new businessmen. Most Londoners lived amid the most squalid urban conditions in Europe. The first underground subway of the world was built, with vast subterranean galleries and miles of wooden stairs. These were, of course, filled after a time by the beggars and thieves who already ruled the complex of underground sewers. Scotland Yard, the most advanced police in the world, used scientific police methods to find criminals and prove them guilty. Yet they were unable to find the serial killer called Jack the Ripper.

Among the rich and leisurely of this empire were some people who had considerable time and resources to indulge themselves. Inevitably, many partake in debauchery and waste everything in the most human manner possible. Others, more aesthetic and refined, turned to more spiritual pursuits. Esoteric orders had, for the first time, a wide variety of people to work with. With their intent and energy, they consciously pursued many of the ancient secrets. Most were frauds, though this did not detract from the fanaticism of the society believers. Others succeeded in contacting, and awakening, many Nephilim.

Secret Societies

The Hermetic Brotherhood of the Golden Dawn in the Outer.

This secret society is the turning point in the history of the occult groups. The Golden Dawn explored all the magical paths openly. It admitted a disdain and disinterest in the world. Its occult work was based upon years of research and

Your Simulacrum

You awoke for unknown reasons, and had a very short time to find a Simulacrum. Roll d100 on this Table to find what simulacrum you chose.

Simulacrum Selection

d100	Simulacra
01-33	Poetess
34-66	Doctor
67-00	Dilettante

Poetess

Alchemical Lore or Astrological Lore
Art (Poetry)
History
Life Experience (London, 1910)
Listen
Psychology
Read/Write (English)
Read/Write (Spanish)
Religious Lore (Church of England)
Religious Lore (Classical Greek)
Ride

Speak (English)

Doctor

Astronomy
Business
Drive (carriage) or Ride
First Aid
Life Experience (London, 1910)
Medicine
Pharmacy
Psychology or Law or History
Read/Write (English)
Read/Write (Latin) or (German)
Speak (English)
Speak (German)

Dilettante

Choose any 10 of: Alchemical Lore, Art (.....), Astrological Lore, Astronomy, Biology, Business, Chemistry, Climb, Conceal, Craft (.....), Dodge, Drive (car), Fast Talk, First Aid, Fist/Punch, Geology, Grapple, Hermetic Lore, Hide, History, Hunt, Kabbalistic Lore, Kick, Law, Life Experience (Lon-

don, 1910), Listen, Mechanics, Medicine, Melee (pistol), Melee (epee), Pharmacy, Physics, Psychology, Read/Write (English), Read/Write (other), Religious Lore (20c. Protestant), Ride, Scan, Scrutinize, Speak (English), Speak (other), Survival, Swim, Tarot Lore

Simulacrum Age

★ Roll 3d6 x5. This gives your Simulacrum's age before incarnation.

Simulacrum Skill Points

★ Multiply age times 4. This gives your current simulacrum skill points. You can spend these points on the skills listed with your Simulacrum's profession, up to 50 points per skill in this past life, and to a maximum of 90 points.

★ Add pre-incarnation age as value of Life Experience

★ Roll (2d6+6) x5. You can spend these points on any spoken language skills.

practice. Its inner members were all serious, and included celebrities like the writers Bram Stoker and Arthur Machen, poet William Butler Yeats, as well as prominent occultists such as A. E. Waite and Aleister Crowley. It was one of the most successful groups, bringing together at last many strands of the Promethean secrets to prepare humans to house Nephilim. They were the first, for instance, to reveal and spread among humans the Enochian Alphabet and Language. This activity disturbed the magic fields and provoked the subsequent awakening of the Nephilim.

The original Brotherhood, which included nearly a dozen Nephilim, was destroyed by its foes, who implied sinister and traitorous activities by its members. Rather than pollute itself,

the kernel group separated and left the organization and its foes behind. The papers of the Order were published, to the disappointment of both the Templars and the gossipy public. Disciples, capable of reading Enochian and initiated into the secrets, carried the secrets into the world in other guises. The Nephilim masters retired quietly to Metamorphosis.

Many other secret societies used these new methods too, learned in that time and borne forward to today. These include The Hermetic Brotherhood of Luxor, The Brotherhood of Eulis, The Builders of the Adytum, and The Astrum Argentum.

Dominant Arcana

I: Magus

The friendship of the Magus Nephilim with the members of the Order of the Golden Dawn has been unequalled in modern times. The inner circle of the order were all Nephilim.

XIV: Tower

At this time some very subtle members of the Tower worked among the newspapers of Europe. They popularized the idea of a Cleansing War which would strengthen their peoples with blood and steel. The tower, helped by willing Emperor Arcanum working among the European royalty, eventually brought about World War One.



Your New Life

You undertook a new life of embodiment. Find out how long you lived in this new body, and what you learned for that time.

Nephilim Age

- ★ Roll another 3d6. This number x5 is the number of years you lived in the Simulacrum after incarnating.

Occult Development Points

- ★ Multiply the number of years your Nephilim was incarnated by 2 to determine how many occult development points you have to spend on occult skills. Distribute occult development points among available techniques, spells, or a specific Arcanum Lore, up to 50 points per technique in this past life, and to maximum of 90 points per technique.

Available Techniques

Sorcery, Lower Magic
Sorcery, Higher Magic
Sorcery, Grand Secret

Summoning, Seals
Summoning, Pentacles
Alchemy, Black Stone
Alchemy, White Stone

Stasis Event

What events led to the death of your Simulacrum, and your reimprisonment in your Stasis?

Modifiers: If you are of the Lovers Arcanum, -15

If you are of the Empress or Magus Arcana, +15

If you are of the Emperor Arcanum, +25

Stasis Event

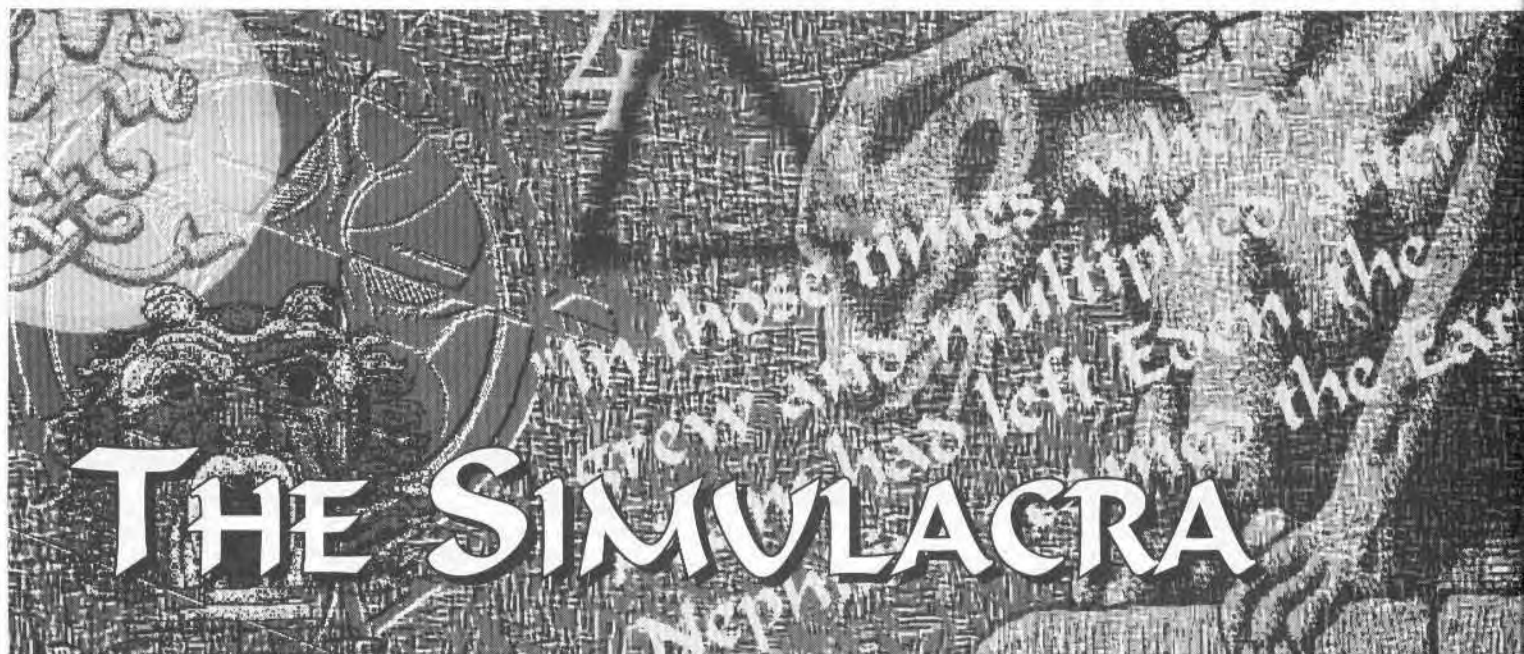
d100	Event
-15-30	Died peacefully in bed
31-40	Killed by Lenin, Stalin, or Hitler
41-50	Killed in the influenza pandemic
51-70	Killed in World War One
71-90	Killed by neo-Templar or Rosicrucian
91-125	Killed by Satanist Order

Stasis Form

For Nephilim in their first incarnation

Determine Stasis

d100	Stasis
01-10	Leaded-glass fable window
11-20	Ruby pendant
21-30	Bizarre brass contraption
31-40	Ivory cameo
41-50	Cavalry saber
51-60	Ceremonial magical sword
61-70	William Morris duplicate (roll on Charlemagne Era)
71-80	Priceless family heirloom, roll on Richelieu Era
81-90	Middle Eastern Artifact, roll on Zoroastor Era
91-00	Egyptian Artifact, roll on Akhenaton Era



THE LAST STEP before your Nephilim can live is for it to take over a host body. All Nephilim must be embodied. They must perceive the material world to use magic. They can do this only through the senses of their Simulacrum. They can see, smell, listen, touch and taste.

Nephilim always require a few days to grow accustomed to a new body. During this time they scout around, figure out how long they can stay in hiding in their Simulacrum's old haunts, and assay the state of the latest world.

Remember that no amount of wisdom could have prepared historical characters for the abundance of modern material culture. Even though the Simulacrum may have seen a million cars, the first ride for the Nephilim may be startling. Modern weapons would be nearly unthinkable, at first. Players and the gamemaster must decide how much of this initial awe and wonder they want to use in play.

Choosing the Simulacrum

When the Nephilim started to incarnate themselves in human bodies, they immediately discovered problems in choosing which humans to possess. The Nephilim realized that the Solar-Ka was different in each human being. A high Solar-Ka makes it harder for the Nephilim to possess the Simulacrum.

After centuries of observation they realized that Solar-Ka always affects the life of each human being. The Solar-Ka corresponds to the willpower, strength of character and courage of the Simulacrum. A person with a high Solar-Ka almost inevitably occupies a high position in society.

Thus it is difficult or impossible to possess the most powerful and important people, whether they are political and military leaders, social pacesetters, or popular heroes, who all have too much willpower.

Most humans' Solar-Ka falls into a mid-range. These people can often have useful skills to help in their mysterious quest. If given a chance, you Nephilim can choose from several candidates before incarnating again.

Some Nephilim prefer to choose social marginals as Simulacra. The poor and lonely are easier to isolate for Neph-

ilim work, but often have suffered poor health. Various social misfits are popular types as well. These enable the Nephilim to be unchecked by the actions or attitudes of any human beings. Artists are also prized Simulacra since their art takes them closer to the magical behavior of the Nephilim. These Nephilim can assert their personality without really disturbing the tribe or society of the Simulacrum.

Finally, all Nephilim have a natural desire for those humans who are interested in the occult and myths. These simulacra may have acquired access to their Solar-Ka, perhaps even learned Ka-vision and magical techniques (which before incarnation would have been totally useless). Undoubtedly such a Simulacrum has acquired information which will be useful for the quest for Agartha.

*To be or not to be,
that is the question.*

— Hamlet, William Shakespeare.

Defining Your Simulacrum

Your Simulacrum is defined by its name, characteristics and attributes, skills and possessions. They are intended to be of only passing interest to Nephilim.

Gamemasters have permission to alter any of these facts to suit their own campaign.

The name

Like all humans, the Simulacrum has a name by which other humans recognize her. No names are suggested, and all ethnic details are missing. Players are invited to modify these characters according to their own desires.

The Characteristics

The Simulacrum has five characteristics which define it. They are: Strength, Constitution, Intelligence, Dexterity and Cha-

risma. You will find a complete definition of those characteristics in the Game System chapter (Page 91).

The human characteristics are defined within a scale ranging from 3 to 18. These characteristics will later to be modified by adding the bonus from the Ka-elements of your Nephilim. These combined are called Meta-characteristics, and are the rolls you will use in the game.

The Attributes

Gender

Each Simulacrum is either male or female. This has no more bearing on the life of your Nephilim than you wish it to have. Gender for the samples following is, in almost every case, arbitrary. Gender is given to furnish some concrete ideas to these particular samples, but players should feel free to have a female Marine Corps rifleman or a male Midwife, if they wish.

Age

The Simulacrum is aged between 16 and 50 years.

Social status (Soc)

Social Status shows the relative position of your Simulacrum in society, with its corresponding advantages and disadvantages at her job or with resources. High Social Status can be of tremendous importance for the Nephilim who has extensive material needs.

Opportunity roll

The opportunity roll is equal to $Soc \times 3$. Each time the Nephilim seeks to use the financial possessions of its Simulacrum, its player must roll under the Nephilim's opportunity. If she succeeds, the Nephilim acquires the coveted goods without problem, and does not diminish the resources of its Simulacrum. If she fails at the roll, the Nephilim does not get what it wanted, and the Simulacrum loses one point of Soc. Thus the Nephilim gradually draws on the resources of its Simulacrum, and probably slowly drags it down the social ladder.

Education (Edu)

Education depends upon the upbringing of the Simulacrum. It is equal to the number of years of formal schooling. Passing grades are required to qualify. It is generally measured on a scale which ranges from 6 to 21 ($3d6+3$).

Life Experience

This attribute shows the general knowledge of the Simulacrum. It is a combination of formal education and adult experience (specifically, $(Edu \times 3) + (Age - (6 + Edu))$ + modifiers for special experiences such as combat, migration to a new country or subculture, etc.). The gamemaster can ask the Nephilim to roll under this skill when the character needs to know a fact about the twentieth-century. Remember that fumbling risks falling into Shoutit, which is define on page 122.

Culture, subculture.

The culture in which the Simulacrum was raised. The varied nature of American society allows us to recognize a multitude of subcultures as well. These subcultures are given here, too, and gamemasters may determine details as needed.

Profession

This attribute designates the current job of the Simulacrum. It has a relationship to the Social sStatus and the Education of the Simulacrum.

Income

This is how much money the Simulacrum makes. If the Nephilim is going to keep making this much money, it will have to continue with its job. Characters with a steady job have some money in savings. To determine how much a character has in savings, divide her annual income by 20, and multiply the result by 1d6. $\square$ For example, a character with 30,000 annual income would have $(30,000/20 = 1,500)$ 1,500 $\times$ 4 (1d6 roll results in a 4), or \$6,000 in savings.

Residence

This indicates where the simulacrum lives, and at what general level on comfort.

Family Relationship

The Simulacrum might be married with children. You can describe this family and determine the potential relationships of the family on a scale ranging from 3 to 18 ($3d6$). This potential measures the degree of closeness between the Simulacrum and her family. For more information, you can consult relationship potential on page 105.

Appearance

Each Simulacrum has a usual appearance. This entry shows how the character usually dresses, and what sort of attitude she commonly affects. Of course, the Nephilim may change all that.

Possessions

This is a brief description of the financial resources and the objects owned by the Simulacrum. They can be of great value to the Nephilim in its adventures. Listed possessions include items of particular note, interest, or value to the individual. Players are encouraged to fill in details such as car or gun model as they wish. In most cases people also own furnishings appropriate to their residence, and a wardrobe.

Skills

Each Simulacrum has skills that can be used by the Nephilim. Those skills depend on the age, social status and education of the Simulacrum. The values given for the skills are sometimes deliberately low, to indicate incompetence.

Generating Your Simulacrum

You have the advantage of awakening in a non-threatening circumstance amid a crowd of random people.

1. Select a Simulacrum

The stats for twenty seven Simulacra are given below. You may choose any one of these whose Solar-Ka is equal to or less than your Nephilim's dominant Ka.

Players should note that this incarnation is an extraordinary opportunity in acquiring a body your Nephilim would find most suitable. Such choices are not usual for Nephilim, but is given here for first characters. Your gamemaster may choose to make things more difficult for you.

Please feel free to work with your gamemaster and to create a variety of other Simulacra to suit your own needs. Discuss your desires and possibilities and work out a colorful and not inappropriate starting character.

2. Allocate Bonus Points

All Simulacra have interest independent from their obvious professions. Players are invited to further shape their Simulacrum

with these bonus skill points. The player can allocate these points to any of the list given here, simulating hobbies, interests, and results of vaguely remembered nights flipping through cable tv.

Roll 3d6 and multiply it by 10. This is the number of points you can spend on the Simulacrum's skills.

Write down the Simulacrum's own skill values, plus the bonus, in the Simulacrum column on the character sheet.

All skills in the game can be augmented by this bonus. If you encounter a skill which is not listed on the sheet, add it using one of the blank spaces provided.

3. Figure Characteristics

Your Simulacrum has meta-characteristics, which are the sum of the human's characteristics plus a modifier for the Nephilim's elemental-Ka. Add the bonus to the characteristics, and write them down on the character sheet.

Fire affects STR. Earth affects CON. Air affects INT. Water affects DEX. Moon affects CHA.

Depending on the score of the Ka-element, the associated characteristic is modified as follows:

Simulacrum Professions

Choose a profession from this list, or roll a d100 and pick randomly.

Simulacrum Professions

d100	Profession
01-04	Airline Pilot
05-08	Anthropology Professor
09-12	Artist
13-16	Book Seller
17-20	College Student
21-24	Computer Consultant
25-28	Editor
29-32	Sport Fisherman
33-36	Gangster Wannabe
37-40	Green Activist
41-44	Homeless
45-48	House Painter
49-52	Loan Officer
53-56	Marine Corps Private
57-60	Midwife
61-64	Neodruid
65-68	New Age Publisher
69-72	Nurse
73-76	Photographer
77-79	Poetess
80-82	Police Officer
83-85	Retired Army Officer
86-88	School Teacher
89-91	Street Artist
93-94	Truck Driver
95-97	Unemployed Single Mother
98-00	US Marine Private

Characteristic Modifier

Ka-Element	Modifier to Characteristic
01-04	+1
05-08	+2
09-12	+3
13-16	+4
17-20	+5
21-24	+6
25-28	+7
29-39	+8
40-49	+9
50-59	+10
60-79	+11
80-100	+12

Characteristics Percentile Rolls: Then figure out your characteristic percentile rolls by multiplying your Meta-characteristic by three. You then compute your attributes.

Hit Points: Your hit points are equal to your CONstitution. Circle that number on the front of your character sheet.

Actions: Action points are defined on the action points table.

Actions

DEX	Number of actions
01-05	1
06-09	2
10-14	3
15-19	4
20-24	5
each +5	+1

Damage Bonus: Damage Bonus is based on STR, from the damage bonus table, below. During combat it is added to the damage inflicted with melee weapons and unarmed attacks.

Damage Bonus

STR	Damage Bonus
03-04	-1d6
05-08	-1d4
09-13	0
14-16	+1d4
17-18	+1d6
19-24	+2d6
Each +5	+1d6

Ch'awe: Your Ch'awe (CHA-WAY)—"breath" in Egyptian—is equal to your Simulacrum's CON (without the Earth-Ka Modifier) plus a Ka-element Modifier (from the table above) derived from the Nephilim's dominant-Ka. Circle that number on the front of your character sheet. Ch'awe is expended when casting magic, and is regained at one point per hour.

4. Subtract Ka

It costs a Nephilim 2 Ka to incarnate into a Simulacrum. Normally there is also a rules procedure that must be followed to take over the Simulacrum, but for beginning characters we'll just make it easy and say that the Nephilim succeeds. Subtract 2 Ka from your current Ka. Thus a brand new Nephilim can only have a maximum of 20 Ka to start (22-2=20).

5. Name Your Nephilim

Find or make up a mythical, heroic or occult name for your Nephilim. From now on, you're on your own, with companions of your choosing, on the road to Agartha.

6. Stasis

Calculate the amount of each Elemental energy in the Stasis by rolling 1d20 for each of the elements. Write the numbers onto the character sheet back in the box marked "Stasis." When this filled randomly, as calculated, your Nephilim was expelled from the Stasis. This roll is only made during character generation. During regular game play, the player keeps track of how much Ka is in the Stasis.

Randomly Generating a Human

At times, the gamemaster may wish to randomly generate a human as a gamemaster-played character. At other times in the game, your Nephilim may need to reincarnate into another Simulacrum. We suggest you simply pick another Simulacrum from the list, but if the player is so inclined, she may want to randomly generate her next Simulacrum. Therefore, we have given these rules for creating your own Simulacrum. However, as these rules are somewhat open-ended, they may be subject to abuse by overzealous players. If you feel that you need to create your own Simulacrum, it should be done under scrutiny by the gamemaster. As is always the case in the game, the gamemaster has the final say as to whether new Simulacrum is acceptable.

Creating A New Simulacrum

It is likely that advanced Role-Players may find the Simulacrum presented here to be too limiting.

Decide on Simulacrum Concept

The first step in designing a new Simulacrum is to determine a concept. Remember that Nephilim rarely get to choose their host bodies, and so your Simulacrum should be someone who will add to your enjoyment of Role-Playing your character, not necessarily someone who will get the best bonuses and modifiers. Try and describe your Simulacrum in one or two words (Vagrant, E.C. Banker, Stunt Man, etc.).

Take a minute to jot down some notes about the Simulacrum: what did she do? What does she value? What sorts of things does she know about? What did she do for fun?

Determine Background and Characteristics

In keeping with your design concept, you must now decide on your Simulacrum's fixed characteristics. For Age, Education, Social Status, and Family status, choose values which are in keeping with your concept of the character. An alcoholic sewer worker probably has low scores in all three, but maybe he has a tremendously high Education score, coupled with low self-esteem and no motivation. As always, choose values which will make the character interesting to play.

Next, decide on your Simulacrum's Possessions, Residence, Appearance, and Income. Again these values are arbitrary. Think about what your Simulacrum would be like when determining these numbers, and again, choose values which will help you to role-play the character.

Roll Characteristics

After deciding on your concept and filling in the background information, roll your Simulacrum's characteristics. First, roll 2d6+6 for INT, and write this value in on the character sheet. Next, roll four sets of 3d6 and jot down the values on a sheet of scratch paper. Take these four

values, and distribute them among STR, CON, DEX, and CHA in keeping with your concept of the Simulacrum.

Decide on Skills

When designing the skills for your Simulacrum, you may first want to take a look at those provided in this book. See if there is a Simulacrum which could be modified for your use. For example, if you want to play a Marine MP, obviously the Marine Skills listed would be inappropriate, but maybe if you took them as a base, and took off some that weren't needed, and added a few from the Police Officer, you'd get something close.

For newly generated Simulacrum, roll 1d4+6 to determine the number of Professional Skills available. This number tells you how many skills your Simulacrum has learned from her chosen profession. Talk with your gamemaster about what skills these should be. For these skills, multiply the Simulacrum's INT (before adding in the Nephilim's Air-Ka modifier) by 15. This will give you the number of percentiles which may be divided up among the Professional Skills.

Next, distribute 3D6 x10 percentile points among your Simulacrum's other skills as you please. These points represent hobbies and interests your Simulacrum has outside of her profession. The rest of the process of generating a Simulacrum is covered in the first page of this chapter.

Nephilim and Simulacrum

As soon as the Nephilim succeeds in possessing a body, the human is rendered unconscious. Nonetheless, the entrapped human consciousness remains, for it always responds to pain when the Simulacrum is hurt. The Nephilim is untouched, though can feel the spirit of the Simulacrum react more or less violently according to the grievousness of the wound.

The Nephilim can also feel the spirit of the Simulacrum react each time it uses the human skills. It is during those times that the Simulacrum can try to reclaim her body from the Nephilim. If it recovers control it suppresses the Nephilim consciousness, and throws it into Shouit (shadow). The Nephilim perceives the world as if from far away, but is helpless to act. But most of the time it is the human which is so entrapped.

An essential question of Nephilim philosophy is: "What is our relationship to this human?" The answer was first provided by two alternatives: destroy them or help them. The answer was further expanded by Akhenaton through the vehicle of the 22 Arcana. Each of those provides one of the ways to treat with the Simulacrum. Thus some Arcana revere and take care of the body (Temperance, Charioteer, Lovers) while others hate and condemn (Hermit) or deny (Hanged Man) it. Most simply take care of it and use it.

All Nephilim must keep its Simulacrum alive. It must let

her eat, sleep and sustain her bodily functions. Failing to perform these vital needs will injure the health of the Simulacrum. Unhealthy Simulacra cannot perform magic as quickly, effi-



Example

Kragar awakens in a museum during a large exhibition, and so it has no difficulty in finding a Simulacrum. By touching upon the Solar-Ka of the humans around him, it finds a young rebel who pretends to be in an alternative rock band. This is a new young body with plenty of chance to party, and with an attitude to mock its fellow men. Kragar takes the Simulacrum.

To disguise itself for its remaining time among humans, Kragar decides to model its Simulacrum to become the leader of a gothic rock band. It thus works to acquire a higher social status. The bonus point distribution is then finished to create an amusing Simulacrum that is pleasant to play.

Note that Kragar has skills geared towards roleplaying rather than minimaxing the game. Mostly.

In any case, Kragar is determined to use the gothic look to explore the new world and its natural melancholy mood.

ciently, or successfully. The Nephilim can temporarily delay the consequences of neglect by using its earth Ka-element to restore health, but it cannot ignore them. Thus, even though a Nephilim can delay the natural aging of its Simulacrum, it cannot prevent it.

If the Nephilim is well integrated with its Simulacrum, it will seek to assert its magical nature. Unless it is eccentric or masochistic, the Nephilim will impose its own personality at the expense of its Simulacrum. It modifies the behavior and changes the life of the Simulacrum, eventually provoking reaction from her friends and close relations.

On occasion the Nephilim may seek to hide behind the personality of its Simulacrum. This might be useful to calm the anguish of her next of kin, or maybe even to amuse itself with human emotions. Utter sublimation of the Nephilim personality is even condoned under the Hanged Man Arcanum. But most Nephilim (and all player characters) exert their own Nephilim personality and identity. Sublimation is certainly in conflict with the nature of the game.

Thus we encourage you to play a magical character, an alien, who has taken over a temporary fleshy vehicle. It is not a human possessed by a spirit. It is not an enlightened human. Whatever it might have been, now it is a Nephilim.



Airline Pilot

Male, Age 43
Social Status: 15 **Opportunity (Soc x3):** 45
Education: 17, College Degree
Life Experience: 71
Culture: Modern American, Middle Class
Profession: Pilot
Income: \$120,000 per year
Residence: 3 bedroom condominium
Family Relationship: 14; wife, teenage children
Appearance: tall, dark haired, muscular, gray temples.
Possessions: European sports car

STR 12 CON 15 INT 13
 DEX 17 CHA 12 Sun-Ka: 16

Skills: Computer Use 10, Drive (automobile) 45, Electronics 10, Pilot (airplane) 90, Physics 20, Read/Write (Modern English) 60, Research 10, Speak (Modern American) 70

Artist

Male, Age 37
Social Status: 3 **Opportunity (Soc x3):** 9
Education: 16, some college, lots of art school
Life Experience: 63
Culture: Modern American, Alternative
Profession: Artist, welder (retired)
Income: \$8,000 per year
Residence: Warehouse, 9 other room mates in shared quarters
Family Relationship: 2; not interested
Appearance: unkempt, ragged, hungry
Possessions: Bicycle, arc welder, gas welder, miscellaneous iron collection

STR 8 CON 11 INT 18
 DEX 8 CHA 9 Solar-Ka 12

Skills: Art (Sculpture) 90, Craft (weld) 40, Fist/Punch 55, Mechanics 35, Pharmacy 55, Read/Write (Modern English) 40, Scrutinize 45, Speak (Modern American) 45

College Student

Female, Age 20
Social Status: 4 **Opportunity (Soc x3):** 12
Education: 14, Sophomore
Life Experience: 42
Culture: Modern American, Academia
Profession: student, Humanities Major
Income: \$3,000 per year; tuition, room and board from parents
Residence: Apartment, with room mates
Family Relationship: 9; distant parents
Appearance: all black clothing
Possessions: Bicycle, textbooks

STR 9 CON 17 INT 17
 DEX 11 CHA 15 Solar-Ka 11

Skills: Anthropology 10, Archaeology 10, Biology 10, Computer Use 15, Geology 10, History 20, Psychology 20, Read/Write (Modern English) 45, Research 25, Speak (Modern American) 35

Anthropology Professor

Male, Age 50
Social Status: 12 **Opportunity (Soc x3):** 36
Education: 20, PhD
Life Experience: 90
Culture: Modern American, Academia
Profession: College Professor
Income: \$52,000 per year
Residence: Nice house, owned (family money)
Family Relationship: 14; wife, children
Appearance: Moderate
Possessions: American car, fabulous collection of Lapland artifacts (tattooed beaver pelts, carved yak bones), book collection

STR 9 CON 13 INT 17
 DEX 9 CHA 11 Solar-Ka 14

Skills: Anthropology 95, Archaeology 55, Chemistry 40, Computer Use 30, Geology 20, History 70, Read/Write (Modern English) 70, Read/Write (Swedish) 20, Research 55, Religious Lore (Laplander) 30, Speak (Modern American) 55, Speak (Laplander) 20, Speak (Swedish) 10

Book Seller

Female, Age 35
Social Status: 8 **Opportunity (Soc x3):** 24
Education: 13, some college
Life Experience: 55
Culture: Modern American, Alternative
Profession: Small business owner
Income: \$35,000 per year
Residence: House, rented, shared
 Shop: Chestnut St.
Family Relationship: 13; husband
Appearance: careless about clothing, short care-free hair
Possessions: Small foreign car, small shop (rented)

STR 12 CON 13 INT 16
 DEX 10 CHA 14 Solar-Ka 16

Skills: Bargain 65, Business 45, Computer Use 20, Drive (automobile) 25, Psychology 40, Read/Write (Modern English) 80, Research 70, Scrutinize 25, Speak (Modern American) 60, Swim 40

Computer Consultant

Female, Age 26
Social Status: 12 **Opportunity (Soc x3):** 36
Education: 14, 2-year college degree
Life Experience: 48
Culture: Modern American, White Collar
Profession: Systems Analyst
Income: \$38,000 per year
Residence: Condominium
Family Relationship: 13; committed relationship, no kids
Appearance: Sharp professional, designer labels
Possessions: American Compact, two home computer systems

STR 12 CON 9 INT 16
 DEX 12 CHA 13 Solar-Ka 13

Skills: Art (Computer Graphics) 60, Bargain 40, Business 55, Computer Use 120, Read/Write (Modern English) 45, Psychology 35, Research 45, Speak (Modern American) 45

Dancer

Female, Age 18
Social Status: 3 **Opportunity (Soc x3):** 9
Education: 12, High School Grad
Life Experience: 36
Culture: Modern American, Punk
Profession: Dancer (unemployed)
Income: none
Residence: a room in the cheap part of town
Family Relationship: 8; family back home
Appearance: Punk
Possessions: Hand-painted Leather Jacket, Pack full of clothing, Tiny knife, SANDMAN comic

STR 15	CON 8	INT 12
DEX 17	CHA 13	Solar-Ka 12

Skills: Art (Dance) 55, Climb 30, Dodge 45, Fast Talk 40, Grapple 65, Handgun 25, Listen 30, Psychology 25, Read/Write (Modern English) 25, Speak (Modern American) 35
Weapons: Knife 15%, damage 1d4 + damage bonus

Gangster Wannabe

Male, Age 16
Social Status: 2 **Opportunity (Soc x3):** 6
Education: 9, Freshman in High School
Life Experience: 28
Culture: Modern American, Poor
Profession: petty thug, burglar
Income: \$50 per day (goes to habit)
Residence: Parents' House
Family Relationship: 2; uncaring
Appearance: unkempt, impoverished
Possessions: drug habit, .22 Revolver

STR 12	CON 8	INT 14
DEX 9	CHA 12	Solar-Ka 7

Skills: Drive (automobile) 35, Fast Talk 15, Fist/Punch 65, Handgun 80, Hide 65, Law 15, Listen 25, Read/Write (Modern English) 5, Speak (Modern American) 15, Survival (City) 45
Weapons: .22 revolver 80%, damage 1d6
 Fist 65%, damage 1D3 + damage bonus

Homeless Man

Male, Age 45
Social Status: 1 **Opportunity (Soc x3):** 3
Education: 18, PhD
Life Experience: 80
Culture: Modern American, Poor
Profession: Job Seeker, Financial Analyst (retired)
Income: none
Residence: downtown
Family Relationship: 2; lost contact
Appearance: ragged, out of date, broken
Possessions: coat without holes, warm shoes, grocery cart, thermos, paddle ball game, remote control, other "useful" stuff

STR 7	CON 9	INT 18
DEX 11	CHA 9	Solar-Ka 5

Skills: Business 100, Computer Use 15, Conceal 20, First Aid 35, Fist/Punch 15, Hide 20, Read/Write (Modern English) 80, Research 65, Speak (Modern American) 80
Weapons: Fist/Punch 15%, 1D3 + damage bonus

Editor

Female, Age 28
Social Status: 11 **Opportunity (Soc x3):** 33
Education: 14, some college
Life Experience: 56
Culture: Modern American, Middle Class
Profession: Magazine Editor, wannabe writer
Income: \$32,000 per year
Residence: Apartment
Family Relationship: 12; dedicated husband
Appearance: Fashionable punk
Possessions: .32 Revolver, extensive library, home computer system

STR 13	CON 13	INT 15
DEX 12	CHA 14	Solar-Ka 15

Skills: Art (Writing) 75, Computer Use 75, Handgun 45, Read/Write (Modern English) 60, Research 70, Speak (Modern American) 60
Weapons: .32 revolver 45%, damage 1D8

Green Activist

Male, Age 35
Social Status: 7 **Opportunity (Soc x3):** 21
Education: 26, former professional student
Life Experience: 87
Culture: Modern American, Middle Class
Profession: Anti-whaler, mainly administration
Income: \$10,000 per year
Residence: Wife's House
Family Relationship: 14; wife and children
Appearance: Lean and ambitious
Possessions: Jeep, 4WD, extensive ecological library, outstanding camping equipment, up-to-the second home computer system, incredible electronic sound system

STR 15	CON 17	INT 14
DEX 9	CHA 9	Solar-Ka 15

Skills: Anthropology 25, Biology 80, Pilot (motor boat) 70, Computer Use 45, Geology 40, Law 45, Natural Lore 65, Read/Write (Modern English) 50, Research 35, Speak (Modern American) 65, Survival (Camping) 45

House Painter

Male, Age 22
Social Status: 4 **Opportunity (Soc x3):** 12
Education: 12, almost graduated high school
Life Experience: 50
Culture: Modern American, Alternative
Profession: House Painter (Drug Dealer)
Income: \$6,000 painting, \$42,000 misc.
Residence: Apartment, with girl friend
Family Relationship: 9; has girlfriend
Appearance: Worn casual
Possessions: '92 4WD Ford Bronco (trashed out), 9 mm automatic, mean watch dog

STR 14	CON 8	INT 14
DEX 9	CHA 12	Solar-Ka 10

Skills: Bargain 65, Chemistry 20, Climb 25, Craft (Paint Houses) 10, Drive (automobile) 65, Fast Talk 60, Handgun 55, Law 35, Pharmacy 30, Read/Write (Modern English) 15, Speak (Modern American) 30, Survival (city) 15
Weapons: .9mm automatic 55%, damage 1d10

Loan Officer

Female, Age 25
Social Status: 12 **Opportunity (Soc x3):** 36
Education: 18, College Degree
Life Experience: 54
Culture: Modern American, Middle Class
Profession: Bank officer
Income: \$40,000 per year
Residence: condominium
Family Relationship: 17; aged mother, steady boyfriend
Appearance: Professionally dressed, sharp and conservative
Possessions: American Sports Car; .22 revolver

STR 12	CON 8	INT 14
DEX 12	CHA 16	Solar-Ka 17

Skills: Bargain 40, Business 60, Computer Use 20, Drive (automobile) 30, Handgun 15, Psychology 15, Read/Write (Modern English) 50, Research 25, Speak (Modern American) 75

Weapons: .22 revolver 15%, damage 1d6

Midwife

Female, Age 26
Social Status: 5 **Opportunity (Soc x3):** 15
Education: 14, some college
Life Experience: 48
Culture: Modern American, Lower Class
Profession: Midwife
Income: \$12,000 per year (husband also works)
Residence: tiny cottage, rented
Family Relationship: 17; devoted to and admired by family
Appearance: Casual, unconcerned with fashion
Possessions: old American station Wagon

STR 12	CON 9	INT 16
DEX 13	CHA 13	Solar-Ka 13

Skills: Biology 20, First Aid 45, Listen 20, Medicine 35, Natural Lore 65, Pharmacy 15, Psychology 20, Read/Write (Modern English) 30, Scrutinize 25, Smell 10, Speak (Modern American) 55

Neodruid

Female, Age 32
Social Status: 5 **Opportunity (Soc x3):** 15
Education: 14, some college
Life Experience: 60
Culture: Modern American, Alternative
Profession: Druidess, Secretary on week days
Income: \$24,000 per year
Residence: House, communal group
Family Relationship: 12; single, loyal boyfriend
Appearance: Middle Class
Possessions: bicycle, decent occult book collection, modern ceremonial equipment, oak tree in yard

STR 12	CON 15	INT 14
DEX 11	CHA 17	Solar-Ka 18

Skills: Alchemical Lore 20, Anthropology 20, Astrological Lore 45, Drive (Motorcycle) 35, Hermetic Lore 20, Kabbalistic Lore 20, Read/Write (Modern English) 35, Research 35, Religious Lore (Neopagan) 80, Speak (Modern American) 35, Tarot Lore 20, Lower Magic 15

New Age Publisher

Male, Age 28
Social Status: 14 **Opportunity (Soc x3):** 42
Education: 15, some college
Life Experience: 52
Culture: Modern American, Alternative
Profession: Publisher
Income: \$30,000 per year
Residence: House, rented, shared
Family Relationship: 13; committed relationship
Appearance: like a poor student
Possessions: Small foreign motorcycle, extensive book collection, huge Tarot collection, collection of foreign icons, tons of crystals.

STR 12	CON 14	INT 10
DEX 8	CHA 15	Solar-Ka 12

Skills: Art (Magazine Design) 65, Alchemical Lore 35, Anthropology 25, Archaeology 25, Astrological Lore 45, Drive (Motorcycle) 40, Hermetic Lore 35, Kabbalistic Lore 50, Read/Write (Modern English) 70, Research 60, Religious Lore (Neopagan) 45, Speak (Modern American) 60, Tarot Lore 80

Nurse

Female, Age 26
Social Status: 9 **Opportunity (Soc x3):** 27
Education: 16, College Degree
Life Experience: 52
Culture: Modern American, Middle Class
Profession: Registered Nurse
Income: \$40,000 per year
Residence: Apartment
Family Relationship: 4; "married to her work"
Appearance: Slight, neatly dressed
Possessions: Small foreign car

STR 8	CON 14	INT 13
DEX 13	CHA 12	Solar-Ka 14

Skills: Biology 25, Chemistry 25, Drive Auto 35, First Aid 80, Medicine 70, Pharmacy 45, Read/Write (Modern English) 40, Scrutinize 55, Speak (Modern American) 45

Photographer

Female, Age 50
Social Status: 8 **Opportunity (Soc x3):** 24
Education: 12, High School Graduate
Life Experience: 68
Culture: Modern American, Alternative
Profession: Freelance Photographer
Income: \$23,000 per year
Residence: small apartment
Family Relationship: 5; siblings someplace in Midwest
Appearance: Casual business clothing, alert and curious
Possessions: old foreign compact car, several good cameras, various lenses, lights, reflectors, and spot meters, etc.

STR 9	CON 12	INT 14
DEX 17	CHA 8	Solar-Ka 11

Skills: Art (Photography) 85, Drive (Automobile) 25, Fast Talk 70, Hide 25, History 15, Law 15, Read/Write (Modern English) 40, Research 15, Speak (Modern American) 65

Poetess

Female, Age 27
Social Status: 3 **Opportunity (Soc x3):** 9
Education: 14, some college
Life Experience: 49
Culture: Modern American, Alternative
Profession: poet (7-11 clerk)
Income: \$300 last year for poetry (\$14,000 per year as clerk)
Residence: Apartment, with roommates
Family Bond: 8; sees parents occasionally
Appearance: outrageous, fashionably offensive
Possessions: motor scooter

STR 13	CON 11	INT 9
DEX 12	CHA 14	Solar-Ka 14

Skills: Art (Poetry) 85, Fast Talk 55, Kick 50, Listen 40, Natural Lore 45, Psychology 80, Read/Write (Modern English) 60, Religious Lore (Modern Catholic) 40, Speak (Modern American) 90

Retired Army Officer

Male, Age 65
Social Status: 14 **Opportunity (Soc x3):** 42
Education: 16, College Degree
Life Experience: 81
Culture: Modern American, Military
Profession: Major US Army, (ret.)
Income: \$45,000 per year (Retirement benefits)
Residence: modest (\$300,000 value) home
Family Relationship: 18; wife, grown children, grandchildren
Appearance: thinning grey hair, wisdom lines
Possessions: Car, American sedan, gun, .45 automatic

STR 9	CON 11	INT 9
DEX 14	CHA 15	Solar-Ka 18

Skills: Business 20, Drive (automobile) 50, Handgun 60, History 40, Psychology 65, Read/Write (Modern English) 50, Research 10, Speak (Modern American) 75

Weapons: .45 Automatic 60%, damage 1d10+2

Sport Fisherman

Male, Age 23
Social Status: 10 **Opportunity (Soc x3):** 30
Education: 12, High School Grad.
Life Experience: 41
Culture: Modern American, Middle Class
Profession: Fisherman
Income: between \$10,000 and \$40,000 per year
Residence: on boat (illegal)
Family Relationship: 6; single, parents elsewhere
Appearance: sweatshirt, jeans
Possessions: 45 foot fishing boat, old foreign compact car

STR 16	CON 17	INT 11
DEX 14	CHA 13	Solar-Ka 13

Skills: Biology 50, Pilot (row boat) 50, Pilot (fishing boat) 75, Mechanics (boat repair) 45, Natural Lore 60, Read/Write (Modern English) 20, Speak (Modern American) 25, Swim 50

Police Officer

Male, Age 35
Social Status: 9 **Opportunity (Soc x3):** 27
Education: 13, some college
Life Experience: 55
Culture: Modern American, Middle Class
Profession: Police Officer
Income: \$45,000 per year
Residence: Apartment
Family Relationship: 5; estranged from parents, singles bars
Appearance: crew cut, athletic
Possessions: American sports car, moderate sized gun collection

STR 16	CON 17	INT 11
DEX 16	CHA 12	Solar-Ka 17

Skills: Drive (automobile) 55, Fast Talk 35, First Aid 45, Grapple 55, Handgun 80, Hide 35, Law 50, Listen 45, Psychology 30, Read/Write (Modern English) 30, Scan 35, Shotgun 25, Speak (Modern American) 50

Weapons: Many handguns at 80%, see weapons table for damages
 Police Baton, 60%, 1d6 + damage bonus

School Teacher

Female, Age 30
Social Status: 12 **Opportunity (Soc x3):** 36
Education: 22, Masters Degree plus
Life Experience: 68
Culture: Modern American, Middle Class
Profession: High School Science Teacher
Income: \$35,000 per year
Residence: Apartment
Family Relationship: 2; none significant
Appearance: Neat, always about two years out of style
Possessions: Small import car, small library

STR 12	CON 15	INT 13
DEX 17	CHA 12	Solar-Ka 16

Skills: Astronomy 20, Biology 40, Chemistry 20, Computer Use 5, Geology 20, Physics 40, Read/Write (Modern English) 50, Research 35, Speak (Modern American) 60

Street Artist

Female, Age 24
Social Status: 3 **Opportunity (Soc x3):** 9
Education: 14, some college
Life Experience: 55
Culture: Modern American, Alternative
Profession: Street Artist
Income: \$15,000 per year
Residence: Small apartment, with boyfriend
Family Relationship: 10; has boy friend
Appearance: Hippie rustic
Possessions: Jewelry inventory, portable sales display

STR 13	CON 15	INT 10
DEX 11	CHA 12	Solar-Ka 12

Skills: Art (Jewelry) 85, Bargain 80, Business 25, Craft (Jewelry) 80, Listen 40, Read/Write (Modern English) 25, Speak (Modern American) 65, Survival (city) 20

Truck Driver

Male, Age 32
Social Status: 6 **Opportunity (Soc x3):** 18
Education: 6
Life Experience: 38
Culture: Modern American, Southern Poor
Profession: Semi-trailer truck driver
Income: \$37,000 per year
Residence: Apartment
Family Relationship: 7; wife at home, no kids
Appearance: short hair, jeans and flannel shirt, Navy tattoo
Possessions: 18-wheel truck cab, 12-gauge Shotgun (double barrel)

STR 18	CON 14	INT 10
DEX 12	CHA 12	Solar-Ka 10

Skills: Boat (motor boat) 25, Climb 30, Drive (automobile) 35, Drive (18-wheeler) 75, Fist/Punch 65, Mechanics 40, Read/Write (Modern English) 10, Shotgun 40, Speak (Modern American) 20

Weapons: Shotgun 40%, damage 4d6/2d6/1d6
 Fist/Punch 65%, damage 1D3 + damage bonus

US Marine Private

Male, Age 20
Social Status: 6 **Opportunity (Soc x3):** 18
Education: 12, General Equivalency Degree
Life Experience: 38
Culture: Modern American, Military
Profession: Military Policeman
Income: \$10,000 per year, plus room and board
Residence: Military Barracks
Family Relationship: 10; Mom and Dad back home
Appearance: Flat top hair cut, military bearing
Possessions: USMC issue wardrobe, USMC weaponry (M16A2, combat knife), wardrobe, cheap civvies

STR 18	CON 17	INT 9
DEX 15	CHA 16	Solar-Ka 11

Skills: Drive (Armored Personnel Vehicle) 35, First Aid 25, Heavy Weapons 25, Listen 25, Mechanics 40, Melee (knife) 30, Read/Write (Modern English) 30, Scan 25, Speak (Modern American) 20, Submachine Gun 75, Survival 35

Weapons: M16A2 75%, damage 2D8
 Knife 30%, 1d4+2 + damage bonus

Unemployed Single Mother

Female, Age 28
Social Status: 9 **Opportunity (Soc x3):** 27
Education: 12, High School Grad.
Life Experience: 46
Culture: Modern American, Poor
Profession: Housewife, mother
Income: \$11,000 per year (Aid to Families with Dependant children)

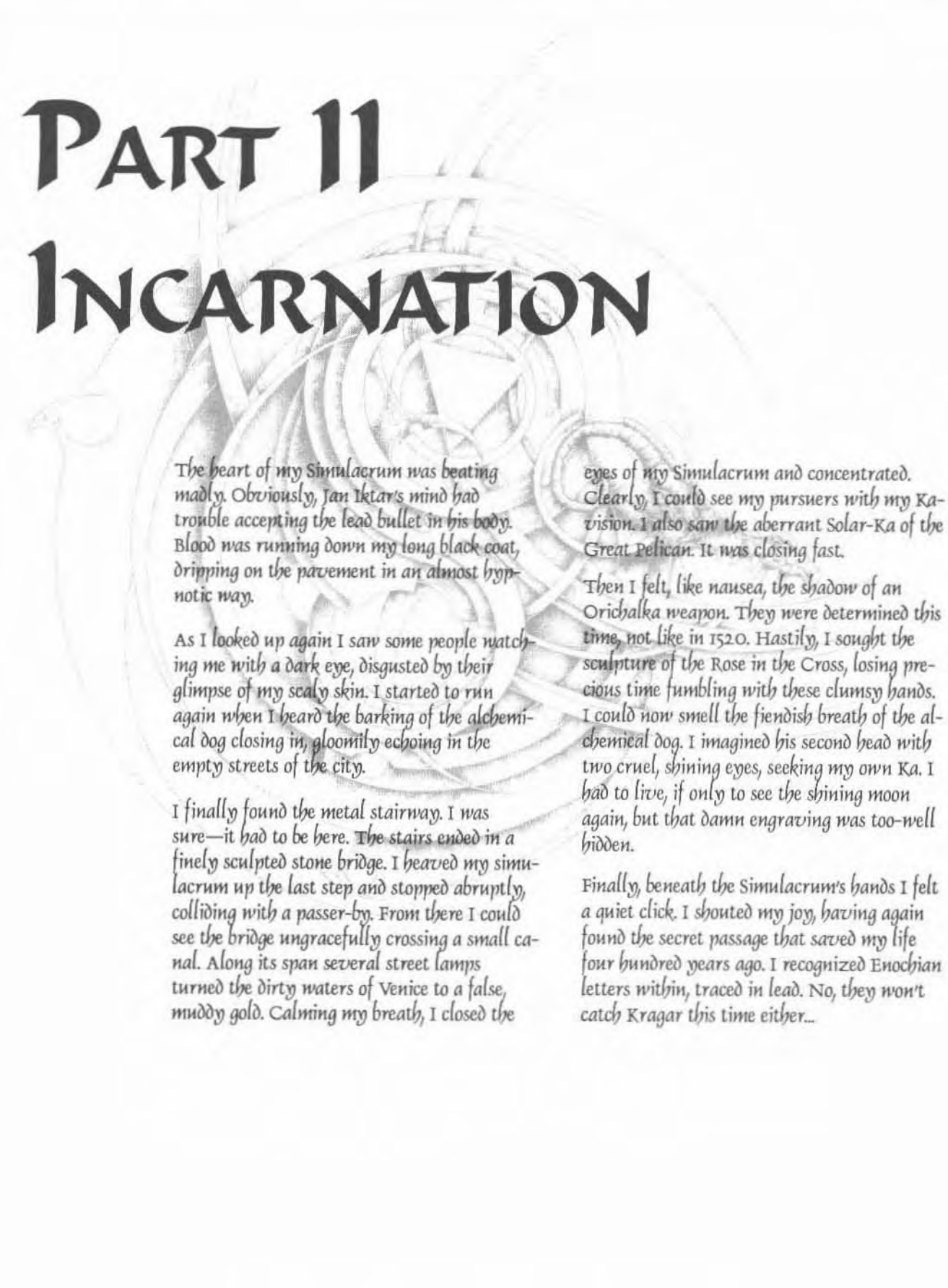
Residence: Apartment
Family Relationship: 16; children
Appearance: Sweatshirt and jeans, casual hair, harried expression
Possessions: Subaru station wagon

STR 11	CON 17	INT 12
DEX 8	CHA 14	Solar-Ka 9

Skills: Bargain 15, Drive (automobile) 25, First Aid 40, Listen 25, Psychology 45, Read/Write (Modern English) 40, Scan 10, Scrutinize 35, Speak (Modern American) 30

PART 11

INCARNATION



The heart of my Simulacrum was beating madly. Obviously, Jan Iktar's mind had trouble accepting the lead bullet in his body. Blood was running down my long black coat, dripping on the pavement in an almost hypnotic way.

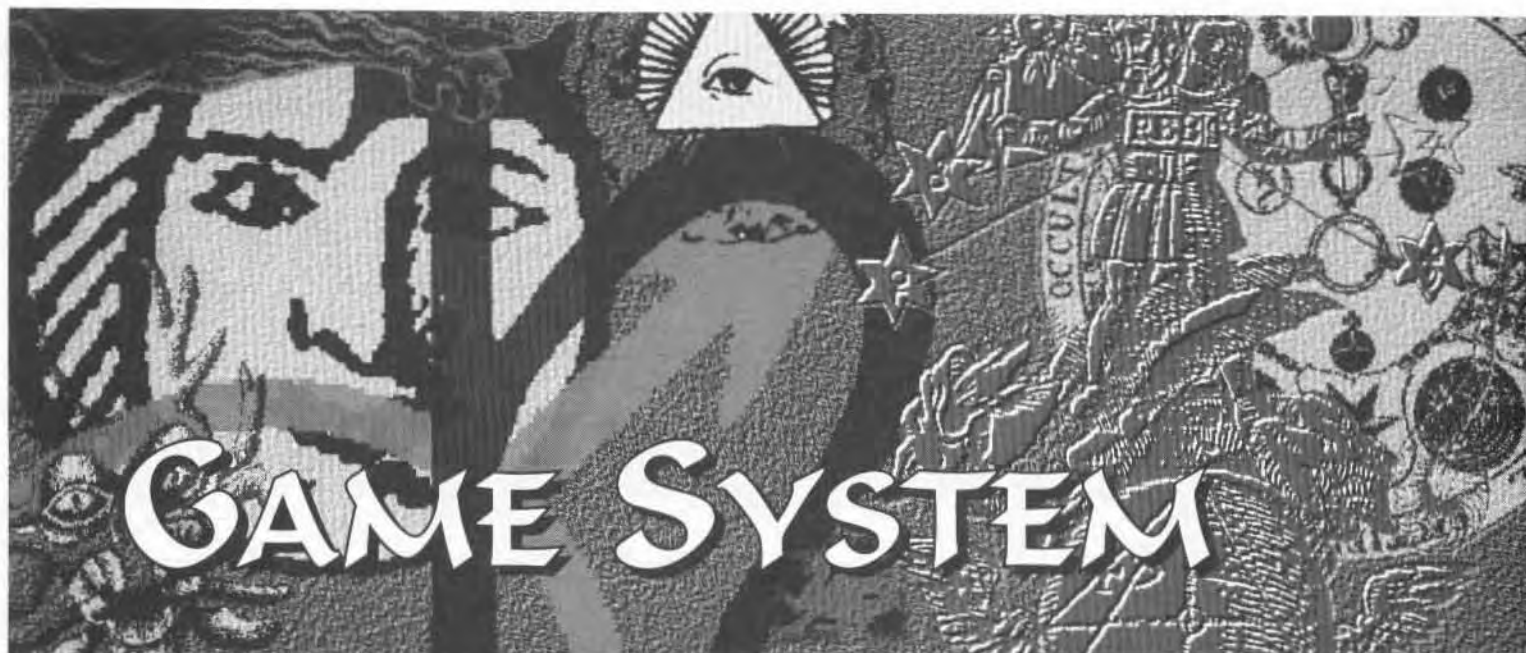
As I looked up again I saw some people watching me with a dark eye, disgusted by their glimpse of my scaly skin. I started to run again when I heard the barking of the alchemical dog closing in, gloomily echoing in the empty streets of the city.

I finally found the metal stairway. I was sure—it had to be here. The stairs ended in a finely sculpted stone bridge. I heaved my simulacrum up the last step and stopped abruptly, colliding with a passer-by. From there I could see the bridge ungracefully crossing a small canal. Along its span several street lamps turned the dirty waters of Venice to a false, muddy gold. Calming my breath, I closed the

eyes of my Simulacrum and concentrated. Clearly, I could see my pursuers with my Kavision. I also saw the aberrant Solar-Ka of the Great Pelican. It was closing fast.

Then I felt, like nausea, the shadow of an Orichalka weapon. They were determined this time, not like in 1520. Hastily, I sought the sculpture of the Rose in the Cross, losing precious time fumbling with these clumsy hands. I could now smell the fiendish breath of the alchemical dog. I imagined his second head with two cruel, shining eyes, seeking my own Ka. I had to live, if only to see the shining moon again, but that damn engraving was too well hidden.

Finally, beneath the Simulacrum's hands I felt a quiet click. I shouted my joy, having again found the secret passage that saved my life four hundred years ago. I recognized Enochian letters within, traced in lead. No, they won't catch Kragar this time either...



GAME SYSTEM



THE GAME SYSTEM includes the rules which can be drawn upon to play *Nephilim*. This chapter discusses the use of time in games, movement, characteristics, the resistance table, skills, combat, injury and health, and other points. Always keep in mind that these are your rules, and you may do with them as you wish. Ignore the ones that seem wrong to you, or mis-applied. You are the authority, not this book. Let your heart be your guide.

Game Time

Encounters which might lead to combat are played out in *combat rounds*, only a few second in duration, as outlined below in the Combat section (page 108). Occasionally an activity requires a longer span of time. For instance, finding information in a library might consume a game day. Natural healing is assumed to require game weeks.

To lift so heavy a weight,
Sisyphus, your courage would be needed!
Even if we put our hearts into our work,
The art is long and the time is short.

—Charles Baudelaire, Le Guignon, in *Les Fleurs du Mal*

Game time is fictional: it has nothing to do with real time. Game time is also variable. It passes at whatever rate suits the gamemaster and the players. Gamemasters routinely expand and contract time as well as space, in order to maintain a lively narrative: as storytellers, that is their province. When nothing is happening, the gamemaster may simply remark, "Several days pass." She can make a year pass just as easily.

Players rarely get more than one try at any skill roll in a reasonable amount of game time. That amount of time varies, depending on the skill and the situation. Riding a horse that is

galloping out of control may demand several Ride rolls in a minute or two of game time, while someone struggling to comprehend the dull and enormous *Sanguinem Salutatis* may get a Latin roll only every few days. Again, the gamemaster is the final arbiter of these intervals.

Skill Time

The use of a skill can also mark the passing of time. Though fighting skills can be repeated round after round, a skill which summarizes a process may represent the passage of hours or days of game time.

The frequency with which a particular skill roll can be attempted depends on the amount of game time the gamemaster feels is adequate to the job. A Research roll, for instance, customarily represents two hours or more of persistent application, while a simple job like opening a jammed door might take 15 minutes with a Repair roll. Without other complications (like an enemy Templar breathing down your neck), a simple Repair job could be attempted many times a day.

Movement

Exact distances and rates are rarely important in the game. If the gamemaster wishes, she may compare the number of actions differing characters or creatures have to determine who is the faster. The number of actions available in a round determines a proportional movement rate.

If distances need be determined more exactly, then figure that a human being can normally move one meter per action in addition to anything else she does at the same time—moving one meter while drawing a weapon, for example. If a character wants to move faster, she must dedicate the action to movement while doing nothing else. Each action thus dedicated allows 5 meters of movement while running, and 10 meters while sprinting.

It is possible to run or sprint while doing something else (like shooting), but with negative skill modifiers. For example, -20% while running and -50% while sprinting are typical.

To compare characters to moving vehicles, each action per round spent sprinting corresponds to approximately 10 kilo-

meters per hour. Therefore a human with four actions, running at a full sprint, is traveling at approximately 40 km/h.

Movement may be represented by tokens or figures on a table. Alternately, the gamemaster can verbally set the scene, allowing each player a general statement of intent. If miniatures are not used, the gamemaster may use Dominant-Ka x3 rolls or some other semi-random way to determine which Nephilim is near or far, touching or untouched, and so forth.

In a long race, the gamemaster may also begin to ask for CON rolls in order to find out who is exhausted first.

Between opponents with the same number of actions, roll CON against CON, or DEX against DEX, Swim against Swim, etc., on the resistance table, as the gamemaster finds appropriate.

If wounded or maimed, a character may have to move more slowly, at a rate set by the gamemaster.

CHARACTERISTICS

EVERY LIVING CREATURE possesses five characteristics which define its physical attributes. Each animal species has a range of values associated with its own physical limits. Normal human beings have characteristics ranging from 3 to 18, representing the biological limits of the human species. No human can go above these limits, barring unnatural circumstances. A human with 3 or fewer points in a characteristic is considered enfeebled (see Aging, page 115). The five biological characteristics of human Simulacrum and their definitions are given below:

Characteristics of the Simulacrum

Strength: STR (3d6)

This characteristic represents the pure muscular power of a human being. A person with STR 3 is weak and handicapped, barely stronger than a baby. A STR of 18 represents a colossus capable of the greatest deeds.

Constitution: CON (3d6)

Constitution represents endurance and physical resistance to pain, illnesses, and the other physical problems often encountered in a game session. Constitution can never be guessed from physical appearance. A strong woman can be very illnesses-prone, or a feeble one can be very resistant. A CON of 3 is a true handicap, meaning the person has almost no immunity to illness and a very weak physical resistance to shock and pain. A CON of 18 indicates the character has a high chance of resisting almost any illness, and is much more able to endure shock and pain.

Intelligence: INT (2d6+6)

Intelligence measures the capacity to think, and the ability to reason and then draw conclusions. It is also a measure of lucidity and wits. An INT of 3 means a total absence of reasoning, making the person opaque to logic and unable to think abstractly or introspectively. An INT of 18 indicates a very smart person, fast-reasoning, mentally agile, and often the recipient of luminous intuitions.

Dexterity: DEX (3d6)

Dexterity reflects the control a person has over her own body. It governs reflexes, physical adaptability, and manual and athletic skills. DEX determines the number of actions a character can perform in a round, and is therefore very important in combat situations. A DEX of 3 means the character is extremely clumsy, barely being able to control her own body. A DEX of 18 is the privilege of great athletes, artists and craftsmen.

Charisma: CHA (3d6)

Charisma reflects the influence one can have on one's fellows, encompassing physical beauty, charm, and personality as well. Charisma is essentially a social characteristic. A CHA of 3 indicates a person unable to seduce and influence others, either because of compulsive shyness or terrible ugliness. A CHA of 18 is for super-stars and leaders able to raise the enthusiasm of whole nations.

Meta-Characteristics

When a Nephilim incarnates into a human being, it takes possession of the body and therefore of its characteristics. Because of the peculiar nature of the Nephilim, the body of the host is modified by the Ka of the Nephilim. As previously explained in Character Generation (page 27), this infusion of Ka augments the host's characteristics. The human being becomes a Simulacrum and its characteristics become meta-characteristics. Whenever a characteristic roll is called for, always use a Nephilim's meta-characteristics.

Characteristic Experience Checks

Simulacra do not receive experience checks for casual use of their characteristics, as they are no longer merely human and their meta-characteristics are augmented by the Nephilim's Ka. A Nephilim may decide to purposefully train up its characteristics. For more information, see the chapter on Agartha, page 119.

Characteristic Dice Rolls

During the course of the game, percentile dice are rolled against a Simulacrum's skills to resolve actions. It sometimes happens that no skill seems appropriate for the action attempted. The gamemaster can then use a Characteristic dice roll. In normal circumstances, these rolls are made using the value of the Characteristic multiplied by 3. The multiplier can be increased or decreased to represent differing circumstances, from simple to almost impossible.

Characteristics Multipliers

Multiplier	Circumstance
x5	simple actions
x4	easy
x3	normal
x2	quite hard
x1	very hard action
x0.5	almost impossible

Examples of when such characteristics rolls may be appropriate are given below.

- ☆ **Effort roll** (STR x 3): based on Strength and is used for intense muscular efforts like bashing a door open, carrying someone in one's arms, etc.
- ☆ **Health roll** (CON x 3): based on Constitution and is used to resist illnesses, poisons, etc., or during intense and prolonged efforts (long run, etc.).
- ☆ **Idea roll** (INT x 3): based on Intelligence and is used to test memory or wits. The Idea roll should not replace a player's intellectual contribution, but hints at what the character can do with her brains, like recalling somebody's face or name.
- ☆ **Agility roll** (DEX x 3): based on Dexterity and is used to resolve actions requiring good coordination, physical or manual skill, speed or balance (climbing a tree, walking on a roof).
The Agility roll also covers jumping. With a success, the Nephilim may leap up vertically and grab to its own height, safely leap down vertically to its own height, jump horizontally from a standing start to its own height, or run and jump horizontally to twice its own height. If falling from a height, a successful Agility roll subtracts 1d6 from the falling damage. A Nephilim with a STR above 18 may add one meter to the distance Jumped per STR point over 18, if it can succeed in an Effort (x3 STR) roll as well as an Agility roll.
- ☆ **Persuasion roll** (CHA x 3): based on Charisma, this roll is used to resolve verbal conflicts or other relationship-based situations where no skills apply.

Derived Statistics

Three values are derived from the characteristics of living creatures: Hit Points (hp), Actions, and Damage Bonus. Again, for Nephilim, use their meta-characteristics to determine these derived statistics.

Hit Points

Hit points indicate a character's health. They begin equal to CON and diminish as the character receives physical damage and injuries (physical blows, wounds, illnesses, poisons, etc.). A character reaching 3 or fewer hit points faints. She dies upon reaching 0 or fewer hit points. Hit points return at a rate of 1d3 hit points per week of rest or 2d3 while under medical supervision. A character whose hit points are at maximum value (that is, who hasn't been wounded at all) is at full physical potential and totally well, regardless of the actual value of this maximum. □ *For example, two characters with 6 and 17 Hit Points respectively, having suffered no damage, are both considered to be in full health despite the difference between their values.*

Actions

During a combat round (see Combat, page 108), every protagonist can attempt one or more actions, according to her reflexes and capabilities. The exact number of possible actions is based on Dexterity and is determined by the following table:

Actions

DEX	Number of actions
01-05	1
06-09	2
10-14	3
15-19	4
20-24	5
each +5	+1

Any human character is limited to 4 actions per combat round (since a human's DEX is limited to 18). Only Simulacra and some non-human beings can have 5 or more actions.

Damage Bonus

STR influences the damage done by a character in a combat situation. Determine the damage bonus according to the following table:

Damage Bonus

STR	Damage Bonus
03-04	-1d6
05-08	-1d4
09-13	0
14-16	+1d4
17-18	+1d6
19-24	+2d6
Each +5	+1d6

THE RESISTANCE TABLE

MOST ACTIONS ATTEMPTED by characters are resolved using either a skill roll (as explained later) or by a characteristic roll (see above). Sometimes though, neither of these simple percentile die rolls applies to a situation, especially when two or more forces are in opposition. The Resistance Table is used to resolve these conflicts. It is used by comparing two values, frequently two Characteristics, and then determining the chance of one force overcoming the other.

Using the Resistance Table

- ☆ Find in the first column the value of the active Characteristic (belonging to the character doing something or initiating the action),
- ☆ Find in the first row the value of the *passive* or resisting Characteristic.
- ☆ At the intersection of the column and the row, find the value the active character must roll equal to or less than on a d100 to succeed.

□ For example: Kragar, with STR 15, tries to push a refrigerator. Instead of an Effort roll, the gamemaster decides that Kragar must use the resistance table. Kragar is the active character and uses his STR 15 against the passive fridge, which the gamemaster

estimates to have a weight of 12. Kragar's player must score 65 or less with a d100; she succeeds and pushes the refrigerator. Otherwise, the refrigerator is too heavy for Kragar to move.

□ Another example: Kragar tries to re-enter an occult Chinese bookstore, after having been thrown out by the paranoid owner. To determine if Kragar can get in while the owner blocks the door, just use the resistance table opposing their respective STRs. As both make efforts to resist the other, the gamemaster decides who will be the active Character. She decides Kragar is still active and the owner is passive. Kragar, with STR 15, has a 45% chance of forcing his way past the STR 16 owner.

About the Resistance Table

This formula determines a resistance table chance:

Base Chance of Success = 50%

plus Active characteristic x 5

minus Passive Characteristic x 5

Any two values can be used with the resistance table. You will find additional examples of resistance table use throughout the rest of the rules section. Note that percentage values can be used on the resistance table by dividing them by 5 (i.e. 25% is 5, 53% is 11).

Active Characteristic

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
	22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	28	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	29	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

Passive Characteristic

Range of Automatic Failure

SKILLS

SKILLS REPRESENT A CHARACTER'S ABILITIES. They represent things she knows, or things she can do. By no means are all possible skills listed on the character sheet. Gamemasters should feel free to allow players to develop whatever skills seem appropriate. When creating a new skill, the gamemaster and player should confer to determine how the skill should work.

Nephilim have two scores in every skill: the first (Nephilim column) is the Nephilim's own skill and the second (Simulac. column) is the Simulacrum's skill. Since the Nephilim takes complete possession of the Simulacrum, it can use either of the two scores, generally preferring the highest. It may choose at any time to use a skill from its Simulacrum instead of its own skills. Roll the dice for this as normal, except, do not check the Simulacrum's skill box when the skill is successfully used, since the Simulacrum cannot learn from experience when dominated by a Nephilim. Also, if the skill use is a critical (see below), completely fill in the Simulacrum's check box.

When a Nephilim wants to perform an action for which there exists a specific skill, but the character has not learned that skill, have the player attempt a characteristic x1 roll instead. The choice of characteristic to use depends upon the skill in question. Intellectual skills would require an INT x1 roll, whereas physical skills would either require a DEX x1 or STR x1, depending on the circumstances. The gamemaster

is the final arbiter, and may even rule that the character could not reasonably attempt the skill at all.

Criticals and Fumbles

If the d100 roll result for a skill use is one tenth or less of the skill value, the player has achieved a Critical Success. The character has done extraordinarily well, and either completes the task quickly, creates a great work of art, or whatever the gamemaster decides is applicable in the situation. ☐ *For example, Kragar has a Research skill of 76%. He gets a critical result whenever he makes a Research percentile roll of 01% to 08%.*

It's always possible to fail abysmally—this is called a Fumble. Fumbles happen less frequently than criticals because people practice succeeding, and guard against failure. If the d100 result is 99 or 00, the roll is a fumble—the character falls off her horse, sings inappropriate lyrics, unknowingly mistranslates the manuscript, or whatever else the gamemaster feels is appropriate for the situation.

Special results occur when a Nephilim either criticals or fumbles when using the Simulacrum's skills. On a fumble, the Nephilim enters Shouit and loses control of the Simulacrum for a period of time. (See Shouit, page 122) After a critical, the Nephilim has the opportunity to steal the Simulacrum's skill. Fill in the Simulacrum's checkbox completely, and then remind the gamemaster when it comes time to check for experience gains. See Skill Increase, page 118.

Skills in Excess of 100%

Skills may exceed 100%, which is especially likely for those skills learned over multiple incarnations. The advantages of a skill value over 100% are many-fold. Most significantly, the chance of a critical success doubles to one fifth or less of the skill value. ☐ *For example, a Research skill of 125% will receive a Critical Success on a roll of 25 or lower. Likewise, the chance of a fumble is reduced to 00 only.* This special rule applies to skills which exceed 100% after any special modifiers are applied. If the skill started out over 100%, but modifiers bring it below 100, then the chance for a critical is the normal one tenth of the skill.

Another benefit is that a skill over 100% can absorb the effects of negative modifiers and still present a reasonable chance for success. Also, a skill greater than 100% gives better chances on the resistance table, which is based on the difference between skills values or characteristics.

Automatic Skill Use

Routine physical and intellectual actions in routine circumstances always succeed. There is no need to roll dice to walk, to run, to talk or see or hear, nor is there any need to roll dice for any ordinary and uninteresting use of a skill.





For actions to which skills apply, a Nephilim is considered to have the minimum level of competency in a skill when its value is 20% or above. The Nephilim can use this skill in mundane, uninteresting and non-critical ways without needing to roll dice. For example, a Nephilim with a 20% Drive skill does not need to roll dice to drive its car to the supermarket. Add the elements of a car chase or dangerous road conditions and a skill roll may be called for, however.

Extraordinary Circumstances

Attempting to perform extraordinary actions or to use skills under dangerous circumstances, under critical scrutiny, or in ways that demand concentration requires resolution with dice. Skills such as Pilot helicopter, Climb, and Shotgun—those inherently dramatic or downright dangerous—are routinely rolled for whenever used.

The gamemaster determines when and what the needed roll is—a skill roll, a characteristic roll (with appropriate multiplier), or a characteristic match-up to be rolled on the resistance table.

The Experience Check

A great pleasure in roleplaying lies in the advancement of a Nephilim from meager beginnings. Increases of skill percentages are especially noticeable, since the more a skill is used, the better a Nephilim becomes at it. As Nephilim delve into the occult, overcome challenges and improve skills, players remember the circumstances of the change, and savor them.

The character sheet records experience checks. When the Nephilim uses one of its own skills (NEPHILIM column) successfully in play, the gamemaster may prompt the player to check the box beside that skill on the character sheet. The Nephilim has a chance to learn from its successful experience. However, a Simulacrum's checkbox (SIMULAC column) is *not* checked when its skill is successfully used, since the Simulacrum cannot learn from experience while it is dominated by the Nephilim. If the Simulacrum's skill was used, and a Critical Success achieved, the box is filled in completely.

No matter how many times a skill is used successfully in an adventure, only one check per skill is made until the gamemaster calls for experience rolls. Typically those experience rolls are made upon concluding a scenario or after several sessions. See the chapter on Agartha (page 118) for more information on resolving experience rolls.

Skill Definitions

Anthropology

Applicable to living cultures, Anthropology enables the user to identify an individual's way of life from her behavior. If the skill-user observes another culture from within for a time, or works from accurate records concerning an extinct culture, he or she may make simple predictions about that culture's mores and morals, even though the evidence may be incomplete. Studying the culture for a month or more, the anthropologist understands how the culture functions and in combination with Psychology, may predict the actions and beliefs of a representative from it. This skill is useful for determining

information about cultures not already known to the Nephilim through previous incarnations.

Archeology

Allows dating and identification of artifacts from past cultures and the detecting of fakes. Having thoroughly inspected a site, the user might deduce the purposes and way of life of those who left the remains. Anthropology might aid in this. Archaeologists specialize in particular cultures and periods, thus a specialty may be taken in this for a specific period. If a Nephilim has Life Experience in a particular culture, the player may use the Life Experience skill in the place of the Archeology skill when determining information about that culture.

Arcanum Lore

Allows a Nephilim to recognize the secret signs used by the Major Arcana. The secret signs might be general enough that Nephilim of all Arcana can recognize them, or they may be known to only a particular Arcanum. Signs include not only symbols and words, but sounds, musical harmonies, hand gestures, color combinations, and more. These signs are not a language in themselves, but serve to attract the attention of those who know of them, and in combination with words or pictures, can convey messages.

Art (.....)

Specify song, some musical instrument, painting, dance, poetry, cooking, photography, etc.—any art which a creative person might seriously pursue through life. With a success, the performance or creation is pleasing and the audience is satisfied. Failure indicates that the artist was off-key or inexpressive. The gamemaster might allow much wider definitions of "art," from baseball to juggling. The player should note the style or medium: *opera* singer, *oil* painter, etc. The character sheet contains blank spaces for different versions of this skill.

Astrological Lore

Covers knowledge of the influence of heavenly bodies, stars, and constellations on terrestrial events and human behavior. Nephilim also take into account the effects of meteors, subtle bodies, and some planets yet unknown to humans. This skill can be used to predict the exact value of an upcoming daily Astrological modifier. When doing so, the negative modifiers to this skill are as follows: Predict up to a month in the future, -15; up to one season, -30; up to one year, -45; up to ten years, -60; up to 50 years, -75.

Astronomy

The character knows or can find out which stars and planets are overhead at a particular day or hour of day or night, when eclipses and meteor showers occur, and the names of important stars. An academic might be able to calculate orbits, discuss stellar life cycles, or have a specialty such as radio astronomy.

Bargain

The skill of obtaining something for an agreeable price. The bargainer must state the price at which she wishes to purchase

the item and, for each 2% difference between that price and the asking price, she must subtract 1 percentile from her Bargain skill. The seller will not take a loss, no matter how good the character's Bargain skill roll, but the keeper usually determines the bottom-line amount secretly. *□ Kragar purchases a shotgun in Albuquerque to take with him while investigating the disappearance of a companion, Kurt, in the old ruins. (Kurt failed a Sneak roll and was caught by the Guardian) The elderly shopkeeper asks \$200 for the weapon, and Kragar is on a limited budget. Kragar offers the shopkeeper \$140, and its player makes a d100 roll. Kragar has Bargain 40%, but wants the gun for 30% less than normal, so his chance for success is reduced by 15 percentiles to only 25%. The player rolls 32—a failure. Kragar then offers \$160, increasing his chances to 30%. The player rolls 12, succeeding.*

By implication, use this skill in any negotiation which features an exchange of value. Combination rolls with Fast Talk or the Persuade roll might help in Bargaining.

A simple Bargain may be struck in a few minutes. A complex contract might take weeks, and Bargain might then work in combination with Law.

Biology

The science of life, including botany, cytology, ecology, genetics, histology, microbiology, physiology, zoology, and so on. The Nephilim's understanding reflects the knowledge available at the time of incarnation. With this skill one might for instance develop a vaccine against some virulent bacterium, or isolate the hallucinogenic properties of a rare plant.

the proper equipment and chemicals. The user could also analyze an unknown substance, given proper equipment and reagents.

Climb

Climb is self-explanatory. A successful Climb roll must be made every 3 to 10 meters, depending on the difficulty of the Climb that the gamemaster perceives. Various conditions—surface, wind, day or night, etc.—may be factors for which the gamemaster might impose negative modifiers to the skill value.

If a Nephilim needs to climb surreptitiously, match the player's d100 roll against both Climb and Hide. If Climb succeeds but not the Hide, the climb succeeds, but noisily. A failed Climb but successful Hide indicates a fall without noticeable noise.

Computer Use

The skill is not needed to use microcomputers nor to run ordinary software. Special manipulations of a microcomputer system may require this roll. Computer Use allows the Nephilim to program in various computer languages to achieve her end: perhaps write new programs, retrieve and analyze obscure data, break into a secured system, explore a complicated network, or detect or exploit intrusions, back doors, and viruses.

Each application of the skill takes at least half a day, and perhaps more than one roll. The gamemaster must judge the actual requirements and results, and should probably make all

Build

Allows the construction of anything using only simple hand implements and the five basic tools (lever/pulcrum, inclined plane, pulley, wheel, and screw). Natural materials are all that are required. This is the skill used by neolithic man to raise Stonehenge, Pharaonic Engineers to make pyramids, Roman Engineers to make temples, and medieval masons to raise Gothic cathedrals.

Business

Grants understanding of business procedures and accounting, and reveals the financial functioning of a business or person. Inspecting the books, one might detect cheated employees, siphoned-off funds, payment of bribes or blackmail, and whether or not the financial condition is better or worse than claimed. Looking through old records, one could see how money was gained or lost in the past (grain, slave-trading, rum-running, etc.) and to whom and for what payment was made. Examining corporate records, one might trace a succession of holding companies to their controlling entity. Also provides understanding of stocks, real estate transactions, and other financial activities.

Chemistry

A study of the composition of substances, the effects of temperature, energy, and pressure upon them, and how they affect one another. With Chemistry, one might create or extract complex chemical compounds, including simple explosives, poisons, gases, and acids, requiring at least a day or so with

almost Computer Use rolls. Research might be employed.

Conceal

Allows the visual covering up of object or objects, perhaps with veining or illusion-promoting secret panel or false compartment, otherwise changing an item's

With it, a person might not be disguised to evade even objects of any sort should be thought very large things might person is attempting the act, success.

Compare with the Hide sk

Craft (.....)

There are many different crafts constitutes a new skill, and must the character sheet. Performer al hours, or longer. Craft ex butcher, carpenter, cobbler, leather worker, smith, tailor, or weaver, earlier crafts from past incarnations, bowyer, candle maker, cooper, dreds of additional crafts exist,

Dodge

Allows the Nephilim to instinctively evade seen blows, thrown missiles, ambushes, and so forth. A Nephilim can try to Dodge something if it can be seen coming from a distance—a rolling rock or swerving automobile for example—and can try to get out of the way. Dodge cannot be used to avoid bullets, arrows, or other suitably fast-moving missile attacks. See the Combat section (page) for more on the use of Dodge in combat.

Drive (.....)

This skill must be learned separately for every major class of vehicle. The most common classes would be automobile, truck, wagon, chariot, and heavy machinery. A 20% minimum in this skill allows the Nephilim to drive the type of vehicle named and make ordinary maneuvers, usually without needing to make a Drive roll. If the character wants to lose a pursuer or trail someone, both participants might compare Drive rolls on the resistance table to see which one prevails. Dangerous maneuvers always call for Drive rolls. Skill with one category of vehicle does not confer the ability to drive another type.

Electronics

The skill of fixing items with transistors as some of their integral parts. Used for trouble-shooting, repairing, and properly using electronic equipment, it allows for simple new electronic devices to be made. (Use the Mechanics skill for working on simple, non-transistor-based electric circuitry.) Parts needed for Electronics work cannot be jury-rigged: they are designed for precise jobs—without the right microchip or circuit board, the skill user is out of luck. This skill is also used to install electronic surveillance equipment, tap phone lines, bug a room, and perform other high-tech spy activities.

Fast Talk

Causes the victim to agree as the user wishes. Without reflecting, the target signs the paper, allows the trespass, loans the automobile, or whatever else within reason is asked. But given a short time to think and a successful Idea roll, the target comes to his or her senses: the Fast Talk loses effect. *□ Kragar succeeds with a Fast Talk pitch, and Miss Penelope goes upstairs to find a pen with which to sign Kragar's contract to sell her family heirloom. As she rummages around, Miss Penelope is away from Kragar long enough to receive an Idea roll. It succeeds. Miss Penelope comes to her senses and returns determined not to sign. Kragar must wait some hours to renew his pitch, or change tactics and instead attempt to Persuade the young miss.* In a game minute or so, Fast Talk may pass off suspect goods and facts as reliable or as not worth bothering about. In contrast, Bargain or the Persuasion Roll may take hours or days to conclude. Fast Talk is quick to take effect, but it can be used at most on a handful of people. Fast Talk will not work on targets whose minds are made up; use the Persuasion Roll instead (page 92).

Farming

Confers knowledge of how to plant crops, harvest them, store them, and how to herd and raise animals. Only a minimal

skill (20%) is needed to plant a backyard garden, while running a fully functioning farm requires considerably more know-how.

First Aid

The percentage chance of awakening an unconscious or stunned comrade, setting a broken limb, treating burn damage, resuscitating a drowning victim, etc. First Aid represents quick treatment given immediately or shortly after an injury is sustained. First Aid has no effect on diseases or subtle physical ailments, nor on poisonings unless the gamemaster admits the roll—treat these with the Medicine skill. Treated with First Aid, a character's healing rate stays at 1d3 points per week. Moved to a hospital and successfully treated with Medicine, that rate rises to 2d3 per week. First aid also stops the blood loss that results from wounds of 3 or more hit points (see page 111).

A First Aid roll takes a number of actions equal to the hit points of injury, and restores 1d3 hit points. First Aid can only be successfully applied once per wound. Somebody having failed a First Aid roll realizes it only at the end of the procedure, having lost the time spent. After a failure, subsequent attempts at First Aid can be made with a cumulative -20% modifier. Failure in applying First Aid requires that the user wait some reasonable amount of time to try again, but another practitioner could make her attempt in the next round. A fumbled First Aid increases the gravity of the injury, adding an additional 1d3 hit points of damage to the original wound; in this case, the wound can no longer be First Aided.

In the same or the succeeding CON worth of combat rounds, a character who has just died may be returned to life if the emergency 1d3 hit points raises her hit point total to at least +1.

Once a wound has been successfully treated with First Aid, only time, important medical equipment and the Medicine skill can improve it further.

Fist/Punch

A self-explanatory skill, which might be depicted as a closed fist, a karate chop, a roundhouse punch, a violent slap, etc. One can use Fist/Punch to parry Kick or Grapple.

Geology

Enables a character to tell the approximate age of a rock stratum, recognize fossil types, distinguish many minerals and crystals, locate promising sites for drilling, evaluate soils, and anticipate volcanism, seismic events, avalanches, and other such phenomena.

Grapple

A Grapple is a special personal attack, frequently chosen to harmlessly subdue an opponent. This attack may be parried by a countering successful Grapple use or other unarmed or melee skill use by the target, but only in the first action of attack.

If a Grapple attack succeeds in the first action and is not neutralized, then the attacker holds the target and may thereafter exercise one of several options:



- ☆ Immobilize the target by overcoming the target's STR with her own STR, using the resistance table. With a success, the target is held fast indefinitely, until the grappler attempts another action.
- ☆ Knock down the target. If used, this option automatically succeeds.
- ☆ Disarm the target. With successful Grapples in consecutive actions, a character could parry with a Grapple to prevent a hand-to-hand attack in the first action, and then seize the weapon or weapon-hand in the second action.
- ☆ Physically injure the target. The opponent already must be successfully Grappled. Then the grappler must receive a second successful Grapple roll in the next action phase, or some later phase if the target is held immobile. Success costs the target 1d6 hit points, plus the attacker's damage bonus. Harm in subsequent action phases requires a new Grapple attack in those phases, inflicting another 1d6 hit points. The target may try to break free with a STR vs. STR roll each time the grappler attempts to injure.
- ☆ Strangle the target. Beginning in the combat round stated, the target begins to asphyxiate, as per the drowning rules, and continues in subsequent combat rounds. The attacker needs no further Grapple rolls.

In either type of injury-causing Grapple, the victim gains another opportunity to escape by successfully matching STR vs. STR on the resistance table during her next action.

Handgun

Use for all pistol-like firearms when firing discrete shots. For machine pistols (MAC-11, Uzi, etc.), use the Submachine Gun skill when firing bursts. The rate-of-fire difference between handguns is chiefly from recoil and time needed to take new aim on the target.

Heavy Weapon

Use for all large, modern, man-portable firearm weaponry, such as a bazooka, one-shot anti-aircraft stinger missiles, flame throwers, etc. Still-larger weapon systems would require an individual skill specifically for that weapon.

Hermetic Lore

Provides knowledge of occult writings. Hermetic Lore could identify the magical tradition of a fragmentary writing, identify an obscure symbol, or allow a Nephilim to recall in what book a particular magical working may be referenced.

Hide

As opposed to Conceal, Hide concerns the individual user's ability to escape detection in an unprepared position. Use this skill only in a pursuit situation, or when under surveillance or patrol. It lets the user choose objects—bushes, deep shadows, etc.—in which to lurk for a while. Cover must be present. In an area being watched, the user can move while hiding. Determine the chance for successful hidden movement by halving the Hide skill amount.

History

Enables a character to remember the history of a country, city, or region, with particular reference to pertinent events. Less-

en the chance if the character needs to remember a particularly obscure fact. A successful History roll might be used to help identify written forms of extinct human languages or to know some ancient technique. This skill provides an overview of historical knowledge—for detailed information, the preferable skill would be Life Experience, since it gives much more intimate knowledge of a particular historical period.

Hunt

Allows a character to track an animal and then kill, skin, and prepare it. A Hunting roll can reveal information about an animal's usual activities, or identify its tracks. It also governs fishing. In an urban environment, use Hunt to tail a suspect or creature. Characters with only urban experience may be able to use only the more limited urban elements of this skill—specifically tailing—and not know how to kill or skin an animal.

Kabbalistic Lore

The heart of Hebraic occultism, providing knowledge of the Kabbalistic tree of life. More deeply, Kabbalism is a systematic study of Ka, of the path of spiritual attainment, and the relationship between the spiritual and mystical. Use this skill to identify the qualities of a summoned creature, or to identify an alchemical process, or a sorcerous working. It represents a character's overall understanding of the subtleties of Ka.

Kick

Whether a straight-forward kick to the groin or jaw, an elegant, Tae Kwon Do style flying kick, or a kick with both legs while lying on the floor, this Kick is powerful enough to do damage wherever it lands. A Kick may Parry Fist/Punch, or Grapple attacks.

Law

Represents a character's chance of knowing a pertinent law, precedent, legal maneuver, or court procedure. In another country, halve the chance for success with this skill unless she has spent 30-INT months studying that nation's laws.

Life Experience (.....)

This skill is taken once for each historical period in which the Nephilim has lived. It deals with all cultural knowledge of a particular time and place, and gives more detailed information than do the History, Anthropology, or Archeology skills. During character generation, players should write in a Life Experience skill for each time period in which their Nephilim has lived. Several blank Life Experience lines have been provided on the character sheet.

A particular Life Experience skill may be used in place of Archeology or History rolls when referring to a time and place in which the Nephilim has previously been incarnated.

Listen

Measures the ability of a Nephilim to interpret and understand sound, including overheard conversations, mutters behind a closed door, and whispered words in a cafe. The gamemaster may use it to determine the course of an im-



pending encounter: was *your* Nephilim alerted by that creaking door?

Machine Gun

For larger machine guns too heavy to fire standing up, use this skill whenever firing bursts from one of these weapons using a bipod or tripod mount. If single shots are fired from a bipod use the Rifle skill instead, if it is higher. For assault rifles firing bursts and hand-held machine guns, use the Sub-machine Gun skill.

Mechanics

The construction and repair techniques to make and use pre-computerized technology. It also includes machinery which is driven by non-natural power sources (combustion, not wind or water). It encompasses mechanics for combustion engines, electrical work, plumbing, and high voltage alternating current. Reduced by half, this skill can be used to jimmy locks—but preferably use the Locksmith Craft if the character has learned it.

Medicine

The user diagnoses and treats human frailties, injuries, diseases, poisonings, etc., and makes public health recommendations. The use of Medicine implies application of careful thought and consideration on the part of the practitioner. Use First Aid for quick on-the-spot treatments. Of course, a practitioner of Medicine should reasonably be experienced in First Aid as a precursor to medical training.

- ☆ A character who is hospitalized and successfully treated with Medicine heals at 2d3 hit points per game week.
- ☆ A success with Medicine immediately awakens, if the keeper wishes, anyone unconscious.
- ☆ The gamemaster may rule that a medical condition is not treatable. See also First Aid.

Melee (.....)

This skill is learned once for each class of weapons the Nephilim can use. The character can then use all skills that fall within that class. The more typical classes are: One-handed sword, Two-handed sword, One-handed axe, Two-handed

axe, Knife, Small club, Large club, Shield, and Thrown weapons. Unusual or one-of-a-kind weapons—like lasso, bolas, net or whip—are special weapons that do not fit into a pre-defined class and must be defined by the gamemaster.

Natural Lore

Originally the study of plant and animal life in its environment. Natural Lore was of greater utility in earlier times, and by the start of our current century this study had long been divided into many separate academic disciplines. As a skill, it represents the knowledge of rustics, woodsmen, inspired amateurs, and hobbyists. The character identifies species and habits or milieu in a general way, and is able to guess at what is important to a particular species. What is known may or may not be accurate—this is the region of appreciation, tradition, and enthusiasm. Use Natural Lore to judge horseflesh at a county fair, to identify the properties of common herbs, or to decide whether a butterfly collection is excellent—or just excellently framed.

Pharmacy

The user recognizes, compounds, and dispenses a wide variety of drugs and potions, natural and man-made, and understands side-effects and contraindications. He or she has a good knowledge of poisons and antidotes. The skill grants no ability to diagnose diseases or to prescribe medicines, though the user may be familiar with a range of symptoms and be able to select the right treatments for poisonings.

Physics

Grants theoretical understanding of pressure, materials, motion, magnetism, electricity, optics, radioactivity and related phenomena, and some ability to construct experimental devices to test ideas. Practical devices such as automobiles are not the province of physicists, but impractical or experimental devices may be, perhaps in conjunction with Electronics or Mechanics.

Pilot (.....)

The air/water equivalent of Drive, this is the maneuver skill for flying or floating craft. A pilot might have several versions of this skill in the spaces on the character sheet, each starting at 00%. Without believable personal history explaining otherwise, the skill should be taken as relating only to craft of modest size.

- ☆ Pilot skills change from incarnation to incarnation. In an earlier incarnation, a Nephilim may learn to Pilot a sailing vessel, while in modern days it would more likely be a motorboat.
- ☆ A skill user with 20 or more points of skill can start and then set sail or take off on a calm day with good visibility. Pilot rolls are required for storms, navigation by instrument, low visibility, and other difficult situations. The same sorts of modifying conditions—bad weather, bad visibility, or damage—apply to air and water craft.
- ☆ This skill also covers the ability to navigate the vessel and figure out how to get from one place to another, given the proper equipment and resources.

Pilot Boat: the character understands the behavior of small motor and sailing craft in wind, storms, and tides, and can read wave and wind action to suggest hidden obstacles and approaching storms. Novice sailors may find difficult the mere docking of a rowboat.

- ☆ Each class of boat counts as a different skill, and should be listed independently, or as the gamemaster sees fit: Pilot Rowboat, Sailboat, Galleon, Motorboat, etc.

Pilot Aircraft: the character understands and is increasingly competent with a general class of aircraft, as summarized below. Upon any landing, even under the best conditions, a Pilot roll must be made. If conditions are good, double the chance for success. If conditions are bad, the pilot lands at her normal chance. Ordinarily, failure represents damage to the craft which must be repaired before the next takeoff, but pilot and passengers walk away with minor injury. A result of 00 is a memorable disaster, with at least one death.

- ☆ Each class of aircraft counts as a different skill, and should be listed independently, or as the gamemaster sees fit: Pilot Balloon, Dirigible, Civil Prop, Civil Jet, Airliner, Jet Fighter, Helicopter.

Psychology

A skill common to all humans and Nephilim, it allows the user to study an individual and form an idea of his or her motives and character. In general, the gamemaster should make the rolls for this skill and keep the results secret, announcing only the information, true or false, that the user gained by employing it. Players should not expect that this skill penetrates skillful deceit unless the character jars her opponent's confidence.

Read/Write (.....)

Specify the language. No limit exists on the number of languages which an individual can know. The skill represents the user's chance to read and write in that language. Nephilim may learn ancient or dead languages through the experience of prior incarnations. Occasionally the gamemaster may determine that a number of separate complex points exist in a document, and call for several such language rolls, one for each important point. Similarly, the gamemaster may momentarily reduce a user's skill in a language if archaic writing in that language is encountered, and a Nephilim's knowledge of that language is more recently derived. Normally a single successful Read/Write roll is needed to comprehend an entire book or manuscript.

To identify an unknown present-day language, use an Idea Roll. To identify an extinct human language, use a History or Archeology roll, or possibly a Life Experience Roll if applicable.

Research

Represents the ability to root out information and applies to a variety of sources, like libraries, computer databases, etc. Simple inquiries may be located in a few minutes, while more complex or purposefully hidden information could take hours or longer to track down. This skill may be used in conjunction with the Computer Use skill to perform extensive database searches.



Religion (.....)

Deals with the religions and sects of the human species. Provides knowledge of rituals, beliefs, deities, symbols, usual practices, and important places of a particular belief system. Nephilim should choose a specific religion to which this skill applies. Among these would be Christian (Catholic, Lutheran, Protestant, Baptist, Mormon, Greek Orthodox), Islam, Buddhism, Hinduism, Judaism, or some other earlier religion such as Wicca, Sufism, Mithraism, Greek, Roman, or Egyptian religions, and so forth. These would most likely be learned in earlier incarnations.

Ride

This skill applies to saddle horses, donkeys, or mules on easy terrain. A camel might be ridden successfully at a lower percentage chance. This skill also grants knowledge of basic care of the riding animal and gear, and the ability to ride at a gallop.

Should the steed do something unexpected, such as rearing, then the rider's chance of remaining seated equals her Ride. If the rider falls, she loses 1d6 hit points in the accident.

While riding, all other skills are limited to a maximum of your Ride skill. Thus all weapon or firearm skills are reduced to your Ride skill if they are used from horseback.

Rifle

Permits the user to fire any type of rifle, whether lever-action, bolt-action, or semi-automatic. When a military-style assault rifle is used to fire a burst, or a shotgun fires a rifled slug, use this skill.

Shots per round mostly vary because of the weapon's action and recoil, and the consequent time needed to re-acquire the target.

Scan

With Scan, a character can observe an area for anomalous movement. A Nephilim can, for example, use scan to see if somebody is following it down a city street. The chance of a successful Scan roll can be curtailed by intervening obstacles. Scan can also be used to determine if something has changed in an area with which the scanner is already familiar.

If a follower only pursues when the scanner is not looking, and tries to appear to be interested in something else when the scanner is watching (a standard tailing technique), the scanner's player must roll against the follower's Hide on the resistance table (after dividing both skills by 5).

Scrutinize

Using Scrutinize, a Nephilim can closely search an area to find a Concealed item, a person using Hide, a secret passage or entrance, or even a hidden compartment. Scrutinize often involves handling an object. Scrutinize takes about two rounds per 4-square meters of area searched.

Shotgun

With this skill any scatter-gun can be fired. Since the shot scatters as it is fired, the user's chance to hit does not decrease with range, but the damage done does. At ranges from 10-20

meters, 1d3 close-together targets can be hit with one round and from 20-50 meters, 1d6 such targets can be hit. The gamemaster decides whether the targets are close enough for this rule.

Double-barreled shotguns can be sawn off, for purposes of concealment. See the firearms tables for data.

If firing a rifled slug, use the Rifle skill. At the gamemaster's option, combine Rifle and Shotgun as a single skill, differentiating only between pellet and slug ammo.

Smell

Deals with extraordinary ability at smelling. Some Nephilim may develop extraordinary sensory powers in conjunction with their Metamorphosis, which is why such esoteric skills as Smell or Taste are listed here. Most characters will never have a value for Smell.

Speak (.....)

Specify the language. No limit exists on the number which an individual can know. The skill represents the user's chance to speak and understand a language. Nephilim may learn ancient or dead languages through the experience of prior incarnations. The gamemaster may momentarily reduce a user's skill in a language if archaic speech is encountered, and the Nephilim does not have experience with that archaic form.

If a character has 20 or more points in a particular language, she always grasps the gist of normal conversation, though a character needs 50% in a language to pass for a native speaker. Blank spaces exist on the character sheet for other languages.

To identify an unknown present-day language, use an Idea Roll. To identify an extinct human language use a History roll, or possibly a Life Experience Roll if applicable.

Submachine Gun

This is the skill for hand-held automatic weapons. Use it when firing any machine pistol, assault rifle bursts, or a submachine gun. Some machine pistols, such as the Skorpion, are so small that the Handgun skill should be used when firing single shots from them.

Survival

Grants the ability to survive outside the confines of a supporting civilization. Applies also to the homeless and other street people, who are likewise without civilization's support. With this skill a character knows how to gather food, find or construct shelter, and orienteer and navigate in the outdoors. In the urban environment this skill represents scavenging for clothing and food, knowing when and where to find a free meal, how to stay warm in the winter, knowing where it's safe to sleep, and so forth. Use the Hunt skill to represent tracking, killing, and preparing animals.

Swim

The ability to stay afloat and move in water or other liquid. Immersed, use a Swim roll to keep from drowning or to move through the medium. A failed Swim roll starts the drowning procedure (page 114). Someone drowning may attempt a

Swim roll each round—with a success, she reaches the surface and breathes. With a second success, she can begin to move through the water. With a second failure, drowning begins again.

Tarot Lore

Knowledge and use of tarot. The Tarot is a secret system made by the Gypsies in ancient times to preserve and pass on their lore. Tarot can be used in research by using the cards to ask for clues. Alternately, it can be used as a symbolic system

through which to interpret certain types of occult data. Thus it can be used like Hermetic, Kabbalistic or Astrological Lore.

Taste

Deals with extraordinary ability at Tasting. Some Nephilim may develop extraordinary sensory powers in conjunction with their Metamorphosis, which is why such esoteric skills as Smell or Taste are listed here. Most characters will never have a skill in Taste.

POTENTIALS

POTENTIALS (POT) are a universal measuring stick. They are a shorthand method of describing such diverse things as the virulence of a poison or an illness, but also of the quality of medical care found in a hospital, the amount of banditry in a town, the authority level (and efficiency) of the police, etc.

This system is meant only as a tool for gamemasters. Don't feel compelled to apply them when you already know how you want a situation to turn out. Playing out a situation is usually the better solution. Use potentials to give you ideas, and to quickly resolve interactions that you don't want to play through.

To use potentials, the gamemaster determines a value between 0 and (usually) 20 to describe the degree of difficulty of an action, the competency of a police force, the virulence of a poison, or whatever needs to be measured—all based on common sense and conference with the players. To determine Potential randomly, roll 3d6.

Next, cross-reference the potential on the resistance table, in either the active or passive role, to determine a percentage chance of the activity in question occurring or succeeding.

Below are scales of potentials applied to several common events to allow the gamemaster to quickly deal with situations met by the Nephilim. The gamemaster should modify the Potentials found on these tables according to the situation.

The Descriptive Potential

This is a simple indication of the quality of a thing or place.

□ For example, the gamemaster decides the little town of Bulls Road, Ohio has a medical potential of 6 (out of a possible 20). This indicates the level of health care is low and the equipment outdated. If a Nephilim has been injured and goes to the hospital, the gamemaster can describe an old-fashioned style hospital, typical of the 50's, and employing an alcoholic surgeon. Conversely, had the potential been 16, the Nephilim could have found a very good private hospital with a surgeon specializing in just the type of wound to be healed.

The Active Potential

Potential can be used to measure an action taken in the game. This can be done in one of two ways: multiplied by 3 (as is usual for characteristics) to give a direct percentage chance, or cross-referenced on the resistance table against some other value to generate a comparative percentage chance.

An example of Descriptive Potential: Kragar and his Nephilim friends go to an average town and try to find a library still possessing a secret repository of forbidden books. The gamemaster has evaluated the occult information potential of the town to be 11. The group thus has a 33% (3 x POT 11) chance of finding such a repository in the town. In Boston, Massachusetts (POT 20) they would have a 60% chance of finding one. With this method, potential can be used to determine the outcome of interactions in the game—has that librarian heard of those books? Or for a more strategic resolution, the gamemaster can simply roll the potential x3 on percentile dice to see if the secret repository is found, leaving the details unexplored.

When using the Active Potential method, use the resistance table. To do this, cross-reference the potential (in the active column) against one of the Characteristics of the Nephilim. Or conversely, the Nephilim can act through one of its characteristics, and the "attacked" potential can then defend on the resistance table. □ Example: Kragar (CON 12) is forced by a Teutonic Knight to ingest morphine in an attempt to subdue it so the Nephilim can be used for medical experiments. The gamemaster determines that Morphine has a Potential of 15 (strong and pure). On the resistance table, the potential of morphine is active and the CON of the Nephilim is passive, giving a 65% chance that the Nephilim passes out. The gamemaster rolls a 43, indicating success; Kragar now lies defenseless on the operating table.

□ Another example: Kragar comes to as the morphine wears off, and discovers itself strapped to an operating table. Gathering its strength, Kragar strains against the bonds. The gamemaster decides the straps have a resistance potential of 19. Kragar's strength of 18 is the active force, and the potential of the straps is passive, giving the Nephilim a 45% chance of breaking free. The player rolls the dice, receiving a 12. Kragar breaks free!

Consequences

Potential can also measure the consequences of a Nephilim's activities. The gamemaster might need to assign an overall value to an action of the Nephilim. In this case, she determines a potential for the action. The potential depends on the success of the skills used in the action, the significance of the action, where it took place, and other extraneous circumstances. The gamemaster then cross-references the potential against another value on the resistance table. *□ For example, Kragar, now dependent on morphine, must steal syringes from a pharmacist. The gamemaster plays out the robbery with the players but decides to use a potential to simulate the authorities' reaction. The theft is done without problem: no one is hurt and the magic of the Nephilim annihilates the alarm systems. But they are unfortunately filmed by an amateur's video. The theft takes place in an average town on the West Coast, where the police are not very active. The film gives an evidence total of 12, where 20 is no appreciable evidence. The gamemaster decides to give the action a crime severity potential of 6 (1 is legal). Cross referencing them on the resistance table, we find that the police have a 20% chance to start an investigation leading them to the Nephilim.*

This kind of potential simulation is intended only to substitute for mundane, "daily life" actions that can be dull or uninteresting in a game session. Following are some of the most common situations encountered by the Nephilim.

Police Response

Nephilim are very likely to break the law during their adventures. After all, human law is not really binding on Nephilim anyway. They have seen it change so many times that most Nephilim are cynical about legalities at best.

Human security agencies do not care about Nephilim attitudes. They have laws and are empowered to enforce them. They will pursue criminal activity to the best of their ability. But the Law cannot be everywhere, especially today. Wherever the Law is, it will enforce whatever crime it sees, no matter how petty. But many crimes occur outside their vision, and require investigation. Therein lies the crisis of modern American justice. Two facts predominate: the Law is overworked and ignores many crimes out of necessity; and rich people get better treatment than others. Both these factors come into play in determining Response.

Here is a method to figure out whether police pursue the Nephilim.

Severity Potential

The severity of a crime goes far to determine how the police respond. In general, personal crimes are more severely regarded than property crimes. Punching someone and doing \$200 damage in medical bills or other physical repair, is worse than destroying a \$200 lawn mower. The value of property items affects all theft. Anything less than \$2000 is petty theft, anything more is a felony.

Here is a suggested list of crimes which are likely to occur in a Nephilim game. They may vary by local standards and statutes. They are cumulative. Thus a burglary includes Break-

ing and Entering plus Petty Theft. A forger might be arrested for forging, even without stealing any money, but a rich one is more likely to be pursued.

Crime Severity Table

POT	Crime
01	Accumulated Parking Violations.
02	Panhandling, Public Nuisance, petty pollution, large quantity illegal drug importation.
03	Vandalism, Smoking in Forbidden Areas, Peeping Tom.
04	Minor driving tickets, destroying Public Property, major industrial pollution, electronic surveillance.
05	Shoplifting, Pickpocketing, Petty Theft (less than \$2,000), illegal drug usage.
06	Public Intoxication, forgery, illegal drug sales.
07	Breaking and Entering, Verbal Assault.
10	Physical Battery, Embezzlement up to \$25,000.
11	Bribe a Police Officer, Embezzlement up to \$100,000.
12	Robbery (\$2000-100,000), Grand Theft Auto, Illegal drug distribution.
13	Use a gun in crime, Create Bodily Harm, Bribe a Judge, Embezzlement up to \$1,000,000.
14	Drunken Driving, Grand Larceny (over \$100,000).
15	Armed robbery, Intent to Kill.
18	Kidnapping for ransom, Assault a Police Officer.
19	Accidental Homicide.
20	Murder.
21	Murder a child.
22	Kill a politician.
25	Kill a police officer.

Victim's Social Level Modifier

Apply these modifiers to the crime severity potential before using it on the resistance table.

Social Level Modifiers

Soc Level	Modifier to Severity
01-06	Minus Ten
07-10	Minus Five
11-13	Zero
14-17	Plus Five
18-19	Plus Eight
20	Plus Ten

The result of Severity + Modifier = Total Severity

Evidence Potential

This measures the relative presence of authorities or witnesses at a crime site. A crime committed in a police station is more likely to provoke response than a crime done without any witnesses whatsoever.

Evidence Potential Table

POT	Location
01	Alert guards on patrol at all times
05	Good guards with good teamwork; large crowds
10	Some alert people around most of the time
15	A few people might be around
20	deserted area, late at night

Modifiers:

Electronic Surveillance, Simple household alarm = minus 1

Typical Business Security = minus 5

High Tech Security = minus 10

Magic Defenses, to determined by the gamemaster using the above as a guide

Private Security Agency hired (after the fact) = minus 10

Government Agency (including Armed Forces) violated = minus 10

Government Security Agency violated = minus 15

Resolution

To find the police response, use the resistance table. The total severity is the Active factor, pitted against the evidence potential at the site. The possible results are:

Fumble = someone destroyed the clues

Failure = they are not interested in further investigation

Success = they are interested

Critical = they are interested, and they have good clues

Conclusion

This should be used by gamemasters "off-scene." For instance, a group of Nephilim need some money and decide to steal a car, drive out to the countryside, and rob a couple of gas stations or convenience stores. Players may wish to play these events out, and they are useful for learning exactly what each Nephilim can do with its magic. But most groups of Nephilim will accomplish such tasks easily, and petty thievery is not the point of the game. Nonetheless, these actions have consequences, and the gamemaster may wish to determine those long term results. Alternatively, the Nephilim may successfully perform some huge crime once, and apparently get away. The gamemaster should use these tables to ascertain what the humans have found out after longer periods of time.

Perhaps they will not be caught the first time, but how can they tell what files are being accumulated in government and secret society agencies?

Contacts

It will sometimes happen that Nephilim cannot legally solve a problem, and they may turn to their contacts. The knowledge and power of these contacts are expressed as a potential, with a higher number representing people of greater influence and knowledge. Adjust the potential according to the need of the Nephilim and the resources of the contact. For example, a +4 can be given to a Mayor to obtain special ID, but -4 when she tries to get some contraband heavy weapons. The potential can be used by itself (multiplied by 3) to know the exact percentile chance a contact has to get what the Nephilim asked him.

Getting Busted

It is not illegal to be a Nephilim, nor is it illegal to use magic. Both, in fact, might be too "unreal" for most police to dare to report. Nonetheless, under suspicious circumstances suspects can be searched or arrested.

Miranda rights notwithstanding, the police can and do arrest whomever they want on whatever pretext they want. Flagrant abuse inevitably brings public scrutiny, and so abuse is not predominant, but among the poor and dispossessed it is typical. As always, increased social standing decreases harassment and abuse.

If arrested, many options are possible to the victim. Peaceful obedience is recommended in all cases where possible, especially if nothing illegal is being done. Being arrested in America is a humiliating and dehumanizing experience under the most nonviolent circumstances. Physical resistance to police brings rapid violent counterattack, and humiliation and dehumanization are trivial compared to broken bones and crushed organs. Armed resistance is always futile — police are generally well trained and skilled at small arms, and are often bear much heavier weapons in their cars. Shooting it out is really useless in the long run when police can be backed by army or National Guard troops. Armed resistance always brings stiffer consequences in court. Killing a policeman marks the killer as a vic-

tim to be gunned down before the lawyers can be notified. Counter-fatality is diligently sought.

Once taken in, procedures are rigorously followed in all large cities, less so in rural areas. Nonetheless, getting a lawyer is routine, and even the slackest hick lawyer could get someone out of jail if the charges were "using magic." Such things are not within the interest or jurisdiction of the court. Burning down a building, or harming people, might be, of course. The consequences cannot be forgotten, and will not be by the Law.

Getting Out of Jail

All but the most violent criminals are encouraged to find a way to get out of jail. The jails are far too crowded to keep anyone in if at all possible. Those able to pay bail or bond are allowed to do so, while petty criminals with a shred of apparent responsibility are released on OR (Own Recognizance). Violent behavior or a record of such might keep someone in.

If breaking out of jail or prison is a realistic option in your campaign, then we encourage you to pursue it. Such success is unlikely for beginning Nephilim. These notes are intended for beginners, not Dreadnoughts. You Gamemasters with this kind of campaign are on your own.



Contact Potential

POT	Type
01-04	Minor drug dealer, cleaning person at City Hall
05-08	Policeman, City Hall secretary, small company accountant
09-12	Police officer, organized thief, city counsellor
13-16	Attorney, Sheriff, Mayor, chairman of a big company
17-19	Federal agent, Judge, CIA/FBI member, important member of the Mafia
20+	Senator, lieutenant of the Medellin cartel

Forged Documents

Obtaining forged documents is sometimes risky. The Forged Documents Table is used by comparing the contact potential to the forged documents potential on the resistance table. If the roll is successful, the documents are obtained. In case of a critical failure, characters have alerted the authorities and an investigation is begun.

Forged Documents Potential

POT	Type
01-04	Club membership card
05-08	Proof of payment for a small amount
09-12	Hunting license, proof of payment for rent
13-16	Passport, proof of payment for significant amount
17-19	Police membership card, official organization membership
20+	White House admittance card, procurator for big company

Relationships

How will the family of a Simulacrum react to her new way of life, now that she is host to a Nephilim? How will her friends interpret her new-born pyromania? What will her companion say of her Metamorphosis? What will her employer do after weeks of absence? This potential allows you to answer such questions.

These reactions can be particularly embarrassing for a Nephilim who wants to go unnoticed. They can also aid in under some circumstances. Usually, Nephilim prefer to isolate themselves from the Simulacrum's family, because of the obstacles they place on the path to Agartha.

This attitude varies from one Nephilim to another, often according to their dominant Element. Thus, Fire Nephilim are often quick to cut all links with the Simulacrum's friends and families (Some Djinn even scare the over-curious to death). Earth Nephilim prefer to keep their prior contacts so that they have a peaceful place to rest.

Relationship Potential

This potential measures the quality of the ongoing relationship between the Simulacrum and its family. The lower the number, the less connection the Simulacrum has with her family and other associates. This means the Nephilim can easily leave human society to pursue adventures. On the other

hand, a high relationship potential indicates a close link between the Simulacrum and others, making such sudden separations more difficult—a wife can ask a private investigator to investigate the new life of her husband, or a movie star can have her contract broken and her face on the cover of every magazine in the supermarket check-out line.

Relationship Potential

POT	Type
01-04	The Simulacrum lives in social isolation. Doomed artist, loner, lighthouse keeper.
05-08	Minimal social life. Neurotic collector, exiled writer, young divorcee or widow(er).
09-12	Normal family, married or looking. Two or three valuable friends, one or two work mates.
13-16	Strong family links, important job in a company. She is a dedicated parent, with some responsibilities towards other people.
17-20	The Simulacrum is the most important person of the family. She is family head, clan leader, chairman of a big company, or head of a narcotics selling organization.

Using the Relationship Potential

The gamemaster may use this potential when the Nephilim, through role-playing, becomes physically, geographically or emotionally too far from his family. The gamemaster evaluates this distance by assigning a potential from 1 to 20 using these three factors.

- ☆ **The Physical Factor:** As the Nephilim modifies the appearance of its Simulacrum, its family and friends will begin to wonder on its health condition. (Does she have cancer or AIDS?) This factor can be measured by using the highest Metamorphosis points of the Nephilim.
- ☆ **The Absence Factor:** The Nephilim often must leave its family and friends and thus will have to invent explanations. When leaving for a short duration (one week), this factor is low, while it will grow dramatically if the Nephilim leaves its family for two months without sufficient explanation.
- ☆ **The Emotional Factor:** The Nephilim has its own personality, which can be different from its Simulacrum's. If the Nephilim respects its family and friends, this factor will be low, while it will be high when the Nephilim does the opposite of what its Simulacrum would do in certain situations.

After having determined the potential, the gamemaster may ask the Nephilim to roll dice. If the roll is a failure, the Nephilim can continue to act normally; its family and friends don't care. If the roll is a success, the friends and/or family of the Simulacrum will try to find her or reason with her, perhaps even going so far as kidnapping and forcing their (obvi-

Search and question the universe, the human will abandon you.

—Pythagore, in *The Golden Verses*

ously brainwashed) relative into a cult deprogramming center.

The Occultly Curious

Many over-curious humans and adepts of the fantastic can be found in the twentieth century. Some Nephilim think these humans are the real heirs of the first people initiated to the mysteries of Prometheus. Often they are independent humans, not members of secret societies.

Humans interested in occultism are not looking for Agartha or Nephilim. They study through sheer curiosity and

attraction to mystery. Some are looking for money, others try to build new religions or look for illumination.

These individuals, looking for mysteries (or perhaps The Mystery), can

Hide from the curious,
Hide from the coward.
Your safety's in secrecy,
And found means dead.
Born in Babylon 4500 BC
by The Bloody Veins of Fate

— Anonymous

be great dangers to Nephilim, as they are at times witnesses to the Nephilim's occult actions. Their knowledge can sometimes be useful to Nephilim. Some may even become allies of the Nephilim.

The Occult Curiosity Potential

This potential indicates the degree of interest an individual or group of individuals (not affiliated to any secret society) has for the esoteric, occult, or mysterious, and thus for the actions of the Nephilim. As the potential rises, the humans try to go further in their investigations. Also, the higher the potential, the more the concerned humans are convinced of the validity of their own researches.

Occult Curiosity Potential

POT	Type
01-04	Total skeptic, stubborn scientist, police, judge, national media.
05-08	University, magazines, TV, common people, normal scientists.
09-12	Large-audience regional media, open-minded scientist, the army.
13-16	Tabloid media, occult clubs, new-ager, independent occultist, mad scientist
17-20	Occult media, esoterica researcher.

The Media

Fortunately for the Nephilim, the institutional media (TV, national press) prefer to ignore occult events as inexplicable, anomalous, or just plain ridiculous. However, it still sometimes

happens that a broadcast reporter or journalist points out some activities of the Nephilim, which then act as clues or pointers for the secret societies hunting for them.

While the Nephilim usually need not fear pursuit from the mainstream media, they should be wary of journalists belonging to occult-specialized magazines. These pose a danger, as secret societies keep a close watch on such sources as a means of obtaining vital information on Nephilim activities.

Using the Curiosity Potential

Every time a Nephilim performs a magical action, and this action has one or more witnesses or leaves physical evidence, the gamemaster can assign a potential to the action depending on how flagrant or blatant it is. Since this number will be used passively on the resistance table, a lower number means a more blatant activity, and higher numbers indicate a greater attempt at stealth. Magic performed in the open, in an urban area, or in a grand way has a lower potential. For example, casting a third degree summoning in the New York city sewers receives a potential of 15, while the same invocation done on a city street in rush hour is a 3 potential. The gamemaster can then oppose this potential (passive) to the curiosity potential of a nearby human group (active). If the roll is a success, the human group investigates. The gamemaster can simulate the success of the investigation by rolling under their curiosity potential x3. The group may then publish the results of the investigation, thereby alerting the Nephilim's enemies to its actions.

Occult Information

One of the major activities of the Nephilim is the location, collection, and use of occult information. In many ways the search for information is vital to the Nephilim. A Nephilim must analyze the information it receives to know if it hides occult secrets. Such hidden knowledge allows a Nephilim to further penetrate the mysteries of the world. As it absorbs occult information, a Nephilim progresses toward Agartha. This research allows a Nephilim to renew contact with its Major Arcana or to relocate the trail of a particularly hostile secret society. Finally, it might reveal the location of documents where spells, pentacles and alchemical formulas are hidden.

To keep it from profane eyes, occult information is often cleverly hidden, encoded in the mechanisms of a city clock or the cloak of a bronze statue. It can be found in symbols or phrases with multiple meanings, understandable only by initiates.

The occult information potential can solve such questions as whether a Nephilim can locate a needed summoning invocation in a precise book in a library. Though it would probably

Happy he who has entered the secret causes of things

—Virgil in Georgics II



be more enjoyable to roleplay this research, the gamemaster can determine the answer by using a simplified system based on potentials.

The Occult Information Potential

When needed, the gamemaster can attribute a potential to a town visited by the Nephilim. This potential indicates the amount of the occult information the Nephilim may discover in this town—in libraries, media, book shops, hidden symbols and occult places.

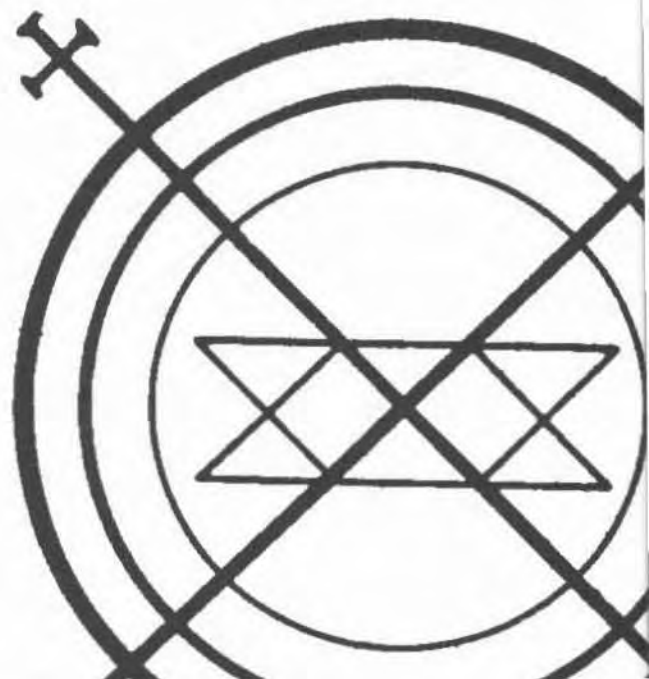
Occult Information Potential

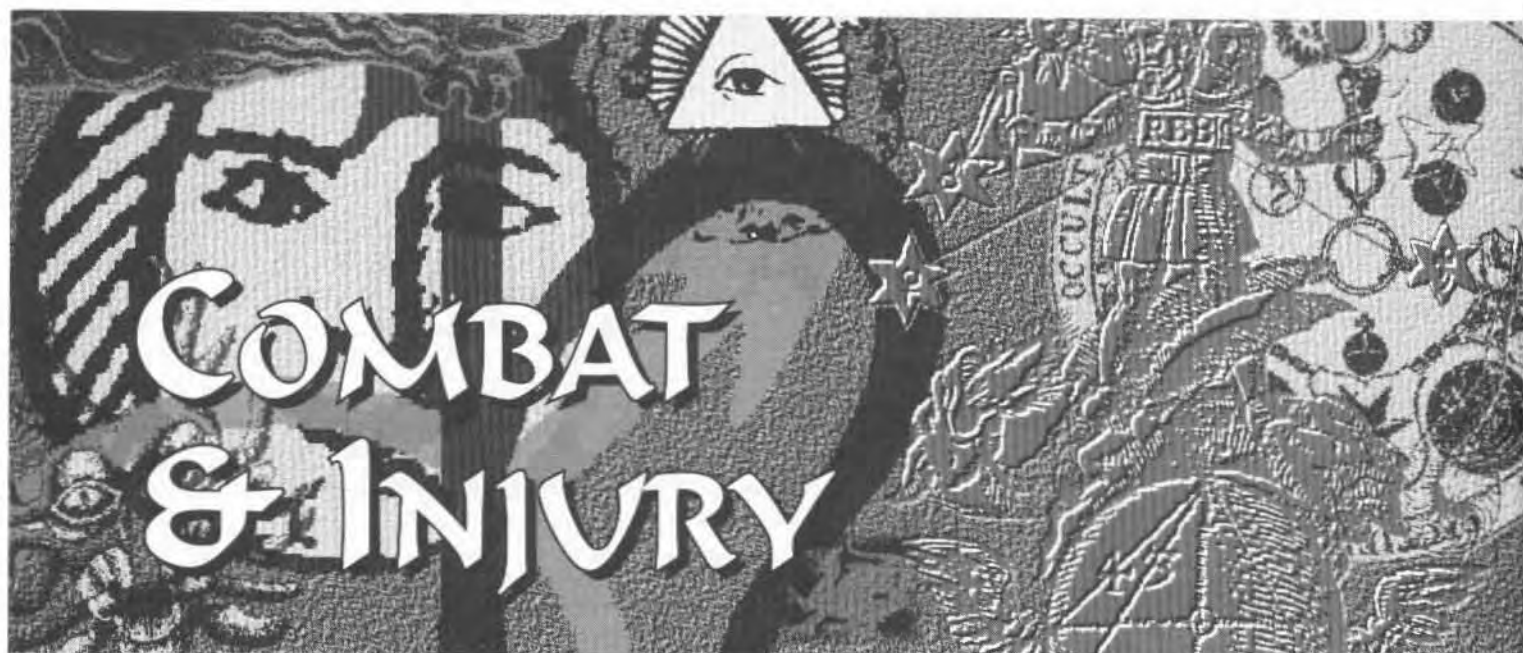
POT	Type
01-04	The occult part of the library has two books. The most recent occult book shop stayed opened for two weeks.
05-08	The only occult book shop has only "New-Age" books and accessories (crystals, incense, etc.). Some individuals have common occult books.
09-12	The town has a good library and its history has something to do with the occult. Some traces of this exist in public places.
13-16	The town has more than one occult library and book shop. More than one secret society makes a presence here. There are many esoteric signs in public places.
17-20	The town is itself occult. Almost all inhabitants have something mysterious to hide. The library and book shops have very rare books.

Using the Occult Information Potential

When the Nephilim is looking for a precise book, or specific information on an occult theme, the gamemaster can roll under occult information potential x3. Success indicates that the information can be found here. The Nephilim must still search for the information.

The gamemaster can roleplay out the search for the information or, if a quick resolution is desired, simply ask the player to roll under the appropriate Hermetic Lore, Astrological Lore, Kabbalistic Lore, or Tarot Lore skill.





COMBAT & INJURY



VENTUALLY a time will come when events degenerate to violence despite the Nephilim's desires otherwise, or perhaps because of them. To the Nephilim, death is merely inconvenient. As Sharifi, an ancient Nephilim sufi once said, "Don't worry about your death—you'll be fine."

The Combat Round

In roleplaying, time is a fluid commodity. Compress it to quickly pass uninteresting tedium; stretch it out to lavishly detail the exciting or interesting. Fights occur in Combat Rounds, each lasting a few seconds. During a single round, any character can perform a maximum number of actions equal to her action statistic, as determined on page 92.

In the first action phase, each eligible character acts in decreasing DEX order. If DEXes are equal, those actions are simultaneous. The gamemaster then counts off the next action phase. Characters who can perform two or more actions now move or strike, also in DEX order.

*The great seer saw the arms talk,
the blades darkened by blood
he saw from the temple's top the fall of the Towers
he cried when Gilgamesh fell on his knee,
hand on his wound.*

—Fields of the Nephilim

Continue counting action phases until the character with the highest action has performed her last action, and the round ends. □ For example: a character with three actions is fighting a character with four actions. In the first action phase, both characters complete their first action for the round, in decreasing DEX order. The second and third phases are resolved in the same manner. In the fourth phase, however, only the character with four actions may choose to attack. She attacks the other

character, who is not able to attack her in response, although a parry is possible. Characters may always choose not to act; no one is forced to act when they don't wish to, although an action cannot be postponed until later.

Resolving Combat

Within a combat round, the gamemaster calls out the passing action phases, the players roll dice, and the combatants wield their weapons. If attacking, the player rolls d100, as per any skills use, to see if the attack hit. Defending, the player might decide to parry or Dodge, or hope that her Nephilim's armor absorbs the blow while the character does something else.

Combat Summary

attack	parry	result
hits	intercepts	attacker's blow is deflected
hits	misses	Defender is hit and may lose hit points.
misses	—	Defender maintains her guard; defender's player need not roll
fumbles	—	as per attacker miss, above, and attacker loses all remaining actions for that round

Actions

In Nephilim, an action is something one can describe with a SIMPLE verb: swim, jump, draw a weapon, open an unlocked door, and parry are actions. A task needing more than one simple verb to describe is decomposed into a series of actions. For example, repairing a TV is decomposed into:

- Taking a screwdriver
- Take off the first screw
- Take off the second screw (and so forth...)
- Open the TV
- Etc.

Obviously, complex tasks are inadvisable in a combat situation, especially while under pressure. The gamemaster is the judge of the decomposition of a long or difficult attempt. Use logic and common sense.

- ☆ **Sample complex tasks requiring more than one action:** Reload a firearm (1 Action per bullet), perform first aid (Actions = hit points lost), get on a horse (2 Actions).

Simple Actions

An engaged character is one who is fighting hand-to-hand. An unengaged character is one who is doing anything else. An encounter is any meeting in which combat is a possibility. Following are some common actions:

- ☆ **Move.** Any character can move at 1 meter per action while doing something else in that action phase, such as fighting. A character can move to engage another character, up to 5 meters per action, and attack on the following action. Sprinting characters (10 meters per action) must spend one additional action slowing down before they can engage in combat. Likewise, a character cannot immediately go from a standstill to a sprint; she must first spend one action running (5 meters per action).
- ☆ **Perform a non-combat action,** if not engaged. If not attacking or defending in a hand-to-hand fight, a character can attempt a skill, begin magic, or do nothing at all.
- ☆ **Disengage from combat.** An engaged Nephilim's player can declare at the beginning of the round that it will disengage. To do this, the Nephilim may make no attack, and must successfully Dodge all attacks made upon it for this action and the next two actions. If the Dodge or Dodges

succeed, the character can be sprinting by the end of the third action, and has the option to run away. If attacked, and the Dodge fails, the adventurer is still engaged.

- ☆ **Attack.** The character attacks as appropriate, using her choice of combat skills. If engaged hand-to-hand, she may not fire or hurl missile weapons, but may attempt to fire a pistol at the character with whom she is engaged, only. Such a close-in firearm attack may be parried with a Punch, Kick, Grapple, or Melee weapon, representing an attempt to deflect the aim of the pistol, not the bullet.
- ☆ **Draw, pick up, or sheath a weapon.** Each of these requires one action.
- ☆ **Parry or Dodge.** A parry is a motion that attempts to block a blow. A parry is usually made with a weapon or shield. The parry percentage for a weapon is the same as the Nephilim's skill percentage for it.

A Dodge is a body motion made to evade a blow or other movement. Dodge is an independent skill. Use it to evade, to disengage, or to close against a long weapon.

Parries and Dodges are instinctive acts swiftly accomplished. The game counts them as free activities that do not cost actions to perform. The two can be freely mixed, but a player must choose which to use against a specific attack. To use either, the character must know the attack is coming, and be able to parry or Dodge.

Parry and Dodge are the only actions that can be done even when the defending character cannot normally act during a particular action phase (because she hasn't enough action points). A character may parry or Dodge more than once in a single action phase, at an accumulative -30% negative modifier for each extra parry or Dodge. □ *For example: A character with a 91% Punch is defending against three opponents. She parries her first opponent's Kick with her 91% Punch, then counter-attacks with her own attack. Then her second opponent attacks. She parries, but this time with a 61% Punch (91%-30). She has already used her action for this phase, so she cannot counter-attack. Her third opponent attacks, and she parries again with a 31% skill (91%-60), but cannot attack. If she had chosen to Dodge instead, it too would have been reduced by 60 percentiles before rolling.*

No hypothetical maximum exists for the number of Dodges or parries possible in an action phase. These skill percentages return to their effective maximums at the beginning of each phase.

Unarmed personal attacks cannot parry melee weapon attacks without taking normal damage, but if the range is touch and the defender is of higher DEX, she could Grapple for the weapon first, giving the effect of a parry. See Grapple, on page 97. In this way two consecutive Grapples can in effect parry an attack, one to establish contact and the next to grab the weapon or the weapon hand.

Rifles, shotguns, and the largest submachine guns can be used to parry, but cannot fire and parry in the same round. When a firearm's hit points are exceeded in a parry, it no longer fires, but can continue to be used for parries.



Combat Modifiers

These modifiers apply to the attacker's percentage.

Firearms

Each action used to aim: +5% (max +25%)

Each bullet shot in automatic mode: -number of bullets shot x 10% to the next action

Target at medium range (see weapons table): -30%

Target at long range: -50%

Target moving fast: -30%

Difficult vision: from -10% (light shadows) to -25% (light fog) to -50% (night)

Target partially hidden: subtract the percentage of the target hidden (for a target half hidden, -50%)

Using long-range goggles or scope: divides the range modifiers by 2 if one round is used to aim.

Weapon on a fixed support (bipod): +10%

Melee combat

You are on knees: -25% to attack, parry and Dodge

You are prone on the ground: -25% to attack, parry and Dodge.

Opponent is prone on the ground: +25% to attack, parry, and Dodge.

Attacking Defender from behind: +30%

Defender helpless: +50% (only if target is totally surprised, asleep or is unconscious)

Opponent not visible: -75%

Special Results

During combat, a fumble on an attacking die roll means the loss of all remaining actions for the round. The character may still parry or Dodge incoming attacks, but may not initiate any more attacks until the following combat round.

A critical success when attacking causes maximum damage; figure the damage as though all the dice had rolled their maximum value. A critical success can only be parried by another critical success, or evaded by a critical Dodge.

A critical parry or Dodge defends against all damage.

Knock-out Attacks

Use this rule to render a target unconscious rather than to do physical harm. The player or gamemaster should state the intention before making the attack. Perform knock-out attacks only with Fist/Punch, Kick, Grapple, or blunt instruments such as clubs.

Roll for damage as per an ordinary attack, but match the result against the target's hit points on the resistance table. A success knocks the target unconscious for several minutes, and the target takes only one-third the damage originally rolled. If the attack roll succeeded, but the resistance table roll failed, then there is no knock-out, and the target takes normal damage.

☆ Knock-out attacks work against humans and animals, but not against supernatural creatures. Nephilim may be

"knocked out" using this rule, although the Nephilim is not actually unconscious. The Simulacrum goes limp for the duration of the knock-out, but the Nephilim may still use Ka-vision to observe its surroundings. It cannot cast magic.

A successful Medicine roll immediately wakes a victim.

Automatic Weapons

Fully automatic weapons, such as machine guns, may fire a burst (multiple shots). Roll once for all attacks against a single target. If the attack roll succeeds, roll an appropriate die to determine how many bullets hit. □ *For example, if 8 shots are fired, roll 1d8 to determine the number of hits. If 3 shots are fired, roll 1d3. Some gamemasters might rule that bursts occur only in quantities easy to roll—d6s, d8s, etc.—for simplicity's sake.*

☆ If multiple targets are spread apart across a field of fire, the shooter's chance to hit does not change: the opportunity exists to hit each target at normal chance, and each target is rolled for separately. The shooter divides up how many bullets head toward each target.

The recoil action of an automatic weapon tends to make the weapon climb off target, so that the shooter has to re-aim afterwards. Therefore, in a phase immediately following an automatic burst, subtract from the shooter's firearm skill an accumulative 10% per round fired in the previous burst. □ *For example, if Kragar fires a 6 round burst from an automatic pistol, the next action phase it has a -60% modifier to Submachine Gun, and might instead use that action to change weapon, or perform some other action.*

Aimed Shots

Firearms and missile weapons can be aimed. Each action phase spent aiming adds an accumulative +5 to the shooter's chance of success, up to a maximum +25%. This rule does not apply to automatic firearms; only single-shot weapons can be aimed.

The aiming must be accomplished immediately before the shooting. If the shooter's concentration is broken by jostling, an unexpected loud noise, or other significant interruption, then the bonus is lost and the shooter must begin to aim again.

Telescopic Sights

Rifles can be fitted with telescopic sights which allow shooting at longer ranges. When a round is taken to brace and aim, a telescopic sight doubles the effective range of a weapon. Simply double the weapon's ranges as listed on the weapon table.

Damage And Protection

When an attack succeeds in striking its target, damage is inflicted. Damage is equal to the damage dice of the weapon, plus the character's damage bonus (if it is a hand-to-hand attack), minus armor protection, if any. Any remaining dam-

age that gets through the armor is subtracted from the character's hit points.

A successful parry deflects the blow so that it does not injure the defender. However, roll the damage dice, and if the damage inflicted by the attack is greater than the hit points of the parrying weapon (see the Weapons Table on page 113), the weapon breaks and can no longer be used.

Armor absorbs damage equal to its armor points (see below). No die roll is needed.

Armor Points

Armor Points represents the amount of damage which the armor subtracts from a successful attack. When two values are shown, the first refers to all attacks but those of firearms, while the second refers only to firearm attacks.

Armor Protection

Name	Armor Points
Heavy Leather Jacket	1
Boiled Leather Armor	4
Para-bullet Vest	3/5
Heavy Kevlar Vest	4/8
Elephant Skin	4
2cm Hardwood	5
Military Helmet	5
15cm Concrete	9
Medieval Reinforced Chain	10/3
Heavy Military Body Armor	10
2cm Bulletproof Glass	15
2cm Steel Plate	19
Large Sand Bag	20

Some creatures have armor listed in their statistics, representing a tough hide, or a thick layer of muscle and fat, or a supernatural body. Nephilim might wear a variety of body armors, from boiled leather to bullet-stopping kevlar. How much damage and of what sort armor stops is for ingenious Nephilim to explore: medieval chain is good at stopping knives, but worthless against electricity.

Armor is not lost if an attack penetrates it. There is a lot of surface to any armor, and bullet holes or knife holes are small. The chance of penetrating armor twice in the same place is too small to consider.

Consequences of Wounds

There are a number of consequences of receiving damage. Obviously, your character loses hit points. Skills might also be affected, the character might become stunned, suffer further damage from blood loss, fall unconscious, suffer Sekmet, or ultimately, die.

Stunning

Each time a character loses 1/2 CON or more hit points in a single wound, she must succeed in a Health roll (CON x3) or be stunned and lose the number of actions equal to the hit points lost. Stunned characters may not parry or

Dodge. □ For example, a person with 3 action points and a 12 CON, who is stunned after taking 9 points of damage, cannot use her next 9 actions; she will be stunned for 3 combat rounds, assuming she was stunned at the beginning of the current round. If this happens outside a combat round, the character is stunned for a number of seconds equal to the lost hit points. If the result of the Health roll is a fumble (99-00), the victim faints, as if she was at 1 to 3 hit points.

Nephilim, by the fact that they are essentially of a spiritual nature, can resist the complications of injury with their Earth Ka-element by substituting an Earth-Ka x3 roll for this Health roll. On a success, the Nephilim is not stunned and does not lose further hit points to blood loss (see below), although the current hit point loss remains.

Blood Loss

A wound causing 1/2 CON or more hit points of damage means blood loss, unless the gamemaster decides otherwise for logical reasons. Every combat round after the first, the wounded character's player must make a Health roll. If the roll fails, the wound bleeds heavily, and the character

loses one more hit point. If she succeeds, the wound doesn't bleed enough this round to cause real damage. A critically successful Health roll immediately stops that wound from bleeding. If the Nephilim succeeded in an Earth-Ka x3 roll to resist the stun effect when the wound was first taken, then bleeding was also stopped.

A successful First Aid roll stops the bleeding after a number of actions equal to the wound's hit points, as well as curing 1d3 points of damage (see page 97).

Skill Reduction

For every three points of damage, reduce all of the Simulacrum's skills by 10 points. The Nephilim's skills are unaffected. As the wound heals, either through First Aid, Medicine, natural healing, or magic, reduce the effect of the negative modifiers.

Healing

A character naturally heals 1d3 hit points per week. Treated with Medicine and moved to a hospital, the rate increases to 2d3 per week. Fresh injuries can be healed 1d3 points by the use of the First Aid skill. Some magic spells also exist that can heal an injured character. They are described in the magic section.

Unconsciousness and Death

Unconsciousness occurs when 3 or fewer hit points remain, and continues until the character's hit points rise to 4 or more. Nephilim do not become unconscious at 3 or fewer hit points. Instead, they may enter Sekmet (see below).

Every creature dies upon reaching 0 hit points, but not until a number of rounds equal to CON have passed. If the First Aid skill or magical healing can be applied in the intervening time, and the character healed up to +1 or more hit points, then the character is resuscitated.

If the character remains at zero or negative hit points for a number of rounds in excess of her CON, then the character dies.

Sekmet

A Nephilim whose Simulacrum reaches 3 or fewer hit points may attempt an Earth-Ka x3 roll to avoid falling into a special coma called Sekmet, which in Egyptian means "becoming weak." This coma is distinct from the unconsciousness suffered by a Simulacrum. Succeeding in this roll, the Nephilim may keep active indefinitely if its Simulacrum has at least one hit point remaining; or for CON rounds if zero or fewer hit points remain (after which the Nephilim passes into Sekmet and the Simulacrum dies). Failing the roll, the Nephilim enters Sekmet immediately.

In Sekmet, the approach of death triggers a unique reflex in which the Ka-elements join in the center of the Simulacrum, waiting for reincarnation. Reincarnation can only happen when the Simulacrum reaches 0 hit points, remains so for a number of rounds equal to her CON, and dies. If the Simulacrum is healed and brought back to 1 hit point or more, Sekmet is canceled and the Nephilim revives.

Ka Damage From Orichalka

All Nephilim fear Orichalka weapons, for their damage does not only injure the flesh of the Simulacrum, but also destroys the Nephilim's eternal soul. Ka and Orichalka are like matter and anti-matter. When they come into contact, each is annihilated in a magical explosion.

Each blow from an Orichalka weapon that draws blood (does at least 1 point of damage) permanently reduces a Nephilim's dominant Ka by 1d20 points. After being struck by Orichalka, refigure the Nephilim's Ka-elements based on the new dominant Ka. If the dominant Ka is completely destroyed, then the Nephilim is no more. The Simulacrum dies from the shock of sudden separation, and the player rolls up a new character. See the Secret Societies chapter (page 192) for more information on Orichalka weapons.

Reincarnation

A Nephilim whose Simulacrum dies immediately enters Sekmet and leaves the body. The player should read the chapter about Reincarnation, on page 116, to see whether her Nephilim can reincarnate immediately or must re-enter Stasis.



For many Nephilim, the death of its Simulacrum is a sad event, and it will often try to keep some souvenir of its ex-host, or try to inform her family. The Nephilim can sometimes feel something like a loss, as a small part of itself has died with the Simulacrum.

Weapon Listing

Here is a list of some weapons used in Nephilim. Feel free to add new weapons, in accordance with the existing ones. Weapons are listed with the following format:

Name: the name of the weapon.

Skill: skill needed to use the weapon. A character without the weapon skill can substitute a DEXx1 roll instead.

Damage: die to roll to determine the hit point damage done to an opponent. For hand-to-hand weapons, also add the damage modifier of the attacker.

HitPoints: the amount of damage which the weapon can absorb in a parry without breaking. A "-" means the weapon cannot be used to parry other melee weapons.

Hands: the number of hands required to use the weapon properly. Using a two-handed weapon with one hand halves the user's skill.

Ammo: number of bullets the weapon can hold.

Rate of Fire: number of shots the weapon can fire in one action.

Medium Range: at this range or greater, the weapon is used with a -30% modifier.

Long Range: at this range or greater, the weapon is used with a -50% modifier. The maximum range at which the weapon can be used is equal to twice the Long range.

Selected Weapons Table

Melee Weapons

Name	Skill	Damage	Hit Points	Hands
Fist	Fist/Punch	1D3+db	-	1
Foot	Kick	1D6+db	-	0
Grapple	Grapple	special	-	0
Brass Knuckles	Fist/Punch	1D3+3+db	-	1
Pocket Knife	Knife	1D3+db	6	1
Small Knife (switchblade, etc)	Knife	1D4+db	8	1
Butcher's knife	Knife	1D6+db	12	1
Fighting Knife (dirk, etc)	Knife	1D4+2+db	16	1
Sword cane	1H Sword	1D6+db	16	1
Sword	1H Sword	1D8+1+db	20	1
Great Sword	2H Sword	2D8+db	24	2
Hatchet/Sickle	1H Axe	1D6+1+db	12	1
Wood Axe	2H Axe	1D8+2+db	20	2
Small Club / Nightstick	Small Club	1D6+db	8	1
Large Club / Baseball bat	Large Club	1D8+db	12	2

Thrown weapons

Name	Skill	Damage	Medium Range	Long Range
Knife	Throw	1d4	3	5
Axe	"	1d6	5	7
Javelin	"	1d6	20	30

Handguns

Name	Skill	Damage	Ammo	Hands	Rate of Fire	Medium Range	Long Range
.22 Revolver	Handgun	1D6	6	1	1	10m	20m
.32 or 7.65mm Revolver	Handgun	1D8	6	1	1	15m	40m
.357 Magnum Revolver	Handgun	1D8+1d4	6	1	1	20m	50m
.38 or 9mm Revolver	Handgun	1D10	6	1	2	15m	40m
9mm Automatic	Handgun	1D10	17	1	2	20m	50m
.45 Revolver	Handgun	1d10+2	6	1	1	15m	40m
.45 Automatic	Handgun	1d10+2	7	1	2	15m	40m

Rifles

Name	Skill	Damage	Ammo	Hands	Rate of Fire	Medium Range	Long Range
.22 Bolt Action Rifle	Rifle	1D6+2	6	2	1	30m	60m
Garand M1, M2 Rifle	Rifle	2D6+2	8	2	1/2	110m	200m
.30-06 Bolt-Action Rifle	Rifle	2D6+4	5	2	1/2	110m	200m
.444 Marlin Rifle	Rifle	1D8+1D6+4	5	1	1	90m	150m
Elephant Gun (2B)	Rifle	3D6+4	2	2	1 or 2	100m	180m
12-Gauge Shotgun (2B)	Shotgun	4d6/2D6/1D6	2	2	1 or 2	20m	50m
12-G. Shotgun (pump)	"	4d6/2D6/1D6	5	2	1	10m	50m
12-G. Shotgun (automatic)	"	4d6/2D6/1D6	5	2	1	10m	50m
12-G. Shotgun (sawed-off)	"	4D6/1D6/1D6	5	2	1	10m	30m
AK-47 or AKM	Submachine Gun	2D6+1	30	2	2 or burst	90m	140m
M16A2	Submachine Gun	2D8	30	2	1 or burst of 3	130m	220m
Uzi SMG	Submachine Gun	1D10	32	2	2 or burst	40m	80m
Bazooka	Heavy Weapon	4d8	1	2	1	30m	50m

+db — plus damage bonus, which varies by character.

Special — see the Grapple rules in the skill section for possibilities.

1/2 — Can be accurately fired once every second action phase.

1 or 2 — One or both barrels can be fired in the same round.

Burst — Burst capacity unavailable to civilians. Must be modified or purchased on the black market.

INJURIES

NEPHILIM due to their supernatural nature, are often considered "supermen" by normal humans. They nonetheless are sometimes confronted by the adversities of injury and poor health, as their Simulacrum is nothing but a flesh envelope.

Wounds

In Nephilim, a character's current state of health is measured by her hit points, described in the preceding chapters. Many

ways exist to incur damage, and thus to lose hit points. Combat is perhaps the most drastic, but other methods will be encountered as

Pray the Earth, the two Snakes will always give you the energy you need.

—Secret Oath of Hippocrates

well. Following are some of the more likely causes of injury.

Acid

The power of an acid is a function of its dilution, too complex a range of possibilities to more than summarize. For game purposes, only "significant contact" is of interest, such as the immersion of a hand or a large splash in the face.

- ☆ Weak acids inflict 1d3-1 hit points per round
- ☆ Strong acids inflict 1d4 hit points per round
- ☆ Very strong acids inflict 1d6 hit points per round.

Poisons

The potency of poisons is measured by their potential. Roll the Nephilim's CON against the potential of the poison, on the resistance table. Roll only once, when ingesting or touching the poison. Poisoning is a favored method of secret societies to induce fear in their victims. It is a more difficult but stealthier means than direct firearms murder.

Match the poison's potency rating against the character's CON on the resistance table. The poison is the attacking force. If the poison overcomes the target's CON, then something bad happens—commonly the victim loses an amount

of hit points equal to the poison's potency.

If the poison fails to overcome the victim's CON, then the results are less, perhaps only half-potential in hit points is lost, or even no damage at all, a judgment for the gamemaster to make.

The nearby table presumes the fiction of a "standard dose," intended as roughly equivalent to a single bite or application. The gamemaster should adjust any of the entries to allow for variety in her plot.

The faster-acting poisons begin to work within a combat round or two, and death from cyanide may occur within a minute. Many poisons are not quick, hence poisoners must be subtle. Symptoms noted are only a few of those possible.

Two poisons are used for sleeping rather than killing: chloroform (POT 15) and chloral hydrate (POT 17). These two do not cause hit points of damage, rather they cause unconsciousness for 1 hour per dose.

Drowning and Asphyxiation

The lack of oxygen results in rapid death by asphyxiation. Every round without oxygen, the asphyxiating character must make a CON roll times a given factor. This factor begins at 10 and decreases by one each round without oxygen. On the first round, the roll is under CON x10 (00 is still a failure). On the second round, roll CON x9, etc. On the tenth and following rounds, the roll remains CON x1. In the case of drowning, a successful Swim roll means the character has surfaced and is able to breathe (if air is available). Drowning begins again at a CON x10 modifier the next time she fails a Swim roll.

Stop rolling once a roll is missed. From that point on, the victim loses 1d6 hit points each round until she can find oxygen (by succeeding in a Swim roll in the case of drowning), or until her death. After the first miss, no more CON rolls are at-

Sample Poisons

Poison	Speed of Effect	POT	Symptoms
cyanide	1-15 minutes	20	dizziness, convulsions, fainting.
arsenic	30 min. to 24 hours	16	burning pain, vomiting, violent diarrhea.
strychnine	10-20 minutes	20	violent muscle contractions, asphyxiation.
cobra	15-60 minutes	16	convulsions, respiratory failure.
rattler	15-60 minutes	10	vomiting, violent spasms, yellowish vision.
scorpion	24-48 hours	9	intense pain, weakness, hemorrhaging.
black widow	2-8 hours	7	chills, sweating, nausea.
belladonna	2 hours to 2 days	16	rapid heart beat, impaired vision, convulsions.
amanita	6-24 hours	15	violent stomach pains, vomiting, jaundice.
curare	almost immediate	25	muscular paralysis, respiratory failure.
chloroform	almost immediate	15	unconsciousness, depressed respiration.



tempted. When currently suffocating, a character must succeed in an INT x3 roll to attempt any intellectual or magical operation.

When a Nephilim drowns in water, its player can choose to substitute water-Ka for CON in the above rolls, with the same multipliers as the CON roll. Failure has the same consequences as do CON rolls.

Explosion

Explosions cause damage through explosive compression and shrapnel. Calculate the effect of an explosion in terms of the power of the blast and the radius of the effect in meters.

Rated explosions in these rules decrease in damage by 1d6 per each additional stated radius of effect from the point of explosion. Thus a stick of dynamite does 5d6 damage in the first two meters, 4d6 in meters 3-4, 3d6 in meters 5-6, and so on. A high-explosive round from a tank gun does 15d6 in the first four-meter radius, 14d6 in meters 5-8, 13d6 in meters 9-12, and so on.

To reflect the damage, subtract hit points from each target equal to the damage rolled. Roll separately for each target.

To alter the strength of a blast, doubling the charge increases the damage done and radius of effect by half again, and halving the same charge decreases the damage done and radius of effect by one-third.

Sample Explosives

Name	Damage	Radius
Hand Grenade	4d6	4m
Dynamite Stick	5d6	2m
C-4, .5 kg	6d6	3m
Blasting Cap	2d6	1m
Pipe Bomb	4d6	3m
Tank Round	15d6	4m

Falling

Freely dropping from a height costs 1d6 hit points per three meters of fall, or fraction over the first three meters. With a successful DEX x3 roll when leaping, the character thereupon loses 1d6 fewer hit points—a bonus for being prepared. Since each d6 roll is made independently, a character could still lose up to five hit points from a three-meter fall, even though the DEX x3 roll succeeded.

Fire

Fires intended to threaten or injure Nephilim should be tailored by the gamemaster to the situation. Many classes and causes of fires exist. Burn temperatures range from about 400°F to thousands of degrees. Fire size can vary from a hand-held torch to a blocks-square inferno. Injury may come from asphyxiation or inhalation of toxic gases as well as direct burn damage.

☆ A hand-held flaming torch does 1d6 damage each round it is held against a target. The target gets a Ka x3 roll to

prevent hair and clothes from burning—if they burn, the target continues to take 1d6 damage per round without added application of the torch. Use a First Aid roll to put out the fire. Striking with a torch does not do both club and fire damage. The flame must be held against the victim in order to burn.

- ☆ A large bonfire does 1d6+2 damage each round. The target's hair and clothes are engulfed as well.
- ☆ An average-sized room in flames inflicts 1d6+2 damage each round, and a dominant Ka x3 roll must succeed each round or begin asphyxiation rolls as per drowning.
- ☆ Larger fires are special cases, to be described individually. Death should always threaten.

In any fire situation, a Nephilim may attempt a Fire Ka x3 roll to reduce the damage; success means the Nephilim takes only half the indicated damage, for that round. Serious burns (totaling more than half a Nephilim's hit points) may cost CHA or CON as well as hit points.

The Aging Roll

No one gets out of here alive. Everybody ages, even a Nephilim's Simulacrum. For each year after 35—on the human's or Simulacrum's birthday, on the new year, or at whatever annual point the gamemaster wishes—roll 1d6 to determine which of the Simulacrum's characteristics loses one point that year. Subtract the point from the Simulacrum's characteristic, not from the bonus or the meta-characteristic total. When a characteristic reaches zero, the human or Simulacrum dies. A result of 6 on the die means that no statistic is lost this year.

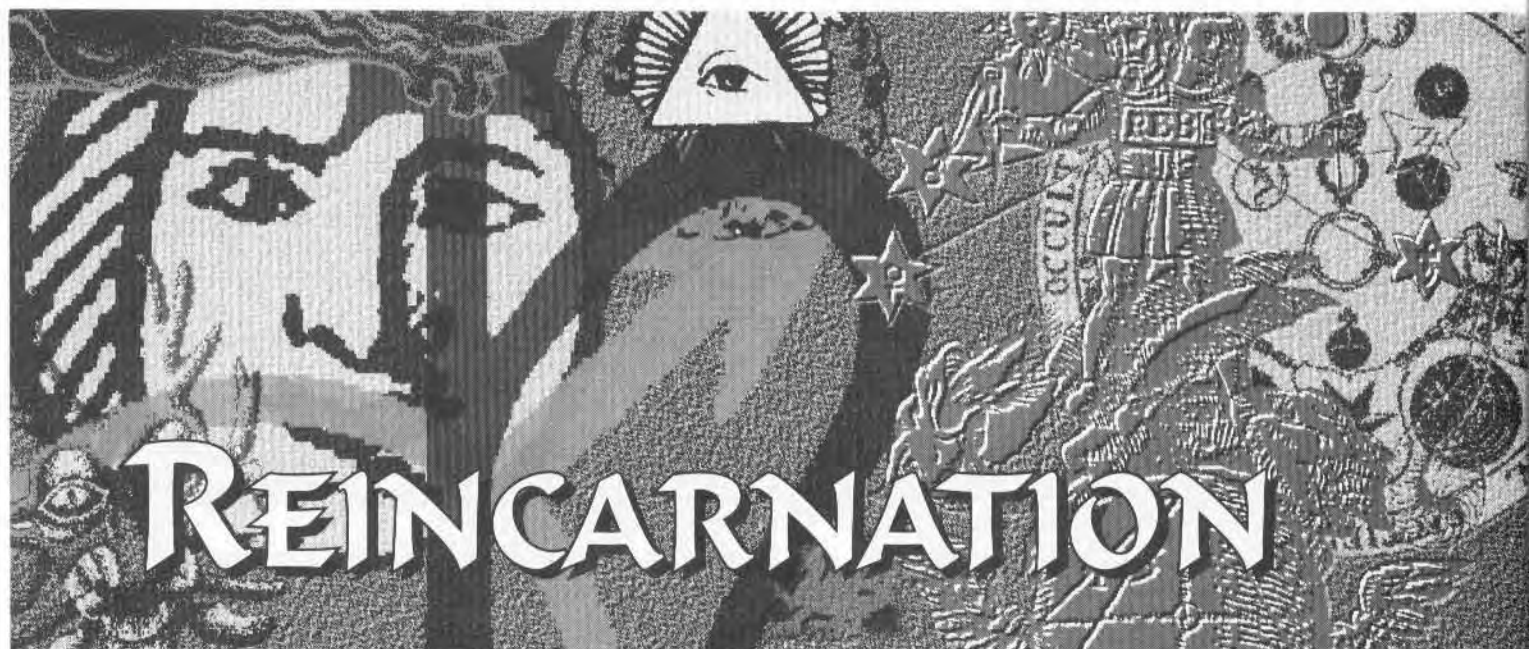
A Simulacrum ages more slowly than a mere human. For the affected characteristic, a Nephilim's player may make the corresponding Ka-element x3 roll to avoid losing the point to aging. Eventually the Simulacrum will die, though it could be a long while before the reaper pays his visit.

Aging Table

1d6	Characteristic	Element
1	STR	Fire
2	CON	Earth
3	INT	Air
4	DEX	Water
5	CHA	Moon
6	none	—

The loss of statistics represents approaching decrepitude and disease, culminating in the person's death. For example, a person with a low CON is sickly and may succumb to cancer. Low STR indicates weakness and perhaps a heart-attack. Low INT may indicate a stroke or senility and eventually a fatal aneurysm. Loss of DEX is perhaps the result of a fatal neural disorder. And low CHA may be indicative of some sort of wasting disease, such as leprosy or AIDS.





REINCARNATION



NEPHILIM ARE IMMATERIAL SPIRITS. Even when the body it inhabits dies, a Nephilim continues to live. Under the right conditions, it can quickly reincarnate in another human body. This is a difficult and painful operation, and is sometimes very risky.

The only way for a Nephilim to permanently separate from its current Simulacrum is for the Simulacrum to die. Usually this results from age, accident or external force, but sometimes a Nephilim is not so patient. This alternative should be obvious.

The Death of the Simulacrum

When the Simulacrum dies, the Nephilim is forced out of the body. Nothing can influence this, neither place of death, state of the corpse, nor the conditions of death. Often it happens that a lightly glowing cloud appears over the corpse for a brief time. The Nephilim belonging to the Temperance Arcanum call this the exaltation of the aura. Using Ka-vision, this phenomenon can be seen from very far. All Nephilim within 500 meters are alerted to the death without having to make a Ka-vision roll. All Nephilim within a five kilometer distance who succeed in a Ka-vision roll are alerted as well.

When a Nephilim leaves a Simulacrum, it retains all skills it had acquired during this and prior incarnations, as well as ones it stole from the Simulacrum. The Nephilim also retains any magical spells it had tattooed onto its soul by Inscription. See page 138.

When the separation is over, the Nephilim can try to immediately find another Simulacrum. But it may be forced to go back into its Stasis or fall into Narcosis.

Going Back in the Stasis

If the Nephilim has used some of the energy of the magic fields held in its Stasis, it might be forced to re-enter it involuntarily. When emptied of its magic contents, the Stasis attracts the Nephilim since it was originally designed as a prison for it. To determine whether the Nephilim re-enters its Stasis, its player must attempt a Stasis Roll. Roll d100 under

the total of the Ka points left in the Stasis. If the roll is a failure, the Nephilim is forced to re-enter Stasis; otherwise, it is free to search for another Simulacrum. Distance to the Stasis item does not affect the return, and neither do any obstacles.

One way to free a Nephilim from Stasis is for someone to place it in a powerful magic field—either a Plexus or a Nexus (see page 132)—so that the Stasis can refill with magical energy and thus release its hold on the Nephilim. Each time a Stasis has its Ka-element increased in this way, the Nephilim's player can attempt a Stasis Roll. Success means the Nephilim is released and is free to find another Simulacrum. If for some reason the Stasis cannot be placed within a powerful magical field, the Nephilim has ended its incarnations for this era. The player must generate a new Nephilim.

Changing Stasis

There are no known ways for a Nephilim to change its Stasis object. If the Stasis item is destroyed, the Nephilim is in serious trouble.

If the Stasis Item was Destroyed

A Nephilim with no Stasis has no place to return to upon the death of its Simulacrum. If it cannot find a new Simulacrum soon (see below), it disintegrates into undifferentiated magical essence and is re-absorbed by the magical fields. If this happens, the Nephilim is no more, and its player must generate a new character.

To prevent disintegration, the player of a Nephilim without a Stasis must succeed in a dominant-Ka x3 roll every hour it is not in a Simulacrum. Success means it may continue to look for a new host. Failure means disintegration. Results of 99 or 00 are still failures.

Narcosis

If the Stasis still exists but is full (succeeded in its Stasis Roll) and the Nephilim can't find a Simulacrum in 24 hours, it might enter Narcosis. This is a deep sleep where time passes much faster for the victim. The Nephilim floats in the magic fields and puts its Ka to sleep. Its Ka-elements can still lightly



influence its environment (thus air Nephilim could be the source of Poltergeists). To prevent entering Narcosis, a Nephilim must succeed in a dominant-Ka x3 roll for every 24 hours it is not in a Simulacrum. (99 and 00 are still failures.) Narcosis ends if the Nephilim is awakened by a spell, or if its player can roll one tenth the Nephilim's Ka on percentiles, twice. Roll this only once per day; thus the player must roll 1/10th dominant-Ka two days in a row. Once awakened, the Nephilim may resume searching for a Simulacrum, until 24 hours again pass.

Looking for Another Simulacrum

A discorporate Nephilim floats invisibly about one meter above the corpse. It can travel along the magic fields to search for another Simulacrum, moving at the speed of a walking

its surroundings. It can hear muted sounds, totally distorted. It can see the Solar-Ka of humans within its Ka-vision range, and choose one in which to reincarnate.

The gamemaster can ask the player to randomly determine her new Simulacrum (page 82), or allow her to choose from the predefined list. (See Character Generation, page 81.)

Attempting to enter a new human costs 2 Ka, but the Ka is not reduced until after the attempt is made. To enter a new Simulacrum, the Nephilim must beat the Solar-Ka of the human with his own Ka on the resistance table. Up to five tries are allowed per host. The first is done with its dominant Ka, then with its major and minor neutral elements, and finally its major and minor opposed Ka elements. If the Nephilim fails to dominate the host, it cannot try again to take over this Simulacrum, and it must wait another hour before it may try



EXPERIENCE



A GREAT PLEASURE of role-playing is the experience of the progression of one's character from humble beginnings to magnificent achievement. Character development is a central theme of Nephilim, and thus the subject of this entire chapter. This chapter deals with three essential aspects of the game: how does the Nephilim progress in skills and Ka, what must it do to reach Agartha, and what will it find there?

There are two kinds of intelligence: One acquired, as a child in school memorizes facts and concepts from books and from what the teacher says, collecting information from the traditional sciences as well as from the new sciences.

With such intelligence you rise in the world. You get ranked ahead of or behind others in regard to your competence in retaining information. You stroll with this intelligence in and out of fields of knowledge, getting always more marks on your preserving tablets.

There is another kind of tablet, one already completed and reserved inside of you. A spring overflowing its springbox. A freshness in the center of the chest. This other intelligence does not turn yellow or stagnate. It's fluid, and it doesn't move from outside to inside through the conduits of plumbing-learning.

This second knowledge is a fountainhead from within you, moving out.

— Moulana Rumi

Skill Improvement

The experience system allows a Nephilim to improve over time as it uses its skills.

Nephilim's Skill Increase

Every time a Nephilim succeeds in the use of one of its own skills (Nephilim column) at an important time of the game, its player checks the box to the right of the skill on the character sheet (in the Nephilim column as well).

At the end of an adventure, or at other natural breaks in the narrative (at the gamemaster's discretion), the player rolls percentile dice to see if the Nephilim has learned from the use of its skills. Roll the dice. If the result is *equal to or higher* than the skill, increase the skill by 1d6. For a skill greater than 100%, a die roll of 99 or 00 means the character learns from experience and the skill increases. Erase any checkmarks for that skill from both the Nephilim's and Simulacrum's boxes.

Occult Techniques

The occult Techniques increase in the same way. The only difference is that it is necessary to have at least 90% in the lower circle in order to begin the next circle. Once a Nephilim has reached 90% in a technique, the next time the player resolves an experience check for that technique, she may add 1d6 plus 10 points to start the technique for the next-higher circle. Note that the experience check for the lower circle does not need to succeed in order to start the new circle.

Simulacrum's Experience

While a Nephilim is dominant, a Simulacrum cannot learn from experience. Do not bother checking the Simulacrum's skills when the Nephilim successfully uses one. Should the Nephilim go into Shout for an extended period, the Simulacrum may have the opportunity to use its own skills and learn from experience —whatever the gamemaster finds appropriate. Critical successes are different, however. They allow the Nephilim to "steal" the Simulacrum's skill.

When the Nephilim uses one of the skills of the Simulacrum and rolls a critical success (1/10th of the normal skill, or 1/5th of the skill if it exceeds 100), the player blackens in the box to the right of the skill, in the Simulacrum column. When the gamemaster says to resolve skills, roll percentile dice. If the roll is equal to or higher than the Simulacrum's skill, erase the skill in the Simulacrum column and put it in the Nephilim column. For a skill of 100% or more, a die roll of 99 or 00 means the Nephilim successfully steals the skill. If the Nephilim already had a higher percentage in its own column, then it will end up with a *lower* skill after replacing its own with the Simulacrum's. Finally, erase both the Nephilim's and Simulacrum's checkboxes for that skill. A Nephilim may not first steal a skill, then use a left-over checkmark to try and increase it through experience.

Skill Training

Though often the best teacher, experience is not the only teacher. A Nephilim can increase its own skills through study and Training. Study is the term use for sedentary pursuits, while training refers to active skills, such as fighting skills. In either case, the procedure for skill increase is the same.

The character studies an information source or trains in the skill for an amount of time equal to the current skill percentage. At the end of that time the Nephilim's player rolls percentile dice to see if the Nephilim's skill increases. If the result is equal to or higher than the skill value, the Nephilim gains 1d6-2 in the skill (Nephilim column), or if she feels unlucky, simply add 2 points to the skill without rolling. But mastery of a skill requires direct experience; study or training cannot raise a skill above 75%. Also, a Simulacrum's skills cannot be raised through study.

Studying With a Teacher

A character can increase a skill by getting instruction in it from a character with a higher percentage in the skill. After studying for a number of hours equal to the skill being learned, the player may add 1d6-2 points to the skill, or if she feels unlucky, simply add 2 points to the skill without rolling. No experience roll is needed—completion of a unit of supervised study or training always allows a skill increase roll. A skill cannot be raised in this way above 75%, and a Simulacrum's skills cannot be raised this way at all.

Whether studying and training independently or with an instructor, a student has no more than 50 hours per week available for such academic pursuits.

Characteristics Increase

Usually, a Nephilim prefers to increase its own Ka instead of the Simulacrum's characteristics, since as Ka increases, so do the characteristics. Increasing the characteristics of the Simulacrum requires training. Only STR, CON, and DEX can be increased through training. The time necessary to train is a number of hours equal to 25 x the present value of the characteristic. Roll 1d3-1 and add to the characteristic. None of the Simulacrum's statistics can be increased above 18. Also, STR, CON, and DEX cannot be increased past the highest of all three. The time available for characteristic training comes from the same 50 hours per week for skill training.

Ka-elements Values

When Ka goes beyond 40, use the following Formula to determine the Ka-elements:

Dominant = Ka

Neutral Favorable = Ka x 0.8

Neutral Unfavorable = Ka x 0.6

Minor Opposite = Ka x 0.4

Major Opposite = Ka x 0.2

Round to the closest whole number

Ka-element Checks

A Nephilim makes a check near one of its Ka-elements when it succeeds in a Sorcery or Summoning magical operation. The Athanor receives the Ka-element check when the Nephilim succeeds at an Alchemical operation. If the gamemaster wishes, a Nephilim may also merit a Ka-check when it succeeds in some great occult activity—this may mean finding long-lost occult information, or foiling some secret societies' grand manipulations. Other occasions may also merit Ka checks, at the gamemaster's discretion

Ka Increase

The Nephilim's player should resolve Ka checks at the same time that experience checks are resolved. A Nephilim must

Extended Ka-elements Table

Find the amount of the dominant-Ka on the top line, and look down the column to determine the value for the other Ka-elements.

Ka-element	Ka
Dominant	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
Major Neutral	01 02 02 03 04 05 06 06 07 08 09 10 10 11 12 13 14 14 15 16 17 18 18 19 20 21 22 22 23 24 25 26 26 27 28 29 30 30 31 32
Minor Neutral	01 01 02 02 03 04 04 05 05 06 07 07 08 08 09 10 10 11 11 12 13 13 14 14 15 16 16 17 17 18 19 19 20 20 21 22 22 23 23 24
Minor opposite	01 01 01 02 02 02 03 03 04 04 04 05 05 06 06 06 07 07 08 08 08 09 09 10 10 10 11 11 12 12 12 13 13 14 14 14 15 15 16 16
Major opposite	01 01 01 01 01 01 01 02 02 02 02 02 03 03 03 03 04 04 04 04 04 05 05 05 05 05 06 06 06 06 06 07 07 07 07 08 08 08

have at least two checks on any combination of Ka-elements in order to resolve Ka checks and attempt to increase Ka. To increase its Ka, the Nephilim must pass a Ka experience test. Its player erases all check marks and attempts to roll *equal to or higher* than the Nephilim's dominant-Ka on d100. If she does, she adds 1d3 to the dominant Ka. Then she recalculates the Ka-elements, changes the derived characteristics modifiers and increases the Nephilim's Metamorphosis points by the amount of the Ka gain. The new Metamorphosis points can be distributed among the metamorphosis attributes as the player wishes.

Alchemical Experience

Each Ka-element of an alchemist's Athanor can increase independently. When resolving checks, independently roll 1d100 higher than each Ka-element. For each roll that succeeds, raise that Ka-element of the Athanor by 1d3-1, or 1 (player's choice). The Nephilim's Ka is not affected.

Metamorphosis Progression

The actions of the Nephilim can add or subtract Metamorphosis points. The gamemaster awards points to characters who act according to their Metamorphosis and subtracts points from characters who act contrary to the nature of their

Metamorphosis. These points can be applied by the player as she chooses.

Points can be awarded at the end of the scenario, but the gamemaster may also choose to award points immediately after a particularly telling or poetic action. Metamorphosis points are also gained whenever the Nephilim's dominant Ka increases, at the rate of one metamorphosis point per point of Ka gained.

Some acts gain points each time they are performed, such as an act of extreme pyromania; the final decision is the gamemaster's prerogative. Others, like always wearing black, earn points only once for continuing to act in a certain way. Ceasing to act in that way results in the loss of the points awarded. To simplify things, the gamemaster may simply roll the same dice as for the award, and subtract that amount from the Nephilim's Metamorphosis points.

Other acts lose Metamorphosis points each time the Nephilim performs them. They are listed under the Loss heading.

Here are some examples of Metamorphosis point gains and losses. Many other actions are possible; this is only a small sample. The gamemaster will have to use her judgement whenever somebody does something meriting Metamorphosis point changes.

Sample Gain and Loss of Metamorphosis Points

Ka-element Fire

Gain

Taking up smoking	1d3-1
Using wood to heat	1d3
Always living at 40°C	1d3+1
Extreme Pyromania	1d6
Learning to spit fire	1d6+1
Becoming a volcanologist	1d10

Loss

Being soaked in water	1d3-1
Being inactive	1d3
Repeatedly hiding a Metamorphosis	1d3+1
Always lying	1d6
Hiding all Metamorphosis	1d6+1

Ka-element Air

Gain

Always have disarranged hair	1d3-1
Playing a wind instrument	1d3
Collecting books	1d3+1
Learning to fly an airplane	1d6
Learning falconry	1d+1
Living in a church	1d10

Loss

Living in confinement	1d3-1
Being a lunatic	1d3
Hiding a Metamorphosis	1d3+1
Hiding all Metamorphosis	1d6+1

Ka-element Earth

Gain

Wearing natural clothes	1d3-1
Living in a forest	1d3
Becoming a vegetarian	1d3
Protesting in a peace march	1d6-1
Never wearing clothes	1d6+1

Loss

Throwing away greasy plastic	1d3-1
Flying in an airplane	1d3
Hiding a Metamorphosis	1d3+1
Controlling own instincts	1d6
Hiding all Metamorphosis	1d6+1

Ka-element Water

Gain

Learning to swim	1d3-1
Always going outside in heavy storms	1d3

Owning a boat and using it often	1d3+1
Becoming a fisherman	1d6+1

Loss

Possessing a lighter	1d3-1
Eating dehydrated food	1d3
Hiding a Metamorphosis	1d3+1
Being in a room on fire	1d6
Hiding all Metamorphosis	1d6+1

Ka-element Moon

Gain

Reading poems under the full moon	1d3-1
Wearing only black	1d3
Living at night and sleeping by day	1d6
Owning a snake	1d6+1

Loss

Tell somebody own secret	1d3-1
Being in a crowd	1d3
Hiding a Metamorphosis	1d3+1
Working 8 hours a day	1d6
Hiding all Metamorphosis	1d6+1



AGARTHA

121 - Experience

AGARTHA REPRESENTS the highest mystery to which a Nephilim can aspire. It is the final goal, the quest a Nephilim must undertake before it can assume its true inner nature. Agartha is the symbolic place a Nephilim must find within itself in order to attain greater illumination.

To do this, a Nephilim follows a path of attainment laid out by the Major Arcana and delves into the spiritual mysteries by increasing its knowledge in the occult sciences. Upon reaching Agartha, a Nephilim attains a higher dimension of understanding. It can master the elemental powers again, as the Nephilim could before the fall of Atlantis; it can travel into the Subtle Planes and directly confront the major secret societies. Agarthan Nephilim can also aspire to become one of the Superior Chiefs, masters of the Major Arcana.

The word Agartha thus represents the moment the Nephilim reaches spiritual achievement at the end of its quest for hidden knowledge. One who has so attained is termed "Agarthan."

To finally reach Agartha after many years of discoveries and slow initiation, the Nephilim must meet the following requirements:

- ☆ 90 points of Ka
- ☆ 90% in one of the following skills: Astrological Lore, Hermetic Lore, Kabbalistic Lore, Tarot Lore.
- ☆ 90% in one Third Circle skill of any magic Technique (i.e. Grand Secret, Keys or Philosopher's Stone).
- ☆ At least 16 points in each aspect of its Metamorphosis transformations, and a minimum total of 90 points

The Agarthan

Agartha is not expected to be a usual attainment of player characters. It is the shining goal at the end of many lifetimes of effort. Agarthan characters cannot be easily roleplayed, and the game *Nephilim* does not provide all the explanation necessary for Agarthan player characters; to do so sufficiently would be to create a game in its own right — *Agarthan*. The information given here is intended to give the gamemaster the understanding she needs to portray Agarthan gamemaster characters as they may be encountered (however rarely) in playing Nephilim.

An Agarthan Nephilim transcends the limitation of its Nephilim existence. It merges with and assimilates the Solar-Ka of its human Simulacrum, creating out of the two entities a single enlightened being. Throughout the quest for Agartha, the process of Metamorphosis transforms the host's body from mere flesh into a spiritual vessel. At the moment that

Agartha is achieved, Nephilim and Simulacrum merge as one. This has many ramifications for the new Agarthan.

First, the Agarthan is free from its Stasis; the magic link is broken. Secondly, it is free of the fleshy needs of its Simulacrum. The Agarthan's body becomes pure Ka, molded by its will. It is invisible to normal vision, but highly visible to Nephilim, even without a Ka-vision roll. The aspects of the Metamorphosis are greatly enhanced—the Djinn's hair becomes a great red flame blowing in the magic fields; the Onirim permanently glows with a pale silvery light, etc.

*Conventional Wisdom is the ruin of our souls,
Something borrowed which we mistake as our own.
Ignorance is better than this; clutch at madness instead.
Always run from what seems to benefit your self:
Sip the Poison and spill the water of life
Revile those who flatter you; lend both interest and
principle to the poor.
Let Security go and be at home among dangers
Leave your good name behind and accept disgrace.
I have lived with cautious thinking, now I will make
myself mad.*

— Moulana Rumi

The Agarthan acquires perfect mastery of the magic tradition that brought it to Agartha. All spells of its dominant Ka-element are Inscribed into its aura. It can continue to increase its Ka-elements independently of each other, up to 90 each, using the normal experience process. Finally, it has access to the Akashic Realms, or Subtle Planes.

The Realms of Agartha

Agartha is also the magic link allowing the Nephilim to travel into the Akashic Realms. This link has given birth to many legends among humans. It is the immovable point, the Greek Omphalos, the navel around which the terrestrial world is organized. It is known as the Cosmic Mountain, the Celtic Mediolanum, the city of Delphi, the Mazdean Alborj, the Christian Tabor, the Muslim Qāf, the Masons Moriah. It is considered as the Center of the World, the Axis Mundi, by many occultists. Some have located it in a gigantic underground complex in Tibet where resides the world govern-

ment. This is only a picturesque way of describing what the Nephilim see when they discover Agartha.

The realms of Agartha are made up of an infinite number of Subtle Planes. Each plane is the memory of a small part of a past time on Earth. Everything done and said by humans is imprinted into the subtle planes, the Great Ethers around the world. These parts of time are like paintings, eternally living and timeless.

They are engraved forever on the magic veil of Earth, forming a discrete suite of historical, diluvian and prehistoric times. They are linked together by association and resemblance rather than chronology. The Agarthans have the power to travel through these planes. They can thus travel from place to place and time to time to increase their knowledge. But the Agarthans know the planes can be something very different. They are the key to the curse of the Atlantic Nephilim. Indeed, Agarthans can go back from plane to plane up to the very first subtle plane, the one before Atlantis. Thus they can try to prevent the failure of the Golden Path. They can stop Prometheus and use all their new powers on Solar-Ka.

Agarthans can enter these subtle planes through portals on Earth. They are found in very famous magical places—such as stone alignments, or ancient constructions. It is sometimes enough to open an old Venetian palace door to dive deep into 16th century Machiavellian intrigue, with only a light blur in the air indicating the change of time and place. An Agarthan can begin its trip in the different levels of the subtle planes. It must find the bridges between the Planes, and the paths that return to Earth.

The bridges are often guarded by ghosts made of people's bad deeds. The bridges are achronic, that is, they do not always connect from the Agarthan's current place into the past. An Agarthan traveler can become totally lost in the infinite subtle planes. For this reason Agarthans often help each other, and some have begun to map the bridges.

Some secret societies have discovered the secret of Agartha and know that the subtle realms exists. They cannot yet attain Agartha themselves, and will do everything to prevent Nephilim from traveling into the subtle realms. Reaching Agartha on their own has become the major goal of several secret societies. They have developed the theory that Agartha is a physical place, to lure other humans into aiding them. But they lie.

The Degeneration

In its development, a Nephilim may experience significant Ka regressions, especially when it tries to travel too fast on the path to Agartha. Rather than awakening within itself the perfect being, it awakens the monster, the interior madness. Most consider these regressions as serious pitfalls on the path

Shouit Duration Table

Solar-Ka	Favorable Day	Neutral Day	Opposed Day	Saturday	Sunday
01-10	1d2 minutes	1d6 minutes	1d10 minutes	1d4 hours	Solar-Ka hours
11-20	1d2 hours	1d6 hours	1d10 hours	1d4 days	Solar-Ka days
21-30	1d2 days	1d6 days	1d10 days	1d4 weeks	Solar-Ka weeks
31-50	1d6 days	2d6 days	1d10 weeks	1d4 months	Solar-Ka months
51-100	1d2 weeks	1d6 weeks	2d10 weeks	2d4 months	Solar-Ka x2 months

to the Agartha, and hold them to be among the worst things that can happen to Nephilim.

Shouit

Shouit (means *Shadow* in Egyptian) is the state of the Nephilim's Ka when it loses control of its Simulacrum. The Nephilim goes unconscious, and the human regains control. The human can recall her memories, though not those about the time when she was under the Nephilim's control. She feels strange and often hears interior voices, which are the whispering of the Nephilim's unconscious will.

Shouit occurs whenever the player rolls a 00 when the Nephilim uses one of the Simulacrum's skill. When this happens, the Nephilim's player must roll under dominant-Ka x1 or enter Shouit. The gamemaster takes control of the character for a duration indicated by the table above. The duration depends on the value of the Solar-Ka of the Simulacrum cross-referenced with the relationship between the Nephilim's dominant Ka-element and the dominant element of the current day.

To use the table, first compare the Nephilim's dominant Ka against the daily element to determine whether they are favorable, neutral, or opposed. Then cross-reference that outcome with the Solar-Ka of the Simulacrum on the table below. Sunday and Saturday are listed on the table. The other days and their elements are: Monday = Moon, Tuesday = Fire, Wednesday = Air, Thursday = Earth, Friday = Water.

Khaiba

Khaiba is the Nephilim's madness, its ultimate degeneration. Every time the Nephilim's player rolls 00 when making a Ka or Ka-element roll, increase the Nephilim's Khaiba total by 1. The back of the character sheet has a place to keep track of the Khaiba total.

Khaiba can occur during a Grand Enthronement (page 130) opposed to the Nephilim's dominant Ka-element, when the daily Astrological Modifier is 9 or greater. On such days, if the Nephilim's Khaiba total exceeds its Ka-element corresponding to the current Enthronement, its player must roll higher than the Khaiba total or the Nephilim turns into a monster.

The effects of Khaiba are terrifying for Nephilim. The physical characteristics of the Simulacrum alter very rapidly, inducing a physical degeneration. The Nephilim's behavior



There are four possible Khaiba types. The Khaiba type is determined by rolling a d6.

<i>d20</i>	<i>Khaiba Type</i>
1-5	Gigantism
6-10	Elementarism
11-15	Etherism
16-20	Dwarfism

The grows rapidly in a few minutes, doubling or even tripling in size. The body grows gnarled and twisted, the skin hardens, and the face becomes monstrous. The Kraken is a typical case of gigantism.

The Nephilim transforms to resemble the natural element related to each field. Earth Nephilim grow roots and change into monstrous trees; fire Nephilim become elemental fire and race from treetop to treetop or flicker across flammable objects. Wind Nephilim become light and airy, whirling away in a localized tornado. Water Nephilim turn liquid, flowing down to a low spot in which to rest. Moon Nephilim become dark and murky, lurking in dim shadows from which they scare the unwary.

The Nephilim loses its physical substance and becomes a kind of ectoplasm, a spirit without strength, unable to materialize or affect the physical world. They are forced to lurk, ghost-like, haunting the area where their Khaiba occurred.

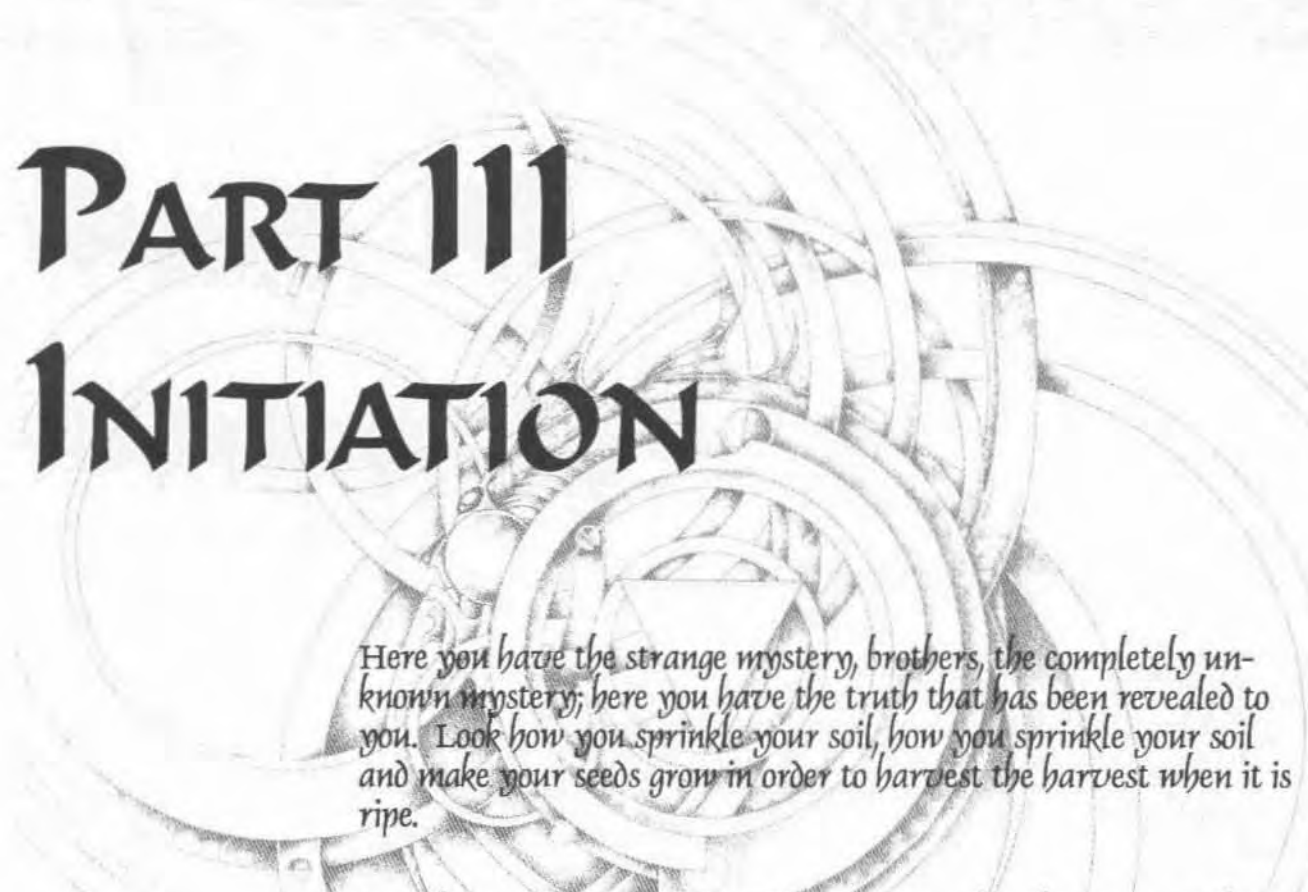
The Nephilim shrinks and develops childlike reactions, growing whimsical and mischievous. Leprechauns and sprites are cases of dwarfism among the Nephilim.

If the roll against the Khaiba total is a fumble, then Khaiba is permanent until the Nephilim's comrades find it a cure, or can locate a Temperance healer who knows the proper spells to heal it. If the roll was simply a failure, indicating that the Nephilim enters Khaiba, then the duration of Khaiba is up to the gamemaster and should suit her narrative needs. She can roll on the table below, or simply inform her player that her Nephilim has gone mad, collect the character sheet with a cheerful "I'll get back to you." and return it after a suitably tension-filled time has passed with whatever changes she cares to make based on whatever experiences the Nephilim has undergone while insane. Khaiba tends to last longer in Nephilim with a higher dominant Ka. When using the following table, either use it as a guideline, or roll randomly to determine the duration of Khaiba.

<i>dominant Ka</i>	<i>duration</i>
1-10	1d6 days
11-20	2d6 days
21-40	3d6 days
41-60	1d6 weeks
61-80+	1d3 months
81-90+	2d3 months

Whenever a Nephilim experiences Khaiba and then exits it, its Khaiba total is reduced by 2d10. Likewise, a result of 01 with the Nephilim's Ka-element roll when casting magic reduces Khaiba total by one, since the Nephilim has mastered the magical elements. Certain healing spells known to the Temperance Arcanum can reduce Khaiba total, but they require the permanent expenditure of Ka, and of course somebody who knows the spell.





PART III

INITIATION

Here you have the strange mystery, brothers, the completely unknown mystery; here you have the truth that has been revealed to you. Look how you sprinkle your soil, how you sprinkle your soil and make your seeds grow in order to harvest the harvest when it is ripe.

Now listen and understand and judge correctly what I say: Take from the four elements the highest arsenic and the lowest arsenic and the highest, the white and the red, equal in weight, male and female, so that they are joined in each other. Just as the bird hatches and brings to perfection its eggs in warmth, so you, too, must hatch and polish your work by taking it out and watering it in the divine waters and warm it in the sun and in burned places, and you must roast it in a gentle flame with the virgin milk and hold it away from the smoke... And enclose it in Hades and move it in safety until its structure becomes more solid and does not run away from the fire. Then you take it out of it, and when the soul and the spirit have joined each other and become one, then you must throw it on solid silver and you will have gold of a quality that the storehouses of kings do not have.

—Cleopatra the Wise



ALL OCCULT AND MAGICAL ACTS of the Nephilim depend on the position and power of the magic fields. The Nephilim can identify the fields and have learned to compute their positions to predict the times when magic use is favored.

The Magic Fields

The sun is the first celestial body of our world. It projects, supplementary to its light, a very powerful energy invisible to all but the Nephilim. This energy is transformed and reflected by the seven dominant celestial bodies of the solar system (the sun, moon, and the near-by planets). These fields fall upon the earth, where they are concentrated in the earth's center and transformed into the magical fields which surround and permeate the planet.

These fields of invisible, magical energies change shape, location and intensity in response to the movements of the celestial bodies. Through complicated laws of magic, the Nephilim can predict the changes.

There are seven kinds of magical fields on earth. Five of them form the basis of the Nephilim's Ka-elements. Two others have special properties. The magical fields wax and wane as their related celestial bodies enter and leave dominant positions and oppose each other across the heavens.

The Magic Fields of Fire

The Fields of Fire are influenced by the magic energies of Mars. Mars is in the sign of its rulership during the astrological months of Aries and Scorpio as well as all Tuesdays. At these times, the magic fields of Fire have a greater chance to be dominant and thus have much more power. These times are considered sacred by the Pyrim. Fire fields are most often red, but can also be orange or yellow. Some can even be white, the color of fusion, while others will be blue. Their shapes are ever changing, and are often surrounded by small flames. They are fast moving and thin. Fire-element is found in vol-

canic places, during heavy storms, around natural or accidental fires, and other sources of heat.

The Magic Fields of Air

Air element is influenced by Mercury. This planet is in the sign of its rulership during the astrological months of Gemini and Virgo, and every Wednesday. They are dominant at these times. The magic fields of Air have seemingly regular shapes, as blue and white volutes deploying their arms into the immensity of the sky. The rays of these fields are slow and very thin, but are among the most numerous. This is because of the intensity of the rays sent by Mercury.

The magic fields of Air sometimes concentrate in one single point and become very difficult to master. They then take tormented shapes, as though they were torn in many points. Their colors vary from pure white to rainy-sky grey and pure-sky blue. Magic fields of Air are almost everywhere, but they concentrate on high peaks, and within strong winds and storms.

The Magic Fields of Water

Venus influences the magic fields of Water. This planet is in the sign of its rulership during the astrological months of Taurus and Libra, as well as every Friday. Fields of water are especially mobile, changing shape constantly, or conforming for a moment to the shape of their surroundings, like water in a glass. Fields of Water are animated by endless whirls, with many opposite streams flowing cross-current. The rays appear as soft curves, finely chiselled. Their colors usually range between blue and green. The magic fields of Water are the most numerous on the planet Earth and are found wherever water is. Very powerful fields lie deep at the bottom of the oceans.

The Magic Fields of Earth

Jupiter dominates the magic fields of Earth. Venus is in the sign of its rulership during the astrological months of Sagittarius and Pisces and all Thursdays. The magic fields of Earth are very still and static. Their shapes are cubic, with cutting

edges or long, flat surfaces. The rays are thick, often rectangular or in the shape of tree trunks. They are slow to be born and to move. They sometimes break to pieces, crushing the surrounding land, although such events are rare, caused by dramatic modifications on the surface of Jupiter. The magic fields of Earth appear as shades of brown and green. They lie, sluggishly, near great mountains, in stone deserts, forests and great fertile plains.

The Magic Fields of the Moon

These are of course influenced by the moon, the natural satellite of earth. The moon is in the sign of its rulership during the astrological month of Cancer and every Monday. At these times, the magic fields of Moon are dominant. These fields are the most difficult for the Nephilim to master. They appear silvery with perhaps a light, golden luminosity. Their shapes are mad, surrealistic, sometimes confusing for inexperienced Nephilim. They radiate a feeling a sadness the Nephilim can feel in Ka-vision. This is because of the secret presence of the magic fields of the Black Moon shrouded within the fields of the Moon. The presence of the Black Moon is normally invisible to Nephilim, but it sometimes happens during some lunar Enthronements that Moon Nephilim are able to see them. When they can be seen, their color is more black than black.

Orichalka

Orichalka is the magic field influenced by Saturn. It dominates during the astrological months of Capricorn and Aquarius and every Saturday. This field is the terror of the Nephilim. It is a new field for the Nephilim, which is why it is not part of the pentacle of their Ka-elements. Orichalka was brought to earth by a meteorite from Saturn, creating a link between that planet and the earth (Saturn was originally too far away to have significant influence here). It is the doomed field, the destroyer of the five other magical Ka-ele-

ments of the Nephilim. Thanks to it, humans were able to escape from Atlantis and eliminate many Nephilim by destroying them or imprisoning them in Stasis. Orichalka often takes the color of lead or shining metal.

Orichalka stays compact in matter and is attracted by metals. When it comes in contact with another field, it acts like anti-matter — both fields are annihilated in a violent magical explosion. Physically, the explosion is a bright flash of white light and noise. Those in Ka-vision (see below) see a brilliant, colorful implosion as blackness swallows the streaming fields of light. Contact between Ka-elements and Orichalka causes no physical damage (although the sword the Orichalka is on may do so), but destroys a Nephilim's Ka.

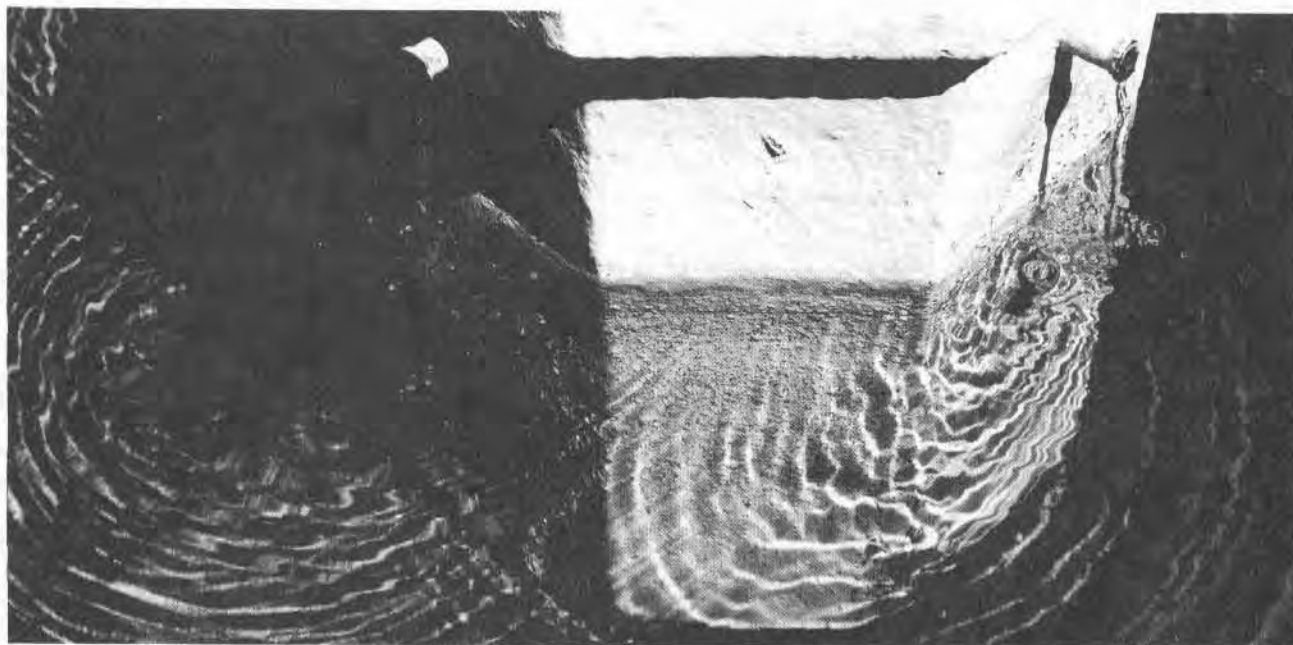
In game terms, all Orichalka is rated with a Capacity. When a Nephilim's blood comes in contact with Orichalka, the Orichalka destroys 1d20 of the Nephilim's dominant Ka, and loses an equal amount of Capacity. Re-figure the Nephilim's Ka-elements based upon the new value of its dominant Ka.

As you can see, Orichalka is the ultimate weapon against Nephilim. That is why the secret societies fight desperately to acquire the very few existing weapons of Orichalka. Because Orichalka is destroyed upon coming into contact with another Ka, there is a very small quantity of Orichalka left on earth.

Many Nephilim believe that today's Nephilim are the result of Orichalka's influence on the elemental creatures that were on Earth before the humans. They were greatly weakened, and now must incorporate into existing bodies, instead of being able to simply create them from the raw elements.

The Magic Fields of Sun

The sun directly sends its ether rays to earth. These fields are the most powerful, as they have not been transformed or altered by any other celestial body. They are everywhere on the earth, reflecting from every bit of matter. Nephilim are almost blind to these fields as they lack the Solar-Ka element.



In Ka-vision, they can only see its color as intense glowing spots, more visible than any other field. On Sundays and in the month of Leo a randomly selected field is dominant.

Unfortunately for the Nephilim, only human beings have substantial traces of Solar-Ka, though they cannot use it. They refer to it as will or mental strength. Nephilim can see humans in Ka-vision as vertical rods of golden or yellow light, the intensity of which indicates the development of the human's Solar-Ka.

Ka-Vision

A Nephilim has the ability to sense the magic fields with its Ka. Upon succeeding in a dominant-Ka x3 roll, a Nephilim leaves the human set of perceptions and reaches a realm of awareness closer to the one they enjoyed before the fall of Atlantis. When in this mode, the Nephilim can see the magic fields as moving blurs of colored light surrounding all matter. Ka-vision allows the Nephilim to see in the dark, even when the Simulacrum is blind. A failed Ka-vision roll means the Nephilim is not in sympathy with the magical fields and must wait a suitable amount of time before trying again — usually around ten minutes.

Ka-vision is Nephilim magical sight unconnected to any normal human senses. Ka-vision reveals magic fields which surround and permeate all things. With experience a Nephilim can learn to analyze anything according to its magical strengths. Ka-vision allows all Nephilim to distinguish the Ka-elements of all other Nephilim. Nephilim cannot disguise

themselves from other Nephilim's Ka-vision. Nephilim can stop using Ka-vision at any time.

Every ten minutes a Nephilim must make another Ka x3 roll to remain in Ka-Vision. Failure means waiting at least ten minutes before trying again. A Nephilim cannot stay in Ka-vision indefinitely, because of the risk of entering Khaiba. Ka-vision dramatically dulls the five senses of the Simulacrum so that, given time, the Nephilim could lose itself in the vision and not find its way back—the result is Khaiba. Usually, a Nephilim can stay in Ka-vision for an hour at a time without problem. Longer than this, the gamemaster can ask for a Khaiba roll every ten minutes of extra use. When the Nephilim is in Ka-vision, its Simulacrum appears “possessed”. It shakes lightly and its eyes turn white. The eyes at least can be hidden behind sunglasses. The shaking may be harder to conceal.

Ch'awe Cost

By nature a magical act, using Ka-vision costs one Ch'awe for every ten (or fewer) minutes of use. Each time a Ka-vision roll is successful, mark off one point of Ch'awe on the character sheet.

The Colors of Ka-elements

Through Ka-vision Nephilim interpret the Ka-elements as luminous and translucent fields of color. For incarnate Nephilim these elements center upon certain parts of the inhabited Simulacrum's body. The Ka-element of Earth is green. In Simulacra, it is gathered in the pelvic bones. Water appears dark blue-green. Associated with blood, its color actually gathers in the stomach, in the center of the body. The red Ka of Fire lies in a core near the heart. Air is sky-blue, and its center is in the throat. The Moon-Ka is silvery, and radiates from a point in the groin. Solar Ka is visible in Simulacra as a golden or yellow sphere centered in the head.

With Ka-vision, Solar Ka is also visible in all humans. In them, it appears as a flame or beam of light which is about as tall as the person, and whose intensity indicates its relative Ka strength. Dull humans look like pale yellow candle flames. Intense and sharp humans, who might even accidentally see the Nephilim, look like bright flames of constant clear yellow. Humans with superhuman capacity turn gold, and their size typically grows longer upward and downward. Lesser creatures indicate similar concentrations of Solar Ka, but only rarely show more than a dull flicker.

The Black Moon-Ka of the Selenim is difficult for a Nephilim to see. It is pitch black, darker than midnight. A Selenim has only the color of the Black Moon-Ka, and none other, although when it feeds on Solar-Ka it is infused with flickering golden highlights in a smoky-black field.

Orichalka can be sensed as an unnatural, nauseating void. It is not a color, but a hole in the elemental fields — emptiness. Its perception distresses

What the Sun Arcanum Says

Kundalini is a Sanskrit word which means “serpent power,” and is the symbol for the life force or psychic energy which all living creatures have, and which is our connection with the spiritual world. Hindu mystics spend their lives awakening their kundalini and transforming themselves through the process to attain a higher state of consciousness.

The basic structure of the kundalini is of seven points of energetic exchange between a physical entity and its spiritual body. The points are called *chakras*, and can be thought of as being spiritual organs. When an individual experiences awakening of its spirit, the kundalini energy is “aroused” and uncoils like a serpent, rising through the seven chakras. As the energy reaches each chakra it opens and gives the being new insight, powers, and responsibilities.

A Nephilim's incarnation cycle follows the kundalini model. Ka energy rises from the Stasis, which contains the base chakra with its dormant Kundalini energy. The base chakra exists on the material plane, and is the anchor for the Nephilim's Ka to this world. It serves as the portal through which the energy begins. When a Nephilim incarnates, its Ka energy rises through the five chakras, up to the crown chakra, which is the Simulacrum's Solar-Ka and is the home of cosmic consciousness when awakened. As the Ka energy rises, each chakra opens to provide the Nephilim/Simulacrum its spiritual awareness. Magical powers are a result of this, an after-effect of the spiritual awakening. When so risen and permanently awakened a Nephilim is finally an entity capable of understanding the upper planes of existence called Agartha.

Such integration is only possible if the Nephilim's elemental Ka-energy has a Solar-Ka with which to connect, which is why Nephilim must incarnate into Simulacrum.

Humans and Ka-Vision

Most magic is utterly outside of all human beings' ordinary perception. Human Ka-vision uses only their natural Solar-Ka, and has severe limitations when compared to the "full spectrum" of Nephilim Ka-vision.

To humans, another human looks much as it appears to Nephilim. That is, humans appear to be a pillar of flame the size and intensity of which reflects the magnitude of the human's Sun-Ka. Size ranges from a tall flame outside and larger than the human's body, indicating high Solar-Ka; to a low flickering fire for humans with low Solar-Ka.

Human Ka-vision is mono-chromatic; the variety of Ka-elements are indiscernible to humans. They see it all in a monotone, without being able to tell one Ka-element from another. To them, Nephilim have no color variation at all. Curiously, different humans see this mono-color as different: some see it as purple, others as green—even if they learn from the same source and tradition. The cause and meaning of this is unclear.

Awakening Human Ka-vision

Human beings have no natural Ka-vision, and were originally trained to use it

by either the prehistoric Promethean Siblinghood or by the Egyptian Pharaoh Akhenaton. Today many human secret societies, both pro-and anti-Nephilim, teach a technique which can result in the awakening of Ka-vision. For most humans, however, Ka-vision is an unknown ability that they cannot consciously choose to use.

Accidental awakening of a human's Ka-vision can occur even today, and no doubt occurred in prehistoric times as well. Whenever a lot of Ka energy is used there is a chance that humans can detect it. A human's Ka-vision is directly based upon her Solar-Ka, with a higher Solar-Ka giving an increased chance of detection. If the gamemaster wishes to roll this on dice, the chance of success is equal to the human's Solar-Ka $\times$ 3%.

This accidental sighting usually occurs in one of two ways. The first is when a Nephilim uses some large magic in a public place. Most small magics do not cause enough magical disturbance to draw human attention. Thus, standing on a railroad platform and lighting a cigar from your thumb probably won't even be seen by most people. However, a larger scale disturbance, like summoning a creature from another realm, would have

a greater chance of being noticed; the gamemaster may wish to increase the multiplier for the viewer's Solar-Ka to $\times 4$ or $\times 5$ before rolling. The other accidental sighting is when a human with a high Solar-Ka notices, by chance, those low-energy magics just because she has a high Solar-Ka.

Seeing Metamorphosis

A Nephilim's Metamorphosis is usually not visible to humans. Nephilim usually appear to be normal human beings, but in special circumstances their Metamorphosis becomes more apparent. If a Nephilim performs magic, flies, or does some other super-natural action, the humans around it may get a Ka-vision roll to notice its Metamorphosis. Likewise, highly metamorphosed (16 points or more in a Metamorphosis location) individuals might suddenly be noticed by high Solar-Ka people if their attention is drawn to the Nephilim. If several body locations are highly metamorphosed, increase the $\times 3$ Ka-vision multiplier by one for each location, to $\times 4$, $\times 5$, and so on. If the gamemaster thinks a roll is called for, and the character makes it, then the Metamorphosis is noticed.

Nephilim because it is a missingness, a blank nothing in what should be fields of Ka-elements.

Nephilim cannot sense Litharge (the product of Orichalka's and Ka's mutual destruction). They can detect a stasis object with their Ka-vision, but they have no ability to see within it to determine what mixture of Ka-elements it contains, or whether there is a Nephilim within.

Seeing Magic and Magical Creatures

Magic is apparent to Ka-vision. A spell appears as a coherent flow of Ka-element energies passing through and around the caster and target, with the coloring indicative of the Ka-element used in the spell. Summoned creatures of a single Ka-element appear as mono-chromatic entities of the associated color. Creatures associated with numerous Ka-elements contain all the associated colors. Alchemical formulae are imbued with the hue of the ka-element used in the working.

Through Ka-vision, an item or person is easily identifiable as having been ensorcelled. The color indicates what Ka-elements are active, and the Kabbalistic Lore skill gives clues as to what the spell is doing. A Nephilim already familiar with a spell can identify it by rolling percentile dice under the Technique used to create the spell. Similarly, the nature of a summoned creature or Alchemical working can be determined

with the Kabbalistic Lore Skill, or positively identified if the viewer knows the magical working and can succeed in rolling the appropriate Technique.

Range of Ka-Vision

The range at which a Nephilim can see clearly with Ka-vision is equal to 5 meters for each point of dominant-Ka. Items outside of the range may be seen dimly, but the viewer is unable to determine any clarifying characteristics. Some particularly bright or powerful phenomena may be visible for a much greater distance. Ka-vision allows a Nephilim to see through solid material as though it were a hazy screen.

Celestial Objects and the Elemental Fields

Celestial objects are also visible to Ka-vision. The Sun appears as a burning golden inferno. The planets are luminescent dots in the night sky, each in the color of its own representative Ka-element. Looking at the earth, a Nephilim can see its scintillating, rainbow-colored heart, from which stream the elemental fields up to the surface. The fields themselves appear as light washes of color that flow and ebb in the celestial tides. They move and interact in constant visual harmony, like musical vibrations, as they continually attract and repulse each other. By examining the intensity of

each color, a Nephilim can determine the Astrological modifier at the current time.

During a Plexus or Nexus, a Nephilim can see the torrents of elemental energy washing the land in swirling currents. A Nexus is powerful to behold, with whirling tornadoes of raw energy spinning dirvish-like across the land, crashing and colliding in fountains of elemental color.

Ka-Language

Ka-vision is more than perception, however, for it is also the vehicle for Nephilim "language," which humans now call Enochian. A successful Ka-roll allows your Nephilim to send to other Nephilim messages which are beyond human hearing or understanding. Any nearby (in range) Nephilim may succeed in a Ka x3 roll to perceive the message. A Ka-language conversation is obvious to all other Nephilim who are in range and currently using their Ka-vision, although they must still make a Ka x3 roll to understand it.

Enthronements

The magic fields that give the Nephilim their occult energy are born from the celestial bodies of the solar system. They are directly linked to the planets by what are called ethers or the ethers. The power and location of the magic fields on earth depend directly on the position of the planets. The ether is the secret and magic energy of the sun. It travels, invisible to all but the Nephilim, along with the light rays. It then collides with all the celestial objects. But, instead of being reflected as light, the ether is transmuted by each planet and sent back as different ethers. These ethers are captured by

Seven planets rule the magic fields:
Mars rules the magic fields of Fire
Jupiter rules the magic fields of Earth
Mercury rules the magic fields of Air
Venus rules the magic fields of Water
The moon rules the magic fields of the Moon
Saturn rules the magic fields of Orichalka
The sun rules the magic fields of the Sun

the planet earth. They converge to its center and are re-channeled to its surface, which they permeate like electricity around a Faraday cage. The intensity and nature of the incoming ethers depend directly on the position of the planets and the sun. Some Nephilim think the stars have some influence as well. The Nephilim, after some studies, have determined difficult but precise laws governing when a planetary influence is dominant. They call these times *Enthronements*, which occur when a planet is in the sign of its rulership. Planets influence both specific days and specific astrological months. When the day that a planet is enthroned occurs in a

month that it is also enthroned, this is called a *Grand Enthronement*.

Astrological Modifier

Each day of the week, one planet is enthroned; it dominates the others. On this day, that planet's corresponding magical field is dominant, affecting all magical operations. The Ka-element associated with the field receives a bonus, called the *astrological modifier*. The other Ka-elements are influenced according to the position they occupy on the pentacle; the two neutral Ka-elements have no modifier, while the two opposed Ka-elements have a negative Astrological Modifier of equal magnitude to the positive modifier for the dominant element. It might happen that a negative modifier is greater than a Nephilim's Ka-element; in this case, the Nephilim cannot use that field at all.

The modifier is determined for 24 hours, from sunrise to sunrise. Once determined for a particular day, it stays the same for all Nephilim, whatever Ka-element they use.

The magnitude of the bonus or negative modifier is determined by the dominant astrological sign for that planetary month.

On days of Grand Enthronement, when the Astrological modifier is 9 or greater, Nephilim whose Dominant Ka-element is opposed to the day's dominant element have a chance of entering Khaiba and becoming feral, elemental monsters. See page 122 for details.

The Planetary Months

As we have seen, planets have a daily influence on the magic fields. But the intensity of this influence is determined by another type of Enthronement: the planetary months. During the year, each planet is dominant during one or more astrological month. When a planet is dominant for a particular month, its influence is at maximum on the day it is dominant (i.e. Monday for the moon, Wednesday for Mercury, etc.). On this day, the Astrological Modifier is 1d10. This is a Grand Enthronement. When the monthly ascendant planet is opposed to the daily dominant planet (i.e. Mars is ascendant because it is April 2nd and Venus is dominant because it is Friday), the modifier is 1d4; this is called an Opposed Enthronement. On days when the Enthronement is neither dominant or opposed, it is called a Neutral Enthronement; the Astrological modifier is 1d6 on these days. Refer to the box "Computing the Astrological Modifier" for step-by-step instructions.

Predictions

Nephilim can try to determine in advance the exact value of the Astrological Modifier to cast their spells. To make a prediction takes one hour. If the Nephilim wants to know the modifier one week in advance, its player must roll under her character's Astrological Lore skill. If the roll succeeds, the gamemaster determines the modifier for the day and the player notes it on her character sheet. The Astrological Modi-

Planetary Days Table

Compare the day of the week to the Ka-element to be used in a magical procedure in order to determine whether that Ka-element receives a positive, none, or negative Astrological Modifier. For Sunday, see below.

Day	Planet	Magic field	Bonus	No Bonus	Negative Mod.
Monday	Moon	Moon	Moon	Water & Earth	Fire & Air
Tuesday	Mars	Fire	Fire	Air & Earth	Water & Moon
Wednesday	Mercury	Air	Air	Fire & Water	Earth & Moon
Thursday	Jupiter	Earth	Earth	Moon & Fire	Air & Water
Friday	Venus	Water	Water	Moon & Air	Earth & Fire
Saturday	Saturn	Orichalka	None	None	All Ka-elements
Sunday	Sun	Sun	Random	Random	Random

fier can be determined one month in advance, at a -15 modifier to the Astrological Lore skill. One season is a -30 modifier, one year -45, ten years -60, and determining the Astrological Modifier 50 years in advance receives a -75 modifier to the Astrological Lore skill.

Once the prediction is made, the gamemaster rolls the indicated dice makes a note of the resulting number. If anyone else wants to predict for that same day, use the same number. Also, if for scenario reasons the gamemaster has already determined the Astrological Modifier for a certain day, she should tell the player that modifier instead of randomly determining a different one.

Unusual Enthronements

Saturday is a doomed day for the Nephilim. This day, the magic fields of Orichalka are dominant. This causes all magical operations to suffer a negative modifier of -1d4, applied to ALL Ka-elements. During the two astrological months when Saturn is ascendant, the Astrological modifier is -1d6 every day, except Saturday, when it is -1d10.

Sunday, the magic fields of the Sun are dominant. The magic fields have a perturbing effect on all other fields. To determine which magic field acts as the dominant on any given Sunday, roll 1d6 on the Dominant Field Table, in the "Computing the Astrological Modifier" box, nearby. During the astrological month when the sun is ascendant (Leo, July 23rd to August 22) every day has a randomly determined dominant field. Because all magical fields are derived from the sun-field, all are compatible with it; every day in the month of Leo is an Enthronement and receives a 1d10 Astrological Modifier, but whether it is positive, negative, or neutral depends on the randomly determined daily field.

Planetary Months Table

Look up the astrological month and the day of the week to determine the magnitude of the Astrological Modifier. For Sundays, and the month of Leo, see "Computing the Astrological Modifier," below.

Month	Asc. Planet	Grand Enthronement	Neutral	Opposed
Aries March 21st-April 20th	Mars	Tuesday 1d10	Thursday 1d6 Wednesday	Monday 1D4 Friday, Saturday
Taurus April 21st-May 20th	Venus	Friday 1d10	Monday 1d6 Wednesday	Tuesday 1D4 Thursday, Saturday
Gemini May 21st-June 21st	Mercury	Wednesday 1d10	Tuesday 1d6 Friday	Monday 1D4 Thursday, Saturday
Cancer June 22nd-July 22nd	Moon	Monday 1d10	Thursday 1d6 Friday	Tuesday 1D4 Wednesday, Saturday
Leo July 23rd-August 22nd	Sun	Every Day 1d10	—	—
Virgo August 23rd-September 22nd	Mercury	Wednesday 1d10	Tuesday 1d6 Friday	Thursday 1D4 Monday, Saturday
Libra September 23rd-October 22nd	Venus	Friday 1d10	Monday 1d6 Wednesday	Tuesday 1D4 Thursday, Saturday
Scorpio October 23rd-November 21st	Mars	Tuesday 1d10	Thursday 1d6 Wednesday	Monday 1D4 Friday, Saturday
Sagittarius November 22nd-December 20th	Jupiter	Thursday 1d10	Monday 1d6 Tuesday	Wednesday 1D4 Friday, Saturday
Capricorn December 21st-January 19th	Saturn	Saturday -1d10	All other days: -1d6	
Aquarius January 20th-February 18th	Saturn	Saturday -1d10	All other days: -1d6	
Pisces February 19th-March 20th	Jupiter	Thursday 1d10	Monday 1d6 Tuesday	Wednesday 1D4 Friday, Saturday

Computing the Astrological Modifier

Follow this procedure to compute an Astrological Modifier for a given Ka-element on a given day.

- ★ Compare the Ka-element to be used in a magical procedure to the current day on the Planetary Days table in order to determine whether the Ka-element receives a bonus, no modifier, or a negative modifier.
- ★ On the Planetary Months table, locate the current astrological month. In that row, locate the current day of the week. This gives the magnitude of the Astrological Modifier.
- ★ Apply the Astrological Modifier to any magical operation performed on that day. For a different Ka-element, refer back to the Planetary Days table to determine if that Ka-element receives a positive, none, or a negative modifier, but DO NOT re-roll the magnitude of the modifier; this remains the same for the entire day, for all Ka-elements receiving a modifier.

Sundays

On Sunday, and in the month of Leo, the magical fields fluctuate. At those times, follow this procedure:

- ★ Roll on the Dominant Field table to determine which field is dominant that day. Once this is determined, it does not need to be re-rolled again that day.

- ★ Locate the dominant magic field in the third column of the Planetary Days table, and look across to see if the Ka-element in question has a positive none or negative bonus.

Determine the magnitude of the modifier as normal.

The Month of Leo (July 23d to August 22)

- ★ Every day in the month of Leo has a randomly determined dominant field. Use the same procedure as for Sundays to determine the daily Dominant Field, and whether the Ka-element to be used in the magical procedure receives a positive, none, or negative modifier.
- ★ Every day in the month of Leo is a Grand Enthronement and receives a 1d10 Astrological Modifier.

Dominant Field Table

1d6	Dominant Field
1	Fire
2	Air
3	Water
4	Earth
5	Moon
6	Orichalka

□ For Example Selenia is a Moon Nephilim. She wishes to cast a Moon spell and so must use her Moon Ka-element. In the game, the gamemaster determines the date as Monday, May the 23rd. The gamemaster must determine the Astrological Modifier that will apply to Moon-Ka on this day. On the Planetary Days Table, she finds Monday is (as its name indicates) a day where Moon is dominant. So Selenia will have a BONUS. To find the value of the bonus, the gamemaster checks the Planetary Months Table. On May the 23rd (Gemini), Mercury is ascendant. Mercury is the planet linked to Air. Air is Opposed to Moon on the Pentacle, so the Enthronement is termed opposed. The value of the BONUS will be 1d4. The gamemaster rolls a 4. If Selenia wishes to cast a Fire spell, the bonus becomes a negative modifier as Fire is opposed to Moon (dominant on Mondays), but is still equal to 4. If Selenia wishes to cast a Water spell, the modifier would be 0, as Water is neutral to Moon.

If Selenia wishes to cast a Moon spell on Monday June 24th, she will find it is a Grand Enthronement, and will thus have a bonus equal to 1d10. She would have a negative modifier of 1d10 to cast a Fire spell on the same day.

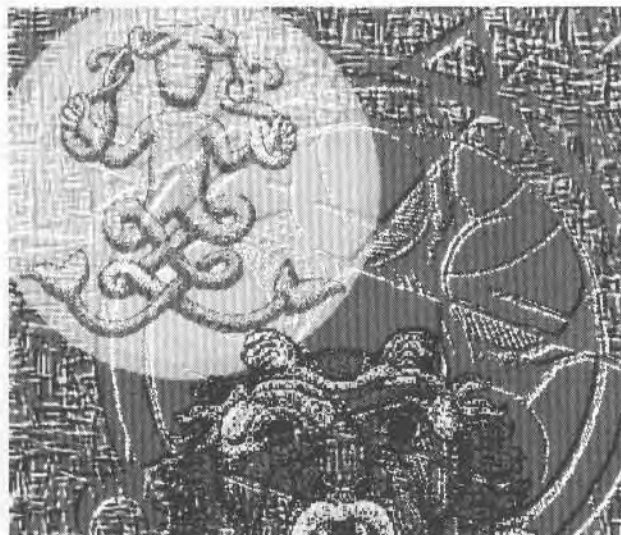
Plexuses and Nexuses

Nexuses and Plexuses are very particular Enthronements, often beneficial to the Nephilim. They allow the recharging of Stasis and the performing of very difficult magical operations. They appear in special places, like the heart of a forest, the top of a mountain, an erupting volcano, a nuclear power plant, a ruined church or an old cemetery. The gamemaster should find special places to locate a Nexus or Plexus. Their duration is highly variable, between one hour to one hundred years. When a group of Nephilim finds one, they often try to claim it as their own special resource.

The appearance of Plexuses and Nexuses is completely up to the gamemaster. As a rule of thumb, she may have one appear when the daily Astrological Modifier is at least equal to 6. She can roll a d100. If the roll is lower than the bonus, a Plexus has formed; the elemental field of the Plexus is the same as the dominant element for that day. If the roll is equal to the bonus, a Nexus exists. Then roll the dice again. The lower the die roll, the longer the phenomenon lasts, ranging from only minutes for a 00, to a year or longer for a result of 1.

The location of the appearance is up to the gamemaster, and may be as remote or nearby as she wishes. Trecking to a Nexus in the deep of the ocean or in the mountains of Peru could comprise an adventure in itself.

The gamemaster should not let Nephilim predict the location of a Plexus or Nexus without exhaustive study and research. It is a step more difficult than predicting the exact



Astrological modifier for a specific day. The Astrological Lore skill should be used to make the prediction, perhaps in conjunction with the Kabbalistic Lore skill. See the modifiers given above for predicting Astrological modifiers.

To see a Plexus or Nexus when within visual range of one, a Nephilim must succeed in a Ka-vision roll. Once within, the Nephilim can sense it automatically, without rolling.

Plexus

Plexuses are places where two rays of the same magic field cross. Their power is thereby highly increased. When in a Plexus, a Nephilim automatically succeeds in any Ka-element rolls for the element of that Plexus, which makes Sorcery and Alchemical magic much easier to cast. Being in a Plexus makes Summoning with that element an even 50% chance of success, since both the summoner and summoned creature can draw upon the elemental energies of the Plexus. Furthermore, by placing its Stasis in the Plexus, the Stasis gains one point of the Ka-element of the Plexus per hour left there, up to a total of 100 points of Ka-elements in the Stasis object.

Plexus

Orichalka Plexuses are very rare, but do sometimes occur. No magic can be performed within an Orichalka Plexus, and existing magical processes are negated for the time that they are in the field, but return again if the object upon which the spell is localized is brought back out of the Plexus. Nephilim

and other spiritual creatures may enter an Orichalka Plexus, but permanently lose 1d6 points of dominant Ka for each hour spent within the Plexus.

Nexus

Nexuses are places where all five magic fields cross. This is a very rare event, which can lead to major changes in all Nephilim. All Ka-element rolls for any elements are automatic successes while in a Nexus, with the same stipulations as for Plexuses. The Stasis is recharged at the rate of 5 points of any (not all) Ka-element per hour in the Nexus, up to 100 points of Ka-elements total in the Stasis. The Nephilim may choose which element is recharged.

Furthermore, the Nephilim can use the Nexus to change its dominant Ka-element. To do this, it must sacrifice all points of its dominant Ka-element in excess of its neutral favorable Ka-element. It must then succeed an experience roll in Ka (it is not a Ka-element roll and is thus not an automatic success). If it succeeds, its old neutral favorable Ka-element becomes dominant. The Nephilim then changes its Metamorphosis and its opposed Ka-elements. It becomes another Nephilim, with another personality.

It sometimes happen that a Nexus is powerful enough to give birth to a Nephilim, wholly new, without any prior incarnations, and with a Ka of 20. This is to be left to the game-master's discretion.





THE MOST EVIDENT PROOF of the existence of Nephilim is undoubtedly what we call occult sciences. What has been a mysterious knowledge for the great thinkers of humanity, an amusement for the curious and the origin of

terrors and superstitions that justified prosecutions and terrible massacres represents for the Nephilim the natural way to act upon the world.

If the occult sciences allow the Nephilim to perform amazements and wonders, they are above all the Nephilim's path to Agartha. Magic is the exclusive privilege of the Nephilim. Humans have been trying to see beyond this veil for ages. Some have perfectly understood the mechanics of magic, but they still lack the capacity to master the magic fields. Many have found in magic a new and deeper vision of the world.

Some others, thirsting for power, work to capture and enslave the Nephilim to use them as magic instruments, as the summoner does with his creatures.

Capture by a hos-

Without magic, how I would love to be human

—Goethe

tile secret society is perhaps one of the worst things that might happen to a Nephilim.

The Nephilim divide magic into three areas of mastery: Sorcery, Summoning, and Alchemy. They are the successive responses of the Nephilim to the changes in the world, their way of adapting to the constant mutations of human history and society.

MAGIC

Magic is a catch-all term used by ignorant humans. Nephilim group the three main forms of occult sciences into Sorcery, Alchemy and Summoning. Each is divided into three initiation circles, for a total of nine

magical techniques (three circles in each of the three occult sciences). The mastery of one of the third circles (i.e. reaching 90% in one of the third circle techniques) is one of the conditions to reach Agartha.

Magical Circles

The mastery of each circle requires the development of a new technique, or magical skill. In Sorcery, the first circle technique is called Lower Magic, the second circle technique is High Magic and a third circle technique is called Grand Secret. So it is also for Alchemy and Summoning. When the Nephilim reaches 90% in a magic technique, it has mastered that circle and then (if in the first or second circle) may begin the next higher circle of the same magic type at a score of 10+1d6%.

The Threshold

When beginning a new circle, a Nephilim cannot cast all spells. Every spell has a "Threshold," which defines the complexity of the spell and the mastery necessary to cast it. For each circle, a Nephilim can only cast spells with a threshold less than or equal to its technique in that circle and type of magic.

SPELLS

Every spell requires some kind of physical material: an engraved tablet, papyrus, photocopy, etc. Usually such an object is written, since this is an efficient way of conveying magical

The Occult Techniques

	Sorcery	Summoning	Alchemy
First Circle	Lower Magic	Seals	Black Stone
Second Circle	Higher Magic	Pentacles	White Stone
Third Circle	Grand Secret	Keys	Philosopher's Stone

information. This is called a Focus, and serves to convey the complexities of the spell, as well as act as a magical lens to focus the etheric elements for the casting. To cast a spell from a Focus, a Nephilim must first decipher it.

Deciphering a Spell

If the Nephilim knows the language and has a skill in the circle and magical type of a spell, it can easily determine the circle, threshold, Ka-element and general effects of the spell, and may attempt to decipher the actual Formula of the spell.

For every 10% of a spell's threshold, a Nephilim must study for one hour to decipher the working of a spell. After this time is elapsed, the player rolls under the corresponding language skill. If she succeeds, her Nephilim can now use the spell. If it fails, the Nephilim must study the spell for a number of hours equal to the threshold of the spell, and then must roll the language again to be able to understand the spell. Failing a second time, the Nephilim must wait until it has improved that language skill before trying again to decipher the spell.

A spell must only be deciphered once in this manner. Once accomplished, the Nephilim only needs to refer back to the now deciphered focus when re-casting the spell, and need not spend the hours of deciphering for each re-casting.

Copies and Translations

The reason why a spell needs a focus is that the written source, through the disposition of symbols and characters and through the position of illustrations, acts as a magnifying glass concentrating the Ka-elements necessary to perform the magic.

Copies and translations have a diluting effect on the magic-focusing abilities of the focus, thus increasing the threshold for the new copy. Modifiers for differing qualities of copies and translations are given in the following table.

Modifiers from Reproductions

Quality	Add to Threshold
Copy by a non-Initiate	20 to 30%
Copy by an Initiate	0 to 10%
Copy by a Nephilim	0 to 5%
Translation by a non-Initiate	30 to 40%
Translation by an Initiate	0 to 20%
Translation by a Nephilim	0 to 10%
A low quality photocopy	40%
A normal photocopy	20%
A high quality reproduction (scanner, laser photocopy, photography),	0%
Color omission	40%
Color error	5 to 15%
Large-scale printing of a manuscript	10 to 40%
Material is damaged	5 to 45%

These modifiers are cumulative

To make a copy of a written spell, a Nephilim must succeed in skill rolls for both the language of the original, and for

the circle and type of magic of the spell. If both rolls are critical, then a copy is made with no increase to the threshold. If the rolls succeed but do not both critical, the source is copied, with the threshold increased as indicated in the table above. If either roll fails, then a working copy has not been created. If either result is 00, the original is accidentally destroyed. In the case of statuettes, engravings, or other non-paper originals, the Nephilim must succeed in skill rolls for both the appropriate magical circle, and in the art or craft skill being used to make the copy.

To translate a spell from one language to another, the Nephilim must also succeed in a roll for the new language, otherwise the spell is not properly translated and will not work.

Occult Texts

The following texts can be used as sources for spells and magical information in Nephilim. When looking for a text in which to find a particular spell, roll d100 on this table and check the content notes to see if it is an appropriate text. If not, reroll.

When assigning spells to a text, use the content as a guide to type of spell and/or knowledge, and the rarity potential value to determine how many and how much. The higher the value, the more spells and knowledge contained.

To see if a library has a given text, oppose the library's occult knowledge potential to the text's rarity potential on the resistance table. If the library "wins," it has a copy

Threshold

As explained above, copies of spells degrade in reproduction, which is represented by adding to the spell threshold. If the roll is a critical, the library actually has the original text or a high-quality copy, and there is no modification to the spell's threshold. Otherwise, if the roll is a success, the amount of the d100 roll is added to the spell's threshold to indicate the quality of the reproduction. *Example: Daimon, a Nephilim of the Magus Trump, has learned that knowledge regarding the Technique of Pentacles can be found in Agrippa's Occult Philosophy. Daimon's player, Don, asks the Gamemaster if a copy can be found in the nearby Doe Library at UC Berkeley. The Gamemaster determines that this Library, one of the best in America, has an occult knowledge potential of 17. He opposes this to the text's Rarity Potential of 15 to find that there is a 65% chance of the Library having a copy. He asks Don to roll d100. Don rolls a 42; a success, but not a critical. The result: The Library has a version of the text that is distant from the original by as many percentiles as Don's d100 roll. Referring to the Reproduction Table, the Gamemaster decides that this means that the Library's copy is a modern copy by a non-Initiate of an earlier English translation by an Initiate, with a threshold modifier of +42%.*

Format

All entries follow the same format:

##: Number on a d100 roll.

Title (translation): The original title of the work, if known, followed by an English translation.

Occult Books

- 1 **Al-Azif**
Language: Arabic
Text type: manuscript
Author: Abd' al-Azrad
Year: c.700 AD
Rarity: 25
Content: Astrological Lore, Hermetic Lore, Grand Secret, Keys
Rarity: 15
Content: Hermetic Lore
- 20 **Cyranides**
Language: Greek
Text type: manuscripts
Author: attributed to Hermes Trismegistus
Year: 2nd cent. AD
Rarity: 25
Content: Lower Magic, Higher Magic
- 24 **Archidoxis Magica**
(The Archidoxes of Magic)
Language: Latin
Text type: printed book
Author: Theophrastus Bombastus von Hohenheim, called Paracelsus
Year: 16th cent. AD
Rarity: 15
Content: Higher Magic, White Stone, healing magic
- 21-22 **De Heptarchia Mystica**
(Concerning the Seven Mystical Levels)
Language: Latin
Text type: manuscripts
Author: Dr. John Dee
Year: 16th cent. AD
Rarity: 20
Content: Seals, Pentacles
- 5-8 **The Book of Dzyan**
Language: English
Text type: published book
Author: ed. by H.P.Blavatsky
Year: 1900
Rarity: 10
Content: Hermetic Lore
- 23-24 **De Mysteriis Aegyptiorum et Chaldaeorum et Assyriorum**
(Concerning the Mysteries of the Egyptians, Chaldeans, and Assyrians)
Language: Latin
Text type: several manuscript copies
Author: Iamblichus of Chalcis
Year: 4th cent. AD
Rarity: 20
Content: Hermetic Lore
- 9-10 **The Book of the Composition of Alchemy**
Language: Latin version of Arabic text
Text type: several manuscript copies
Author: trans. by Robert of Chester
Year: 1144 AD
Rarity: 20
Content: White Stone
- 25 **De Nigromancia**
(Concerning the Black Art)
Language: Latin
Text type: manuscript
Author: attributed to Roger Bacon
Year: 16th cent. AD
Rarity: 25
Content: Keys
- 11-14 **The Book of the Sacred Magic of Abra-Melin the Mage**
Language: English
Text type: English translation of lost manuscript
Author: trans. by S.L. MacGregor Mathers
Year: 1909
Rarity: 10
Content: Lower Magic, Seals
- 26-28 **De Occulta Philosophia Libri Tres**
(3 Books of Occult Philosophy)
Language: Latin
Text type: printed book
Author: Heinrich Cornelius Agrippa von Nettesheim
Year: 1530 AD
Rarity: 15
Content: Astrological Lore, Hermetic Lore, Lower Magic, Higher Magic, Seals, Pentacles
- 15-16 **Clavicula Salomonis**
(Greater Key of Solomon)
Language: Latin
Text type: several manuscript copies
Author: attributed to King Solomon
Year: Unknown
Rarity: 20
Content: Seals
- 29-30 **De Oraculis Chaldaica**
(The Chaldean Oracles)
Language: Latin
Text type: several manuscript copies
Author: Julianus
Year: 2nd cent. AD
Rarity: 20
Content: Hermetic Lore, Seals
- 17-19 **Corpus Hermeticum**
Language: Latin & Greek
Text type: printed book
Author: attributed to Hermes Trismegistus
Year: Unknown
- 31-33 **Doctor Faustus' grosser und gewaltiger Meergeist**
(Dr. Faustus' Great & Powerful Sea Spirit)
Language: German
Text type: printed book
Author: attributed to Dr. Faustus
Year: 1692
Rarity: 15
Content: Seals, Water spells
- 34-37 **Dogme et Rituel de le haute magie**
(Dogma & Ritual of High Magic)
Language: French
Text type: published book
Author: Eliphas Levi
Year: 1856
Rarity: 10
Content: Lower Magic, Seals, Elemental magic
- 38-39 **I Enoch**
(The Book of Enoch)
Language: Greek
Text type: few manuscript copies
Author: attributed to the Prophet Enoch
Year: 1st cent. AD
Rarity: 20
Content: Hermetic Lore, Pentacles
- 40-42 **Fourth Book of Occult Philosophy**
Language: Latin
Text type: printed book
Author: attributed to Agrippa
Year: 16th cent. AD
Rarity: 15
Content: Lower Magic, Seals
- 43-44 **Le Gran Albert**
(Book of the Secrets of Albert the Great)
Language: French
Text type: manuscripts
Author: Albertus Magnus
Year: 14th cent. AD
Rarity: 20
Content: Lower Magic
- 45-46 **Heptameron**
(Magical Elements of Peter de Abano)
Language: Latin
Text type: manuscripts
Author: Peter de Abano
Year: 14th cent. AD
Rarity: 20
Content: Lower Magic, Higher Magic
- 47-48 **Lemegeton**
(Lesser Key of Solomon)
Language: Latin
Text type: several manuscript copies

Occult Books

- Author: attributed to King Solomon
Year: 12th cent. AD
Rarity: 20
Content: Hermetic Lore, Higher Magic, Pentacles
- 49-50 **Liber Sacratius**
(Sworn Book of Honorius)
Language: Latin
Text type: manuscripts
Author: attributed to Pope Honorius
Year: 14th cent.
Rarity: 20
Content: Seals, Pentacles
- 51-52 **Lithica**
Language: Greek
Text Type: several manuscript copies
Author: attributed to Orpheus
Year: 4th cent. AD
Rarity: 20
Content: Black Stone
- 53-55 **Magia naturalis et innaturalis, oder dreifacher Hollenzwang**
(Magic natural & unnatural, or the threefold Harrowing of Hell)
Language: Latin & German
Text type: printed book
Author: unknown
Year: 1505
Rarity: 15
Content: Seals
- 56-58 **The Magical Calendar of Tycho Brahe**
Language: Latin
Text type: printed engraving
Author: attributed to Tycho Brahe
Year: 1620
Rarity: 15
Content: Astrological Lore
- 59-62 **The Magus, or Celestial Intelligencer**
Language: English
Text type: published book
Author: Francis Barrett
Year: 1801
Rarity: 10
Content: Lower Magic, Seals, all copied from earlier texts so add 25% to threshold
- 63-64 **Metamorphosis**
(The Golden Ass)
Language: Latin
Text type: several manuscript copies
Author: Lucius Apuleius
Year: Unknown
Rarity: 20
Content: Lower Magic
- 65-67 **Monas Hieroglyphica**
(Hieroglyphic Monad)
Language: Latin
- Text type: printed book
Author: Dr. John Dee
Year: Unknown
Rarity: 15
Content: Hermetic Lore
- 68 **On Stellar Rays, or the Theory of the Magic Art**
Language: Arabic
Text type: manuscripts
Author: Alkindi
Year: 9th cent. AD
Rarity: 25
Content: Astrological Lore
- 69-72 **Papyri graecae magicae**
(Greek Magical Papyri)
Language: Latin & Greek
Text type: published book collecting many classical texts
Author: ed. by Karl Preisendanz
Year: Unknown
Rarity: 10
Content: Lower Magic
- 73 **Picatrix**
Language: Latin version of lost Arabic text
Text type: manuscript
Author: attributed to al-Magriti
Year: 12th cent. AD
Rarity: 25
Content: Lower Magic, Higher Magic, Grand Secret
- 74-76 **La Poule Noir**
(The Black Pullet)
Language: French
Text type: printed book
Author: unknown
Year: 1740
Rarity: 15
Content: Lower Magic
- 77-78 **Le Secret des Secrets, ou le Veritable Grimoire**
(the Secret of Secrets, or the True Grimoire)
Language: French
Text type: manuscript
Author: attributed to Reboam, son of Solomon
Year: 17th cent. AD
Rarity: 20
Content: Lower Magic, Seals
- 79-82 **Sepher ha-Zohar**
(Book of Splendour)
Language: Hebrew
Text type: several manuscript copies
Author: rabbi Moses de Leon
Year: 13th cent. AD
Rarity: 20
Content: Seals
- 82-85 **Sepher Yetzirah**
(Book of Formation)
- Language: Hebrew
Text type: several manuscript copies
Author: unknown
Year: 3rd - 6th cent. AD
Rarity: 20
Content: Pentacles
- 86-91 **Spies Faustbuch**
(Spies' Book on Faust)
Language: German
Text type: printed book
Author: Johannes Spies
Year: 1587
Rarity: 15
Content: Pentacles
- 92-93 **Steganographia**
Language: Latin
Text type: manuscripts
Author: Abbot Johannes Trithemius von Spanheim
Year: 16th cent. AD
Rarity: 20
Content: Seals, Pentacles
- 94-95 **Tabula Smaragdina**
(Emerald Tablet)
Language: Greek
Text type: several scroll copies
Author: attributed to Hermes Trismegistus
Year: 2nd. century AD
Rarity: 20
Content: Hermetic Lore, Black Stone, White Stone
- 96-97 **Tetrabiblos**
(4 Books)
Language: Greek
Text type: several scroll copies
Author: Ptolemy
Year: Unknown
Rarity: 20
Content: Astrological Lore
- 98 **The Treatises of Dr. Rudd**
(also called A Treatise on Angel Magic)
Language: English
Text type: manuscript
Author: Dr. Rudd
Year: 17th cent. AD
Rarity: 25
Content: Pentacles, Keys
- 99-00 **Turba Philosophorum**
(Acclamation of the Philosophers)
Language: Latin
Text type: manuscripts
Author: Geber
Year: 16th cent. AD
Rarity: 20
Content: Black Stone, White Stone

Language: The language of the earliest known version.

Text type: The primary distinction here is between scroll and manuscripts, of which there may be only a few copies in the world, and printed or published texts, which had a wider distribution.

Author: The earliest name associated with the text.

Year: Date of original text.

Rarity: Expressed in terms of Potential from 1-20. The higher the score, the rarer the text.

10 = published book, probably still in print.

15 = hand copied book, but widely distributed.

20 = scroll or manuscript, not more than 10 or 20 copies in the world.

25 = 1 or 2 copies in existence, semi-legendary.

Content: The Lore, Techniques, and/or Spells likely to be found in the text.

Note that this list only gives the earliest version of each text. The full Potential value applies only to these. In many cases there will be later versions/translations/editions, with corresponding lower values. Use the guidelines under Copies and Translations to determine these values. □ For example, *Metamorphosis* (Latin scroll) becomes *The Golden Ass* (English

translation) becomes *The Golden Ass* (20th century English novelization by Robert Graves) becomes *Cupid & Psyche* (1993 English excerpt published as a pocket book). When the earliest known version of a text is already a copy of an earlier lost version, the modifiers should still apply.

For more information on Occult books, see *The Devil's Bookshelf* by Christopher McIntosh (Aquarian, 1985) and *History of Magic and Experimental Science* (8 vols.) by Lynn Thorndike (Columbia University Press, 1958).

Spell Inscription

A Nephilim can choose to memorize a spell—to permanently tattoo the spell into its magical aura. This is called spell inscription. A Nephilim does not need a physical focus to cast inscribed spells, and keeps the capacity to cast the spell even into a new incarnation.

But inscription is much harder than simply deciphering a spell. To inscribe a spell, a Nephilim must accomplish a magical ritual. It enters Ka-vision with the spell focus in front of it, making one Ka-vision roll. Through intense concentration, the Nephilim engraves the spell into its own Ka. At the end of an hour, its player attempts to roll the technique for the magical circle of the spell while the Nephilim painfully sacrifices a point of Ka. If the roll succeeds, the spell is inscribed. If it fails, the point of Ka is lost.

A Nephilim may write down an inscribed spell by making a Read/Write Language skill roll. This takes 10 x 1d6 minutes.

Sorcery

To cast a First Circle Sorcery spell, roll under the Lower Magic technique and then roll the corresponding Ka-element x3.

To cast a Second Circle Sorcery spell, roll under the Higher Magic technique and then roll the corresponding Ka-element x2.

To cast a Third Circle Sorcery spell, roll under the Grant Secret technique and then roll the corresponding Ka-element x1.

Summoning

To invoke a First Circle creature, roll under the Seals technique and then succeed in opposing the Nephilim's Ka-element (ACTIVE) to the Ka-element (PASSIVE) of the creature.

To invoke a Second Circle creature, roll under the Pentacles technique and then succeed in opposing the Nephilim's Ka-element (ACTIVE) to the Ka-element (PASSIVE) of the creature.

To invoke a Third Circle creature, roll under the Keys technique and then succeed in opposing the Nephilim's Ka-element (ACTIVE) to the Ka-element (PASSIVE) of the creature.

Alchemy

To create an alchemical Formula of the First Circle, roll under the Black Stone technique and then roll under the Athanor's Ka-element x3.

To create an alchemical Formula of the Second Circle, roll under the White Stone technique and then roll under the Athanor's Ka-element x2.

To create an alchemical Formula of the Third Circle, roll under the Philosopher's Stone technique and then roll under the Athanor's Ka-element x1.

Casting a Spell

Each spell is associated with a Ka-element, meaning there are five kinds of spells. A spell casting always requires at least two successful die rolls: a skill roll for the spell's magical circle, and a Ka-element roll for the spell's Ka-element(s) to see if the Nephilim can master the magical currents. The Nephilim uses the value of its Ka-element that corresponds to the Ka-element of the spell.

Casting spells is subject to the rules in the box to the left.

Ch'awe

Spellcasting is draining on the Nephilim's Simulacrum. Controlling the magical fields draws upon the Simulacrum's life essence and stamina. As a result, the Nephilim's Ch'awe is reduced through spellcasting. Each time a spell is attempted, whether successful or not, reduce the character's Ch'awe by a number equal to the circle of the spell. A first circle spell would then cost 1 point, a second circle costs 2, and a third circle costs 3.

If the Nephilim does not have enough Ch'awe left, it cannot cast the spell. When the Nephilim reaches 0 Ch'awe, it has exhausted itself and becomes tired and listless. It can continue with any

reasonable activities, but can perform no more magical actions, nor can it use its Ka-vision.

Ch'awe is recovered at the rate of one point per hour, up to the character's maximum.

Critical Success While Casting a Spell

The spell worked exceptionally well, and the Nephilim learned something about its magical practice. A critical allows the Nephilim to immediately make an experience roll in the technique being performed, in addition to its normal experience. This rule does not apply to Ka rolls.

A critically successful spell costs no Ch'awe to cast.

Failure While Casting a Spell

If the Nephilim fails its technique roll or Ka-element roll, it has failed to concentrate the magic fields and must thus wait a round before trying again, and then must roll both its magical technique and its Ka-element to try again.

In Summoning, if the Nephilim fails on the roll opposing its Ka-element to the creature's, the consequences are indicated in the spell description.

Fumble While Casting a Spell

A result of 99 or 00 for either the magical technique or Ka-element rolls means the spell did not work. Whenever a Nephilim fumbles a magical technique roll, the player should add 1 point to that Nephilim's Khaiba total. Later, during a Great Conjunction and at other special times, the Nephilim has an increased chance of going Khaiba. See the section on Khaiba, page 122.

The Nephilim cannot try to cast this spell again until after the next sunrise. Reduce Ch'awe by an amount equal to the circle of the spell.

Casting a Spell a Second Time

A Nephilim can cast a spell again and again—until it runs out of Ch'awe or fumbles the spell. A fumbled spell cannot be cast again until the next sunrise.

No spell can be cast on the same target more than once at a time. The duration of a spell can be extended by immediately re-casting the spell once it expires.

Magic Resistance

Nephilim and other supernatural creatures may choose to resist magic with their own Ka-element of the same type used in the spell. Anyone may choose not to resist a magic spell. Nephilim may also expend points from their Stasis, as in spellcasting, to bolster their Ka-element in an attempt to resist the spell. Casters may likewise increase their chances on the resistance table by bolstering their spell with magic from their Stasis. Both these decisions, whether to increase the resistance or increase the casting, should be made before the gamemaster announces how much Ka either participant is using.

Humans who have awakened their Solar-Ka (are able to use Ka-vision) may resist magic with the value of 1/2 their Solar-Ka. Most humans have no magic resistance at all, and only the strongest humans should prove a difficulty for Nephilim.

Before rolling to see if the spell is resisted, apply the daily Astrological modifier to the attacker's Ka-element, but not to the defender's.



Ka-Check

A Nephilim's player makes a check near its Ka-element whenever the Nephilim succeeds in a Sorcery or Summoning magical operation. Later, the player will check to see if the Nephilim's dominant-Ka increases. See the chapter on Agartha, page 121, for more information. In Alchemy, the Athanor receives the Ka-check, not the Nephilim.

The Precepts of Hermes Trismegistus from *The Emerald Tablet*

I. *What I say is not fictitious but reliable and true.*

II. *What is below is like that which is above, and what is above is like that which is below. They work to accomplish the wonders of the One Thing.*

III. *As all things were created by the One Word of the One Being, so all things were created by the One Thing by adaptation.*

IV. *Its father is the Sun and its mother the Moon. The Wind carries it in its belly. Its nurse is the Earth.*

V. *It is the father of Perfection in the whole world.*

VI. *THE power is strong if it is changed into Earth.*

VII. *Separate Earth from Fire, the subtle from the coarse, but be prudent and circumspect as you do it.*

VIII. *Use your mind to its full extent and rise from Earth to Heaven, and then descend again to Earth and combine the powers of what is above and what is below. Thus you will win glory in the whole world, and obscurity will leave you at once.*

IX. *This has more virtue than Virtue itself, because it controls every subtle thing, and penetrates every solid thing.*

X. *This is the way the world was created.*

XI. *This is the origin of the wonders that are here established*

XII. *This is why I am called "Thrice-Greatest Hermes," for I possess the three parts of cosmic philosophy.*

XIII. *What I had to say about the operation of the Sun is completed.*

The Sorcery Sacrifice Ritual

In desperate circumstances when practicing Sorcery, a Nephilim can sacrifice part of its own Ka to ensure that a Ka-element roll succeeds when casting a spell. Doing so is immensely painful, as the Nephilim must expend a part of its own soul, its Ka.

To sacrifice its own Ka in this way, a Nephilim must spill the blood of its Simulacrum, using the blood to create a connection between the Nephilim's Ka and the material element. For Earth Ka, the blood must be spilt on some earth. For Air Ka, contact must be made with air. For Water Ka, the blood must be mixed with water. For Fire Ka, the blood must be consumed by fire. A Nephilim cannot use this ritual with Moon Ka, as it is the first step of the Selenim transformation process.

In casting the subsequent magic, no Ka-element roll is needed, and no astrological modifier is used, since the Ka-element roll automatically succeeds. The Nephilim's player must simply roll under the appropriate Sorcery technique. If the technique roll fails, the points of Ka are lost and the spell is not cast.

The time required to cast a spell this way is short: each point of Ka expended requires one action. The level of the Circle (i.e. 1, 2 or 3) is added to the number of actions needed to cast the spell. This is such a dangerous process that the gamemaster should make a Khaiba roll each time a Nephilim uses it.

After casting the magic, all of the Nephilim's Ka-elements should be refigured for its new Ka. Points expended this way can be recovered through experience.

The Stasis Ritual

Stasis is more than just a receptacle for the Nephilim. It is a magic resource that can be expended in magic operations.

When the Nephilim awakens, its Stasis has been randomly filled by one or more magic fields. These points can be used by the Nephilim to increase its chance of succeeding in a Ka-element roll. When casting a spell, it can expend points of Ka-elements from its Stasis. These points are temporarily added to its own corresponding Ka-element, for the single purpose of determining its chances of success on the Ka-element roll. To use this ritual, the Nephilim must be within Ka-vision distance (dominant-Ka x5 meters) of its stasis object. Using points from the Stasis object increases the casting time of the spell by one action for each Ka-element point expended.

The points in a Nephilim's Stasis object can also be used in the same way to bolster its chances of resisting a magical spell. See "Magic Resistance," above.

It is important to note that this ritual, although very useful, rapidly empties the Stasis. A Stasis can only be recharged in a Plexus or Nexus (see Grand Enthronements, page 130), and an emptied Stasis dramatically increases the chances that a Nephilim will be imprisoned in its Stasis when its Simulacrum dies.

A maximum of 100 points of Ka-elements can be placed in a Stasis, in any combination.

Initiatory Rituals

Before working any form of magic, the Nephilim must undergo initiation in the form being studied. This ritual is required to attune the Nephilim to the currents and forces used in the magic. Without this attunement, the student can never actually cast magic, but can only study the circle skills. Each form of magic—Sorcery, Summoning, and Alchemy—has its own initiation. It is assumed a Nephilim is already initiated into any circle of magic that it learned in a past life.

Sorcery Initiation

The initiatory ritual that prepares the Nephilim to study sorcery consists of the Nephilim undergoing a process called "the cleansing." The cleansing must be practiced under the guidance of a Sorcerer who has achieved 90% in the first circle. Under its guidance, the Nephilim first purifies the simulacrum by fasting and bathing for a week beginning on the appropriate day associated with its dominant Ka-element. The simulacrum's hair is then cut and burned. Removal of a single lock of hair is sufficient, but many students shave themselves completely.

Next, the Nephilim purifies itself. Guided by its instructor, the Nephilim immerses itself in a Plexus favorable to its dominate Ka and remains there for 24 hours.

Finally, the Nephilim must reveal itself to a human and announce that it is the master of the elements. In so doing the Nephilim gives its name and demonstrates its metamorphosis to the human. At this time, the character rolls dominant Ka x3 to complete the initiation. If this roll fails, the Nephilim must

reveal itself to another human and try again. If the roll succeeds, the initiation is complete.

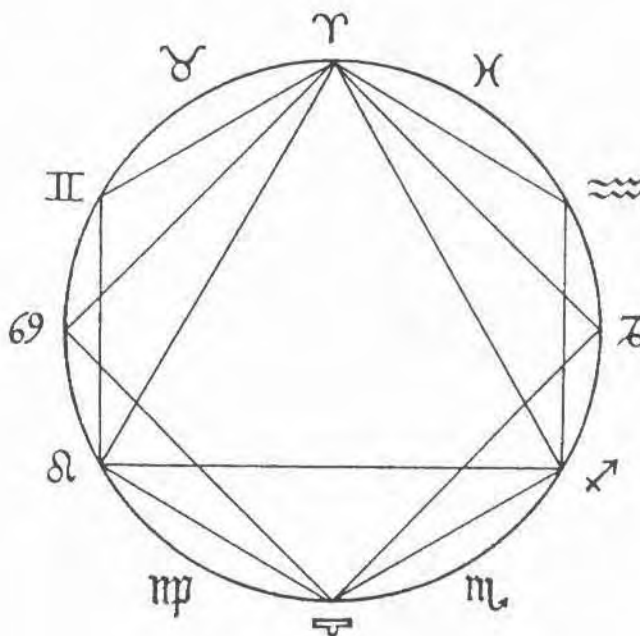
Summoning Initiation

The ritual that initiates the Nephilim into the path of Summoning is similar to that of sorcery in its initial stages. As in Sorcery, the student of Summoning must study under a master that has 90% in first circle Summoning, must cleanse its simulacrum as described above, and must purify itself in a plexus.

The final stage in Summoning initiation is to announce itself on the astral realms. To do this, the student chooses a creature from the realm of Briah or Atziluth to hold its name, manifestations, and dominant Ka. The Nephilim creates the pentacle of the chosen creature under the guidance of the teacher and speaks its name to that creature from inside the pentacle. (The creature is not summoned in this ritual, nor must the Nephilim be concerned with negative effects.) Once in the pentacle, a roll of Ka x3 is required to complete the initiation. Failure means the Nephilim must try again.

Alchemical Initiation

As described above, the initiate into the path of Alchemy must purify itself and its simulacrum under the guidance of a teacher with 90% in first circle alchemy, and then immerse itself in a Plexus. Upon completion of the ritual of purification, the student begins the creation of its Athanor (see Athanor, page 173). Upon completion of the Athanor, the student rolls Ka x3 to complete the initiation. If the Nephilim fails to complete the initiation, it may try again in one week on the appropriate day.





SORCERY



ANCIENT BEFORE the creation of mankind, sorcery is the oldest form of magic invented by the Nephilim. It allows the control of the magic fields through rituals and focuses. The Nephilim consider these rituals archaic compared to newer forms of magic, like Summoning and Alchemy. But they are used so much by the Nephilim that they are almost natural.

For the Sorcerer Nephilim, magic fields are pure energies influencing all physical phenomena. Magic spells are the tools they use to master this energy. By visualizing and reciting the rituals inscribed in a magical Formula, a Nephilim can force the magic fields to change the environment.

Casting Sorcery

To perform a work of Sorcery, the Nephilim draws energy from the Earth's elemental fields. First, it must have a spell focus it can read, or have one permanently memorized. It knows the spell's main characteristics and will try to find the best moment to cast it, when there will be an Enthronement of the same Ka-element. (See Grand Enthronement, page 130, to compute conjunctions.) Once the day's Astrological modifier is determined, the Nephilim's player knows what modifier to apply to her character's Ka-element when casting this spell.

The Nephilim is bathed in a magic field it must control in order to cast the spell. The player first attempts to roll under the appropriate Sorcery technique (Low Magic, High magic, or Grand Secret) for the circle of the spell. Then she rolls for the Ka-element required by the spell: Ka-element x3 for Low Magic, Ka-element x2 for the High Magic and Ka-element x1 for the Grand Secret. Before rolling, remember to modify the Nephilim's Ka-element based on that element's Astrological modifier for the day.

Succeeding in this Ka-element roll, the Nephilim is now in harmony with the magic fields and can correctly focus the magic energies to cast its spell.

Casting Time

A spell requires one action to cast per every 10 point increment of threshold in the spell (rounding up). □ *Example: A spell with a threshold of 55% requires 6 actions to cast.*

Spell Duration

Some spells occur instantaneously, while others last for a specified duration. Unless otherwise stated, a Nephilim need not concentrate on a spell once it is cast in order for it to continue functioning. The Nephilim may then cast another spell, or go about some other activity. Likewise, a spell cannot be effortlessly cancelled once it is manifest. It must be actively stopped—dunking one's hand in a sink would cancel a Pyretic Palm, for instance. Some magic exists that affects other magic, and may be used to cancel an existing spell.

Spell Format

Unless the Nephilim has permanently etched the spell on its soul through the Inscription ritual, it must have a physical source—either written, carved, engraved, etc—to focus the Ka-elements of the spell.

Name: the player must pronounce the name of the spell to cast it.

Circle: the technique necessary to cast the spell.

Threshold: the minimum percentage the Nephilim must have in the technique to be able to try to cast the spell.

Ka-element: the Ka-element the Nephilim must use to cast this spell.

Range: maximum distance from the caster at which the spell can manifest. Touch range means the caster must be touching the target.

Area: maximum area that the spell affects, measured from the point where it manifests.

Duration: duration of the spell once cast. Durations that last until a specific day cease at sunrise on that day.

Description: description of the ritual and the spell's effects.

THE FIRST CIRCLE OF SORCERY: LOWER MAGIC

Within this circle are simple spells whose rituals are usually made of two to three words. Many serve as utilities for the magician. Some replace essential needs of the Simulacrum, like heat or light. Others can replace daily hard work, freeing the Nephilim for its occult studies. A few are also preparatory magics for other, more involved spells. These spells teach the first bases of magic. Most of these are direct, sometimes harmless. Nephilim exploring the First Circle of Sorcery often wear black or dark colors, like purple and violet.

Pyretic Palm

Circle: Lower Magic

Threshold: 10%

Ka-element: Fire

Range: Caster Only

Area: 25 cm²

Duration: 10 minutes

Description: this spells creates a small flame in the palm of the caster, with the same power as a lighter.

Pyromantic Temper

Circle: Lower Magic

Threshold: 20%

Ka-element: Fire

Range: 10 m

Area: 200 cm³

Duration: 10 minutes

Description: this spells heats any solid about the size of a cup of water (200 cubic centimeters). The body is instantaneously heated to a temperature of 100°C, maintained at that temperature for up to ten minutes, then cools normally.

Pyretic Fortitude

Circle: Lower Magic

Threshold: 30%

Ka-element: Fire

Range: Touch

Area: Target

Duration: 10 minutes

Description: increases the STR of the target by 1d10 points (this often changes the damage modifier).

Choking Vapor

Circle: Lower Magic

Threshold: 40%

Ka-element: Fire

Range: 50 m

Area: 10 m radius

Duration: 5 +1d6 minutes

Description: creates a dense smoke in a 10m radius around the casting point. This choking smoke (potential 2d10 against CON disappears in 5 +1d6 minutes according to local weather.

Dowse Fire Plexus

Circle: Lower Magic

Threshold: 50%

Ka-element: Fire

Range: Touch

Area: Target

Duration: 1 hour

Description: allows the target to know the direction of the closest Fire Plexus. With this the caster creates a rod, pendulum, or other dowsing tool which guides the target to the Plexus.

Pyretic Limb

Circle: Lower Magic

Threshold: 70%

Ka-element: Fire

Range: Touch

Area: Target

Duration: 10 minutes

Description: transforms one of the limbs of the target into a flaming torch doing 1d6 extra damage. To fight with this limb, the target uses its Fist/Punch skill. The limb also ignites flammable objects that touch it.

Aerial Whispers

Circle: Lower Magic

Threshold: 10%

Ka-element: Air

Range: Special, up to 1 km

Area: Target

Duration: 10 minutes

Description: Makes whispered speech or other conversation audible to the listener. The listener must be within line of sight of the target, and is the only one able to hear the conversation.

Translucent Veil

Circle: Lower Magic**Threshold:** 20%**Ka-element:** Air**Range:** 10 m**Area:** 1000 cm³**Duration:** 10 minutes

Description: Makes transparent any object of the volume of a bottle (1000 cubic centimeters). The object is not invisible, but translucent. One must succeed in a Scrutinize roll to notice the object. Multiple castings of this spell could make something larger translucent.

Mercuriality

Circle: Lower Magic**Threshold:** 30%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** 10 minutes

Description: increases the INT of the target by 1d10.

Purify Air

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** special

Description: makes the air pure and breathable in a 10m radius around the target. This is not a bubble of air, the purified air behaves normally, dispersing within 5 to 50 actions depending upon local weather.

Dowse Air Plexus

Circle: Lower Magic**Threshold:** 50%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** 1 hour

Description: allows the target to know the direction of the closest Air Plexus. With this the caster creates a rod, pendulum, or other dowsing tool which guides the target to the Plexus.

Babel Unbound

Circle: Lower Magic**Threshold:** 70%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** 10 minutes

Description: allows the target to understand any spoken language it hears. It will understand ideas and concepts as if the language was translated. It cannot read, write or talk in these languages.

Terra Mobile

Circle: Lower Magic**Threshold:** 20%**Ka-element:** Earth**Range:** 10m**Area:** 1000 cm³**Duration:** 10 minutes

Description: makes solid and manipulable any gas, fluid, or plasma equivalent in volume to a bottle (1000 cm³). The substance returns to its natural state at the expiration of the spell.

Caduceus Press

Circle: Lower Magic**Threshold:** 30%**Ka-element:** Earth**Range:** Touch**Area:** Target**Duration:** Instantaneous

Description: restores 1d3 hit points to any living being touched. This spell can only be used once on any one wound, although it can be used multiple times on a single person to heal numerous wounds.

Vita Robust

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Earth**Range:** Touch**Area:** Target**Duration:** 10 minutes

Description: increases the CON of the target by 1d10 for the duration of the spell. This may alter some character statistics, especially hit points. The increase in CON comes from an increase in the elemental bonus, thus the character's Ch'awe is not affected by this magic and remains at the previous level.

Purify Matter

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Earth**Range:** Touch**Area:** 2000 cm³

Duration: -

Description: Purifies all affected matter. It eliminates poisons, bacteria and all other dangerous micro-organisms. It has no effect on gasses or liquids. This spell can be used to make inedible or rotted food edible.

Dowse Earth Plexus

Circle: Lower Magic

Threshold: 50%

Ka-element: Earth

Range: Touch

Area: Target

Duration: 1 hour

Description: allows the target to know the direction of the closest Earth Plexus. With this the caster creates a rod, pendulum, or other dowsing tool which guides the target to the Plexus.

Balance the Humors

Circle: Lower Magic

Threshold: 70%

Ka-element: Earth

Range: Touch

Area: Target

Duration: -

Description: cures permanently a specific illnesses of one living being. It does not immunize against future contamination. It does not cure madness, nor does it heal wounds or replace lost characteristics or other injury caused by the illness. The cure is instantaneous.

Seething Aqua

Circle: Lower Magic

Threshold: 10%

Ka-element: Water

Range: 10 m

Area: 200 cm³

Duration: 1 hour

Description: instantly boils and purifies a volume of liquid equivalent to a glass of water (200 cm³). The water boils for up to one hour and cools normally.

Liquifaction

Circle: Lower Magic

Threshold: 20%

Ka-element: Water



Range: Touch**Area:** 1000 cm3**Duration:** 10 minutes**Description:** makes physically liquid any object of the volume of a bottle (1000 cm3). The object pours out like a watery, gelatinous mass, and can be poured into a container. It takes back its original shape after 10 minutes.

Dextrous Liquidity

Circle: Lower Magic**Threshold:** 30%**Ka-element:** Water**Range:** Touch**Area:** Target**Duration:** 10 minutes**Description:** temporarily increases the Dexterity of the caster by 1d10. This increases the number of actions of the caster according the actions table.

Mobile Aqua

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Water**Range:** 10m**Area:** 1000 cm3**Duration:** 10 minutes**Description:** Causes a volume of liquid equivalent to a bottle (1000 cm3) to flow, even uphill. The liquid moves at a speed equal to a walking human.

Pelagic Survival

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Water**Range:** Touch**Area:** Target**Duration:** 10 minutes**Description:** allows the target to breathe normally in a liquid that contains at least some small proportion of water.

Dowse Water Plexus

Circle: Lower Magic**Threshold:** 50%**Ka-element:** Water**Range:** Touch**Area:** Target**Duration:** 1 hour**Description:** allows the target to know the direction of the closest Water Plexus. With this the caster creates a

rod, pendulum, or other dowsing tool which guides the target to the Plexus.

Lunar Crescent

Circle: Lower Magic**Threshold:** 10%**Ka-element:** Moon**Range:** Touch**Area:** 20 cm3**Duration:** 10 minutes**Description:** creates a luminous crescent in the hand of the caster, about as bright as a 15 watt bulb, and with a silvery color.

Monotonic Tintinitis

Circle: Lower Magic**Threshold:** 30%**Ka-element:** Moon**Range:** 10 m**Area:** 20 m radius**Duration:** 1 minutes**Description:** creates a continuous sound or noise of an intensity equivalent to a phone ring (70 db). The sound does not alter in intensity during the duration of the spell. All within the area of effect find the sound so annoying and distracting that they are at -50% to spoken communication (does not include reading, hand gestures, etc.) for the duration of the spell.

Incantissimo

Circle: Lower Magic**Threshold:** 30%**Ka-element:** Moon**Range:** Touch**Area:** Target**Duration:** 10 minutes**Description:** temporarily increases the Charisma of the target by 1d10.

Lunar Veil

Circle: Lower Magic**Threshold:** 40%**Ka-element:** Moon**Range:** 50 m**Area:** 1000 cm3**Duration:** 10 minutes**Description:** creates a 3-dimensional visual illusion, immobile, of a volume equivalent to a bottle (1000 cm3), and of at least 1 cm thickness.

Dowse Moon Plexus

Circle: Lower Magic

Threshold: 50%

Ka-element: Moon

Range: Touch

Area: Target

Duration: 1 hour

Description: allows the target to know the direction of the closest Moon Plexus. With this the caster creates a rod, pendulum, or other dowsing tool which guides the target to the Plexus.

Spleen

Circle: Lower Magic

Threshold: 70%

Ka-element: Moon

Range: 10 m

Area: Target

Duration: 1 minute

Description: makes the target so confused she won't be able to do anything other than stop and immediately ponder the meaning of life. She can still defend with a 20% negative modifier.

SECOND CIRCLE OF SORCERY: HIGHER MAGIC

In Higher Magic, the Nephilim enters in a Sorcery Circle where subtlety is of utmost importance. The spells of this Circle are powerful, but often have long-term side effects. The Nephilim sorcerer becomes a tactician of the magic fields, and must learn to use the conjunctions to its advantage to overcome the astrological modifiers. The Nephilim comes to understand that a spell is not only an easy way to rid itself of its enemies or to heal injuries, but also a powerful means for the Nephilim to build its personality. It finds the most-traveled path towards the Agartha through Higher Magic. Sorcerers using Higher Magic like to use symbols of power, such as the staff, sword, consecrated dagger, cup and shield. These objects sometimes serve as focuses for the Nephilim's favorite spells. Nephilim studying this circle of magic often wear bright colors decorated with occult symbols.

Sword Of Sun Tzu

Circle: Higher Magic

Threshold: 20%

Ka-element: Fire

Range: _

Duration: 10 minutes

Description: With this spell a sword of flame appears in the hand of the caster. A successful Sword attack roll causes the flaming sword to pierce the target's body, causing the area hit to boil and explode for 2d6 points of magical damage. This effect works even on supernatural and summoned creatures.

Ka-Shout

Circle: Higher Magic

Threshold: 30%

Ka-element: Fire

Range: Caster

Area: 20 m radius

Duration: Instant

Description: gives a very powerful voice to the caster, who can paralyze all its opponents with one shout. Any-

one within 20 meters who hears the shout is paralyzed by terror for 2 rounds, unless they can succeed in a Ka roll.

Shoal of Fire

Circle: Higher Magic

Threshold: 40%

Ka-element: Fire

Range: Touch

Area: Target

Duration: 10 minutes

Description: makes a shimmering coat of magical fire appear and envelop the target, the sole effect of which is to provide 6 armor points. The target is not injured, and its clothing does not ignite. When the spell ends, the flames go out, leaving the target's clothing singed and smelling of smoke. Flammable materials coming in contact with the shoal may ignite.

Pyromancy

Circle: Higher Magic

Threshold: 60%

Ka-element: Fire

Range: 10 m

Area: 1 m radius**Duration:** 1 minute

Description: Instantly sets any object on fire, even supposedly fire-proof ones. In regularly flammable objects, the fire starts small, but quickly spreads; before long the object is consumed, burnt up in a few minutes if the fire is not extinguished. Non-flammable objects will burn for the duration of the spell, and then go out. The fire can spread to flammable objects, which will continue burning in a normal manner.

Pyretic Body

Circle: Higher Magic**Threshold:** 80%**Ka-element:** Fire**Range:** Touch**Area:** Target**Duration:** 10 minutes

Description: transforms the target into a human torch. The damage inflicted by the target's limbs is increased by 2d6, for the duration of the spell. The target's clothing catches on fire, as does any flammable object the target touches, although the target is not injured by the fire.

Shoal of Air

Circle: Higher Magic**Threshold:** 30%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** 10 minutes

Description: makes coat of dense air envelop the target, the sole effect of which is to provide 6 armor points. The target must be within a large quantity of air for this to work; ie: it won't work underwater. At the end of the spell, the coat of air dissipates, leaving the target disheveled and wind-blown.

Scry of the Wise

Circle: Higher Magic**Threshold:** 40%**Ka-element:** Air**Range:** 10 m**Area:** Target**Duration:** instantaneous

Description: allows the Nephilim to visualize the knowledge of a living being. It does not give understanding of that vision, or allow the caster to learn the knowledge itself, but only reveals visual clues of the knowledge, and what approximate depth of learning the target has. The person on whom the spell is cast must be in line of sight, within 10 meters of the caster. The target also has the usual chance to resist the spell with one of its Air-Ka.

Hermetic Satori

Circle: Higher Magic**Threshold:** 50%**Ka-element:** Air**Range:** Touch**Area:** Target**Duration:** 30 minutes

Description: the caster can understand any language it reads. It cannot speak, listen with comprehension, or write the language. Note that this spell includes even previously undeciphered inscriptions.

Spear of the Valkyrie

Circle: Higher Magic**Threshold:** 50%**Ka-element:** Air**Range:** -**Duration:** 10 minutes

Description: A spear of translucent vapor appears in the hand of the caster. A successful Spear attack roll pierces the target for 2d6 points of magical damage, and can affect supernatural or summoned creatures. The Spear of the Valkyrie whistles as the wielder uses it, like wind through the trees in a growing storm.

Winds of Lifting

Circle: Higher Magic**Threshold:** 60%**Ka-element:** Air**Range:** Touch**Area:** Caster Only**Duration:** 10 minutes

Description: allows a Nephilim and its Simulacrum to fly as the caster wishes. The maximum speed is about that of a pigeon (30 km per hour). The caster cannot carry anyone or anything more than a few pounds of clothes and other very light possessions.

Companion Winds

Circle: Higher Magic**Threshold:** 80%**Ka-element:** Air**Range:** 10 m**Area:** Target**Duration:** 10 minutes

Description: allows any consenting living being (with only a few pounds of clothes and other very light possessions) to fly alongside the caster, who flies by casting the Fly spell (above) on itself. The caster controls the flight.

Shoal of Earth

Circle: Higher Magic

Threshold: 10%

Ka-element: Earth

Range: Touch

Area: Target

Duration: 10 minutes

Description: makes a coat of solid matter envelop the target, the sole effect of which is to provide 6 armor points. The coat is formed out of whatever is near the target. In a park, the target is covered in a coat of grassy soil. In a parking lot, the coat would be made of crumbled blacktop. In an office building, the coat of Earth would be composed of whatever solid matter is nearby—perhaps floor tiles, loose paperwork and wallboard. When the spell ends, the coat of earth falls away, leaving the target lightly soiled.

Drill of Pluto

Circle: Higher Magic

Threshold: 20%

Ka-element: Earth

Range: -

Duration: 10 minutes

Description: This spell causes the caster's hand to temporarily transform into a solid bludgeon of stone. A successful Fist attack roll drills into the opponent for 2d6 points of magical damage, even affecting supernatural or summoned creatures.

Voice of the Earth

Circle: Higher Magic

Threshold: 30%

Ka-element: Earth

Range: Touch

Area: Target

Duration: 10 minutes

Description: allows the target to communicate in a simple way with a vertebrate animal (i.e. not insects). The animal is able to retell what it experienced with its own senses. Most animals have poor memories; the event the animal tells of must have occurred within the last 24 hours, unless it was traumatic or otherwise memorable. The effect of this spell lasts for one "conversation," to a maximum of ten minutes.

Grounding the Fool

Circle: Higher Magic

Threshold: 50%

Ka-element: Earth

Range: Touch

Area: Target

Duration: Permanent

Description: cures all mental afflictions of the person touched. The effect is instantaneous and lasts until something new occurs to unhinge the person, or some other suppressed affliction surfaces. This effect specifically includes even biologically induced mental illnesses.

Caress of Lilith

Circle: Higher Magic

Threshold: 60%

Ka-element: Earth

Range: Touch

Area: Target

Duration: 10 minutes

Description: causes any human being to feel supremely intense physical and mental pleasure surpassing description. The exact nature of the pleasure is the choice of the caster. Unscrupulous magicians may use this spell to foster an addiction towards themselves, by regularly supplying a person with pleasurable sensations until that person develops a dependency on them.

The Mole Bore

Circle: Higher Magic

Threshold: 80%

Ka-element: Earth

Range: Touch

Area: Target

Duration: 10 minutes

Description: allows the target to move through the earth at a maximum speed of 10 km per hour. Upon casting, the target can sink into the ground and wade through the earth as though it were pudding. Somewhat denser solids can be moved through as well, but at a very slow pace. Extremely dense solids, like steel or stone, may take up to ten minutes to fully pass through a 1 meter thickness. Woe be to the magician who is still within when the spell wears off.

Within solid matter, the target is blind unless it uses Ka-vision to see around itself. Upon emergence from the earth, the target is caked in mud and grime.

Shoal of Water

Circle: Higher Magic

Threshold: 20%

Ka-element: Water

Range: Touch

Area: Target

Duration: 10 minutes

Description: makes a watery coat envelop the target, providing 6 armor points. The target must be near some source of water to cast this spell. When the spell ends, the water runs off the target, leaving her drenched.

Spring of Lamneth

Circle: Higher Magic

Threshold: 30%

Ka-element: Water

Range: Touch

Area: 10 cm²

Duration: 1 hour

Description: creates a spring from which flows pure and clear water. The flow is determined at casting, and can be up to 2 liter per minute. This spell draws up water from the underground aquifers, so it must be cast in contact with the ground.

Hidden Flow

Circle: Higher Magic

Threshold: 50%

Ka-element: Water

Range: Touch

Area: Target

Duration: 10 minutes

Description: Adds +25% to the target's Hide skill, for 10 minutes.

Chameleon-Skin

Circle: Higher Magic

Threshold: 60%

Ka-element: Water

Range: Touch

Area: Target

Duration: 10 minutes

Description: allows the target to take the physical appearance of any existing human being known by the caster. It must be someone the caster has met in person, and will only duplicate physical characteristics of which the caster is aware. The target's voice, mannerisms, and size or statistics do not change, and neither does the target gain the duplicate's skills or special abilities.

Slashing of the Shark

Circle: Higher Magic

Threshold: 80%

Ka-element: Water

Range: -

Duration: 10 minutes

Description: This spell causes the caster to be armed with a magical axe of solid water (not ice). A successful axe attack roll splits the target for 2d6 points of magical damage. This damage can affect supernatural or summoned creatures. The axe splashes as the wielder fights with it, leaving water on whatever it strikes.

Watery Deluge

Circle: Higher Magic

Threshold: 80%

Ka-element: Water

Range: 10 km

Area: 1 km²

Duration: 1 hour minimum

Description: this spell must be cast on an overcast day. If the clouds already exist, it starts a sudden shower in an area 1 kilometer square. The duration is a minimum one hour, but can be longer if the cloud cover remains. If the winds are strong, the area of rain may move, at the game-master's discretion.

Shoal of Moon

Circle: Higher Magic

Threshold: 30%

Ka-element: Moon

Range: Touch

Area: Target

Duration: 10 minutes

Description: makes a Moon coat (a kind of luminous, cotton-like fog) appear, enveloping the target, the sole effect of which is to give 6 armor points.

Visage of Terror

Circle: Higher Magic

Threshold: 30%

Ka-element: Moon

Range: 10 m

Area: Target

Duration: 1 minute minimum

Description: allows the caster to scare one person. The face of the caster changes into a horrible nightmare vision from the target's dreams, frightening the target and making her flee. A Nephilim can resist this spell in the usual manner. A Nephilim overcome by this spell, or any human, must flee for at least a minute, and then may roll its dominant-Ka x3 (Solar-Ka x3 for humans) each minute thereafter to recover.

Mirror of Thoth

Circle: Higher Magic

Threshold: 50%

Ka-element: Moon

Range: Touch

Area: Target

Duration: 10 minutes

Description: reflects any incoming spell to its own caster, who must undergo its effects. To see if the spell reflects, compare the attacking magician's Ka-element for the incoming magic (active) to the Moon-Ka of the defending

magician (passive) on the resistance table. Apply the appropriate daily Astrological modifier to the attacking Ka-element and defender's Moon-Ka before rolling. If the resistance roll fails, then the spell affects the attacker instead. If the roll succeeds, the spell takes effect normally.

If the spell reflected, the attacker can choose to resist its effects as normal by opposing the attacker's Ka-element used in the spell + Astrological modifier against the attacker's same Ka-element without an Astrological modifier. Success means the spell affects the caster.

This spell reflects magic intended to cause damage (such as the Sword spells, which will injure the wielder instead) as well as other magic. This spell cannot selectively allow magic through; all spells are reflected equally.

Evasion of Earth's Seduction

Circle: Higher Magic

Threshold: 60%

Ka-element: Moon

Range: Touch

Area: Target

Duration: 10 minutes

Description: allows the target to partially escape the effects of the gravity. Its weight is divided by six (as on the moon). This allows the target to jump three times the normal distance vertically or horizontally, as well as reduces falling damage by two thirds, but also negates any damage bonus the target may have, since the target no longer has the mass to back up the blow.

Blinding Orb of Artemis

Circle: Higher Magic

Threshold: 80%

Ka-element: Moon

Range: -

Duration: 10 minutes

Description: When cast, the spell causes a glowing ball of luminous moon light to appear in the caster's hand. With a successful Throw attack roll means the attacker throws the Orb near enough to the target to affect it. Roll on the table below to determine what the orb does. The Orb affects even supernatural or summoned creatures.

Orb Effect

1d6	result
1	1d6 damage
2	2d6 damage
3	3d6 damage
4	Target is blinded for 1d6 combat turns. Reduce all combat skills by half for 1d6 rounds.
5	Target is stunned. Reduce all actions and movement by half for 1d6 rounds.
6	Target is confused. Reduce all non-combat skills by half for 1d6 rounds.

Deception of the Moon's Cold Light

Circle: Higher Magic

Threshold: 80%

Ka-element: Moon

Range: Touch

Area: Target

Duration: Permanent

Description: allows the caster to convince the target that the caster is a true and genuine friend. This spell continues until the caster does something obviously opposed to the target's idea of friendship. A target who has reason to know the caster is a personal enemy may make a normal resistance roll of its INT versus the Moon-Ka of the caster to initially resist the effects of the spell.

THIRD CIRCLE OF SORCERY: GRAND SECRET

Many Nephilim choose to raise this skill to 90% as one of the requirements for reaching Agartha. The spells of the Third Circle are extremely powerful and can have a durable effect on the physical and magical environment of the Nephilim. Sorcerers reaching this Circle prefer discretion; they have glimpsed Agartha and that's enough to them.

We only give a few spells of the Grand Secret. The gamemaster should not to allow Nephilim to acquire Third Circle spells during past incarnations. Magic of this magnitude should be discovered and learned during the game.

Pyretic Consumption

Circle: Grand Secret

Threshold: 20%

Ka-element: Fire

Range: 10 m

Area: 500 Kg

Duration: Instant

Description: burns totally any matter, even that considered fire-proof. The burned mass can be up to 500 kg.

The combustion is complete and instantaneous, leaving only hot, dry ash.

Eruption

Circle: Grand Secret

Threshold: 60%

Ka-element: Fire

Range: 1 km

Area: 100 m radius

Duration: 24 hours

Description: creates a mini volcanic eruption around the point chose by the caster. The caster can center the eruption up to 1 kilometer away from himself, and the area of the volcanic eruption has a 100 meter radius. The eruption begins in 1d10 minutes after the casting.

Manifest Fire Plexus

Circle: Grand Secret

Threshold: 90%

Ka-element: Fire

Range: 1 km

Area: 1000m3

Duration: See Description

Description: this spell must be cast on a Tuesday. It creates a new Fire Plexus in a place chosen by the caster. The Plexus can fill an area up to 10m on a side, but the caster may choose to make is smaller. The Plexus has characteristics identical to a natural Plexus, and lasts for a number of days equal to the daily Astrological modifier.

Stigmatic Idea

Circle: Grand Secret

Threshold: 20%

Ka-element: Air

Range: 10 m

Area: Target

Duration: Permanent

Description: allows the caster to permanently alter the knowledge of a living being, exchanging one single remembered fact or event for another of the caster's design. The new memory should be somewhat similar to the one replaced, in order to fill its place without raising the curiosity of the target. □ *For example, the memory of seeing a Nephilim casting magic in Central Park could be replaced with the false recollection of seeing a mime performance.*

Typhoon Thrust

Circle: Grand Secret

Threshold: 60%

Ka-element: Air

Range: 1 km

Area: 100m radius

Duration: 24 hours

Description: creates hurricane-force winds of 100 meter radius around a point chosen by the caster. The hurricane forms in 1d10 minutes. It moves in a natural way for 24 hours before disappearing.

Manifest Air Plexus

Circle: Grand Secret

Threshold: 90%

Ka-element: Air

Range: 10 km

Area: 1000m3

Duration: See Description

Description: this spell must be cast on a Wednesday. It creates a new Air Plexus in a place chosen by the caster. The Plexus can fill an area up to 10m on a side, but the caster may choose to make is smaller. The Plexus has characteristics identical to a natural Plexus, and lasts for a number of days equal to the daily Astrological modifier.

Seismic Concussion

Circle: Grand Secret

Threshold: 60%

Ka-element: Earth

Range: 1 km

Area: 100m radius

Duration: 10 seconds

Description: creates an earthquake in a 100 m radius around the point of effect. Its strength is 7 to 9 on the Richter scale (buildings shake and many collapse). The earthquake occurs when the spell is cast.

Manifest Earth Plexus

Circle: Grand Secret

Threshold: 90%

Ka-element: Earth

Range: 10 km

Area: 1000m3

Duration: See Description

Description: this spell must be cast on a Thursday. It creates a new Earth Plexus in the place chosen by the caster. The Plexus can fill an area up to 10m on a side, but the caster may choose to make is smaller. The Plexus has characteristics identical to a natural Plexus, and lasts for a number of days equal to the daily Astrological modifier.

Resurrección

Circle: Grand Secret

Threshold: 95%

Ka-element: Earth

Range: Touch

Area: Target

Duration: Permanent

Description: allows the caster to bring back to life one dead human or creature. The person is resurrected with one hit point, but with all other characteristics and skills intact. Any injury or disease must be cured separately, or the person may die again from the same cause.

Resurrection costs the caster 1d6 permanent points of Ka, plus one point of Ka for each day the person was dead. The resurrected human loses an equal amount of Solar-Ka as well.

A resurrected Simulacrum does not regain its Nephilim, but goes about life as a human again. The Nephilim could possibly be reincarnated in a new body by this point, or have returned to its Stasis.

Grasp of the Invisible Octopus

Circle: Grand Secret

Threshold: 30%

Ka-element: Water

Range: 1 km

Area: 100m diameter

Duration: 24 hours

Description: creates a whirlpool of 100m diameter, dragging anything within its reach down under the water. The whirlpool lasts for 24 hours.

Tidal wave

Circle: Grand Secret

Threshold: 60%

Ka-element: Water

Range: 1 km

Area: 100m wide

Duration: -

Description: creates a tidal wave, which hits the coast 1d10 minutes later. When it strikes the coast, the wave is about 40 meters high and 100 meters wide. The caster may choose where the wave hits, to within one kilometer of the casting. This spell must be cast at the ocean or at a lake large enough that it cannot be seen across.

Manifest Water Plexus

Circle: Grand Secret

Threshold: 90%

Ka-element: Water

Range: 10 km

Area: 1000m³

Duration: See Description

Description: this spell must be cast on a Friday. It creates a new Water Plexus in the place chosen by the caster. The Plexus can fill an area up to 10m on a side, but the caster may choose to make it smaller. The Plexus has characteristics identical to a natural Plexus, and lasts for a number of days equal to the daily Astrological modifier.

Wahnsinn

Circle: Grand Secret

Threshold: 20%

Ka-element: Moon

Range: 10 m

Area: Target

Duration: Permanent

Description: Drives mad (complete psychosis) one human being chosen by the caster. The effect is permanent, but modern psychotherapy and treatment may eventually help the victim create a fragile coping mechanism, leaving the victim able to function, but unstable. The second circle Earth Sorcery spell, Grounding the Fool, can cancel the effect of this spell, as can Gabriel, Prince of the Kerubim. (See the Summoning spell of that name.)

Eclipse

Circle: Grand Secret

Threshold: 60%

Ka-element: Moon

Range: 1 km

Area: 100m radius

Duration: 1 day

Description: immediately creates a zone of total darkness in a 100m radius around a point chosen by the caster. This darkness is absolute and no natural or artificial light can penetrate it.

Manifest Moon Plexus

Circle: Grand Secret

Threshold: 90%

Ka-element: Moon

Range: 10 km

Area: 1000m³

Duration: See Description

Description: this spell must be cast on a Monday. It creates a new Moon Plexus in the place chosen by the caster. The Plexus can fill an area up to 10m on a side, but the caster may choose to make it smaller. The Plexus has characteristics identical to a natural Plexus, and lasts for a number of hours equal to the daily Astrological modifier.



SUMMONING



AFTER SORCERY, the Nephilim developed Summoning. Master Summoners believe this art was created in the second year after the death of Christ. As explained in the founding book on Summoning, *Zohar or Book of Splendors*, this new magical discipline

was invented by the agarthan Nephilim Simeon bar Yokkai. He was called the master of secrets because he was the last Nephilim who received secret teachings from Jesus. Simeon bar Yokkai developed a new form of magic based on the adoration of the magic fields, and founded in Kabbalistic theory. He found that some fields could be individualized, recognized and named. He built a new spell system, called invocation, which allow contact with creatures composed of the magic fields, and that live in the higher realms described by the Kabbala.

Simeon bar Yokkai and his disciples were able to locate some old books from Solomon's Temple and use them to de-

velop the basis of modern Summoning. Following Simeon bar Yokkai's original work, the Summoner Nephilim have developed a religious feeling for their magic. They are the clerics of magic, the worshippers of the magic fields.

The Beliefs of Summoners

Summoners believe the magic fields can be materialized in the shape of magic spirits possessing personalities and wills of their own. These spirits can be imprisoned and commanded through the use of pentacles.

Summoners do not see the elemental fields as simple flows of magic, but rather as multi-tiered magic realms which overlay our own material world, and whose servants and dignitaries a summoner may learn to recognize. Based on kabbalistic principles, the four "worlds" within the magic realms are:

- ☆ **Assiah:** the material world, where live the weakest creatures, the servants. They are easily Invoked and controlled, but their power is limited. It is the world of Fairies, Korrigans, Leprechauns, and primary elementals. Their Ka-element is between 1 and 14.
- ☆ **Yetzirath:** the astral world, where live the magic creatures of average importance. They are the executors of the superior powers. They are very alike in each magic field. Summoners rarely characterize them, and their generic names are enough to Invoke them. They are called the diabolic or angelic choirs. They are more independent than the spirits inhabiting Assiah and may stay longer in our daily reality. They are commanded by the creatures of the superior kabbalist world. Their Ka-element ranges between 15 and 21.
- ☆ **Briah:** the world of angels and demons. In this world are great powers who govern more than one part of the magic fields. Angels are classified in a hierarchy proper to each field, but all hierarchies are dominated by one single archangel. These angels have a complete autonomy, a fully usable intelligence and are difficult to control. Their Ka-element is between 22 and 28.
- ☆ **Atziluth:** the world of the archangels. The summoner can Invoke from this world the kings and queens of some parts of the magic fields. They are proud and some are as deities. It is the most dangerous world for the summoner, for the Invocations often try to escape and bring the Nephilim back with them into their world, as servants. The sum-

*Thee I invoke, the Bornless one.
Thee, that didst create the Earth and the Heavens:
Thee, that didst create Night and Day.
Thee, that didst create the Darkness and the Light.
Thou art Osorronophris: Whom no man has seen
at any time.
Thou art Jabas
Thou art Japos:
Thou hast distinguished between the Just and the Unjust.
Thou dists make Female and Male.
Thou dists produce the Seed and the Fruit.
Thou dists form Men to love one another, and to
hate one another.*

— The Lesser Key of Solomon

moner must make pacts with these magic entities to earn their services. Their Ka-element begins with 29 and has no higher limit.

Rituals of Summoning

After having deciphered and understood the spell, the Nephilim is ready to try the Invocation. It begins the ritual by referring to the focus where the spell is inscribed. On a flat surface the summoner traces a magical Pentacle to restrict the summoned creature, and within it a Seal representing the creature to be summoned. Using the Enochian language, the Summoner inscribes around the Pentacle the name of the creature it is summoning. Next the summoner pronounces the invoking Formula. It must maintain its concentration during the whole duration of the ritual, and cannot attempt any other actions.

If someone interrupts the invocation, the Nephilim must roll under its Ka x5. If injured, it must roll under his Ka x3. Failing the roll, the invocation is aborted and the Nephilim must start again from the beginning.

Casting Time

To summon a creature, the caster must first spend 1d10 minutes to draw the summoning Pentacle and Seal. Once drawn, the caster can wait to perform the actual summoning, but when doing so, the summoning takes one action per each point of the Invoked creature's Ka-element.

Success or Failure of the Ritual

At the end of the required time, the Nephilim's player rolls under the corresponding Summoning Circle Technique. If the roll is a failure, so too is the ritual. The Nephilim must re-draw the Pentacle and Seal and begin again. If the roll is a success, the creature is Invoked from the magical fields to appear in the center of the Pentacle. With a success or a fumble, the Nephilim loses Ch'awe equal to the circle of the Invocation.

Invoked creatures are not voluntarily summoned, and are often hostile and angry that they have been brought here against their will. For this reason the Nephilim summons the creature into a binding pentacle, from which it (hopefully) cannot escape until the circle is broken. Once summoned, the Nephilim tries to control the creature by dominating or bargaining with it. Called the Contract, this is a dangerous operation with a heavy price for failure.

The Contract

One action is spent trying to control the summoned creature. On the resistance table, the summoner opposes its corresponding Ka-element, modified by the daily astrological modifier, to the creature's Ka-element (which receives no modifier). The Nephilim can, if it wishes, expend some points of its Stasis, as with Sorcery, to increase its chances of success. If it succeeds, the creature obeys the summoner's orders. If it fails, the Nephilim undergoes the effects of the Contract Rupture, details for which are given with each Invocation. If the Pentacle is broken before the summoned creature is prop-

erly Contracted, it is set free and the summoner suffers the effects of a Contract Rupture.

Some powerful creatures are associated with more than one Ka-element, meaning that the summoner must succeed in multiple Ka rolls, one per element indicated, in order to contract with the creature. Failure in any of these means failure to control the creature, with the indicated consequences for Contract Rupture.

Summoning Limit

The number of Invocations a Nephilim can keep under its control depends on the value of the Nephilim's dominant Ka. For every two points in Ka (rounding up) it can control one Invocation from the First Circle. For each five points of Ka (also rounding up), the Nephilim can control one Invocation from the Second Circle. A Nephilim may only control one Invocation from the third circle. For example, a Nephilim with a Ka of 22 can control 11 Invocations from the First Circle, 5 from the Second Circle, and one from the Third. Some Invocations summon more than one creature, but count only as one Invocation. The Nephilim can concentrate on only one Invocation at any single moment.

Invocations

All Invocations are ranked with a Summoning Circle and require the use of a particular Ka-element. Some of the most powerful creatures are associated with multiple Ka-elements.

Summoning Format

Name: the player must pronounce the name of the Invoked creature when casting the spell.

Circle: Circle of magical technique required for the spell.

Ka-element: the Ka-element(s) the summoner must use to control the creature.

Threshold: minimum value the Nephilim must have in the appropriate Circle technique. Copies of the invocation are less reliable than the original, so their thresholds are usually higher. (See the Occult Sciences, page 134.) The threshold given here is for the purest source available.

Contract: value of the creature's Ka-element that must be overcome by the Invoker's own corresponding Ka-element on the resistance table. Sometimes the contract is a true negotiation, in which terms are then described. This number indicates the number of actions necessary to cast the summoning spell and gives an idea of the creature's power.

Rupture: reaction of the Invoked creature if the Nephilim fails to overcome its Ka-element on the resistance table. Possible reactions are:

- **Disappearing:** the creature returns to its magic field.
- **Immobility:** the creature stays immobile in the pentacle for the spell's duration. The creature cannot be dismissed by erasing the pentacle.

- **Flight:** the creature escapes the pentacle and flees as far as possible from the pentacle and the summoner. It remains materialized for the spell's duration.
- **Befuddlement:** the creature executes the order of the summoner in a wrong way. Some might even do the exact opposite of the summoner's orders.
- **Capture:** the creature turns its powers against the summoner. It tries to capture the summoner and will fight using its Ka-element on the resistance table against the Nephilim's dominant Ka-element. If it succeeds, the Nephilim is Captured. Captured Nephilim are usually taken back to the creature's realm as servants for 1d10 years.
- **Possession:** the worst Rupture possibility for a summoner. The entity tries to possess its Invoker. It opposes its Ka-element against the summoner's same element on the resistance table. If it succeeds, it replaces the Nephilim in the Simulacrum, so that the Nephilim has to find another incarnation. Refer to the Reincarnation rules, and treat the Nephilim as though its Simulacrum had just died. These are the most dangerous creatures, because they have personal goals.

Duration: maximum length of time the creature stays materialized. If the creature is controlled by the Nephilim (successfully contracted), the Nephilim can banish it from this world at any moment. Durations that last until a specific day cease at sunrise on that day.

Range: maximum distance which the creature can move away from the summoning pentacle. Some creatures are linked to

the caster and follow it everywhere. In this case range is "Caster".

Autonomy: A measure of how free-willed the creature is. Classifications are:

- **Guided:** the summoner must concentrate to direct the entity, and cannot do anything else.
- **Limited:** the entity obeys one sentence. It will execute its task until it is finished, the caster tells it to stop or do something else, or the spell ends. Any complications will require the full concentration of the caster to solve.
- **Partial:** the creature has a limited form of consciousness. It can follow some extended instruction, but any problem demands the reformulation of these instructions.
- **Total:** the creature has a consciousness at least equal to the Nephilim's. It executes the orders to its best ability, and have some initiative towards solving problems, depending on its moods and personality.

Description: appearance and precise powers of the creature.

Most supernatural creatures are invulnerable to physical damage and to non-magical weapons. They can always be harmed by magic spells and magic weapons. Summoned creatures do not have hit points. When they incur damage, their Ka is reduced until it is equal to 0, then the creature disappears. If an invocation brings more than one creature, the Contract value is equally divided among the creatures.

Some creatures are invisible to human eyes. Ka-vision can always detect these creatures.

FIRST CIRCLE OF SUMMONING: SEALS

The entities are arranged by the difficulty of summoning. Each grouping of 30% represents a specific classification developed by the Nephilim.

THE REALM OF ELEMENTAL ANIMALS

The Elemental Animals are limited and cannot long remain away from the magic fields. They have their kings and elemental princes, but those are more substantial creatures not of this classification. These creatures are like animals to the Nephilim, and are summoned to perform simple tasks for the caster.

The Ashim, Doors of Adamantean, with Metal Feet

Circle: Seals

Ka-element: Earth

Threshold: 10%

Contract: 7

Rupture: Immobility

Duration: until next Thursday

Range: 100 m

Autonomy: limited

Description: translucent creatures that fade into a door or opening. It is then sealed, making the door an equivalent of 40 Strength. If someone tries to force the door open (roll the character's STR vs STR 40), the Ashim protest by whispering danger warnings. The caster is automatically alerted of any intrusion attempt if it is within hearing.

The Whispering Rumors of the Lower Waters

Circle: Seals

Ka-element: Water

Threshold: 10%

Contract: 5

Rupture: Disappearing

Duration: until next Monday

Range: 500 m

Autonomy: guided

Description: these are immaterial rumors, composed of the memory of sounds produced on earth that have crystallized in the Ka streams. If they are not controlled, they project, in a 500m radius, echoes of voices, animal noises and of all kinds of natural and artificial sounds they have heard. By concentrating, a Nephilim can send any sound it has already heard (even in past incarnations) up to 500m away. The Nephilim cannot change the sound's intensity. It can send its own voice, which will be heard a few seconds later.

The Invoking Voices of the Luminous Desert

Circle: Seals

Ka-element: Air

Threshold: 10%

Contract: 5

Rupture: Disappearing

Duration: until next Wednesday or one invocation

Range: pentacle

Autonomy: limited

Description: these immaterial voices help the summoner increase its chances in a summoning ritual by reciting the ritual aloud, along with the caster, and by backing the caster during the Ka-element fight. They add a 15% bonus to the Summoning Circle Technique used during the ritual. They add their Ka (5) to the Nephilim's, no matter what Ka-element is used. It is not possible to Invoke these creatures more than once to add up the modifiers for the same invocation. These voices return to their realm at the expiration of the duration, or upon their successful use in an invocation.

The Lights of the Pharphar Fire Forests

Circle: Seals

Ka-element: Fire

Threshold: 10%

Contract: 7

Rupture: flight

Duration: until next Tuesday

Range: 100m around the summoner

Autonomy: limited

Description: seven fire spheres moving very fast in the air, drawing glowing ellipses around the summoner. The spheres are very bright and cannot be extinguished by normal means. By concentrating, the summoner can control one sphere at a time. The Nephilim's vision is then replaced by the sphere's, and the Nephilim sees from the sphere's perspective. The caster cannot see shapes or colors, but only heat sources. For example, footsteps on the ground would glow a soft yellow, fading slowly to green. By succeeding in a Fire-Ka x3 roll, the caster can make the controlled sphere collide with a target, causing 1d6 points of magical damage and then disappearing. This attack can be parried or Dodged.

Those Who Creep and Nibble

Circle: Seals

Ka-element: Earth

Threshold: 20%

Contract: 9

Rupture: Befuddlement

Duration: until next Thursday

Range: 500 m

Autonomy: partial

Description: these are six little house-cat sized imps, each with razor-sharp claws, over-developed teeth, and the ability to climb anywhere. They attack only inanimate matter and can devour anything at a combined rate of



one kilogram per minute. Whatever they devour is utterly destroyed. Their only side-effect is the continuous noise of suction, mastication, gurgling, and fighting, making them totally unquiet.

The Kerubim of Exasperation and Confusion

Circle: Seals

Ka-element: Moon

Threshold: 20%

Contract: 14

Rupture: special (attack every person around them)

Duration: until next Monday

Range: 100 m

Autonomy: limited

Description: these creatures are invisible except to Ka-vision. They confuse every person around them by inspiring bad feelings and insane ideas. They kick people's legs out to make them trip others, give somebody a shove on a crowded escalator, pinch in the elevator, and perform other hostile pranks. Their efficiency is increased by the number of people in their range, so that a subway platform would become a true maelstrom. They are less efficient against very determined people, such as trained fighters. The victims of their attentions receive a 25% negative modifier to all actions, and the probability of a critical failure is increased to 15% (86-00). The Kerubim must oppose their Moon-Ka against a Nephilim's Moon-Ka to have any effect on a Nephilim. An individual Kerubim's Moon Ka is equal to 14 divided by the number of Kerubim summoned.

If the Summoner gives no restricting order to the Kerubim, they will attack every person in their range, except the Summoner. The summoner can state some restrictions during the summoning and ritual. To change these orders after the invocation, the summoner must spend 1d6 actions. The summoner can specify how many of these creatures it desires to summon in one casting, up to a maximum of the Summoner's Moon-Ka.

The Jade Flowers, Mysteries of the Dark Forests

Circle: Seals

Ka-element: Moon

Threshold: 20%

Contract: 14

Rupture: immobility

Duration: until the end of the vision

Range: pentacle

Autonomy: guided

Description: greenish flowers blossom within the pentacle, giving off a sweet, cloying odor. Their enchanting perfume envelopes the senses of the Nephilim, causing it to enter a higher state of consciousness. The Nephilim

can then see in the past in a 20 meter radius around the center of the pentacle. One hour of trance is required for every two weeks in the past the Nephilim wishes to see. Observing an event from one month ago, for example, would require 2 hours of trance.

The Kerubim, Agile Inhabitants of the Sunset Homes

Circle: Seals

Ka-element: Water

Threshold: 30%

Contract: 12

Rupture: Disappearing

Duration: 1 hour

Range: 500 m

Autonomy: total

Description: These Kerubim are invisible except to Ka-vision. They are technical counsellors to the Nephilim, who receives a 30% bonus to all DEX-based activities, such as Jumping; and to athletic skills such as Acrobatics, Climb, Swim — but not to combat skills. Three of them appear, giving each 4 Ka. For each destroyed Kerubim, the bonus is reduced by 10%. It is not possible to Invoke the Kerubim more than once at a time.

The Swift Flame Portals

Circle: Seals

Ka-element: Fire

Threshold: 30%

Contract: 14

Rupture: Flight

Duration: until next Tuesday

Range: caster

Autonomy: guided

Description: creates a fire elemental that surrounds the caster, who then looks like a human torch, leaving a fire tail behind him. The caster's clothing and possessions are burned to ashes, but the caster is not harmed. Any flammable matter which the caster touches will catch fire. The invocation must be cast near an open flame, and cannot be cast in a room or other closed place. The caster is then totally immune to any damage caused by fire. The caster can fly, moving as fast as 400 km per hour, increasing or decreasing its speed by 100 kph per round. The elemental will not voluntarily collide with anything.

The elemental is very sensitive to water. Each round of contact with water (even for a very short moment), injures the elemental at the following rates: 1d2 for a glass of water, 1d4 for a light rain, 1d6 for a bucket, 1d8 for a storm, 1d10 for a water pump. If the elemental is destroyed while moving, the caster is subject to the normal laws of gravity. It is unwise to use this spell in the rain.

Those Who Whisper, the Spirits of the Basalt Forest

Circle: Seals

Ka-element: Moon

Threshold: 30%

Contract: 13

Rupture: Immobility

Duration: until next Monday

Range: 1 km

Autonomy: limited

Description: they are spectral shadows, vaguely humanoid. The whisperers search for any shadowy place where they can make themselves totally invisible except to Ka-vision. They move at 3 meters per second (10 kph) and can enter any opening or crack.

The caster can ask that they whisper their sinister canticle. Everyone within a 20m radius is shaken by a terrible fear of the dark and thus tries to flee the darkness. To overcome one's fear requires an INT x3 roll every round that the whispering continues. The whisperings cause a sleeping person to have horrifying nightmares and will give her a 20% negative modifier to all actions during the two hours after awakening. They are immune to physical damage, though a one minute exposure to bright light will destroy them.

Adonai, the Premier Master of Creation, Great Emerald Grail

Circle: Seals

Ka-element: Fire, Air, Water, Earth, Moon

Threshold: 30%

Contract: 70

Rupture: special. Adonai can punish the summoner for having disturbed him, either by dissolving the caster's Ka-elements (resulting in the destruction of the Nephilim) or forcing it to sign a pact of annual Ka points sacrifice, whichever the gamemaster chooses.

Duration: until Adonai wants to leave.

Range: as far as Adonai wants to go.

Autonomy: total.

Description: Adonai is the king of the elements. His shapes are uncountable. The most common is that of a creature as large as a cathedral, with a fish tail, silver scales, clawed paws anchored in the ground, membranous wings and the head of a reptile spitting fire. Some daring summoners have seen him as a majestic giant, head bearing a crown decorated with diamonds, rubies, sapphires, pearls and emeralds. He always appears surrounded by his uncountable elemental servants. He is a wild and impulsive king, and his invocation is a real danger even for Nephilim close to the Agartha. Adonai masters all elements. Succeeding in a Contract does not mean that the summoner has dominated Adonai, it means only that Adonai has found it worth some attention and so the summoner will survive the encounter.

Adonai can cause any transmutation or metamorphosis of any matter, element or creature. When Invoking Adonai, the caster plays with the most elemental powers. Adonai is overwhelmingly clairvoyant. He is seen as the protector of the alchemists and can accomplish miracles for them. He is said to be the inspiration of the discovery of Alchemy.

Adonai incarnates the raw strength of the elements. He can initiate any natural cataclysm. Adonai is indestructible and can only be dismissed by one of his equals.

To perform a deed for the summoner, Adonai demands the permanent sacrifice of a number of points of Ka appropriate to the deed (at the gamemaster discretion). Here are some examples of Ka point expenditures:

- a simple transmutation (.25 Kilo lead to gold, water to earth for 10 m3), create a storm: 1 point
- a 5 km zone partially destroyed by a natural cataclysm: 10 points
- a new hill in Manhattan: 20 points.
- a complete one hour lunar eclipse: 35 points.
- Diversion of the nemesis meteor: 150 points (for one attempt).

THE REALM OF ELEMENTAL ILLUSIONS

The Nephilim have classified these creatures as elemental illusions. Humans often consider them to be ghosts, knocking spirits or spectres. These creatures love to play tricks on their summoner.

The Powerful Cuirasses of Fire

Circle: Seals

Ka-element: Fire

Threshold: 40%

Contract: 18

Rupture: Disappearing

Duration: until next Tuesday

Range: caster

Autonomy: limited

Description: the Invocation appears as articulated plate armor. Its material seems organic, like dark, red chitin

that fit precisely to the caster's body. The caster can take the armor off and on, each of these operations requiring five minutes. The armor is extremely resistant to physical damage (even against modern firearms), though as light as winter clothing, and provides 8 armor points. It also adds 8 points to the Nephilim's defending Ka-element when DEFENDING on the resistance table against a magical spell of Water or Moon.

The Tempestuous Bands of Ariel

Circle: Seals

Ka-element: Air

Threshold: 40%

Contract: 18

Rupture: Disappearing

Duration: until next Thursday

Range: caster

Autonomy: limited

Description: the Invocation appears as interwoven chains of cloudy blue that swirl and move as if in a breeze. From far, it looks like blue sky. It fits precisely to the caster's body. The caster can take the armor off and on, each of these operations requiring five minutes. The armor is extremely resistant to physical damage (even against modern firearms), though as light as winter clothing, and provides 8 armor points. It also adds 8 points to the Nephilim's defending Ka-element when DEFENDING on the resistance table against a magical spell of Earth or Moon.

The Armor of Those Who Are Born of the Sowed Teeth

Circle: Seals

The Guardians of the Five Doors of Avalon

These five armoring invocations have a special meaning to the Nephilim who lived in King Arthur's time. It is thought Merlin introduced them, and that he held the secret of Adonai's invocation. According to tradition, some of the Knights of the Round Table were protected by these spells. The Green Knight was surely wearing the Silver Scales of the Ocean Meadows. Arthur's armor was a particularly powerful version of these invocations, as it included all five elements. But it disappeared in the chaos that followed the fall of the kingdom.

The magical armor is immune to normal damage, and provides 8 point of armor protection to the wearer. Magical damage is first applied to the armor in increments of eight points, and then when the armor is destroyed (after 18 points of damage), further damage or attacks are born by the wearer. Magical damage in excess of 8 points in one attack is passed through to the wearer.

Ka-element: Earth

Threshold: 40%

Contract: 18

Rupture: Disappearing

Duration: until next Thursday

Range: caster

Autonomy: limited

Description: the Invocation appears as black armor. From far, it looks like rigid leather, though it seems more like black onyx stone when touched. It fits precisely to the caster's body. The caster can take the armor off and on, each of these operations requiring five minutes. The armor is extremely resistant to physical damage (even against modern firearms), though as light as winter clothing, and provides 8 armor points. It also adds 8 points to the Nephilim's defending Ka-element when DEFENDING on the resistance table against a magical spell of Air or Water.

The Silvery Scales of the Ocean Meadows

Circle: Seals

Ka-element: Water

Threshold: 40%

Contract: 18

Rupture: Disappearing

Duration: until next Friday

Range: caster

Autonomy: limited

Description: the Invocation appears as a flowing armor of silvery scales, with greenish reflections. It fits precisely to the caster's body. The caster can take the armor off and on, each of these operations requiring five minutes. The armor is extremely resistant to physical damage (even against modern firearms), though as light as winter clothing, and provides 8 armor points. It also adds 8 points to the Nephilim's defending Ka-element when DEFENDING on the resistance table against a magical spell of Fire or Earth.

The Imperishable Fabrics of Time, Animated Clothes of Silver

Circle: Seals

Ka-element: Moon

Threshold: 40%

Contract: 18

Rupture: Disappearing

Duration: until next Monday

Range: caster

Autonomy: limited

Description: the Invocation appears as a very fine mail armor, looking like silvery clothes that fit precisely to the caster's body. The caster can take the armor off and on,

each of these operations requiring five minutes. The armor is extremely resistant to physical damage (even against modern firearms), though as light as winter clothing, and provides 8 armor points. It also adds 8 points to the Nephilim's defending Ka-element when DEFENDING on the resistance table against a magical spell of Fire or Air.

The Quicksilver Mirrors, Ministers of Resemblance

Circle: Seals

Ka-element: Moon

Threshold: 50%

Contract: 14

Rupture: Capture: the creature fades into the caster's body and frees the Simulacrum of the Nephilim's control for the spell's duration, as in the case of Shouit (Shadow).

Duration: until next Monday

Range: 5 km

Autonomy: limited

Description: creates a replica of the summoner or any other person the summoner can see during the invocation. The target of the replication must be physically present—video tapes or photographs will not suffice. It has the same characteristics and skills as the target, except INT, which is equal to 3. The caster has no access to the thoughts of the original through the replica. It can only undertake physical actions (as driving, climbing, jumping) and no intellectual ones. It has the same hit points as the original.

The Nephilim can control the replica in one of two ways or can alternate between them:

- by demanding a series of actions executed as a programmed automaton. In this case, if any problem arises that prevents the creature from executing the orders, it freezes immobile until the caster gives it further instruction.
- by concentrating and guiding the creature. The caster can perform no other actions while guiding the creature. The caster loses all contact with its own body, but can hear, feel, and see through the creature, and make it talk and act in any physical way.

Those Who Hit the Scorpions

Circle: Seals

Ka-element: Earth

Threshold: 50%

Contract: 16

Rupture: Befuddlement

Duration: until next Thursday

Range: unlimited

Autonomy: total

Description: a strong blue creature appears, vaguely humanoid. It communicates through little shrieks, has feline eyes, a curved beak and is armed with a magnificently decorated stick ending in a barbed hook from which flows a black liquid. This is a magical weapon and disappears with the creature. It understands all the orders of the caster and tries to execute them as well as it can.

Protection: 5 points of leather

Actions: 5

Weapon: Hook 50%, damage 1d4 + venom POT 5. If the hook does 2 or more points of damage to the victim, the venom attacks on the resistance table against the victim's CON. If it succeeds, the victim receives 5 points of damage. To medical examination, the wound appears to be that of a scorpion (intense pain, weakness, hemorrhaging). If it fails, the victim has her actions halved (rounded up) for the next round, due to pain.

The Characteristics of this creature, if needed, are all equal to its Ka (16). It is vulnerable to physical damage.

The Riders Armed from Head to Feet from the River of Dreams

Circle: Seals

Ka-element: Water

Threshold: 50%

Contract: 16

Rupture: Flight

Duration: until next dawn.

Range: 1 km

Autonomy: partial

Description: Four sinister, masked riders appear in the center of the pentacle, mounted on jet-black horses. When the contract is made, they fade to a barely visible ectoplasm, then rush to the victim. The summoner can then assign a dream of its choice to the victim. The dream will be so realistic that the victim will think it actually happened unless they make a Ka roll while sleeping (humans make a Solar-Ka x1 roll). The dream ends by dawn at the latest.

REALM OF SPIRITUAL AND ELEMENTAL COMPREHENSION

Nephilim call this group the realm of understanding, or the realm of spiritual and elemental comprehension. Through interaction with these creatures the Nephilim can reach a better level of understanding of the surrounding world and achieve passage to the Pentacles Circle. These creatures are said to be good servants and have high autonomy.

The Procurators Whose Eyes are Basilisks or Ruby

Circle: Seals

Ka-element: Fire

Threshold: 60%

Contract: 14

Rupture: Capture: the Nephilim immediately confesses any harmful intention towards it holds anyone, and then is released.

Duration: until the interrogation ends, 24 hours maximum.

Range: 20 m

Autonomy: guided

Description: this is one of the most common instruments of the Pyrim, many of whom are members of the Judgment Arcanum. The Nephilim performs this ritual while sitting within the summoning pentacle. After the summoning and contract, the summoner is possessed by the creature. Its eyes become red as rubies. The Nephilim then looks straight into the eyes of the person it wants to question. This person must be immobile. After two rounds, the victim is totally hypnotized and paralyzed. She must then answer the truth to the Nephilim's questions.

This spell can also be used to question Nephilim. For them to resist, the following procedure is applied: for each question, oppose the Fire Ka +14 of the questioner against the dominant Ka of the interrogated Nephilim. The summoner can know that the Nephilim tries to resist, but not if it succeeded or failed. If the questioned Nephilim resists a particular question, it does not need to roll again to resist that question. It can continue to stick to its answer even if the question is reformulated and asked again. Final judgment on this is in the hands of the gamemaster.

The Orichalka Trumpet, Minister of Dissension

Circle: Seals

Ka-element: Air

Threshold: 60%

Contract: 21

Rupture: Capture: the creature will turn its powers against the Nephilim.

Duration: until next Wednesday.

Range: 1 km

Autonomy: limited

Description: a whirlwind appears, visible only in Ka-vision. It immediately attacks a target designated by the caster. The attack is resolved on the resistance table, with the Ka of the Trumpet (21) against the lowest Ka of the target. The Trumpet will try again until it succeeds, is dismissed or is destroyed. If it succeeds, it temporarily dissociates the Nephilim from its lowest Ka-element, lowering it to 0. The value of this Ka-element must further-

more be subtracted from the values of all other Ka-elements. Having 0 in one or more Ka-element makes impossible the use of any magic of this Ka-element. The diminished Ka-element returns to normal at sunrise on the next day corresponding with its element. (See Grand Conjunctions, page 131, for the table of correspondences.)

The Trumpet stops its attack as soon as the victim is out of its range. The caster can then declare another target.

The Prince of the Salt of Wisdom

Circle: Seals

Ka-element: Earth

Threshold: 70%

Contract: 22

Rupture: Disappearing

Duration: until next Thursday

Range: Pentacle

Autonomy: total

Description: the prince answering the invocation is always draped in flowing white robes, with a crystal crown. He can heal any wound or illness, regenerate amputated limbs, remove any scar and even restore declining health by agreeing to restore lost points of DEX, CON and STR at the permanent cost of one of the summoner's Ka points per Characteristic point restored. Curing illness, curing wounds, removing scars, and other minor healing the prince will do without cost. For greater healings, such as regenerating limbs or lost organs (such as an eye), the prince asks the permanent sacrifice of 2 Ka from the caster. The prince will only perform healing on one person per summoning, and must be dismissed, resummoned and contracted again to heal someone else.

He can also dismiss, at no cost, harmful possessions such as the Lords of Torment and the Crown of the Powerful Pale Queens of Pain.

The Dark Governors of the Powers of Pestilence

Circle: Seals

Ka-element: Water

Threshold: 80%

Contract: 14

Rupture: Capture; only the caster will incur the attack.

Duration: 14 minutes

Range: 500 m

Autonomy: limited

Description: a gas cloud appears in the pentacle and dissipates into the atmosphere. Everyone in the radius of the invocation, except the summoner, smells the most formidable stinking, the foulest odor ever smelled. Any creature with as sense of smell must make a series of CON rolls as long as it is in the 500 meter range of the

odor. First roll is CON x3, then CON x2 and then CON x1 every round thereafter. Upon first failing the roll, the creature is overcome by nausea, convulsions and vomiting; all it can do is try to flee as far as possible. On the second failed roll, the creature faints. All creatures that faint revive after 10 +1d6 minutes.

It is possible to resist for some rounds without CON rolls if one has been alerted and held her breath during the summoning. In that case begin rolling CON every round, starting with CON x10 and decreasing the multiplier by one each round, until the victim fails her roll and must breathe. Then begin the CON x3 rolls mentioned above.

The Invocation acts like a gas and can thus incur no physical or magical damage. It is not possible to magically resist the odor.

The Spirits of the 24th Part of an Instant

Circle: Seals

Ka-element: Moon

Threshold: 80%

Contract: 22

Rupture: Capture; if the summoned creature succeeds, the Nephilim temporarily loses all its CON points but one.

Duration: until the Nephilim reaches 1 Ch'awe.

Range: caster

Autonomy: total

Description: three little creatures appear. They are translucent, with two talons, large ears, and an eye hanging from a long stalk. The creatures cling to the caster and are undetectable except through Ka-vision. They create a temporary symbiotic relationship with the caster, who then becomes very receptive to its environment. The caster receives a 30% bonus to all Listen, Scan, Scrutinize, Smell and Taste rolls, and is able to see all around in a full 360 degrees. The caster cannot be surprised, as the Spirits alert it to any immediate danger. The creatures feed off of the caster's life energies; one Point of Ch'awe is lost for every 10 minutes of symbiosis.

The Implacable Ministers.

Living Lamps of the Hidden Altar

Circle: Seals

Ka-element: Fire

Threshold: 90%

Contract: 21

Rupture: Capture

Duration: until next Tuesday

Range: unlimited

Autonomy: total

Description: the creature has the body and stature of a large man. It is draped in a long hooded cape, under which is visible only the hands and forearms, black and fleshless. It has a long two-handed sword and smells heavily of sulphur. But most terrifying is the absence of a head, in the place of which is a steady, bluish flame. Humans must make a Solar-Ka x3 roll to face this creature or flee.

This creature can only be wounded by a cutting weapon, the edge of which has been covered with blood, or by magical weapons.

All characteristics are equal to 16 (if needed).

Action Points: 6

Weapon: Two-handed sword 65%; damage 2d8. The weapon is magical and disappears with the creature.

The Shadow-cloaked Sages from the White Mountain across the Misty Shores

Circle: Seals

Ka-element: Air

Threshold: 90%

Contract: 25

Rupture: special: the Nephilim cannot try the invocation again until next Thursday

Duration: one question

Range: Pentacle

Autonomy: total

Description: five ephemeral sages form within the pentacle, dressed in robes and bearing a huge and ancient book. These sages maintain all memories concerning terrestrial matters of the Nephilim. Within the ghostly book is written all the knowledge of all past incarnations of all the Nephilim that are now in Stasis. The sages have no access to the knowledge of Nephilim that are not in Stasis at the time of the invocation. They cannot transcribe spells and will give no information that can imperil other Nephilim.

For any summoning, they will only answer questions about one single Nephilim. They can only answer specific questions, and are unable to respond to general "fishing expeditions." "How did the Nephilim Nimue die in the year 600 Ad?" is an appropriate question, but not "Tell us everything about Nimue." Gamemaster judgement is called for.

After the invocation, the sages cannot be called again by the same caster until the next Thursday.

SECOND CIRCLE: PENTACLES

THE REALM OF EMOTIONS

This is the kingdom of emotions. These summoned creatures act directly on emotions deep in the Nephilim. They can cause great joys as well as intense pains.

The Minister of Peace, Clothed with Beryl

Circle: Pentacles

Ka-element: Air

Threshold: 10%

Contract: 23

Rupture: Capture: the caster will be the only one to undergo the spell's effects

Duration: 30 minutes

Range: 100 m

Autonomy: total

Description: the invocation must be cast during a conflict, whether physical or verbal. A translucent man appears, who speaks with a sweet voice, rich and deep. When he is present no one can fight, either physically or verbally. If they are present, he easily dismisses the Kerubims of Exasperation and Confusion with his winged wand. He will dismiss as well any first circle Summoned creature, Sorcery spell or Alchemy Formula that troubles the peace and harmony between living creatures. His presence creates a feeling of love and friendship between all human beings, and with nature in general. Once peace is established, he pronounces a 15 minute sermon on the futility of hatred, and then disappears. No one can try any aggression for 15 minutes after his departure. People will try to talk, explain themselves or leave.

The Guardians of the Pharphar Wells

Circle: Pentacles

Ka-element: Water

Threshold: 10%

Contract: 21

Rupture: Capture: the creature attacks the memory of the caster's Simulacrum, who loses 20% in a random skill.

Duration: 1 h

Range: 21 km

Autonomy: limited

Description: these spirits are invisible except to Ka-vision. A blue Triton appears, with empty eye orbits. The summoner then directs him towards a person who must be either asleep or unconscious. He can order the creature to delete any one remembrance or period of the person's life. The summoner can delete as much as a whole year's duration. It takes one minute for the Guardian to do this. Once the memory is deleted, the creature disappears. This spell does not work on Nephilim, but can be used

against their simulacra if the Nephilim is in Shouit, Sekmet, or otherwise not in control. A Nephilim may use it against its own Simulacrum, if it wishes.

The Smiling Tarshishim, Sentinels of the Silver Castle

Circle: Pentacles

Ka-element: Earth

Threshold: 10%

Contract: 18

Rupture: Capture: the Nephilim cannot dismiss the Tarshishim and cannot stop playing. It faints with fatigue in 10+ Earth-Ka hours unless someone takes the flute away. The Tarshishim then vanish.

Duration: until next Thursday

Range: the sound of the flute

Autonomy: limited

Description: the Nephilim must supply a pan flute. In the center of the pentacle appears a multitude of small ectoplasms, visible only in Ka-vision. If the Nephilim controls the invocation, these small Tarshishim enter the flute. The caster can keep the flute until the next Thursday. When the caster decides to play the flute, the Tarshishim inspires the caster with brilliant melodies. After 5 minutes of uninterrupted playing, during which the caster can do nothing else except move and dance, the caster can send the Tarshishim into any listeners within a 100 meter radius around the flute. It can decide to send them on the whole audience or only some chosen targets. The targets must roll their INT against the 18 Ka of the Tarshishim (if it's a crowd, 80% of the people are affected). The affected victims begin to dance like mad people, filled with a frenzied ecstasy.

The victims follow the player while it moves, and as they pass, others will join. Every five minutes, the player may try to send the Tarshishim on newcomers. If somebody tries to stop the Nephilim, the victims interpose themselves. After 10 minutes, the crowd becomes something like an orgy. After 15 minutes, even if the Nephilim stops playing, the frenzy continues. The possession ends in about three hours with the exhaustion of the victims. The caster is not affected and other Nephilim may resist with their Earth-Ka, only needing to roll once. Once used, the flute loses its power and the Tarshishim must be re-summoned.

The Lords of Torment with Diamond Helms

Circle: Pentacles

Ka-element: Fire

Threshold: 10%

Contract: 21

Rupture: Possession: the Nephilim stays in the Simulacrum but undergoes the effects of the possession.

Duration: 24 h

Range: unlimited

Autonomy: total

Description: one Lord appears. It is invisible save in Ka-vision, but for those who can see it appears as a Greek warrior dressed in white-hot armor and a glittering helm which appears to be carved from a single piece of diamond. This terrible spirit possesses its victim and tortures her to death.

The Lord follows the caster for up to 24 hours until the caster chooses a target, which must be visible. Attacking, the caster's player rolls the 21 Ka of the Lord of Torment against the INT of the defender. If the roll fails, the creature disappears. Otherwise, the victim is possessed by the Lord. First nothing happens. On the first night after the possession, the victim grows terribly anxious and tense and finds it difficult to sleep. After a few minutes of sleep, she awakens drenched with sweat, heart pounding; she feels like an inside fire devours her, though she is very cold. Every day, she loses one point of CON and 5% in all her skills, and finally dies upon reaching 0 CON. Some summonings, such as the Princes of the Salt of Wisdom, can dismiss the Lords of Torment.

Nephilim can be attacked by the Lords as well, but defend with their Fire Ka-element. If they are possessed, the Nephilim shares the body with the Lord of Torment, but is unable to prevent the Lord from tormenting its Simulacrum.

The Powerful Pale Queen of Pain, with Tears of Flame

Circle: Pentacles

Ka-element: Moon

Threshold: 10%

Contract: 28

Rupture: Capture: the Nephilim undergoes one attack by the Queen.

Duration: 24 h

Range: unlimited

Autonomy: total



Description: invisible except by Ka-vision, a very beautiful woman appears, dressed in a light white dress, with reddened eyes flowing with tears of blood. She wears a thorn crown and follows the caster for up to 24 hours until the caster selects a target, who must be visible. The Queen approaches the target and attacks her at the end of the next round by taking off her crown and putting it on the victim's head. The victim won't know what's happening unless she has Ka-vision. The victim must roll her INT against the Ka of the Queen on the resistance table. (Nephilim resist with their Moon-Ka.) If the roll succeeds, the queen disappears with a cry of pain. Otherwise, the queen heaves a relieved sigh and disappears.

Instantly, the victim goes mad, assailed by terrifying hallucinations that give her no peace and drive her to ruin. The only way to free the victim is to oppose one's Moon-Ka against the crown's Ka of 28. The victim is always free, but if the roll is a failure, the freeing Nephilim acquires the crown and becomes mad in the victim's stead. Otherwise, the crown disappears. The crown can be destroyed if given 28 points of damage with a magical weapon, BUT the wearer will incur the same damages. Some summonings, such as the Princes of the Salt of Wisdom, can dismiss the Queen or her crown.

THE REALM OF THE HIDDEN KNOWLEDGE

In this realm a Nephilim discovers hidden knowledge giving true power. The Nephilim must be strong as it will often doubt its path.

Gabriel, Prince of the Kerubim, Master of Illusion

Circle: Pentacles

Ka-element: Moon

Threshold: 50%

Contract: 35

Rupture: Capture: the Nephilim loses one point of Ka and Gabriel leaves.

Duration: time to execute one task

Range: unlimited

Autonomy: total

Description: Gabriel has white hair, and a silver crown inset with pearls. He wears a ring mail of the same metal, a sword and an ivory wand. He is cynical, often facetious and his anger is terrible.

Gabriel can decipher any Moon invocation and translate it for the caster into any language. These translations are at the threshold of the original, with no negative modifier. Gabriel can correct a transcribed Summoning focus to cancel accumulated threshold negative modifiers. He can describe the precise effects of an invocation the

Nephilim cannot learn (due to failed attempts at studying), but will not teach it to the Nephilim.

Gabriel can create all kinds of illusions. He asks no Ka sacrifice as long as the illusion is passive and in itself harmless. Here are some examples: a fetid broth looks like a delicious gourmet meal, a sordid house looks like a richly decorated one, a disguise, a horse changed to look like a Pegasus, or a wall of flame coming out of the ground. If the transformation is more aggressive or harmful, (as in the front of a house turned into Dracula's castle, or a bus of Japanese tourists turning into little goblins armed with pikes), Gabriel will ask for a one point Ka sacrifice. More points are demanded if the transformation is major (a building turning into Godzilla; or the whole house changed in Dracula's castle, with the hunchback servant, creaking doors and all). The gamemaster must state the number of points to be sacrificed.

Any illusion 24 lasts hours. To extend this duration, Gabriel asks for one Ka point sacrifice for 48 hours, 2 points for 4 days, 3 points for eight days, etc.

He has dominion over magics linked with Moon, such as casting Moon-Ka based sorcery, or lifting a curse linked to this element.

Gabriel can perform other magical services linked to the moon, such as curing madness or dispelling a curse linked to the moon.

The only Invocation Gabriel will teach to the caster is "The Daughters of Paline." Paline is Gabriel's sword. This Invocation belongs to the violence realm, and is thus a terrible instrument of destruction that must be used with care. It is an essential element of some Third Circle Invocations. Gabriel will teach this Invocation under the following conditions:

- The caster has 70%+ in Pentacles (and thus has command of the summoning realm of violence),
- It has already concluded a pact with Gabriel,
- It is a Moon Nephilim,
- The student agrees to never transcribe or reveal his Invocation to anyone (if he doesn't respect this, Gabriel will never come back, nor will the Daughter of Paline)
- It accepts to sacrifice one point of Ka immediately to Memorize the spell.

Sandolphan, Princess of the Ashim, Queen of the Wind Rose, Countess of the Cardinal Points

Circle: Pentacles

Ka-element: Air

Threshold: 50%

The Five Branches of the Tree of Life

These five invocations are often called the five branches of the Tree of Life. They are in the middle of the Initiation of the Nephilim, to help them in their progression. The gamemaster should play these summonings as highly intelligent and knowledgeable creatures with their own, powerful will. They are powerful, but will not always fulfil the Nephilim's desires if they judge it asks too much, or if what it asks goes against the principles of the Ka-element they are governed by. A Nephilim's success with the Contract only indicates that the Prince is (for now) friendly to the caster, and inclined to do its bidding. These Princes always remember the past encounters with the summoner, and past encounters may influence them for or against the summoner. This is why some links appear between the summoner and the summoned, based on negotiation and oratory. The Prince sometimes asks for a sacrifice of Ka points, depending on the magnitude of the request. The gamemaster must play the Princes as true individuals, hopefully balancing the game without frustrating the players. To gain access to the knowledge and power of a Prince, the Nephilim must seal a pact during the first invocation by sacrificing one point of Ka. Princes can never be destroyed. Upon reaching 0 points of Ka, they are driven away from the terrestrial plane until the next invocation.

About Illusions

Remember that illusions are just that—illusions: Godzilla cannot really swallow a helicopter, and a horse changed to look like a Pegasus cannot really fly. A person who knows that an effect is an illusion still sees and senses the illusion, but is able to ignore its illusory effect (such as the pain of illusory fire) with a Ka x5 roll. (Nephilim roll their dominant Ka, and humans their Sun-Ka.) The key here is in already knowing that the effect is an illusion. If the victim has no reason to think that she is seeing an illusion, then she has no opportunity for a roll. Seeing is believing.

The illusion creates no lasting material change; for example, a wall of fire feels like flame, but does not actually burn. Likewise, illusions cause no actual damage; illusory injuries disappear when the illusion ends. Actual damage caused as an adjunct to the illusion does remain, however. Someone who falls through an illusory floor and off a real cliff will still be dead when the spell ends.

Illusory Death

Sometimes people are killed by an illusory effect (hacked to pieces by an illusory sword, for example) only to discover that they are not actually dead when the spell ends. What happened to them in the meantime? For humans, the world fades as they progress toward a clear, white light of radiating warmth. They pass through it to the other side where they greet family and loved ones who have died before them. They spend a timeless time there, only to be abruptly pulled away back to their bodies when the illusion ends.

Nephilim enter Sekmet (explained on page 112) to await the death of the Simulacrum which will release them to find a new incarnation—but that release never comes. For each hour in that state, allow the Nephilim's player a Ka x1 roll to realize that its Simulacrum is not actually dead. Realizing that, the Nephilim re-awakens itself and resumes control of the Simulacrum, but the illusory injuries that "killed" the body remain until the illusion is dispelled or the spell ends.

Contract: 35

Rupture: the Nephilim loses one point of Ka and Sandolph leaves.

Duration: time to execute one task

Range: unlimited

Autonomy: total

Description: Sandolph is a very beautiful winged woman, with bluish hair and eyes. She wears a javelin, a sword and winged sandals. Her presence is both majestic and sensual, filled with the wisdom of the airs and the violence of hurricanes.

The powers of Sandolph regarding the deciphering, correction and translation of Air spells are identical to those of Gabriel for Moon spells.

Sandolph is the guide. She can locate a Stasis, even if its owner is not incarnate. She can answer any question on human knowledge and history; she can show the caster a one minute scene happening at the same time anywhere else (1 point of Ka for 10 minutes, 2 for 30 minutes, 3 for one hour, 4 for 2 hours, etc.). The Nephilim must know precisely the place it wants to see.

She can also move things through the air. She will do it free for one person-sized object (approximately 100 kg) for up to 500 m, with a maximum speed of 40 kph. She will require one point of Ka for each additional person, 500m or 40kph.

She has dominion over magics linked with Air, such as casting Air-Ka based sorcery, or lifting a curse linked to this element.

The only Invocation Sandolph will teach the caster is "The Daughters of Lul of Faltenin." Lul of Faltenin is Sandolph's sword. Lul of Faltenin belongs to the violence realm, and is thus a terrible instrument of destruction that must be used with care. It is an essential element of some Third Circle Invocations. Sandolph will teach this Invocation under the following conditions:

-the caster has 70%+ in Pentacles (and thus has command of the realm of violence),

-it has already concluded a pact with Sandolph,

-it is an Air Nephilim,

-it agrees to never transcribe or reveal this Invocation to anyone (if the Nephilim doesn't respect this, Sandolph will never come back, nor will the Daughter of Lul of Faltenin)

-It agrees to sacrifice one point of Ka immediately to Memorize the spell.

Michael, Prince of the Crystal Understanding, Tilfiridian of the Ivory Tower

Circle: Pentacles

Ka-element: Earth

Threshold: 50%

Contract: 35

Rupture: the Nephilim loses one point of Ka and Michael leaves.

Duration: time to execute one task

Range: unlimited

Autonomy: total

Description: Michael is a strongly built man, with black eyes and hair, wearing a sword, a golden and ivory scepter, and shining plate armor. He speaks with a strong voice. He is extremely clairvoyant and can often guess the reason of his Invocation. He loves beautiful things and has a tendency to lewdness.

The powers of Michael regarding the deciphering, correction and translation of Earth spells are identical to those of Gabriel for Moon spells.

Michael has a great understanding of the magic fields. He can locate the nearest Nexus or Plexus, metals and metal ores, and any ground resource in a 1 km radius around the caster. Each additional km costs 1 point of Ka. He can change 100 kilograms of any non-living, earthy

substance into any other substance, although he is VERY unlikely to do this for any purposes other than his own. He can cure any wound, affliction or illness.

He has dominion over magics linked with Earth, such as casting Earth-Ka based sorcery, or lifting a curse linked to this element.

The only Invocation Michael will teach to the caster is "The Daughters of Saint Fabeau." Saint Fabeau is Michael's sword. This Invocation belongs to the realm of violence, and is thus a terrible instrument of destruction that must be used with care. It is an essential element of some Third Circle Invocations. Michael will teach this Invocation under the following conditions:

- the caster has 70%+ in Pentacles (and thus has command of the realm of violence),
- it has already concluded a pact with Michael,
- it is an Earth Nephilim,
- it agrees to never transcribe or reveal the invocation to anyone (if the Nephilim doesn't respect this, Michael will never come back, nor the Daughter of Saint Fabeau)
- it agrees to sacrifice one point of Ka immediately to Memorize the spell.

Raphael, the Prince Crucified on the Tree of Life

Circle: Pentacles

Ka-element: Fire

Threshold: 50%

Contract: 35

Rupture: the Nephilim loses one point of Ka and Raphael leaves.

Duration: time to execute one task

Range: unlimited

Autonomy: total

Description: Raphael is a man with a martial attitude and red hair. He holds a bough, a sword and wears a long multicolored tunic. He is hot-headed and susceptible to anger, but with a sensible heart. He is very emotional. He loves truth and frankness above all. He will detect immediately any lie told in his presence

The powers of Raphael regarding the deciphering, correction and translation of Fire spells are identical to those of Gabriel for Moon spells.

Raphael can force somebody to tell the truth when answering his questions. He can light, heat, or melt 100 kg of any matter. He will ask one point of Ka for each additional 100 kg. He can make a fanatic of anyone so that she will blindly follow the orders of the caster during one hour. This will not work on someone hostile to the caster. Raphael can heat or cool anyplace from -100 to +100 °C in a 500 meters radius. He will ask one point of Ka for every additional 500m. He is the only Prince who will agree to use his sword for the caster. During the Invocation, the caster may point at a target he can see and will ask Raphael to hit him. For each point of Ka expended,

Raphael will do 1d6 points of damage. The blow cannot be dodged or parried and will automatically hit. It will also affect the Ka of magical creatures. Raphael will NEVER hit a Nephilim at the command of another.

He has dominion over magics linked with Fire, such as casting Fire-Ka based sorcery, or lifting a curse linked to this element.

The only Invocation Raphael will teach to the caster is "The Daughters of Noubosse." Noubosse is Raphael's sword. This Invocation belongs to violence realm. It is thus a terrible instrument of destruction that must be used with care. It is an essential element of some Third Circle Invocations. Raphael will teach this Invocation under the following conditions:

- the caster has 70%+ in the Pentacles,
- it has already concluded a pact with Raphael,
- it is a Fire Nephilim,
- it agrees to never transcribe or reveal this Invocation to anyone (if the Nephilim doesn't respect this, Raphael will never come back, nor the Daughter of Noubosse)
- it agrees to sacrifice one point of Ka immediately to Memorize the spell.

Ariel, Prince Freed from the Island of Oblivion

Circle: Pentacles

Ka-element: Water

Threshold: 50%

Contract: 35

Rupture: the Nephilim loses one point of Ka and Ariel leaves.

Duration: time to execute one task

Range: unlimited

Autonomy: total

Description: Ariel is a teenager, with green eyes and hair, and a fine angular face. He wears a trident, a sword and a loin-cloth at the waist. He is quick and agile, and usually protests when asked for a service, always asking what the caster would do if he was not here. He is sensible to compliments and a high intelligence is hidden behind his childish looks.

The powers of Ariel regarding the deciphering, correction and translation of Water spells are identical to those of Gabriel for Moon spells.

Ariel can make anyone forget a moment, a name, a face or anything that can be remembered. He can even make someone a total amnesiac, or make her past events she had forgotten or induce in her false memories. The target must be less than 500 m from the caster and must be asleep or unconscious. Ariel can retrieve objects at the bottom of the sea, allow people to breath and walk in water. He can also change 100 liters of any liquid in another one. Ariel asks for one point of Ka for every additional 100 liters.

He has dominion over magics linked with Water, such as casting Water-Ka based sorcery, or as lifting a curse linked to this element.

The only Invocation Ariel will teach to the caster is "The Daughters of Malourene." Malourene is Ariel's sword. This Invocation belongs to the violence realm. It is thus a terrible instrument of destruction that must be used with care. It is an essential element of some Third Circle Invocations. Ariel will teach this Invocation under the following conditions:

- the caster has 70%+ in Pentacles,
- it has already concluded a pact with Ariel,
- it is a Water Nephilim,
- it agrees to never transcribe or reveal this Invocation to anyone (if the Nephilim doesn't respect this, Ariel will never come back, nor the Daughter of Malourene)
- it agrees to sacrifice one point of Ka immediately to Memorize the spell.

REALM OF VIOLENCE

This realm explores the raw force of the magic fields. The energies are powerful and violent and are often used to destroy. The creatures are wrathful, dangerous and difficult to control.

The Daughters of Paline

Circle: Pentacles

Ka-element: Moon

Threshold: 70%

Contract: 1

Rupture: Disappearing

Duration: until the Nephilim dismisses it

Range: caster

Autonomy: NA

Description: Each daughter of Paline appears in the shape of a sword. Each has a proper name the caster must say aloud while tracing the pentacle of invocation. It will always be the same sword appearing to the caster. This sword is silver colored, and is invulnerable to any physical or magical damage. It does 2d10 magical damage.

The Daughters of Lul Faltenin

Circle: Pentacles

Ka-element: Air

Threshold: 70%

Contract: 1

Rupture: Disappearing

Duration: until the Nephilim dismisses it

Range: caster

Autonomy: NA

Description: Each daughter of Lul Faltenin appears in the shape of a sword. Each has a proper name the caster must say aloud while tracing the pentacle of invocation. It will always be the same sword appearing to the caster. This sword is deep blue, and is invulnerable to any physical or magical damage. It does 2d10 magical damage.

The Daughters of Saint Fabeau

Circle: Pentacles

Ka-element: Earth

Threshold: 70%

Contract: 1

Rupture: Disappearing

Duration: until the Nephilim dismisses it

Range: caster

Autonomy: NA

Description: Each daughter of Saint Fabeau appears in the shape of a sword. Each has a proper name the caster must say aloud while tracing the pentacle of invocation. It will always be the same sword appearing to the caster. This sword is light green, sometimes blackening, and is invulnerable to any physical or magical damage. It does 2d10 magical damage.

The Daughters of Malourene

Circle: Pentacles

Ka-element: Water

Threshold: 70%

Contract: 1

Rupture: Disappearing

Duration: until the Nephilim dismisses it

Range: caster

Autonomy: NA

Description: Each daughter of Malourene appears in the shape of a sword. Each has a proper name the caster must say aloud while tracing the pentacle of invocation. It will always be the same sword appearing to the caster. This sword is green with gold reflections, and is invulnerable to any physical or magical damage. It does 2d10 magical damage.

The Daughters of Noubosse

Circle: Pentacles

Ka-element: Fire

Threshold: 70%**Contract:** 1**Rupture:** Disappearing**Duration:** until the Nephilim dismisses it**Range:** caster**Autonomy:** NA

Description: Each daughter of Noubosse appears in the shape of a sword. Each has a proper name the caster must say aloud while tracing the pentacle of invocation. It will always be the same sword appearing to the caster. This sword shines with every color, and is invulnerable to any physical or magical damage. It does 2d10 magical damage.

The Crystal Net.

Ship on the Infinite River

Circle: Pentacles**Ka-element:** Air**Threshold:** 90%**Contract:** 28**Rupture:** Disappearing**Duration:** one trip**Range:** unlimited**Autonomy:** total

Description: a beautiful, translucent blue airship appears, with a bow magnificently sculpted in the shape of a bird's head. Its sails billow in an invisible wind, and on the deck can be seen silent winged ghosts manning the sails. When passengers board, the ship and everything on it becomes invisible. The ship is suspended in time, unable to go back in the past or into the future, but it can voyage in the present. From an outside perspective, it can move anywhere on earth instantly. The passengers will feel the trip has been going on for some time, though they will arrive at their destination at the exact moment they left.

While the ship voyages, the world turns an indistinct blur as it sails by. To those on board, time progresses normally as the vessel seems to travel about 100km an hour. Passengers must eat and sleep as normal, until they finally arrive at their destination. Time does not pass, so magic does not expire, and no new magic can be cast.

THE THIRD CIRCLE OF SUMMONING: THE KEYS

Many Nephilim will seek to raise this skill to 90% instead of the Third Circle of Sorcery. The spells of the Third Circle of Summoning are the most powerful available in this game and generally have permanent effects on the physical and magical environment of the Nephilim. Summoners reaching this Circle risk fantastic dangers in search of power. The entities summoned here cannot be dominated by Nephilim. They can be seen as gods or Nephilim having reached Agartha. They are free and fully autonomous, acting as they wish. They will answer the summoner's call, but the summoner had best have intentions agreeable to the those of the entity.

We only give a few summonings of the Circle of Keys. The gamemaster should not allow Nephilim to acquire Third Circle spells during past incarnations. Magic of this magnitude should be discovered and learned during the game. Later supplements will delve into this topic in more detail. Players should be told that third circle Summonings are generally only practiced by advanced initiated Arcanum members (presented in the upcoming book: Major Arcana).

The Dragon Azim, Lord Principality of the First Gate

Circle: Keys**Ka-element:** Fire**Threshold:** 40%**Contract:** 72

Rupture: Capture: All possible targets within 100m are immediately attacked by Azim. Azim attacks each target on the resistance table with his Ka versus the Fire KA of the targets. Each target he succeeds against is bound to his will for 100 years of servitude.

Duration: 1 Request**Range:** -**Autonomy:** Total**Description:**

The summoning of the Azim, Lord Principality of the First Gate must first be sanctified by the ritual murder of seventeen virgin human children under the age of 17. The dismissal of Azim, Lord Principality of the First Gate requires the burning of 500 Kg of costly woods, spices, and fragrances of not less than the value of 1 Kg of gold.

Azim, Lord Principality of the First Gate's appearance is presaged by clouds of choking smoke (see Choking Va-

por, in the first circle sorcery spells) that affect all but the caster. Once the smoke has cleared, Azim is only visible to the caster. Any entity present beyond the caster will not see Azim, Lord Principality of the First Gate but must make a Ka roll or flee in terror of his hidden presence. The caster sees Azim as a small red salamander slowly creeping about the edges of the pentangle seeking a gap in the warding. The salamanders eyes glow a deep red. The caster hears Azim's voice in her head only.

Upon Azim's successful summoning, the seventeen sacrificed humans each have 1/17th of their combined Solar-Ka total converted to Fire-Ka and bound back into them, causing all to reanimate. In this re-animated state, they all act simultaneously as Azim's senses around the world. They do not look dead, nor do they decay. Anyone not making a dominant-Ka x3 roll in their presence will leave on pressing business, unaware of any compulsion to do so. To Ka-vision, each appears to be filled solely with Fire-Ka, but in the shape of the pillar of Solar-Ka which humans should posses.

After Azim's manifestation, the caster is free to make one request of him. Dealing with Azim is a careful, horrifying business. Azim is malevolent in the extreme, and seeks to pervert and destroy the Nephilim through misspoken requests or statements. Azim, Lord Principality of the First Gate has complete knowledge of all fire based spells, but will teach or inscribe none of them for the caster. Azim is "typically" summoned by a Nephilim seeking to destroy someone or something utterly. Azim has complete control over the re-animated humans, and is typically asked to perform a service similar to "Destroy the existence of and all intimate friends of my eternal enemy, the Black Star sorcerer Karkazz." In the accomplishment of this task, Azim's servants (the humans) all act with Azim's Intelligence, malevolence, and perverse wit. Azim decides upon a Ka cost for the task, generally ranging from 1 to 20 at the gamemaster's discretion. Extreme tasks anger Azim, who turns his servants against the caster and disappears.

Azim's Servants: Human Children

STR 21	DEX 17	INT 20
CHA 0	CON 20	Fire-Ka variable

Hit Points: 20, All wounds heal at the rate of 1 hp per action

Attacks: Bite @85%, 1d10, will seek to kill and consume victim.

This attack also destroys an equal amount of dominant Ka (or Solar-Ka in humans).

Special: Know all fire sorcery spells as if inscribed, and cast the spells with the combined Ka of all members present.

Communal mind, can make completely coordinated attacks

Can only be destroyed by reducing to negative hp and immersing in water for five rounds.

Do not breathe, eat, sleep, or have other physical needs.

The Gryphon Gazur.

Lord Principality of the Second Gate

Circle: Keys

Ka-element: Air

Threshold: 40%

Contract: 70

Rupture: Special, immediate caster madness, incurable.

Duration: 1 Request

Range: -

Autonomy: Total

Description:

The summoning of Gazur, Lord Principality of the Second Gate, requires the voluntary sacrifice of five treasured and important skills of the caster, which never can be recovered. These sacrificed skills must be the Nephilim's, not the Simulacrum's. Each skill is reduced to 0 immediately. The dismissal of Gazur, Lord Principality of the Second Gate requires the sacrifice of 500 Kg of costly woods, spices, and fragrances of not less than the value of 1 Kg of gold. Gazur appears with a deafening report and a blast of wind sufficient to shatter windows at 15m. Gazur appears as a Gryphon—lion bodied, winged and eagle headed and clawed. Gazur is invisible and unnoticeable by bystanders. Gazur speaks directly to the mind of the caster. Gazur is the mistress of Goetic, Hermetic, and Earthly knowledge. There is no secret or arcana beyond Gazur's grasp.

Inner Pentangle of the Temple of Baphomet

These five creatures of the third circle of Summoning were first contacted by Nephilim in the Temple of Baphomet in Jerusalem. The Templars believe that this invocation was responsible for the destruction of their supreme earthly sanctum. The Nephilim who summoned them were thought to be destroyed in the summoning. Knowledge of the invocation of only three remain, those of the Dragon Azim, the Gryphon Gazur, and the Undine Ualama. It is said that the Rosicrucians possess the final two invocations, but only Gazur would know for sure.

Once Gazur appears, the caster is free to ask a favor of her. These favors cost between 1 and 20 Ka, at the gamemaster's discretion. Gazur has knowledge of all ranks of all Sorcery and Summoning spells, focuses, and inscriptions. Gazur can be asked to teach or inscribe one of these spells for the caster. Typically, it costs 2 Ka for any first circle Sorcery, 4 for second, 8 for third, 3 for first circle summoning, 6 for second, and 12 for third. (Knowledge of and inscription of are separate tasks.)

Gazur can be asked to reveal a secret to the caster. The cost of these secrets is based upon the size of the group or society holding the secret and how "important" it is to them. For example, it would cost 1 Ka to learn the complete contents of a sealed police file, 2 Ka to overhear a Mafia strongman bribe a juror in a nationally famous case, 4 to learn the perverse weaknesses of a Rosicrucian Initiate, 8 to learn the location of all Israeli nuclear weapons, 16 to read an Arcanum Tribe list of agents, etc. The humor with which Gazur regards the request is at the

Gazur can also be requested to destroy all knowledge of a secret. Typically, this costs 4 points if less than 10 entities know the secret, 8 if less than 40, 16 if less than 160, etc. Gazur does not forget the knowledge he has destroyed from the world, and can be asked to reveal a secret lost to the world if the caster can ask for it exactly and precisely. Gazur charges highly for these secrets, typically 20+ points.

The Undine Valama.

Lord Principality of the Third Gate

Circle: Keys

Ka-element: Water

Threshold: 40%

Contract: 73

Rupture: Special, immediate caster reduction to 3 in all statistics.

Duration: 1 Request

Range: -

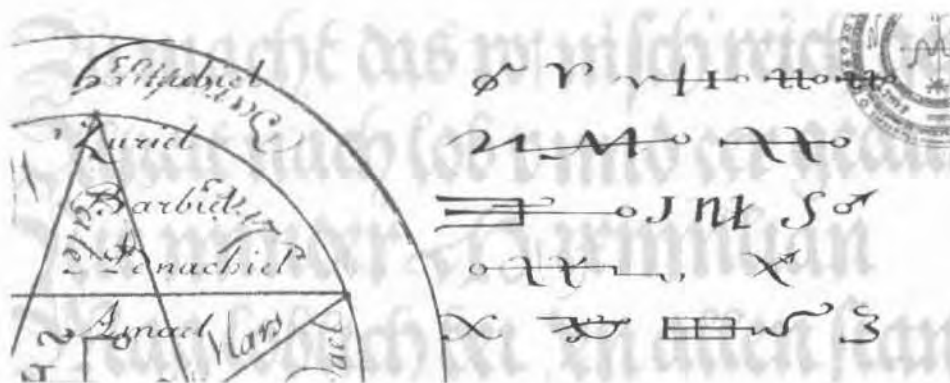
Autonomy: Total

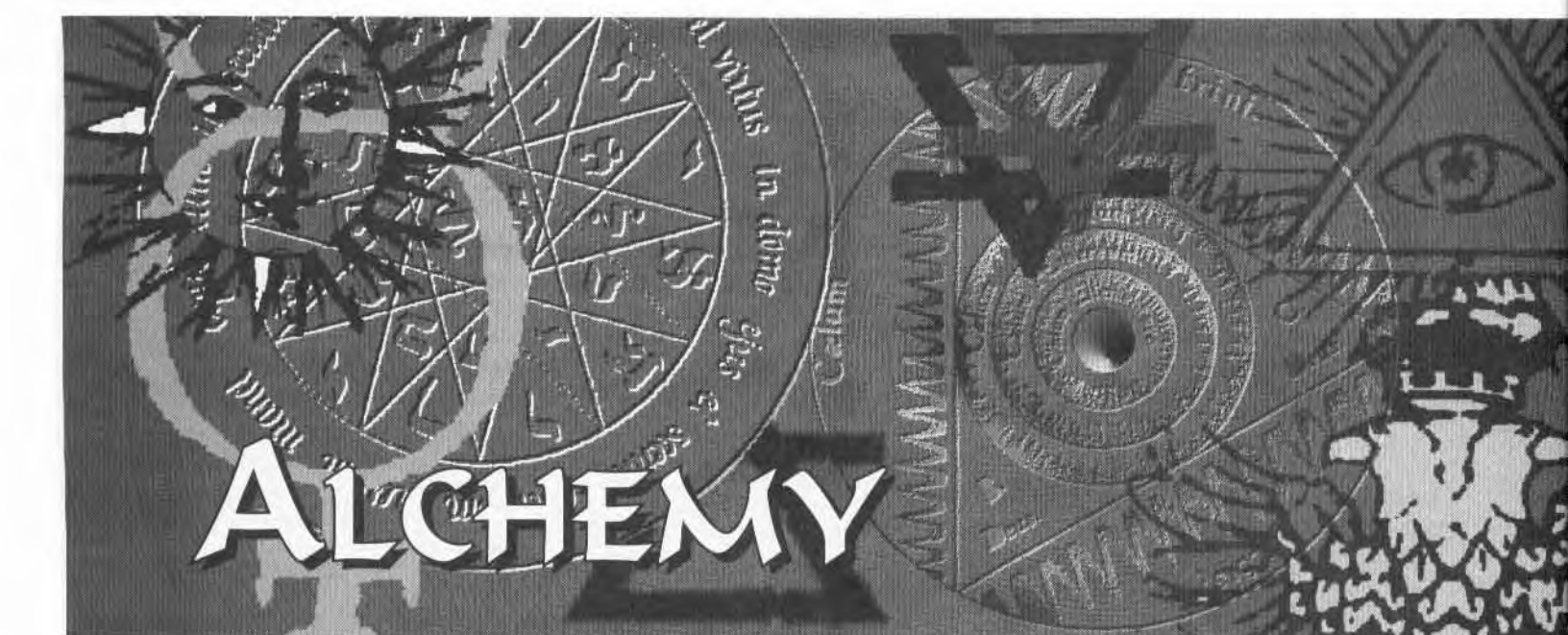
The summoning of Ualama, Lord Principality of the Third Gate requires the voluntary acquisition of one geas—such as complete paralysis on Wednesdays, giving birth to and raising Octuplets, etc. The geas is at the gamemaster's discretion, must be severe and related to control over and use of the body. The dismissal of Ualama, Lord Principality of the Third Gate requires the sacrifice of 500 Kg of costly woods, spices, and fragrances of not less than the value of 1 Kg of gold. Ualama, Lord Principality of the Third Gate appears silently, visible to all watchers in the guise of a small, nude, wizened man or woman with long hair. Close examination reveals that this body is composed of many flowing liquids. Ualama

speaks audibly, and all listeners must roll vs. or be immediately possessed with powerful sexual longings demanding immediate gratification. Only the caster is immune to this effect. Should bystanders succumb to these urges, all heterosexual joinings are fruitful. Ualama is the ruler of the realm of all animal and instinctual emotion.

The caster is free to make one request of Ualama, Lord Principality of the Third Gate once she has appeared. Typically, these favors cost between 1 and 20 Ka, at the gamemaster's discretion. Ualama has all knowledge of all ranks of Sorcery and Summoning Water spells, but does no teaching or inscription of them. However, Ualama can be asked to make the effect of an Water sorcery spell permanent on the caster if it is in effect at the time of her summoning. This type of request typically costs 7 Ka for a first circle sorcery, and 14 for second circle sorcery, and 21 for third. Gamemaster's discretion is advised.

Usually, Ualama is asked to perform a favor related to the love or sexual attachment of another. Often Ualama is asked to make someone fall head over heels in love with the caster, losing all sense of proportion and propriety. Ualama makes no distinction among male and female relationships, and the target of this effect must succeed in resisting this effect against an Water-Ka attack of 73. This type of favor generally costs between 10 and 15 Ka. Ualama can be asked to make a coward brave, a brave woman cowardly, a self confident man become weak and vacillating, etc. These favors work like the previously described "love" spell. Ualama is outraged by no passion or longing, however base, and finds all Nephilim or human requests quite funny. Ualama can also be asked to raise or lower a characteristic of the caster or target. Ualama asks 3 points of Ka for each changed point. Ualama places no limits on how high she will take a characteristic, but she will only reduce them to 3 points at most. The target may resist this attack with an Water-Ka resistance roll against Ualama's Ka of 73.





ALCHEMY



ALCHEMY IS THE THIRD FORM of magic created by the Nephilim. The roots of Alchemy stretch back to the Egyptian Jewish community in the first century A.D., developing out of the Nephilim's studies of Litharge. These discoveries were later expanded upon by Geber the Arab (721-815) who lived in Iraq, and the Persian Avicenna (980-1036), who coined the term "alchemy," meaning "of Egypt." Alchemy spread back into Western Europe via Moorish Spain and Norman Sicily, until in the 13th Century it had come to resemble its current form. Prime among the medieval alchemists was Albertus Magnus (1193-1280), who summed up the then state of Alchemy in his book *Liber Mineralia*, and other works.

Among the most famous of the alchemists were Albert the Great, Nicolas Flamel and Arnaud of Villeneuve, to cite only a few. Since medieval times, Alchemy has certainly been the occult science with the greatest success among humans. It has given birth to a great number of esoteric writings, burying the researcher as well as the Nephilim under an incredible pile of information.

The Beliefs of Alchemy

Nephilim created Alchemy as a reaction to Summoning and its "religious" orientation. Alchemists have developed a very technical vision of magic. For them, the magic fields are impersonal energies they can manipulate with the appropriate tools—alchemical Formulas. The fields are governed by laws, and with sufficient understanding of these laws the Nephilim can act upon them.

For the Alchemist, the world is bathed by the *Spiritus Mundi* (the universal spirit) present in every bit of matter. Controlling this spirit allows the manipulation of any kind of matter. Alchemy is the most powerful form of magic, as opposed to Sorcery and Summoning, which the alchemist considers too empirical or mystical.

The very term "occult science" was founded by alchemists. They created tools to act on the magic fields, without dependence upon the natural oppositions between their own Ka-elements. The most important of these tools is the Athanor, the

famous alchemical oven. Another one is the transmutation powder.

Alchemists have succeeded in using a "scientific" point of view to aid their quest for Agarthra. To support and express their viewpoint, they created advanced symbology and linguistics. In their studies they designed a very powerful magic, but also alerted humans and secret societies to their work. To prevent their discoveries from falling into the hands of humans, Alchemists learned to encrypt the books that hold their secrets. The most extreme example of this is the nearly indecipherable *Mutus Liber*, a textless book containing only images and diagrams which describe how to design very powerful alchemical Formulae.

V.I.T.R.I.O.L.—*Visita Interiorum Terrae Rectificando Invenies Operae Lapidem*

"Visit the interior parts of the earth; by reflection thou shalt find the hidden stone."

—Anonymous

The Rituals of Alchemy

A Nephilim Alchemist must pass through three initiation circles, as in Summoning and Sorcery: the Black Stone, the White Stone and the Philosopher's Stone. As with any other magic, the Alchemist must reach 90% before going on with the next skill.

The Athanor

The *Athanor* (alchemical oven) is a small, brick domed or square tower, about man-height or smaller. It contains an egg-shaped glass vessel lying in a sandbath over a fire. The first operation an alchemist must perform with the Black Stone skill is the creation of its Athanor. For game purposes, the creation is automatically successful. To create the Athanor, the Alchemist first builds the alchemical oven. It then places

its Stasis object within or nearby it, and consecrates the Athanor to the five magic fields. Each consecration must be done on the day associated with the element. During this consecration, the Nephilim exposes its Athanor to a continuous source of heat, to air, to any liquid and to earth. Upon completion of the ritual the alchemical oven creates the *Materia Primae* (transmutation powders), which allow the Nephilim to perform alchemical operations.

In consecrating the Athanor, the Alchemist sacrifices some of the Ka-elements in its Stasis (as in a normal Stasis ritual). This operation cannot be repeated, unless the Athanor is destroyed and rebuilt. These points then become the Ka-element points of the Athanor, and are independent of the Nephilim's own Ka-elements. The Athanor must be given at least one point in each Ka-element. Once this is done, the Nephilim can use the Athanor's transmutation powders (see below).

The Athanor can be moved, but must not be broken. The Nephilim can use the points in its Stasis to augment the Ka-elements of its Athanor during spell casting (just as in Sorcery or Summoning), and recharge his Stasis in a Plexus or Nexus.

Ka Check

The Athanor receives the Ka-element check for successfully casting magic, not the Alchemist. The Ka-elements of its Athanor can increase at the end of an adventure (see the chapter on the Agartha, page 119). Each Ka element can increase to a maximum of 100 points.

The Transmutation Powders

The transmutation powders are the first production of the Athanor. One exists for each magic field: the powder of Air,

of Fire, of Water, of Earth and of Moon. The Athanor produces each kind of powder on the day associated with the element. The produced amount depends of the Daily Astrological modifier, but is never large, as a pinch is usually enough to cast a Formula. Every two points of Daily Astrological Modifier produces one pinch, enough to cast one spell. The Alchemist can then keep these powders separately, usually in glass flasks or silk bags with the colors of the elements.

The powders have the following characteristics:

- ☆ The powder of Fire is shining red to orange and often smells of sulphur or burning. It agglomerates in small crystalline curds.
- ☆ The powder of Air is most often blue or white. It is very finely ground and looks like flour from a distance. It often smells like ozone.
- ☆ The powder of Earth is black and brown and is made of stony bits that must be crumbled. It has a salty smell.
- ☆ The powder of Water changes color from its exposure to the sunlight, ranging from cyan blue to emerald green. It flows in the hand as sand and smells like hot mercury.
- ☆ The powder of Moon is silvery or black and its touch feels cold like ice. It has no smell.

The Ritual

Once the Nephilim has the transmutation powders and a magical Formula it can read, he can begin the ritual.

Maintaining Concentration

If anyone greatly interrupts the Nephilim or disperses the powder needed, the Alchemist must roll under its Ka x3 to keep its concentration. If it incurs physical damages, it must roll under Ka x3. Failing, the caster must begin again, or take a new pinch of powder.

Casting Time

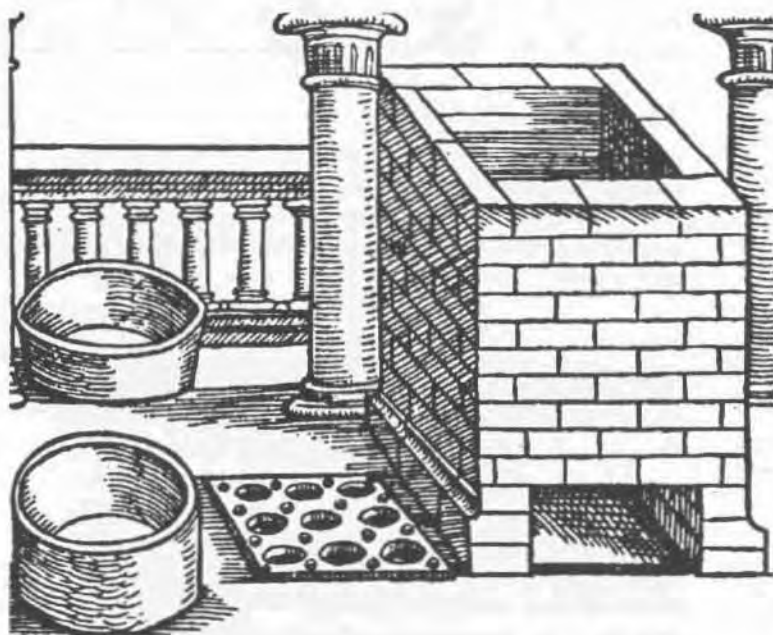
The time required to cast an alchemical Formula is equal to the time needed to take the powder (usually in three Actions: taking the flask, putting some in the hand, casting it on the object to be transmuted) plus a number of Actions equal to the level of the Circle used (1, 2 or 3).

Success or failure

To cast a Formula, the Alchemist must roll under the corresponding Technique. If it succeeds, it can attempt the alchemical transmutation. Following a critical, success, or fumble, reduce the Alchemist's Ch'awe by an amount equal to the circle of the spell.

The Alchemical Transmutation

The Nephilim casts a pinch of the powder corresponding to the Ka-element of the Formula. The transmutation succeeds only if the Nephilim rolls under the Ka-element of the Athanor (Ka x3 for the First Circle, Ka x2 for the Second and Ka x1 for the Third). This roll is modified by the Daily Astrological modifier.



If it succeeds, the transmutation takes places immediately. If it fails, the Alchemist may try again if it has enough Ch'awe remaining. If it fumbles, it adds one to Khaiba total, and the Alchemist cannot try the ritual again this day.

The Alchemical Formulae

Every Formula is associated with a Ka-element. They are described according to the following format:

Name: the name of the Formula, which must be said aloud by the Alchemist.

Circle: skill necessary to cast the Formula.

Threshold: minimum percentage needed to try to cast the Formula.

Powder: powder required to cast the Formula. Indicates also the Ka-element of the Athanor which must be rolled.

Duration: duration of the Formula.

Range: range to which the Formula extends.

Description: effects of the Formula.

THE FIRST CIRCLE OF ALCHEMY: THE BLACK STONE

The Black Stone skill is also known as Melanosis or Nigrido. It allows the Nephilim to explore the simplest lessons of transmutations, concerning the decomposition of matter. The Alchemist learns to split matter into its simplest elements that can then be modified by the Alchemist. The Black Stone skill is often seen as sinister, although every Alchemist must learn it, since matter must be reduced to simple elements to be understood. The Alchemists of this Circle prefer to wear dark clothes. This skill is often symbolized by a crow, a skull and sometimes by a tomb.

The Calcination of the Secret Fire

Circle: Black Stone

Threshold: 30%

Powder: Fire

Area: 25 m2

Duration: 1 h

Range: 100m

Description: once the powder is cast, it sets fire to any kind of inanimate matter. It is a magical flame that doesn't propagate and only affects objects within the 25 square meter area of effect. The fire is like that of a burning torch, doing 1d6 damage.

The Fire Dissolver

Circle: Black Stone

Threshold: 60%

Powder: Moon or Water

Area: Target

Duration: instant or 24 hours

Range: Touch

Description: allows the caster to cancel the effects of any Sorcerous or Alchemical Fire magic of the First Circle. If the caster casts this Formula on itself, it cannot cast any Fire magic for 24 hours. The caster chooses whether to use the Athanor's Moon-Ka or Water-Ka.

The Double Igneous Man

Circle: Black Stone

Threshold: 60%

Powder: Fire

Area: 1 Figure

Duration: 1 hour

Range: 30 m

Description: after having cast his powder towards the target, a burning silhouette appears, possessing the same characteristics, hit points, and skills as the target, but none of the target's knowledge. It then obeys the caster. The silhouette is immune to physical damage, but is susceptible to water, taking 1D3 damage from a glass of water, 1d6 from a bucket or 1 round of spray from a garden hose. It cannot catch anything on fire.

The Gas of the Egg's Coction

Circle: Black Stone

Threshold: 30%

Powder: Air

Area: 100m

Duration: 15 minutes

Range: 100m

Description: allows the caster to destroy any breathable air in a 100 m radius around it. The caster has the choice of the affected radius, and can thus save its companions. The victims are subject to the rules of asphyxiation, page

114. They can move out of the radius if they think about it.

The Darkening of the Seven Shaded Walls

Circle: Black Stone

Threshold: 30%

Powder: Air

Area: 30m

Duration: 15 minutes

Range: Touch

Description: creates a thick smoke of 30m radius around the caster, blocking everyone's sight. This smoke dissipates naturally. The caster can move the cloud of smoke at 1 meter per second up to 30m away from the caster.

The Air Dissolver

Circle: Black Stone

Threshold: 60%

Powder: Earth or Moon

Area: Target

Duration: instant or 24 hours

Range: Touch

Description: allows the caster to cancel the effects of any Sorcerous or Alchemical Air magic of the First Circle. If the caster casts this Formula on itself, it cannot cast any Air Formula for 24 hours. The caster chooses whether to use the Athanor's Earth-Ka or Moon-Ka.

The Freezing of the Living Stone

Circle: Black Stone

Threshold: 30%

Powder: Earth

Area: Target

Duration: 15 minutes

Range: Touch

Description: the caster must touch its target with some Earth powder. The target's feet then become heavy stones, weighing upwards of 70kg each. For each step she wishes to make, she must make a STR roll on the resistance table against the Earth-Ka of the Athanor. One can only struggle like this for their CON in rounds before becoming exhausted and needing to rest.

The Freezing of the G

Circle: Black Stone

Threshold: 40%

Powder: Earth

Area: 5m

Duration: 15 minutes

Range: up to 15 m from the caster

Description: allows the caster to reduce the gravitational pull within a 5m radius around the point of casting, which can be as far as 15m from the caster. The weight of everything in this area is reduced to 1/10th of its original.

The Reduction of the Egg of Azoth

Circle: Black Stone

Threshold: 50%

Powder: Earth

Area: Target

Duration: 15 minutes

Range: Touch

Description: this Formula uses the famous alchemical principle of the constructive destruction. It destroys any alien body in a living organism. One use may cure an illness, or a poisoning. It must be drunk or put into contact with the target's blood. To cure a poisoning, roll on the resistance table with the Earth-Ka of the Athanor as the active element, and the Potential of the poison as the passive element. The curative effects are immediate, though side effects may include vomiting, blushing, and profuse sweating.

Aside from curing poisonings and illnesses, this Formula has the effect of a successful use of the Healing skill, restoring 1d3 hit points to any wound it is applied to (if it has not already been first-aided), and allowing the patient to heal at 2d3 hit points for that week.

The Earth Dissolver

Circle: Black Stone

Threshold: 60%

Powder: Air or Water

Area: Target

Duration: instant or 24 hours

Range: Touch

Description: allows the caster to cancel the effects of any Sorcerous or Alchemical Earth magic of the First Circle. If the caster casts this Formula on itself, it cannot cast any Earth Formula for 24 hours. The caster chooses whether to use the Athanor's Air-Ka or Water-Ka.

The Dissolving of the Double Salt

Circle: Black Stone

Threshold: 30%

Powder: Water

Area: Target

Duration: instant

Range: 100 m

Description: allows the caster, after having thrown the powder in the air, to dehydrate one person of its choice, thus giving her a very strong thirst. The powder attracts water in the body. The victim must succeed in a Health roll every round or faint, until she drinks.

The Double Reduction of Emerald

Circle: Black Stone

Threshold: 50%

Powder: Water

Area: Target, Kg

Duration: special

Range: Touch

Description: allows the caster to reduce by half the size of any living or non-living thing which already weighs less than 500kg. The object must be one entire thing, and its shape must be clearly seen by the caster (it cannot reduce only 500kg of a stone wall for example). The Formula can be cast on a door (it will not affect anything else). The reduction can be maintained as long as the caster concentrates.

The Water Dissolver

Circle: Black Stone

Threshold: 60%

Powder: Fire or Earth

Area: Target

Duration: instant or 24 hours

Range: Touch

Description: allows the caster to cancel the effects of any Sorcerous or Alchemical Water magic of the First Circle. If the caster casts this Formula on itself, it cannot cast any Water magic for 24 hours. The Alchemist chooses whether to cast this spell using Fire-Ka or Earth-KA.

The Spitting of the Red Moon

Circle: Black Stone

Threshold: 30%

Powder: Moon

Area: Target

Duration: 15 minutes

Range: Touch

Description: allows the caster to drive the target mad. The victim must then roll every round under her INT. If she fails, she totally loses the notion of what she was doing, and starts doing what she was doing exactly three months ago. If she succeeds, nothing happens this round, but she must roll again next round. This Formula can be cast on animals, who go mad and try to bite their tails, or even try walk on two legs and attempt to talk. The effects last for ten minutes.

The Transformation of the Black Claw

Circle: Black Stone

Threshold: 50%

Powder: Moon

Area: Target

Duration: 15 minutes

Range: Touch

Description: casting the powder on someone's arm causes it to grow a monstrous paw, with sharp black claws. The paw inflicts 1d8 points damage (plus the STR modifier), which qualifies as magical damage. It can also be used to dig into the earth or other soft matter. The claw is quite visible and tears the sleeve when it manifests. It can be cancelled by a Moon Dissolver.

The Tear of the Blue Moon

Circle: Black Stone

Threshold: 60%

Powder: Moon

Area: Target

Duration: until next Monday

Range: Touch

Description: allows the caster to break the rational mind of its victim. Her walls of intellectual association break down, mixing pieces of past dreams mixed with her present thoughts. She is unable to speak, can only talk in a confused babble, and her INT is reduced to 5 for the duration of the Formula. She can resist the spell by rolling under her INT x3, once per day, until succeeding.

The Moon Dissolver

Circle: Black Stone

Threshold: 60%

Powder: Fire or Air

Area: Target

Duration: instant or 24 hours

Range: Touch

Description: allows the caster to cancel the effects of any Sorcerous or Alchemical Moon magic of the First Circle. If the caster casts this Formula on itself, it cannot cast any Moon magic for 24 hours. The caster chooses whether to use the Athanor's Fire-Ka or Air-Ka.

THE SECOND CIRCLE OF ALCHEMY: THE WHITE STONE

This circle is also called Leukossi or Albedo. It allows the Nephilim to whiten matter, which means to sublimate it, making it immaterial and easier to manipulate. This new step allows the caster to rebuild matter according to the alchemist's desires. The caster thereby becomes a companion of the matter, close enough to it to be able to influence its structures. This skill is often symbolized by a white dove, a deer, a unicorn or a silver rain.

The Sublimation of the Drinkable Gold

Circle: White Stone

Threshold: 10%

Powder: Fire

Area: Target

Duration: Instantaneous

Range: Touch

Description: the Fire powder is cast on a liquid, which the target immediately drinks. The liquid glows strongly and smokes. Once the target has drunk, she regains all her hit points, whatever caused their loss. As it is a burning potion, it permanently decreases the Constitution and maximum hit points of the drinker by one point. It can be drunk by any living creature, including Simulacra. It takes one minute to act, during which the drinker seems to glow from the inside.

The Adamantic Sign of the Resurrection of the Rose

Circle: White Stone

Threshold: 10%

Powder: Earth

Area: Special

Duration: until next Thursday

Range: Touch

Description: the caster engraves a copper plate with an esoteric symbol of healing. The Earth powder acts on a copper plate as acid on metal, etching in the symbol. The caster must sacrifice one point of Earth-Ka from its Athanor to charge the plate. When put in contact with an injured person, the plate will cure 1d6 hit points of any wound. (Some versions require that a little amount of the person's blood be put on the plate.) It can only be used once per wound. The plate continues to heal until the Formula's end.

The Water of Life of the Sleepy Metal

Circle: White Stone

Threshold: 20%

Powder: Water

Area: Target

Duration: 1 hour

Range: touch

Description: the alchemist casts the powder on the intended target, transforming the target's clothes into a very resistant but soft armor. The clothes provide 10 points of protection against any type of physical damage, although they don't protect against magical damage. Upon receiving a blow the clothes glow as bright as quicksilver, and then fade.

The Ship of the Sacred Androgyny

Circle: White Stone

Threshold: 60%

Powder: Water

Area: Special

Duration: 24 hours

Range: touch

Description: the alchemist must cast his powder on a small statue, which changes into a large and hollow statue with a metallic outside. It opens on the side so the Nephilim can get into it. The caster can then use it in two ways: as an armor or as a vehicle. When immobile, the Vehicle protects the Nephilim with 10 points of armor, and against drowning and asphyxiation. If the Nephilim decides so, the vehicle can move and will run at 100 kph until the end of the Formula. The Nephilim's Simulacrum will then have to rest at least 10 hours. The Nephilim can stop the movement of the vehicle at any time, though it cannot move it again after having stopped. The Vehicle is subject to physical or magical damage.

The Sublimation of the Eye of Tar

Circle: White Stone

Threshold: 10%

Powder: Air

Area: 500m

Duration: until next Wednesday

Range: Touch

Description: the caster rubs its eyes with the powder of Air, making a third eye appear on its forehead. The eye opens upon the Nephilim's command, allowing it to see through any kind of matter as though it were glass, up to a total 500 meters distance.

The Golems

The alchemists of the Second Circle possess adequate knowledge to create beings with limited (controlled by the will of the alchemist) autonomy. There are several types: Simulacrons (not to be confused with Nephilim Simulacra), Automaton, Constructs and Golems. These creations both attract and repulse the Nephilim since they can be used as practical tools, yet have the potential to be used as a wrong way to replace the Simulacra, perhaps repeating the error of Atlantis.

Building a Golem is very difficult and requires a great number of Formulae dispersed in many books. There exists (legend has it that only one original copy survives in the present day) an ancient Arabic text of magic, whose contents contain all the necessary spells to generate these creatures. It is called the Ibbur and was purportedly transcribed and translated from an anonymous source by the Rabbi Judah Loew during the 16th century in Prague. Rabbi Loew was a formidable Kabbalist and Summoner and it is from him that the actual legend of the Golem originates (see the boxed item).

Given here is a Golem or accompanying spell corresponding to each Ka-element.

The American Southwest is known for its Earth and Fire Golems made from the red soil of that area and with certain minerals and crystals. The Midwestern and Southern states are known for their Air and Water Golems, made in remote places, such as near lakes and rivers, swamps, marshlands and in mountainous regions where the air is charged and pure. The East coast, especially New York, Washington D.C. and Virginia is home to Automaton builders; some Nephilim believe that Automatons may have replaced government employees.

Rabbi Loew's Golem

Below are the Formulae for the generation of Golems. These spells were used by Rabbi Loew to create a functioning golem, although not a very capable one. All five of them combined can make a creature capable of performing simple tasks.

The Mutation of the Hell Hound

Circle: White Stone

Threshold: 10%

Powder: Moon

Area: Target

Duration: until next Monday

Range: 500 m

Description: the powder is cast toward a four-footed mammal animal, as a dog. A second head grows on its left shoulder. This head takes command of the animal and obeys an order given by the caster. If the animal is killed, the second head disappears immediately. It looks terrifying, with large red eyes, sharp teeth and pointed ears. Black smoke comes out of its nostrils. It has 20 hit points,

4 actions and a 60% attack chance with each head. The first head does 1d6 damage and the second 2d6.

The Purification of the Selene Water

Circle: White Stone

Threshold: 80%

Powder: Moon

Area: 50m radius

Duration: 10 minutes

Range: Touch

Description: the caster must cast the Moon powder around itself. The Formula changes all matter in a 50m radius into magical water. The caster can choose the exact area of effect. Every object or creature in the area behaves as if it were in water—stones sink, wood rises, and humans must swim or incur the effects of drowning. Eventually everything settles to its own density level. The water is invisible except to Ka-vision, so these events will seem very strange to witnesses.



Rabbi Loew's Golems

The Fire Crucible of the Spiritual Construct (Shape)

Circle: White Stone

Threshold: 70%

Powder: Fire

Duration: special

Range: special

Description: allows the caster to shape a mold for the body of a fire golem. It requires 10 kg of the purest iron. The caster projects the powder on the mold while reading the Formula aloud. The iron rusts and takes the shape

of a humanoid flame. It rusts for 24 hours, after which the caster must lie in the mold for another 24 hours. During this time, the caster can use its spells as if it was in a Fire Plexus, but it cannot move from the mold, or else the spell is ruined.

The Morphic Conglomeration of the Stone (Body, Stats)

Circle: White Stone

Threshold: 50%

Powder: Earth

Duration: 30 days

Range: 1 km

Description: allows the caster to pre-determine the shape of the mold, its vitality and strength as well as its range. This allows the creation of the most simplistic of the earth golems, similar to the first type ever created. It requires a Formula from Ibbur (or from whichever oral instructions have been handed down) that allow the alchemist to impress upon clay, soil or rock the projection of its ethereal body. Once the powder is projected and the Formula recited, the caster may begin the Rabbi Loew's Golem spell to animate the Golem.

The amount of material to be fashioned is up to the caster, but the size of the Golem is determined exactly by the amount used in the mold.

The Ka-elements of the Athanor determine all the physical characteristics of this Golem. Fire-Ka is equal to STR, Earth-Ka equals CON, and Water-Ka equals DEX. Hit Points are unlike the hit points of normal creatures. The Golem possesses one hit point per Kilogram of material used in its construction. The equivalent of INT for the Golem is contained in the True Stone of the Fire Golem Formula.

"Where is that heart of stone, blood-red, that animates the clay and flies upon the wings of day?"

— from the book *Ibbur, or the Fecundation of the Soul*

The True Stone of the Fire Golem (Commands)

Circle: White Stone

Threshold: 80%

Powder: Fire

Duration: special

Range: special

Description: allows the caster to give a limited form of intelligence to its Golem. The caster must sacrifice points of Ka on a ruby. For every point, the Golem will be able

to execute one simple order, such as "Keep this room," "Wash the house when I command," "Burn any human you touch," etc. Orders must be a short sentence, with a Subject, Verb and direct object, with a maximum of one dependant clause. They exact orders must be decided upon at the time that the True Stone is made. The Golem is able to perform these acts repeatedly. Please note that Golems of this type are exceedingly stupid, and are easily stymied. When mounted on the Golem's forehead, the True Stone works as the Golem's memory.

The Gaian Paten (Skills)

Circle: White Stone and The Philosopher's Stone

Threshold: 60% (White Stone)

Powder: Air

Duration: special

Range: special

Description: allows the alchemist to give complete though limited knowledge and power to its Golem through the creation of a paten (circular disk) made of various metals. The amount and type of knowledge depends on what metals are used, since different spirits and intelligences govern different metals. A paten made of iron would grant great strength and fuel the Golem with rage and vengeance. This golem would be used for acts of violence or for revenge. A paten made of silver would grant the powers of intuition and alertness.

A paten is made by projecting the powder upon the incumbent metals. The Formula of the paten must be recited as this is done. The powder then forges the disk, and the disk is placed upon the forehead or chest of the Golem. It will endure for as long as the body of the Golem.

The paten allows the Alchemist to give the golem skills. Spread 150 points among as many skills as the creator likes, spending no more than the Athanor's Air-Ka x3 points on any one skill.

Rabbi Loew's Golem (Animation)

Circle: White Stone

Threshold: 30%

Powder: Fire

Duration: dependent on purpose

Range: dependent on purpose

Description: this spell allows the animation of a Golem through the action of the Spiritual Fire upon the gross matter of Earth.

The figure is turned into a Golem by projecting and burning the powders of fire over its entire surface area. Once accomplished, the caster undertakes two weeks of meditation and fasting in the presence of the Golem. Any disturbance of this critical step destroys the body, paten, stone, and mold. The caster then places, behind the Golem's teeth, a parchment strip upon which is written in the caster's own blood the personal magical Formula or

The Grimoire of Ibbur, or the Fecundation of the Soul

Both the author of this rare, Arabic magical text and the date it was written are unknown. It has survived solely due to the efforts of Rabbi Judah Loew who published a Hebrew translation in the mid 16th century while he was living in Prague. Besides instructions and spells for the generation of Golems and Homunculi, Ibbur supposedly contains much archaic Kabbalistic knowledge encrypted within a cipher-code no one has been able to break to the present day. One copy of the original Arabic version is supposed to have survived though its whereabouts are unknown. No copies of the elusive Latin translation from which (supposedly) Loew translated the text into Hebrew remain extant. Five copies of Loew's Hebrew translation survived the passage of years and the holocaust of the Inquisition. For almost a decade a publishing firm in New York known as Cryptical Publishers, Inc., has advertised a forthcoming English translation though nothing has come of it yet.

Despite its immense value as a powerful magical grimoire, the Ibbur's true (and secret) worth is the fact that it was written by a group of Nephilim from The Hermit Arcanum tribe. Within its encrypted pages are the Master Keys of Correspondence to the entire Nephilim Tree of Life, including all the knowledge that survived Atlantis and a history of that Tree up until the time the book was written. A clue to the book's true (yet hidden) nature is contained in its title: the word Simula is Latin for 'likeness'. Rabbi Loew, however, translated the word Simula as 'Soul' and his version bears this error. Whether the Rabbi did this deliberately is unknown, though it is an extremely questionable error on the part of a learned Rabbi.

sigil of the caster. The Golem is now alive and ready to do its master's bidding.

Other Golems

The Chymical Wedding of the Androgyny

Circle: White Stone

Threshold: 20%

Powder: Earth

Area: 500m

Duration: three months

Range: 500m

Description: the Earth powder concentrates into a granular humanoid shape, which will obey any 7 words maximum sentence said aloud by the caster. Its characteristics are all equal to the Earth Ka-element of the alchemist's Athanor. The shape cannot undertake any action that would result in a blood loss, as that would cause the dissociation of the Earth element that binds it together. The shape cannot leave a 500m radius around the place where the powder was cast.

The Astral Wings of Athanasius

Circle: White Stone

Threshold: 60%

Powder: Air

Duration: 7 days

Range: 2 km

Description: allows the caster to confer the power of physical flight to an Air Golem, as well as the power of entry into mortal dreams. The Air Golem must first be constructed using other spells (such as The Angelic Automaton, below), then this spell can be used upon it.

The alchemist must sacrifice two points of Ka on a virgin parchment upon which is inscribed with the blood of a dove the Seals of Air and the Sigil of Athanasius, from the book Ibbur. The parchment is then cut in two parts with a consecrated dagger. These parts are absorbed by the powder and projected upon the back and top of the head of an Air Golem. The Astral Wings of Athanasius activate within a fortnight, allowing the Golem to fly. The range of the Golem is limited to 2 kilometers distant from the caster.

The Golem can also enter into the dreams of a human and enact the will of the caster there. The caster can see what its Golem sees while either flying or in the dream state by virtue of the blood-bond created by the writing on the parchment. When this spell dissipates it has the unfortunate side-effect of the total dissolution of the Air Golem.

The Angelic Automaton

Circle: White Stone

Threshold: 30%

Powder: Air

Duration: 1 week

Range: no limit

Description: allows the alchemist to imbue a lump of inanimate material or a prepared Automaton with an angelic spirit from the lower Hierarchies. During the Middle Ages this spell was viewed with horror as total blasphemy and darkest black magic for it involves the conjuration of the spirit and then its entrapment in foul matter. The Elizabethan Mage, Dr. John Dee, forbade his scrying partner Edward Kelley from performing this rite while under contract to him. It is rumored however that Kelley, believing many of the spirits and angels that he and Dee contacted to be evil, often and out of pure spite and malice conjured spirits solely to imprison them in golems which he later destroyed. The rite of the Angelic Automaton can be found in symbolic extrapolation in Kelley's Alchemical Writings. Another form is found in the work of Robert Fludd, though its nature is not so malefic in purpose. The most potent version is contained within Ibbur.

The caster must cast a circle within which are its magical tools and the body or form of the automaton. Using Summoning magic, the caster then invokes an air

spirit. Finally, if it is for entrapment, the caster must command or convince the spirit to enter into the automaton (accomplished during the Contract phase of the summoning), after which the powder is projected and the body sealed up and the spirit entrapped. This spirit-automaton must then perform the tasks given to it. The spell lasts for 1 week.

The most popular shapes of these automatons are birds or winged creatures, usually small in size to allow for hiding, covert activity and spying. It is rumored that Kelley created many of these automatons in the shapes of hawks and falcons belonging to royalty throughout Europe, so as to gather information useful to both he and Dee on their missions and travels across the Continent.

The spell The Astral Wings of Athanasius, above, would be used to allow the automaton to fly.

The Lunacy Beacon

Circle: White Stone

Threshold: 90%

Powder: Moon

Area: 1 kilometer in all directions

Duration: one lunar cycle (28 days)

Range: Touch

Description: allows the caster to cause a Golem to emanate waves of lunacy and madness that affect all mortals and some Nephilim within a specified radius. The Spell of Lunacy from *Ibbur* and its somewhat bastardized version within *The Book of Human and Inhuman Machines* must be recited as the powder is projected upon a "skystone" (meteorite). The consecrated Seal or Stone is placed in a "neutral" space (one without the influence of any of the magical fields) for 13 days, after which it is reconsecrated with the menstrual blood of a virgin female human. The Stone is then placed within the hollowed out cavity in the head of an already existing Golem.

The top of the head is sewn with sinew removed from the dead body of a human witch, preferably one who was criminally insane and who had surgery of some sort, preferably on her womb or head. It is also preferable that she be a witch of at least 40 years of age. To activate the Stone (beacon) of Lunacy the Moon Golem must be completely consecrated to the fields of the Moon.

It is 'awakened' during a rising full moon, and goes to the target area. During the three days of the full moon, and on Mondays, everyone within 1 kilometer of the Golem is overcome by waves of madness and lunacy. Nephilim may resist the lunacy effects with their own Moon-Ka on the resistance table versus the Moon Ka of the caster. at the time the spell was cast.

Third Circle: The Philosopher's Stone

Attainment of the Philosopher's Stone is the highest spiritual accomplishment of the alchemist Nephilim. It is able to create his own matter, to model it and transform it as it wishes. The Alchemist becomes a god-apprentice. Few Nephilim have yet reached this Circle, as it is a young science and alchemy books and treatises are rare. The power of the Third Circle Formulae are terrible and will be discovered over a long time, after much research on the way to Agartha.



PART IV

THE EXOTERIC



I, Anabaseth, Agarthan Nephilim, ask of you to let your magic and your Ka-elements speak.

"I am Kragar, and the light of the World surrounds me. That is the reason I talk and here is my quintessence:

This is true, without lie, certain and indubitable

That which is inferior is the same as that which is superior, and that which is superior is the same as that which is inferior, to perpetuate the miracles of a unique thing.

And as everything came from one, from the meditation of only one, then everything that is born came from this unique reality through adaptation.

His father is the Sun, his mother the Moon, the Wind carried him in its belly, the Earth is his feeder.

The father of every world's Theleme is here.

His energy is whole if it is turned into father.

You will separate earth from fire, the subtle from the crude, lightly, with great intelligence.

He ascends from the earth to the sky, and then descends into the earth and receives the energy from the inferior and the superior. So you will have the whole world's glory. That is why all darkness will flee from you.

Here is the strong strength of all strength: because it will defeat all the subtle and will penetrate all the solid.

So the world was created.

Of this will be admirable adaptations, which mode is here.

And so I have been called par Hermes Trismegistus, having the three parts of the magic of the whole world.

What I have said of the operation of the Sun is complete."

THE OCCULT WORLD



THE GAME NEPHILIM is played in our contemporary world, although its focus is upon the hidden reality beyond the veil—the world of the occult. This chapter describes this hidden world as seen by the occultists: the initiates of secret societies and the Nephilim themselves.

When playing Nephilim, you enter a world close to the one you know, but different on one major point; you know that the esoteric exists, that the secrets of the occult are real and that you must hide fundamental truths that would be dangerous if revealed to profanes. You come into a world made of symbols and secret messages, understood by few, where fights are silent and secretive, where any part of our common world can have a dramatic importance to the Nephilim, where fantasy can appear anywhere under the grey coat of dull reality.

The Secret

You must familiarize yourself with secrets people will want to keep for themselves, as well as many objects and facts hidden from the sight of greater humanity. The Nephilim are the most concerned by this secret, as they must try to keep their real nature, powers and history hidden from human eyes. They keep their physical transformation secret as long as possible to evade the secret societies.

There are several kinds of secrets that must be safeguarded. Secrets can be oral; the information to be hidden is transmitted orally and taught only to selected people. Most secret societies use this method—for more than 2500 years the Eleusis Mysteries have kept hidden the secret of the drug they use to locate Nephilim. In this case the secret is learned by heart and each recipient is its keeper and guardian. It can be fatal to fail to keep such kinds of secrets. Secret societies often use murder to punish those who reveal secrets, or to silence them before hand.

Some secret societies have developed advanced techniques that allow their members to resist the most cruel tortures. The Holy Vehm, a secret society of 15th century German judges designed many torture methods to get to these guarded se-

crets. They invented the famous Iron Maiden, a statue of a woman that opened in two, and within which were placed many iron spikes. It was first made to capture Nephilim while the Simulacrum was dying inside. Some Nephilim of the Tower Arcanum still think this original Maiden exists in a Bavarian castle and was used by the Nazis. They are looking for it.

By their nature, secrets are kept by a small number of people, and the rest of the population is kept in ignorance. The keepers of the secrets use recognition signs or passwords to identify themselves. This is a great source of conflict between occultists and the rest of the population. People usually see in such attitudes only arrogance and loathing, though the occultists think it is one of the best ways to keep secrets from those who would learn them too fast, without the necessary initiations.

Secret can take even deeper forms. A common way to keep a secret is to never write it down. Vital the Kabbalist (1543-1620), a disciple of Luria, wrote a book called "The Doors of Holiness." At the end of this book of four parts, one can read "...so speaks the scriptor: this fourth part shall not be written, as it is only names and secret mysteries that would be indecent to print..." A group of Nephilim incarnated in the 19th century finally found this fourth part. It had been handwritten and stolen by Dutch members of the Rosicross.

Secrets can also be material. They may be hidden rooms in Egyptian pyramids, secret doors in Renaissance castles, hidden passages in antique temples, secret drawers, and plate-glass doors in 18th century boudoirs. Modern hiding techniques are effective. They can use military camouflage materials, electronic devices commanding hidden doors with difficult access codes. Refer to any good modern spy movie.

The Secret Writings

Nephilim often use secret writings to hide their discoveries and esoteric knowledge. Through these magical alphabets, they prevent humans from secret societies from using the information. Secret languages can be encrypted versions of more mundane languages, or entirely new symbolic constructs.



Encrypted writings use one of the human alphabets, usually Latin, Greek or Hebrew. The principle is to encode the alphabet with letters or numbers. One of the most simple code is made by associated the 1 with the letter A, 2 with B, 3 with C, etc. These codes can be extremely complicated, but all rely on some kind of logic and can thus all be decoded, given time and information.

Symbolic writings are letters, drawings or symbols that are not commonly used. To decrypt such an alphabet requires the knowledge of the correspondence between the symbols of the code and the alphabet the message was written in. Alchemists make extended use of symbolic writing in their treatises.

Lies and Rumors

In Nephilim, occultists love to falsify, transform, and arrange history to hide their deeds. They are the masters of propaganda and misinformation. Their favorite technique is to propagate rumors and manipulate the media. Thus, a society may pretend hard-rock music contains Satanic subliminal messages. The rumor eventually proves false, but it allows the society to continue with its occult activities, undisturbed by the media and church. These propaganda methods have always existed, but they now take a greater importance under the shadow of the media's massive growth. News reports can be completely altered with clever editing, important stories deemphasized, and minor stories inflated to a national obsession with skillful promotion. In this way, media manipulation can change a group's opinion or sway an entire nation.

Within the Templar organization, whole obediences are dedicated to these manipulations. An example can be found in the mystery of the Templars' treasure. When the Templars were disbanded, their central treasure hoard was never found. Recently, some journalists thought they had found the Templars' treasure in Gisors, France, hidden in an old castle. They believed an old man claiming he had found a Templars' chapel. Searches were conducted, press conferences held, and even the Minister of French Culture came in to see. Nothing was found. It is now evident that all these manipulations were orchestrated by some secret society, perhaps to distract attention from another place.

Analogy

Analogy is the most common form of thought used by the Nephilim and other occult seekers. This is hard to understand for the modern mind, so used as it is to causal thinking. The occultist should understand that the mind is not everything. Real experiences can be and are had without the involvement of the mind or thought. The central core of mystical understanding, the religious experience, only comes when mind and thought are quieted; mind and thought do not partake of it. This is the essence of the occult and the reason why it is occluded—because the mind *cannot* see it. These are not secrets that people must maintain, but secrets that keep themselves. They cannot be thought of or directly spoken about, because they are before and outside of words. Causality is not a part of it. This is why we use symbology. It is the message of analogy, and the meaning of mythology. They are all attempts to describe the religious experience.

*a day of wind and rain
an infinity of endless space*

Religion literally means "re-linking;" Hierophant means "Bridge-maker;" Yoga mean "yoke," or connector. All these terms describe means of connecting the mind to the soul, the finite to the infinite. This is also the goal of the Nephilim. Agartha is the attainment of the permanent connection of mind and soul.

The Nephilim understand this. They *are* the religious experience. They don't confuse truth with fact, because they know the two are not the same. The Nephilim think in terms of analogy, finding meaning in associations. Analogy tends to look for a common quality in different things. It looks for shared patterns across disparate events, places, emotions—things that resonate with associated qualities. Noticing these associations allows the Nephilim to approach the underlying web of connectivity.

Associating red with violence and action is an analogy. There is normally no causal relation between red and violence, though our mind associates the two in concrete way. This is

thus a mode of thinking more intuitive than scientific, purely felt by people. Nephilim always think that way. That is why your water Nephilim likes to go for a walk on New England's piers under a pouring rain, or always wears blue clothes and compulsively watches films on Dolphins.

Backstage

Behind the normal facade of *Nephilim* hides a secret world. You must try to imagine what is concealed in everyday places. That mundane building might have been built for a specific reason that very few know. Some hidden detail may catch an initiate's eye and give a whole new significance to a place. For example, it is well known in France that the pyramid built before the New Louvres in Paris was made of 666 glass lozenges. The true reasons for building this pyramid are deeply linked to the occult, though they are masked by the official reasons.

Selected Realism

Playing in our modern world offers many advantages. We all have the knowledge of this world, the world of a rich, western country. City maps are found everywhere, TV and newspapers give much information on other countries. Technology is part of our daily life. The monetary value of objects is well known. Players can easily understand the level of law enforcement explained by the gamemaster. With this familiarity, the settings and situations of *Nephilim* can be easily identified with. But this realism can be a handicap. It can drown players

under a morass of uninteresting daily mundanety. It is absolutely boring to play through the details of an eggs and bacon breakfast, or a night watching television. Keep an eye to the exciting, to the awe-ful — that which fills us with awe.

It is also important as a gamemaster to encourage players to imagine occult things. Don't make it sound ridiculous when they see occult significance where there is only bare reality. Let your players build some parts of this occult world. If you find things fun or interesting, include them in your scenarios, whether they come from your sources or from the players. If you are crafty, you can let them do most of the work for you.

Parallel Reality

You may not wish to set a very precise correlation between the real world and the world of *Nephilim*. Incorporating real-world events as they occur can be injurious to a gamemaster's plotting. It would be easier if you separate your world from real events, and incorporate the ones that suit you or can be reasonably worked in. History is a lie, after all, so what has gone before is already different than what your players may suppose.

You may also wish not to precisely identify the year, and just say that the game takes place "nowadays." This allows the liberty to include or ignore politics and geopolitics as they suit you.

Don't feel limited in your stories, as reality often goes further than what one could have imagined.

SECRETS

THIS SECTION IS INTENDED to provide the gamemaster and players with some of the major ideas and themes of the occult, which they can develop in the course of the game. These ideas can be basis for scenarios or campaigns.

Great Occult Themes

Apocalypse

The cosmic wheel turns round again as the Great Aeon comes to an end. Secret societies and Nephilim struggle to see what shape the new Aeon will take. Will the next Zero Arcanum be incarnated to make the world into a Nephilim

paradise, or will the Secret Societies achieve their Grand Plan and rule the world openly? If the Templars have their way, nations will weaken and leave whole countries under the unchallenged dominion of the occult societies. Secret no longer, these societies would then govern the world as they had planned it 2,000 years ago. They would use cybernetics and their own magical knowledge to destroy Nephilim and create their own path to Agartha. Nephilim must go underground, forming a new alliance with humans freedom-fighters hostile to the secret societies dictatorships.

The Lost Civilization of Mu

Published in the 30's, James Churchward's *The lost Continent of Mu* was the first book to reveal major occult secrets about the continent of Mu to the greater public. The author—self-

proclaimed adventurer, part-time archeologist, volunteer in India, colonel in the British Army—met an old Indian sage named Rishi. Rishi showed him writing tablets written in an unknown language. According to his official biography, he spent twelve years translating them. But when he was done



he had proof of a forgotten continent situated in the Pacific. Some islands, such as Easter Island, are all that remains of this continent. According to him, humanity was created on this continent, and the major ancient civilizations, such as Babylon, Egypt and Yucatan, originated on Mu as well. After leaving India, Churchward tried to find other proofs of his discovery. He claimed to have found firm proof in Tibet, Egypt, New Zealand and on Easter Island. He also said he had found many texts written in the lost language of Mu.

After further research by later archeologists confirmed this discovery, Churchward was able to write his famous best-selling books describing the continent of Mu. No photographer was able to take a picture of Mr Churchward, who had instituted a total black-out on his own person. According to his biographer, he died of hunger in a Tibetan monastery in the 1950's. His books describe with incredible precision the lost continent of Mu, its geography, inhabitants and their mysterious culture, its technology as advanced as today's though totally different, and finally its destruction more than 20,000 years ago.

After the publication of these books, many occultists felt betrayed, as Churchward had revealed to the whole world one of the most important mysteries of occult: the possibility that humans have been "designed" by another form of intelligence. They feared that these revelations could even shake the faith of people in official history. Churchward's writings incited many adventurers and archeologists to follow in his steps. Some even think the author still lives in Tibet and is one of those who secretly govern the world. Many secret societies tried to eliminate him, announcing his death several times.

These books disturbed many Nephilim, as had H.P. Lovecraft's books before. The documents Churchward had found, called "Writing Tablets of Naacal," were evidently written in a bastard form of Enochian. But they were found in places the Nephilim had never been. Finally, there had never been any continent in the Pacific, in the memory of any Nephilim. Some Nephilim saw in this book a symbolical retelling of the Curse of Atlantis by a human with too much knowledge, or by a Nephilim seeking too much publicity. Others tried to investigate, but disappeared before they could tell what they had found.

But they left interesting tracks others could follow. The writing tablets found by Churchward use Enochian, but a lower quality one, and have nothing magical in them. Some can be seen in private collections belonging to London antiquarians. They in fact describe the way followed by dissident Nephilim who left Atlantis before the Flood.

The writing tablets found by Ashbless in Mexico are more explicit. They tell of the discoveries of these Nephilim regarding the fields of the Black Moon. According to these writing tablets, the saurian civilization exterminated by the Nephilim may not have totally disappeared. They supposedly survived on the lost continent of Mu, which he claims lie under the earth in immense caves where many lost plant species still grow. The dinosaurs developed there, building weapons with which to have their revenge on the Nephilim. It is possible that Easter Island contains hidden portals to this terrifying underworld.

The Yucatan writing tablets seem to have a high magical potential, aligned toward Moon-Ka and Black Moon-Ka. Today they are in the hands of Colombian and Mexican drug barons who use them to consolidate their illicit trading. It is sure that some Templars are looking for these tablets, as they would allow them to contact the saurians and make some kind of alliance with them against the Nephilim. Some Nephilim think the Templars treasure, moved to America in the Middle Ages, may contain these tablets. This is one of the reasons the Nephilim are so active in the American equatorial zone.

The Golem

In the judeo-kabbalistic tradition, the golem is a kind of man-robot, a statue that can move and react to its environment. But the Golem is mute as it is only man's creation, not God's. The Alchemy chapter makes apparent how hard it is for Nephilim to create a functioning golem. But it is also a very powerful motivation for them, as a successful Golem could replace both the Stasis item and the Simulacrum. Unfortunately, the Golem is hard to master and all legends show it finally kills its creator. Various Nephilim and secret societies are currently trying to create an android version of the Golem. Some American Nephilim, specifically ones belonging to the Chariot Arcanum, are very advanced on this subject.

The Mystery of the Cathedrals

One can wonder how the gothic cathedrals could have been built so fast. The gothic style appears suddenly around 1130. In just a few years it reaches its climax, resulting in a whole style born on the first try, without mistakes or misses. One might find it difficult to find enough artisans, architects and builders to build more than 80 cathedrals in less than 100 years. Non-occultists explained this by crediting the builders' faith in God.

In fact, the mystery of the gothic cathedrals can be explained by examining the men behind their construction. These silent partners are often only pseudonyms behind which are hidden the true interests. These people, referred to as the Pontifex (those who link, bridge builders in Latin), are the inheritors of the occult traditions begun before the era of megalithic constructions.

When Atlantis fell, humans needed to understand the magic fields so they could determine where a Nexus or Plexus would have a greater chance of appearing. The first to do this were the Orichalka Men, but later humans inherited that knowledge. They built menhirs and stone circles to predict the movements of the magic fields and to determine the best placement of Stasis objects. Aeons later they built the great pyramids to imprison the Ka of the Nephilim. In the 12th century they designed a special architecture intended to have a real influence on the magic fields.

Influenced by Arabian and Byzantine sciences, they designed a mathematical architecture that blocks and moves the magic fields. They called it the Romanesque style. Next, they designed an architecture so daring it could attract and control the magic fields. Thus were born the first gothic cathedrals.

They can channel the power of a Plexus or even Nexus through the crypt and central altar. The elemental fields are channeled through the stone and metal structures hidden within the pillars and vaulted ceilings to be finally stored within symbolic Stasis—the gargoyles and other sculptures. In storage, these fields are slowly re-combined and transformed by the rose-windows and stained glass, so that over time they become Sun fields that can be mastered, for only a short time, by initiated humans.

Cathedrals were an integral part of the Templars' earlier attempt to implement the Grand Plan. When they failed, the mystery of the cathedrals deepened, and much of the special knowledge of the shadowy Pontifex was lost. But at the beginning of the 20th century, some Templars have recovered ancient documents of the Pontifex, and have re-thought them according to new technologies. They developed plans based on the earlier cathedrals, but with new architectural principles. This time, their structures are designed to influence the celestial Ethers emanating from the Planets. They made gigantic metal, stone and glass buildings; these were the first skyscrapers. The Pontifex plan now grows to maturity, and some say perhaps in concert with the looming Apocalypse.

The Quest for the Grail

The Grail is a very significant myth for occultists, Nephilim and the secret societies. There are many legends about it, including Christian, chivalric and pagan references. According to some, Christ drank from the Grail during his Last Supper, and later it was used to collect his blood as he hung dying on the cross.

According to another legend, the grail was a sacred stone, an emerald set into Lucifer's forehead. The stone was lost during the lightbringer's fall from grace, and is now kept by angels near to Heaven. They sculpted it into a holy chalice and gave it to famous men as Adam, Seth, Methuselah, Enoch or Melchisedech.

The grail had many magical properties, chief among them the ability to make immortal whoever drank from it. It was kept until Christ's crucifixion where it was used to collect his blood, and then taken by Joseph of Arimathea on the Holy Friday night. He fled with Lazarus, Maximin, Sarah the Black, Maria-Magdalene and the sacred women Mary Jacobee and Mary Salome. They reached the coast at Saintes-Maries-de-la-Mer in Southern France. Joseph took it to Brittany, also in southern France, converting many people there. But men of power—kings and heads of secret societies—tried to steal the Grail. Occultists call them Judas' brothers, as some believe Judas was their leader. To escape them, Joseph crossed the channel to Britain and founded a church to keep the Holy Grail. He gave the guardianship of the church into the hands of an elected king, chosen by the druids. The king kept his function until Arthur reached the throne of England, when the Judas brothers, led by Morgan Le Fay, wounded the king keeper of the Grail and stole it. In an attempt to win it back, Arthur had to make alliances with very powerful Nephilim and became Arthur Pendragon, Nephilim of the Phoenix transformation. Thus began the Quest for the Grail, which is not over yet. The Judas brothers

still hold the Grail and use it to steal humans' Solar-Ka energy in a way similar to vampires.

The Golden Fleece

According to the legend, the golden fleece is the skin of a winged goat. It is hung on a gigantic tree and guarded by a dragon. Jason and the Argonauts recovered it after a long and very dangerous journey. According to some Nephilim, the Golden Fleece is actually a map of the direct route to Agartha. Many secret societies are trying to find it, so that they may attain Agartha without Nephilim.

Baphomet

Many legends arose when the Grand Plan of the Templars was thwarted in the 14th century. One of these legends says the Templars worshipped a blasphemous god, a kind of Antichrist, called Baphomet. In truth, Baphomet was the ruler of the order, who had been totally transformed physically and mentally by his many magical manipulations. According to the Vatican's secret archives, Baphomet was a gigantic crystal egg, inside of which lived a monstrous human mentally linked to a Homunculus. Inquisitors were too frightened to destroy him. Some Templars think the Baphomet still lives in a deep sleep in somewhere in the underground of Paris. Some Templar Obediences are still looking for him to bring him to America. Nephilim search for him to, but to destroy him.

The Treasure of the Templars

As the bankers of Europe, the Templars were very rich in 1314. When the king of France seized their goods, he found only a small part of the expected treasure. Since then, many people have searched for the Templars' treasure and many have claimed to have found it. Several places figure prominently in the stories of these treasure hunters. One of them is a crypt in a Normandy castle in Gisors, while another is Rennes-le-Château in the Pyrenees. Some say the treasure lies in the Tarn valley or even in the crypts of each cathedral of the kingdom of France. However, they all are mistaken in thinking the treasure was made of gold and money.

Documents recently found in a ruined Templar tower clearly indicate the nature of this treasure is magical, not material, and is actually a collection of pieces of the Grand Plan designed in the early history of Templars. The treasure is an important quantity of information about occult places, objects and people. As the Templars were being destroyed in the 14th Century, they decided to split this knowledge between all their higher ranking initiates. This caused the immediate end of the Plan, but also allowed its survival for future revival. Some of these "treasures" were lost, while others crossed the ocean to the new world. (Christopher Columbus writes he "had with him a whole trunk of scrolls useful to his navigating.")

Other Forms of Nephilim

The relations between Nephilim and humans change in every culture. Nephilim have undergone some degree of adaptation within every human civilization. When Atlantis fell they were dispersed, and in their isolation have developed different ways of relating to the elemental fields and of performing magic. Many of these alternative paths will be explored in future supplements.

Central America

This region has been dominated by advanced civilizations which we now call precolumbian civilizations. They had one of the most advanced occult systems on the planet. Their architecture, arts and writings are proof of this. This is because of the very special nature of the relationships between Nephilim and humans in this part of the world. Nephilim who found refuge here were among the most fervent participants of the Golden Path. After the deluge, most of their number were decimated by humans armed with Orichalka. They made a pact—Nephilim would not try to incarnate into humans and were confined in great multilayered temples. But they could go on towards Agartha and continue their researches on Solar-Ka. Humans would sacrifice some of their own people and give the Solar-Ka contained in their blood to the Nephilim. This cruel system went on for a long time. Some of the Nephilim and humans refused this pact, but they were exiled or became the origin of some local legends. The arrival of the white men put an end to the pact. The Nephilim were set free by accident by the conquistadors. Natives of this region took fear and found refuge in the Catholic faith. Since the end of the second world war, some American Indians think that the Nephilim set free in the 16th century are trying to renew the pact and are looking for sacrificial victims.

Others say that these were not Nephilim at all, but Selenim who had rejected the Golden Path and were demanding Solar-Ka sacrifices from the dominated natives.

Caribbean

Voodoo reflects the path of the Nephilim in this part of the world. In the Caribbean, Nephilim are grouped into tribes, called *Oguns*. Each tribe has its own elemental alignment, attitudes, specialties and magical skills. Tribes are opposed in a very complex alliance system. They fight on a plane intermediate between our reality and Agartha.

Some human Voodoo priests know *Veves*, sacred magical designs sprinkle or painted in cornmeal or white powder on the ground, and used to open the way for *Loa*, or Nephilim. The Nephilim incarnates into the willing human, resulting in a temporary possession. The *Loa* Nephilim are "Divine Horsemen" who "Ride" the Voodoo priests, revealing secrets to them, performing magic through them, or doing whatever they please. In return, the priest gives a bit of his own Solar-Ka in payment. The Nephilim tribes thus collect the maximum amount of Solar-Ka to try to master the magic fields of the Sun and reach Agartha directly.

SECRET SOCIETIES

HIDDEN FROM HUMANS and Nephilim, lost in the substrate of economic, political, military and religious powers, preserving the occult traditions of the West, secret societies try to thwart the Nephilim and steal their secrets, to influence the change of the coming millennium, even to rule the world.

Secret Societies are the primary enemies of the Nephilim. Their capacities are significant, though limited because they must work hidden.

The Origin of Secret Societies

The first secret societies were created during the fall of Atlantis. Some humans, initiated in the secrets of Prometheus, decided to keep for themselves this powerful magical knowledge. They knew they could use these secrets to make themselves powerful and give themselves influence over the affairs of Nephilim and human alike. They established the fundamental credo of the secret societies:

- ☆ maintain the secrets by any means necessary, and discover the secrets Prometheus did not reveal.
- ☆ prevent the Nephilim from dominating mankind, and thwart their alien plans by any means necessary.
- ☆ recruit human members who are ready to accept these secrets so they might aid them in their struggles.
- ☆ protect humans from the Nephilim and their strange occult sciences.

The secret societies grew with humanity itself. They invented their own structures of initiation, in mimicry of the Nephilim's initiation into the magical secrets. They founded religions on the basis of their stolen understandings and limited knowledge of The Mystery. During this long prehistorical period, secret societies studied the new occult tools left to them by Prometheus. With these tools they hunted down and destroyed the Nephilim surviving the fall of Atlantis. They stole Stasis objects and built megalithic monuments to calculate the future movements of the magic fields, so that the Nephilim might remain trapped forever.

Some surviving Nephilim tried to restore the ancient Atlantian order. They used their magic powers to dominate entire human populations, and were the basis for Greek and Assyro-babylonian polytheism. Other infiltrated secret societies with their Simulacrum, to use them and continue the spiritual education of humans, and so became mystics venerated by some as gods. These Nephilim were the origin of legends, such as those of Orpheus or Jason.

Some other Nephilim preferred to make pacts with humans to ensure their own survival. This was the case of druids, some shamans and especially of those humans who later be-

came Egyptians. The pact between Nephilim and proto-Egyptians was called the Great Compromise. It was made around 10,000 BC, and stated that Nephilim would incarnate in Simulacrum who would be revered and venerated by all—including the Pharaohs and their families. In exchange, each pharaoh promised to use its magical power to protect the Egyptians and their empire. Furthermore, he would be buried in hermetically sealed sepulchres where no magic field could pass, so they could not reincarnate, but they could follow the Western Path to Agartha in the afterlife. These tombs quickly became the pyramids. The Great Compromise was broken only in 1350 BC, because of the mystical pharaoh Akhenaton, and because of the priests of Thebes, worshippers of Amon-Ra. Many secret societies responded to this breach of trust, becoming stridently anti-Nephilim. Thus were the secret societies remade in a form close to the ones they have today. Their eternal goals are to prevent the Nephilim from becoming the rulers of the world, and to themselves reach this position.

Magic and Secret Societies

The main goal of the secret societies is to steal the occult knowledge of the Nephilim, as they cannot use by themselves the magic fields because they lack the division of Ka-elements found in the Nephilim. Only the very first humans initiated by Prometheus knew how to make Stasis and megalithic constructions. Their successors have found ways to steal the magics of the Nephilim. They know how to sacrifice Nephilim and use its stolen blood to power magic. They have learned to enslave the Nephilim in Elixirs and Homonculi, instead of just imprisoning or destroying them. With their Solar-Ka they can also perform a limited amount of magical transmutations upon the substance of Orichalka, such as designing protective talismans and weapons. Fortunately for the Nephilim, Orichalka is very rare and its awakening very hazardous. Fortunately as well the limitations of their stolen magical practices have prevented secret societies from destroying all Nephilim and taking control of the world.

Using Orichalka

Orichalka is rare and hard to work with. The manner of its collection and manipulation are closely guarded secrets. It can be found in trace elements within certain metal and mineral deposits, and is costly to mine. It must be collected at night outside of the view of the sun, and worked during times of Solar Grand Enthronement. Then it must be awakened by Solar-Ka to make it most effective.

Refining and Awakening Orichalka

In order for an Orichalka weapon to be created and used, first the substance must be collected and refined through Alchemical processes. Alchemical weaponsmiths create the object and inscribe it with magical Orichalka-laden script. The last step is to "awaken" the Orichalka in a magical ritual in which the weaponsmith bleeds upon the Orichalka to expose it to Solar-Ka. For each point of Solar-Ka sacrificed, the Orichalka has the capacity to destroy 10 points of Ka, permanently. Accomplished metalsmiths have been known to use the blood from multiple donors (sometimes unwilling donors) to charge their Orichalka weapons with hundreds or even thousands of points of capacity. Weapons with greater capacity must use greater amounts off Orichalka, and so they are even more rare.

During this process the weaponsmith opposes his Solar-Ka on the resistance table against the total number of ka-points sacrificed. Failure means the points are lost, but the weapon is not awakened and the ritual may be tried again. On a fumble, the weapon wakens prematurely in a massive alchemical explosion, obliterating the smith and destroying the weapon and laboratory.

All awakened Orichalka destroys 1d20 points of dominant Ka upon contact with a Nephilim's blood; Orichalka has no effect on humans. As Ka is destroyed, the Orichalka's capacity diminishes by an equal amount. When capacity reaches zero, the weapon no longer contains Orichalka, but now has trace elements of Litharge.

If Orichalka ever comes into contact with a Nexus, it is obliterated in a blinding flash of light and noise. No physical damage results, but what was once Orichalka has been replaced by trace elements of Litharge.

Litharge

Litharge is the result of the mutual annihilation of Orichalka and Ka. It is left in trace amount within what were previously awakened Orichalka weapons. Nephilim have learned to use it to create their Stasis objects, and the Secret Societies have found it useful for the creation of Elixirs.

The Weapons of Orichalka

After Elixirs, Orichalka weapons are the most precious things secret societies possess. The original Orichalka weapons were crudely made from pieces of sharpened flint, either used as a knife or placed on wooden swords. Since that time its working has been greatly improved. Now they are usually made of a good iron or hardened steel, covered with strange symbols engraved in a golden alloy containing Orichalka. Orichalka works when these symbols come into contact with the Simulacrum's blood. A reaction occurs and the Nephilim loses 1d20 Ka points. Reduce the weapon's capacity by the amount of Ka damage.

These weapons are very rare objects, jealously guarded. It is said that perhaps fewer than a hundred are left in all the world, among them Excalibur and Durandal, Roland's sword. They are always kept in special Litharge-impregnated sheaths, protecting them from magic fields in general, and especially from exposure to Nexuses.

Protection Talismans

Talismans have been designed to prevent the infiltration of secret societies by Nephilim, by preventing Nephilim from incarnating in its members. They are made in part of Orichalka, but are usually less powerful than the weapons. They look like metal medallions, thick and decorated with many esoteric symbols. They are often coins, usually quite ancient. Talismans are handed down from secret society member to secret society member as sacred relics.

Each point of capacity in a Talisman adds to the Solar-Ka of the wearer on the resistance table to resist being taken over by a Nephilim. Talismans can also be used the same as weapons to destroy Ka, but so doing diminishes their capacity, and leaves the wearer undefended to takeover, so this is rarely done.

Using Magic

Secret societies have long tried to steal the magical secrets of the Nephilim and pervert them to their own end. Without the Nephilim's diversity of Ka-elements, humans cannot perform magic. Some among the secret societies have learned to use the Nephilim themselves to this end. The three methods they have developed so far are Sacrifice, Elixirs, and Homonculi.

Sacrifice

As the Nephilim have learned to spill their own blood to power a magical working, some humans have twisted that knowledge and developed a ritual whereby they may sacrifice a Nephilim's Simulacra and expend its Ka to work their magic. A Nephilim must first be captured or taken unawares. It is slain in a magical ritual, and its blood spilt to power the magic. The Nephilim permanently loses 1d10 points of dominant Ka, but then is free to reincarnate or return to Stasis, if it still has one, and if it still has Ka remaining.

The human gains the ability to cast a single Sorcery or Summoning spell, once only, assuming she has already learned the proper Technique and deciphered the focus in which the spell is written. Sacrifice cannot be used to perform Alchemy. For Sorcery, no Ka-element roll need be made, as this works the same as the Nephilim spilling its own blood to perform magic, only the Nephilim is not in charge of its use. For a summoning, or whenever an opposition of Ka is called for, such as when opposing two spells, use the Nephilim's Ka-element ratings as they were before the blood was spilt.

This is messy work, and if done in public, ritualistic slayings of this sort always attract the interest of the authorities.

Elixirs

Secret societies have learned to make Elixirs from the blood of captured Nephilim, so that they might later spill the blood in much the same way that a Nephilim spills its own blood, and thus cast sorcerous magic. Elixirs may also be used to perform Summoning or to create the Transmutation Powders for Alchemical magic.

To make an Elixir, the secret society mage first consecrates a vessel in which the blood can be kept, as a rum bottle, per-

fume flask or Champagne Mathusalem. A captured Nephilim is drained of all its blood, and the blood thickened and reduced and placed in the vessel. Naturally, the Simulacrum dies during this process. As its essence is placed in the bottle, the human mage opposes its Solar-Ka on the resistance table against each of the Nephilim's Ka-elements. For each roll that succeeds, the Nephilim loses the entirety of that Ka-element, which goes into the bottle. If the Nephilim loses all its Ka-elements, it becomes a whole Elixir, rebuilt into the object and imprisoned forever. If it resists, it survives but with some of its Ka-elements lost. Nephilim in this condition are in constant agony and torment, insane and unbalanced from the loss of entire Ka-elements. Some advanced initiates of the Temperance Arcanum know spells to replace these lost Ka-elements, but the procedure is costly and difficult.

When the object has taken each of the Ka-elements (not necessarily from one Nephilim), a strange alchemy occurs and a new elemental creature is created, deranged and incomplete, without shape and unable to ever attain Agartha. It can only survive within the bottle. These partial Nephilim are prisoners of secret society magicians, their blood slowly expended to perform magical operations. It is a cruel destiny and the fear of Nephilim everywhere.

The secret societies have developed a ritual which allows them to exploit the Elixirs. The magician spills a drop of blood from the Elixir, permanently expending a point of the Elixir's Ka-element corresponding with the type of magic being cast. Keep track of the Ka-elements in an Elixir, since they diminish independently as they are used up. When the last Ka point is spent, the last drop is expended and the Elixir is dry. A Ka-element can be increased once it is incorporated into the Elixir by rolling the humans' Solar-Ka against the combined total of the Ka-element already in the Elixir and the Ka-elements to be stolen from new Nephilim victim.

In Sorcery, the human mage only needs to roll under the applicable magical Technique. If an opposition of Ka is called for, such as when opposing two spells, use the Elixir's Ka-element ratings as they were before the blood was spilt. Spells that are reflected back or would normally affect the summoner affect the human caster instead of the Elixir.

Used in a Summoning, compare the Ka-element of the Elixir (as it was before the blood was spilt) against that of the summoned creature. The caster suffers the fate of a failed contract, so they are wary to summon the more dangerous creatures.

For Alchemy, the Elixir itself can be poured into a stolen Athanor in a ritual to create Transmutation Powders which the human can use. Each point of Ka-element expended from the Elixir creates one point of corresponding powder.

Creating magic with Elixirs is very uncommon and requires much study and time to perform. The magic powers of secret societies are limited, and they have a lot of other ways, much more trivial, to act against Nephilim. Still, the more Elixirs a secret society has, the more powerful it is. They spend an important part of their time hunting Nephilim to convert them into Elixirs. It is rare but sometimes happens that secret societies steal each other's Elixirs. This always leads to great wars.

Homunculi

The third way in which secret societies steal the magic of the Nephilim is through the creation of Homunculi. They have corrupted the arts of Summoning and Alchemy to create an evil binding which twists and transforms a captured Nephilim into an enslaved magical servant. Such a fate is perhaps the cruelest that a Nephilim can imagine, soul-bound into a broken and corrupted body, and forced to perform unspeakable acts at the command of its pitiless master. Homunculi can perform any magic that a Nephilim normally could, including Sorcery, Summoning, and Alchemical workings.

To create a Homunculus a Nephilim must first be captured and its Stasis must be found. The Nephilim subdued, the secret society magician carves a pentagram on its body, binding its soul to his service. Then he subjects the body to an Alchemical process that reduces it to the size of a housecat or small dog. The Stasis item is consumed in the ritual and destroyed. The pitiful creature is forced to submit to magical oaths that prevent it from taking its own life and force it to perform magical tasks for its master. In this binding process the magician's Solar-Ka is compared against the Nephilim's dominant Ka on the resistance table. Success indicates that the Nephilim is bound in servitude. Failure means the Simulacrum dies, and the Nephilim is free to reincarnate.

Homunculi are pitiful, twisted little creatures. They whine and plead with their masters to end their miserable lives and set them free to reincarnate. Some masters use this desire to make their homunculi perform disagreeable tasks, swearing to some day slay them and thus set them free. While it must obey the letter of its master's commands, a Homunculus often tries to reinterpret its orders in ways unfavorable to its master, always hoping for that command given in haste which will allow it to turn on its master and break free.

Homunculi can live as long as Nephilim, perhaps hundreds of years. There is no cure, except death and reincarnation. Sorcerers always fear this, for a Homunculus Nephilim nearly always devotes its next incarnation to revenge. For this reason sorcerers try to destroy Homunculi with Orichalka before they die naturally, or make them into Elixirs and thus cripple the Nephilim's Ka-elements. If a Homunculus' master is killed, the twisted creature is set free from its oaths, but still trapped inside the broken body until it dies. Its love of humanity snuffed out from years or even centuries of enslavement, such a free homunculus is immensely destructive, but fortunately (for humanity at large) often concentrates its destructive urges on the secret society it was once forced to serve.

Ch'awe Cost

Human magicians must expend Ch'awe when they cast magic, just as do Nephilim. Figure a human's Ch'awe as being equal to her CON. Expended points return at one per hour, just as with a Nephilim.

Templars

The Templars are the most active secret society. They were first formed in 1014 BC as a secret organization of 12 men, high ranking in the military structures of ancient Egypt.



These twelve people, unhappy that the military was denied the secrets of the priests, decided to take them by force. According to their plan, they had themselves named guardians of "the House of Life," a sacred Egyptian temple. There they spied upon the secrets of the priests and learned of the ex-

istence of the 22 Major Arcana. They decided to assemble the 22 Nephilim treasures, called the Emerald Tablets of Akhenaton, upon which are written the inner secrets of each Major Arcanum. To do so the original twelve recruited many other members. Their plans were discovered by the priests,

who turned on them and tried to exterminate the secret order of the Templars.

They were driven from the temple, but not defeated. From this time onward, the Templars adopted a very secret and covert structure. They would only act in the shadows; no one would know of their existence. They would recruit only the vital minimum. They worked thus, few in numbers, for centuries. They gathered a great amount of occult information and contacts. They designed what the secret societies would later call the Grand Plan. This Plan ultimately leads to the total magical and mundane domination of the world.

The Templars who designed the Plan were not taken seri-

their first attempt to finish the Grand Plan. From this moment, their development was exponential as they spread out across Europe, becoming the bankers of Kings and Emperors. They built commanderies (areas of regional influence) along major communication routes and helped financed the building of gothic cathedrals, a part of their Plan. By the end of the 13th century, they were ready to take control of all power structures of the time. But some courageous Nephilim intervened. They acted and forced the King of France and the Pope to ally and use their power against the Templars, while others entered the Templars' inner sanctum and summoned the inner pentangle of the five great elemental lords to destroy the Templar's stronghold. The fight was short but decisive. The Templars were almost exterminated and the Grand Plan halted.

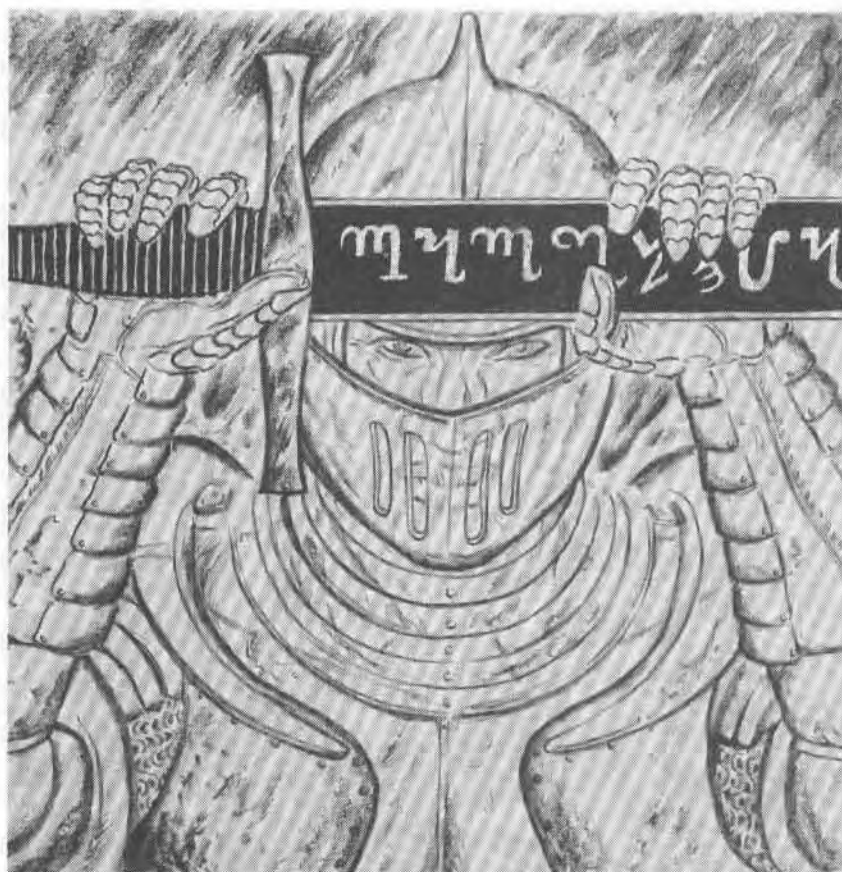
Some Templars found refuge in Scotland, Switzerland and Portugal, while others fled by the sea and reached the yet undiscovered American continent. The survivors brought the secrets of the Grand Plan. Those who remained in Europe took this defeat as a serious warning and knew they had to be secretive once again. They knew the Grand Plan might still be concluded before the end of the second millennium. They calculated that the heavens would be favorable again in 1999.

Templars Today

Templars are today among the most active secret societies, as they know the end of the Grand Plan is nearing (they call the approaching end Paroxy). They believe the en-masse awakening of the Nephilim is part of it. They will use any form of coercion: violent action, blackmail—any kind of manipulation to reach their goal. They especially recruit in the political and economical spheres, but also have a cadre of knightly guards and professional killers. Membership in the Templars is by invitation only. They

often recruit from other secret societies, usually clandestinely so that their new member keeps its old contacts in the previous group. Given time, they take over other secret societies and absorb them into their own structure.

Since their defeat in the 13th century, Templars have turned from overt bankers to covert brokers of magical services. They are the ones other secret societies turn to when they need a man with an Orichalka sword, or a human sorcerer with some knowledge of Ka-elements. In return they owe the Templars favors, and the Templars collect these favors when another secret society calls for help, brokering the services of one society to another, and always collecting a substantial portion off the top. They can further their Grand Plan by helping those schemes which coincide with it, and hindering the ones which go against their plans. In this way the Templars serve as a sort of umbrella organization for the secret societies.



ously, even ridiculed by the other secret societies. But their power grew and they emerged from their dark concealment soon after the Jesus Incident. Their return to open action should have coincided with the fulfillment of the Grand Plan at the time of Jesus' birth, but they failed and had to wait until the stars were again in their favor. This time they decided to work more in the open, and finally emerged fully in the early 12th century when their Grand Master H (known under the pseudonym Hughes of Payns) and 7 other senior members made the decision to complete the Grand Plan at that time.

The Crusades

They adopted a feudal structure for their organization, similar to other knightly orders of the times. During the Crusades, they set up on the site of Solomon's Temple, where they discovered some extraordinary documents they had lacked in

The Templar's Secrets

Templars use a great number of clandestine recognition signs and secret communication methods. They range from the cross on the reverse of a coat to secret messages hidden within normal FM radio broadcasts. The secret rites of today's Templars were settled in the 16th century, when the society was hounded the most. Some Templars think these rites, called "Strict Observances," are too restrictive to suit the active part the Templars are going to have in the near future. The rites can be very different from one Obedience to the other.

The Structure of the Templars

The original Order of the Temple adopted a pyramidal structure. The Grand Master rules the order in a despotic way. He lives in the Temple Hostel from where he issues his orders. He is aided in his occult government by eleven masters, called Bailiffs. They are omnipotent emissaries, feared and respected by all other Templars. They are in charge of verifying the implementation of the Grand Master's decisions.

The current Grand Master of the Templars is Edward Kalligan, known among the Templars merely as "G.". His professional training is as an adviser in geopolitics. He rules from his secluded headquarters in the San Andres Mountains of New Mexico, within the permanent Orichalka Plexus caused by the Nuclear testing at the White Sands military base. The American government considers this place to be uninhabitable.

Commanderies

Since the 12th century, the Templars have divided their areas of influence into Commanderies, their smallest unit of territorial measurement. A commandery consists of a geographic region, the buildings owned by members of the Templars, hiding-places, signs and occult locations used for recognition by other Templars of the Commandery, the initiate membership of the Commandery, and the money and goods used to finance the activities of the Commandery.

A Commandery is usually ruled by a Templar Commander, called a White Coat. He is helped by six Knight-Companions who rule the rest of the initiate. The initiates are divided into three ranks: knights, squires and pages. Knights are the highest rank; they are fully trained warriors, magicians, or other functionaries of the organization. Each is served by one or more squires, who are knights in training. The Pages are the lowest order of initiate. They perform the menial services and gruntwork for the Templars, and comprise their network of spies.

The Obediences

These are the different secret movements united inside the Templars. Each can have particular goals, rituals, ways of acting, but must always strictly obey the Commandery. They are the remnants of the ancient secret societies that were absorbed by the Templars during history. Obedience heads are often called Crosses. Each Obedience has a specific Cross name, though some may prefer to keep their ancient secret society name.



The obediences are like vassals to the Commanderies. The Commander is the lord; the heads of Obediences are his vassals. In exchange for their fidelity, the Obediences can have access to the occult information and services of the Commanderies. As in every vassalage relationship, tensions occasionally arise between Obedience and Commandery. In times of revolt, the Commandery usually asks all its other vassals (the other Obediences) to come to help. Should all Obediences revolt, the Commandery falls and the Templars lose a part of their power. If two Obediences fight, the Commandery rules and punishes the wrongdoer by a temporary banishment of the organization.

The Companions

The Companions are the allies of the Templars. They are people or institutions who know of the existence of the Templars and who voluntarily help them to reach their goal. Usually, Templars thank them by allowing them a limited access to magic. They are not very well informed of the Templars' mysteries, and mainly give material help. They might hide members, lend money, finance a media propaganda campaign, etc. They are the technical aides of the Templars.

The Farms

These are the institutions where the Templars have some kind of influence, whether it is financial (with blackmail) or political. Templars often use Farms to reach their goals, since it does not expend or risk their own resources.

Record Keeping

Templars keep extensive records on other secret societies, and have developed an elaborate scheme of codification with which they track the other groups. By their nature secret societies are fractious and divisive, so the other groups rarely agree with or even acknowledge the Templars' system of codification. Reality is not as simple as the Templars' rules and many of the secret societies intermix and intertwine. In truth it is hard to fathom the actual interrelationships, and even the Grand Master finds it difficult to keep the organizations straight.

Other Secret Societies

MANY SECRET SOCIETIES exist outside of the Templars. Some are detailed here in Nephilim, while many others will be explored in later books. Each Secret Society is described this way:

Name: the modern name for the society, plus its other associated names and covers.

Place and Date: When and where the society was created.

Founder: who founded the society.

Center: where the society is located.

Goals: goals of the society.

Attributes: the recognition signs and symbols used by the society.

Methods: what sort of activity the society engages in.

Famous Heads: notable people who once headed the organization.

Structure: how the society is organized.

Past and Present: history of the society.

Assassins

Place and Date of Creation: 12th century in the fortress of Alamout, northern Iran.

Founder: Hassan ben Nabbas (1134-1224).

Center: Iran.

Goals: These are a radical splinter group from the more traditional Islamic Assassins. They believe that Mohammed, the seventh prophet, was in fact a Nephilim. It is their contention that Mohammed's Nephilim stole all his knowledge. Their goal is to find the Nephilim and obtain from it all the revelations of the prophet.

Attributes: curved blade, black turban.

Methods: violence and diplomacy. They capture the greatest number of Nephilim possible, make sure the prisoners are not Mohammed's Nephilim (no Nephilim knows how this is done) and then disperse them into the magic fields or change them into Elixirs. They have limited magical abilities, either from sacrifice, or using Elixirs.

Famous Heads: Hassan ben Nabbas, the Agha Khan.

Structure: it has seven degrees of initiation which are: Protector of the Temple of Adam, Knight Templar of Noah, Assassin Servant of Abraham, Master Assassin slave of Moses, Grand Master Assassin proselyte of Jesus, Mahometan Hassanite, Illuminated Mohamedite. They take great care to detect for Nephilim and their human spies.

Past and Present: over the years, they have shifted their focus from Middle East to the West. They are very present in the Maghreb and wherever the Maghrebine community is quite important (UK, France, USA). They can be found in some coranic schools and Mosques. They have no influence on politics or finance, acquiring funds through their members, legally or otherwise.

Hermetic and Indissoluble Order of the Egyptian Shelter (HIOTES)

Place and Date of Creation: 1316 in Rumania.

Founder: thirteen ex-members of the Order of the Temple.

Center: moving.

Goals: infiltrate and destroy the Major Arcana.

Attributes: Ankh, Gypsy Tarot.

Methods: they use stealth and covert action to infiltrate the Major Arcana, and then violence to try to destroy them.

Famous Heads: none.

Structure: The HIOTES are ruled by 13 Egyptian Knights and have seven levels of Initiation, which are: Isis Page, Horus Cadet, Amon-Re Horseman, Seth Master, Nephtys Baron, Thoth Duke and Anubis Count. Progression brings power. Long initiations are used to detect the presence of Nephilim.

Past and Present: After the dissolving of the Templars in 1314, some of its members found shelter in a community of Rumanian gypsies. After a few years they founded the HIOTES in 1316. Their gypsy caravan was found to have some Nephilim who were trying to form a new Major Arcanum. The order captured them and changed them into Elixirs, as the Nephilim were still weak.

Today the order has grown. They are present in about ten caravans in Europe, infiltrating everywhere and then destroying Nephilim. In North America, they travel with carnivals, perform in fairs or just wander on their own, and hunt out Nephilim where they can find them. They are dwindling in number as the wandering lifestyle grows less viable. They love to act in fun fairs and far off places.

Teutonic Knights

Place and Date of Creation: 435 in Germany.

Founder: unknown.

Center: Münster, Germany.

Goals: elimination of Nephilim.

Attributes: white suit, an octagonal cross threaded with a silver braid on the left shoulder.

Methods: violence. They have always searched, persecuted and destroyed the Nephilim. Their methods are expeditious and they have killed a great number of humans in their fanatical pursuit of Nephilim. They have the greatest number of Orichalka weapons of any group. They do not use magic, preferring the cleansing sword.

Famous Heads: Frederick of Souabe.

Structure: they have a paramilitary structure, with ranks organized along military terminology: soldier, general, marshal, etc. An Emperor rules the society autocratically, replaced only when defeated in a sword duel to the death.

Past and Present: they are the inheritors of the many German militias and military societies of the first millennium. These were founded after the return from Egypt of a prophet who had discovered the truth about the Nephilim. They are so violent that other secret societies fear they will bring too much attention down upon them. These days, their power is decreasing because they lack suitable new recruits, making them even more hateful of the Nephilim. Their current Emperor, Frederick the Great as he calls himself, is a dangerous man who doesn't hesitate to kill innocents. Revolt grows in the order. Many of their members have come to America, where they can be further from the direct control of their Emperor, and have established a large group in Chicago.

Order of the Solar Temple

Place and Date of Creation: 1844 in Paris.

Founder: Laurent de Bugey, known as Menhotep, Great Priest of Ra.

Center: Originally France, recently moved to New York city.

Goals: protect humans from the Nephilim, develop Solar-Ka of humans, destroy other Ka and the Nephilim.

Attributes: an Egyptian eye, a symbolic representation of the Sun.

Methods: rather pacifistic, they first seek to protect humans from the Nephilim, using whatever talismans and spells they find appropriate. Members of this group are completely paranoid of Nephilim influence, and are considered mad by many other secret societies. They spend their time trying to detect Nephilim to capture and destroy them. They have few Orichalka weapons, but are adept at making Talismans. Their magicians are skilled at making Elixirs, and even a few have Homonculi slaves.

Famous Heads: none.

Structure: there are eight initiation levels, which are: red light, orange light, yellow light, green light, blue light, indigo light, violet light, and white light. Each is the object of a long ceremony required to detect the presence of Nephilim. More and more powerful protections are given to the initiates as they progress. The few white lights are burdened with a great accumulation of protections (at least half of which are totally useless).

Past and Present: founded by an illuminate ex-member of the HIOTES who had realized the importance of Solar-Ka among humans, this order has quickly transformed into a organization of extreme paranoia. They chose the materialistic way of developing the Solar-Ka, which involves using all kinds of magical items and spells. One of today's white lights, Patrick Arnoux the Pure, subscribes fully to their paranoid attitude and pushes it into its limits. He is soured and authoritative, and lives only to protect himself from the Nephilim. Each morning after awakening, he spends long

minutes before his mirror, trying to detect the Nephilim in himself.

Sovereign and Military Order of the Temple of Hierosolim (SMOTH)

Place and date of creation: 1355 in Jerusalem.

Founder: a Knight of the Order of the Temple.

Center: Jerusalem.

Goals: protect the Temple of Jerusalem from the Nephilim and destroy them wherever possible.

Attributes: reversed Templars' Cross.

Methods: violence. Many say the Order of the Temple has lost its power and is corrupted by bureaucracy. They call for violent actions against the Nephilim throughout the world. They use Orichalka weapons and Elixirs.

Famous Heads: none.

Structure: identical to the Templars.

Past and Present: the Order was created to defend the Temple of Jerusalem and was founded by an ex-member of the Order of the Temple, disgusted by its heavy and bureaucratic structure. SMOTH now claims to be the true Order of the Temple, faithful to the original goals and methods. They do not concern themselves with tracking the numerous secret society groups, instead concentrating on their holy mission of protecting the temple.

Renewed Order of the Temple

Place and Date of Creation: 1520.

Founder: unknown.

Center: Genoa (Italy).

Goals: find the Nephilim and give them to the "stronger" groups.

Attributes: a Templars' Cross topped by an eye in a pyramid.

Methods: the Renewed Order of the Temple prefers investigation over violence. They search for famous Nephilim, find them and then alert the more "expeditious" societies, as the Teutonic Knights. They have no Orichalka weapons, and only a few Elixirs which none of their current members knows how to make or use.

Famous Heads: none.

Structure: their ranks are identical to police ranks, going from Sergeant to Detective.

Past and Present: they are now trying to make a complete database of all known Nephilim in the world.

Order of Rhodes

Place and Date of Creation: 1530 between Rhodes and Malta.

Founder: this order consists of the 18 rulers of the Order of Saint-Paul's Hospitalers, forced into exile by the fall of Rhodes.

Center: officially Rome, but in fact Rhodes.

Goals: prevent the Nephilim from reaching Agartha

Attributes: Maltese Cross.

Methods: violence and financial power. They have a network of paid informers who send them information about strange occult happenings. They have access to a limited number of Orichalka weapons, but prefer capturing Nephilim and turning them into Elixirs in order to prevent them from attaining Agartha. They can use some Sorcery spells.

Famous Heads: none.

Structure: three degrees of initiations which are: Horseman of Rhodes, Knight of Rhodes and Emperor of Rhodes.

Past and Present: created by the rulers of the Order of Saint Paul's Hospitalers.

Knights of the Golden Fleece

Place and Date of Creation: 1500 BC.

Founder: some rebel Argonauts.

Center: Delphi (Greece).

Goals: find the Golden Fleece so that humans might attain Agartha without Nephilim, and prevent Nephilim from attaining it.

Attributes: a skinned lamb, a golden fleece.

Methods: violence and research. They concentrate on finding the Golden Fleece with their network of scientists.

Famous Heads: Jason, Philip the Good, Duke of Burgundy.

Structure: the structure of this organization lasted long unchanged, until 1429, when the Duke of Burgundy, Philip the Good, then Supreme Knight, decided to adapt the structures of the order to the modern world. He graded and delegated the powers, reinforcing the structure in eight circles, each with five egalitarian functions, and named after the Argos members.

First Circle: Orpheus, Asterion, Polmyphem, Iphiclus, Admetus.

Second Circle: Erytus & Echion, Coronus, Mopsus, Menoetius, Eurytion.

Third Circle: Eribotes, Oileus, Canthus, Clythius & Iphitus, Telamon & Peleus.

Fourth Circle: Butes, Phalerus, Tiphys, Phlias, Talaus & Areius.

Fifth Circle: Leodocus, Hylas & Hercules, Nauplius, Idmon, Polydeuces & Castor.

Sixth Circle: Lynceus & Idas, Peryclemenus, Amphidamas & Cepheus, Ancaeus, Augeias.

Seventh Circle: Asterius & Amphion, Euphemus, Erginus & Ancaeus, Meleagre & Laocoon, Palaemonius.

Eighth Circle: Iphitus, Zetes & Calais, Acastus, Argus, Jason.

Past and Present: the order tries today to find the "spiritual" Golden Fleece, considered a shortcut to Agartha. They have lately been occupied with preventing the Nephilim from finding any of the elements linked with the Golden Fleece. Jason (the title of the Supreme Knight) is today Alexander Pyropoulos, a very cultured Greek.

Societate Antiquae Rosae Crucis (SARC)

Place and Date of Creation: during the Egyptian 18th dynasty

Goals: acquire the knowledge to reach Agartha without Nephilim.

Past and Present: the first traces of the Rosicross appear in Egypt under the reign of the Pharaoh Thoutmes III, from 1504 to 1447 BC. It is one of first secret societies, although its official creation dates to 1615 AD. However, as soon as 1250, human alchemists had been using rosicrucian communities to communicate among themselves and for mutual help. Rosicrucians are mentioned in Italy in 1410, in Flandres in 1430 and in Germany in 1459. In the 17th century, as the society was about to be uncovered, its rulers implemented a safeguard plan. They invented and publicized a parallel society for which they appointed a founder, Christian Rosenkreutz. To support their false front, they published many books about the life and deeds of this young illuminate, among them *Fama fraternitatis*, *Confessio*, and *The Chemycal Wedding of Christian Rosenkreutz*.

In the 18th century, the Rosicross acquired a more substantive internal structure, and a set of rules for the initiates of the outside circles. Among these are the limit of 63 inner members at the most, the election of an Imperator for life, obedience to the master until death, and the establishment of a system of secret recognition signs.

Rosicrucians are the first humans to use the Enochian alphabet. Over the centuries the Rosicross has split into many small societies, some of which are only bewildering covers while others are true political splits. Some small list of these are the Golden Rosicross Ancient System, the Bavarian Illuminati, and the Reau-Croix. This diversity increases in the 19th and 20th century, with the Kabbalistic Order of the Rosicross founded by Stanislas de Guaita (1861-1897) and the Aesthetic Rosicross founded by Peladan (1858-1916). Some of the greatest names of occultism are linked with these movements: Papus, father of contemporary occultism (1868-1915), Saint-Yves d'Alveydre, author of the Synarchy concept (1842-1909), and Eliphas Levi, practitioner of the Higher Magic (1810-1875).

But the real practical powers of the Rosicross on the Nephilim appear with the Hermetic Order of the Golden

Dawn in the Outer. In this society, divided into eleven degrees matching the ten kabbala Sephiroth plus a preparatory rank, are found such famous names as Aleister Crowley, William Butler Yeats, Bergson's sister, Bernard Shaw's lover, Arthur Machen, Bram Stoker and Sax Rohmer. This time shows an important return to Egyptian traditions.

The AMORC (Anticus et Mysticusque Ordo Rosae Crucis), founded in 1909 by Spencer Lewis, is today the greatest public secret society in the Rosicrucian movement. Its public goals are noble and innocent, though in the last circles one can learn of the existence of the Nephilim, the way of capturing them without violence, the existence of Agartha and the theoretical way of reaching it.

Associated Personalities/Are: Paracelsus the alchemist (1493-1541), Heinrich Kunrath the kabbalist (1560-1605), Francis Bacon, one of the most famous Imperators (1561-1626), Robert Fludd founder of Rosicrucian Masonry (1575-1637), Rene Descartes mathematician and philosopher (1596-1650) and even Spinoza, philosopher and kabbalist (1632-1677).

Related Organizations: Bavarian Illuminati, Réau-Croix, Kabbalistic Order of the Rosicrucians, Aesthetic Rosicrucians, Societas Rosicruciana in Anglia (SRIA), Golden Dawn, Ordo Templis Orientum (OTO), Builders of the Adytum, Hermetic Brotherhood of Luxor, AMORC, Rosicrucian Association, Elder Brothers of the Rosicrucians, Brotherhood of Eulis, Catholic and aesthetic Rosicrucians.

Methods: Rosicrucians are intellectuals. They rarely rely on violence and prefer friendly methods to acquire knowledge and reach Agartha. They use little magic, except in the innermost circle.

Freemasonry

The origins of Freemasonry go back to the Middle Ages. First a brotherhood of masons and builders, freemasonry grew into a symbolic and hierarchical secret society. After a period of companionship during which builders had learned to use Nephilim for great works, freemasonry accepted non-masons as members, whom they called accepted masons. This transition from an operative masonry made up of true builders to a speculative one, made up of thinkers, philosophers and men of power, happened during the 17th century. The first lodge independent from builders opened in 1717 in England, founded by James Anderson and Jean Theophile Desaguliers.

Since then, the thirst for political power has grown among the Masons. Masonic lodges were founded in all major western countries. The most fervent are the British lodges, with Catholic and Anglican lodges in perpetual confrontation. The greatest success for masonry is evidently the founding of the United States of America. According to some theories, the American revolutionary war was an internal conflict among Masons, with the leaders of both sides representing disagreeing factions.

Bavarian Illuminati

Place and date of creation: May 1 1776 in Ingolstadt, Bavaria

Founder: Adam Weishaupt (1748-1830), a former Jesuit, Templar Commander, Freemason and Rosicrucian Initiate

Center: New York City.

Goals: Destruction of existing national governments and their replacement with Illuminati-controlled regimes. This is in aid of achieving the Great Plan; and to prevent organized opposition to the Templars from the world's governments by attacking them and subverting them from within.

Attributes: The All-Seeing Eye above the thirteen-stepped pyramid (see the back of any US one-dollar bill).

Methods: Subversion. The Illuminati do not concern themselves with the Nephilim, using them as tools where necessary or forging alliances of convenience with Arcana like the Tower, Emperor or High Priestess. Preferring political manipulation, the Illuminati uses some Elixirs and own a few Orichalka weapons.

Famous Heads: Since Weishaupt, the Illuminati have tried to keep their heads out of the spotlight.

Structure: Officially, the Illuminati are an arm of the Templars, but in practical fact they are independent of Templar control in many matters. The structure is semi-Masonic, with eleven levels; the three Masonic levels (Apprentice, Accepted and Master) and eight Illuminated Levels (five of the Lesser Mysteries, three of the Greater Mysteries: Adept, Illuminatus Minor, Illuminatus Major) topped by the Council of Thirteen and the General of the Order.

Past and Present: Founded by the Templars to react to the growing Nephilimic influence in the United States, the Illuminati was organized to destroy all world governments and religion and create a new Temple in the ensuing anarchy. However, although the Illuminati were able to take control of German Masonry at the Congress of Wilhelmsbad in 1782, their plans were upset when one of their couriers was killed by a Nephilim and his papers published in Bavaria and Paris. The order was suppressed by the government of Bavaria in 1786, and it split, with Weishaupt taking over the Illuminati efforts in France and America and leaving the German Order to stay underground and continue the original plan. The Illuminati successfully orchestrated the French Revolution and gained a large foothold in the American political and economic establishment, opening a beachhead for Templar infiltration in America. Using their French and American branches, the Illuminati began subverting Britain and other nations. Their agents in Britain had to settle for American-style interpenetration and control, but the Illuminati successfully overthrew the Russian Empire and used Soviet Communism as a very successful front for seventy years. As the Templars have sensed the mass awakenings of Nephilim in the late 1980s and 1990s, they have attempted to reassert their power over the Illuminati. These attempts have been the cause of several abrupt shifts in global financial and political structures over the last few years.

Carbonari

Place and Date of Creation: Paris, France in 1500.

Founder: King Francis I of France.

Center: Rome.

Goals: Spread of "enlightened" government over the world, leading to a human-dominated human-Nephilim partnership.

Attributes: A silver lodge-pole with a diagonal end, a red-white-blue ribbon, and an axe.

Methods: The Carbonari seek out world leaders or influential figures who seem capable of enlightenment, and using promises of secret influence and occult power, attempt to draw them into the Carbonari goals. If a leader betrays the Carbonari, fails to show true enlightenment, or otherwise fails the movement, he is destroyed by the Carbonari.

The Carbonari magic focuses on Elixirs and Nephilim domination. Carbonari members work to increase their Solar-Ka, and then in a special ritual, their most advanced members attempt to merge with and dominate a Nephilim so that the human remains in control of the Nephilim's magic. They have not been very successful with this as of yet. To this end they are always on the lookout for Stasis containing Nephilim, so that they can use them in their rituals.

Famous Heads: Francis I of France, Catherine de'Medici, Napoleon Bonaparte, Giuseppe Mazzini.

Structure: The Carbonari are a very democratic secret society, with three Lodges made up of individual Houses. Individual members are called the Good Cousins of the Carbonari. The world leader selected for Enlightenment is known as the Protector of the Carbonari. The judicial Lodge, the Alta Vendita, is a council of Grand Masters from particularly influential, wise, or powerful Houses. It judges the state of the Carbonari's Protector, keeping him or her on the True Path, or ruling that the Protector must be removed.

Past and Present: The Carbonari were a group of Masonic initiates in Scotland under the protection of the family of Robert the Bruce, when in 1500 they revealed themselves to Francis I, establishing the Order as it is known today. They sought to teach leaders to develop their Solar-Ka and then to control Nephilim, to build up an enlightened society that could progress to Agartha together. They fought the Emperor and Tower Arcana especially, being often allied with the Hanged Man and Temperance. On occasion, they would ally with the Mithridites and the Sun or Magician Arcana.

The Carbonari continued to attempt the Enlightenment of the Kings of France, putting their final efforts into Napoleon Bonaparte, who was initiated in 1796 by the Abbe Sieyes, a Carbonari Grand Master. However, he was subverted by the Emperor Arcanum while spending the night in the Great Pyramid in 1799. The Carbonari and the Emperor Arcanum duelled over Napoleon until 1802, when the Carbonari surfaced in Padua and other Italian cities as an overt republican (anti-Napoleonic) society and waged ceaseless occult war against him. The Carbonari attempted to influence the Czars of Russia and at the same time establish a unified enlightened

Italian monarchy, which they did by 1870. The Carbonari state in Italy was overthrown in 1922 by the Fascists, and the order has gone into a quiescent phase while it tries to select a new Protector. The Order is currently grooming an American governor, a French cabinet minister, and a member of Russia's Cabinet for the role.

Holy Vehm (Vehmgerichte, or Righteous Judges)

Place and Date of Founding: 772 AD in Aachen, Austrasia.

Founder: Charlemagne.

Center: Vienna.

Goals: The elimination of all Nephilim, especially those in high positions socially, politically, or religiously.

Attributes: The cruciform dagger.

Methods: Assassination, preferably by a cruciform dagger of Orichalka at a crossroads. A Nephilim or a human who has aided the Nephilim is seized and taken to a secret place, usually a crossroads, but often a cavern or cellar. The judgement is made, the victim is tortured to death to reveal any knowledge of others, hung from a tree or rafter, and killed with a cruciform dagger. The death sentence is published and the body left at a crossroads or under a bridge to be found.

Famous Heads: The titular head of the Vehm is the Holy Roman Emperor, who may or may not be aware of this fact. The working head of the Vehm is always unknown.

Structure: The Vehm is divided into three classes of initiation, the Free Judges (Freirichter), the Veritable Free Judges (Treffreirichter), and the Holy Judges of the Secret Tribunal (Geheimtribunal Heiligerichter). The Secret Tribunal is headed by the Master of the Seat (Stuhlherr) and aided by the Free Baron (Freigraf), often a high-ranking political figure.

Past and Present: The Vehm was founded in 772 by Charlemagne to root out supporters of the Nephilim-inspired Merovingians (the dynasty before Charlemagne's Carolingians) and to rid the countryside of a plague of Nephilim, especially in the recently conquered pagan lands of Germany. The Vehm continued its work under the later Emperors, with or without their consent, and in one notable case, tried the Emperor Frederick III (who had been aiding the Empress Arcanum) but was unable to carry out the sentence. The Vehm had a large influx of former Templars in the 1370s as the Templar communities suffered from the repercussions of their suppression by the King of France. The result was a truly ghastly one for the Nephilim, as the two groups began to share knowledge and abilities. The Vehm suffered two major blows at the hands of the Nephilim, in 1806 when the Emperor Arcanum ally Napoleon dissolved the Holy Roman Empire, and in 1918 when the Tower Arcanum toppled the Habsburg Empire. The Vehm was co-opted by the Nazis. In the postwar era it emerged in West Germany and Austria with strong ties to West German Intelligence. It is now building up a large database of Nephilim information, includ-

ing Stasis locations and Nexuses and Plexuses, which makes it an occasionally useful tool for certain unscrupulous Arcana.

Prieure de Sion

Place and Date of Creation: Jerusalem in 30 AD.

Founder: Joseph of Arimathea.

Center: Paris.

Goals: The Rebirth of the Fool, and the restoration of the Great Compromise.

Attributes: The sign of Virgo; the Cross of Lorraine.

Methods: Subtle illumination for the purpose of information gathering and the protection of the Line. The Prieure likes to use art, occultism, and subtle changes in mindsets and philosophies to create a favorable atmosphere to operate as it ensures the propagation of the Line and awaits the Rebirth. They do not use Orichalka, Elixirs, or Homonculi.

Famous Heads: Joseph of Arimathea, Godfroi de Bouillon, Nicolas Flamel, Sandro Botticelli, Charles Babbage, Claude Debussy.

Structure: The Prieure is headed by a Nautonnier (Navigator), who oversees 22 Connetables (Constables). Each Connetable has a number of Knights, Brothers, and Admitted under him, along Templar lines. Past and Present: The Prieure was founded to preserve the insights of the Zero Arcanum after the Templars killed Jesus and the church perverted his teachings. In order to do this, it was felt that the mystic bloodline started by the Incarnation had to be preserved at all costs. Secondly, the next Incarnation and Rebirth of the Zero Arcanum should be calculated as closely as possible and everything made ready. Tertiarily, the Line should be installed as the Rightful King where possible, to increase the emanations of the Zero Arcanum.

Joseph of Arimathea fled with the Heir to the Arcanum and a large number of occult secrets gathered during Jesus' early years, and established a Refuge first in France, then in Glastonbury, England. The Prieure succeeded in Incarnating a Nephilim named Merovee into the Line's current Heir in 480 AD, and founded the Merovingian Kingdom as a refuge for Nephilim fleeing the Temple and Rome. The Prieure, flush with its success in France, attempted to create a second Kingdom in Britain, but Selenim and Templar interference caused the Grail Kingdom of Arthur to collapse, leading to the disappearance of the Grail and the weakening of the Merovingians as well. After the Merovingians were betrayed by the Emperor Arcanum trying to create a more malleable King in the Carolingians, the Prieure withdrew into the shadows. It infiltrated the Templars when they surfaced in 1118, and was instrumental in their defeat by the King of France in 1314. The Prieure has concentrated on building up its occult secrets, interfering with particularly dangerous plans (Templars, those of other secret societies, or of some Major Arcana of Nephilim) and awaiting the next Great Conjunction to restore the Zero Arcanum.

The Prieure has allied itself with many Major Arcana at one time or another, including the Empress, Emperor, Char-

iot, Wheel of Fortune, Sun and Moon Arcana. It remains on good terms with many of the Nephilim, opposing them on an individual basis and only in self-defense. It is hated by the Templars.

Thule Bruderschaft

Place and Date of Creation: Nuremberg, Bavaria in 1786.

Founder: Adam Weishaupt and Johann Bode.

Center: Nuremberg.

Goals: Destruction of governments and world conquest through occult means.

Attributes: Silver spear and swastika on black; SS lightning runes.

Methods: Theft, violence, and warfare. The Thule Bruderschaft attempts to gain control of vastly powerful magical artifacts and use their energies to destroy governments and conquer the world. To this end, they also attempt to enslave, drain, or otherwise utilize Nephilim. They use all available magical resources, including Orichalka, Elixirs, and Homonculi.

Famous Heads: Martin Bormann.

Structure: The Thule is organized much like the Bavarian Illuminati, with strict orders of precedence and degrees of initiation. Its supreme head is generally called the Overman (Uebermensch), and its high council are known as the Armanen. Membership in the Thule is restricted to whites due to its belief that the white race was the ruling race of Atlantis.

Past and Present: The Thule was the successor organization in Germany after the dissolution of the Bavarian Illuminati there, and it concentrated on building up its mystical power by searching out artifacts, Orichalka, Litharge, and Stases. At the same time, it attempted to exploit and increase German nationalism as the best means of destroying the other nations of Europe and recreating the Atlantean Kingdom (which the German occultists called Thule). Hence, it sponsored Schliemann's excavations of Troy and Mycenae and Koldewey's digs in Babylon (keeping the most mystically significant treasures in secret museums around Germany) and the occult operas of Wagner and nihilist mythography of Nietzsche. In order to break the British stranglehold on Egypt, the Thule cultivated German official ties with Turkey. The Thule supported the Tower Arcanum in its "cleansing war" in 1914 as a means to increase German nationalism, but when Germany collapsed, the Thule decided to act openly. Under the leadership of Count Rudolf von Seebottendorff, a German engineer who had been initiated into an occult group in Constantinople, it melded the German national mystic orders into a Brotherhood, the Thule Bruderschaft. Other Thule members included Karl Haushofer, Hitler's geopolitical strategist, Rudolf Hess, and Dietrich Eckhart, Hitler's occult mentor. The Thule put Hitler into power and launched a titanic struggle to conquer the world using mighty artifacts such as the Spear of Destiny. The Templars, fearing that the Plan might be upset by a Thule victory, made common cause with the Nephilim who were being slaughtered to fuel the occult ma-

chinery of the Thule Reich, and Hitler was defeated. The Thule went back underground, moving to South America, Tibet and Antarctica, among other refuges. With German reunification and the approaching end of the century, it is beginning to rear its head once more.

The Black Star

Place and Date of Creation: Atlantis, Ancient Prehistory.

Founder: Orichalka Men.

Center: none.

Goals: Steal the Nephilim's magic and pervert it to their own use.

Attributes: Black Circle, eclipse, black star on a white field.

Methods: Murder, mayhem, and magic. The Black Star uses Orichalka, Elixirs, Homonculi, and Stasis magics to dominate Nephilim.

Famous Heads: None

Structure: Independent magicians. There are very few members of this secret society. Each magician teaches one apprentice at a time. Magicians operate in secrecy, and do not know anyone else but their master and students. Members have secret signs and symbols by which they can recognize each other or pass important messages. They are fanatically secretive, and anyone who exposes their occult identity is ruthlessly destroyed.

Past and Present: Also surfacing through history as the Orichalka Men, die Schwartze Stern, Eclipse, Shadowy Sun, Black Planet, and other names, the Black Star are the inheritors of the original secrets of the Orichalka Men. In the past they were organized into groups, but they have developed the current master-disciple method of passing on their secrets in the modern world.

The Black Star are responsible for many of the human's magical developments. They take Nephilim magical creations and corrupt them to serve the humans. They stole the secret method of making Stasis objects from the Nephilim, and were the ones to develop the method of creating Homonculi.

SACRED PLACES

MANY MAGICAL PLACES exist throughout the world. This chapter focuses on those places found within North America, while later books will explore other areas. Just as History is largely a fabrication perpetrated by Nephilim and human initiates, so too are the "surface" appearances of several locales in the United States and the world at large. A classic example is the scholarly "explanation" of the Great Serpent Mound of Ohio. The Serpent is supposed to represent the spot (Eden) where God's work was first given to mankind

so as to serve as a demonstration of the powers of Satan as expressed to Adam and Eve and to reveal the pains and penalties of sin. This belief is supported in Job

"And now the Nephilim, offspring of spirit and flesh, will be called spirits on the earth, and earth shall be their dwelling-place."

-The Book of Enoch

xxvi:13: "By His spirit, He hath garnished the heavens; His hand hath formed the crooked serpent." This is a typical Nephilim distortion of the facts. These locales are in reality places of power, sacred spots of the earth where elemental energies are stored and released. Often a sacred spot is the hub of occasional Plexus or Nexus.

Plexus and Nexus

All of these places have a permanent elemental field. On days when the Astrological modifier is 6 or more, and the daily element is the same as that of the elemental field, a Plexus appears. On other days when the Astrological modifier is 10 or greater, and the daily element is of the same type as that of the elemental field, a Nexus appears. A Nexus or Plexus usually lasts from sunrise to sunrise. At other times, a permanent Elemental field adds 1d6 to the caster's corresponding Kaelement when casting magic, in the same manner as and in addition to the Astrological modifier.

Most of these sites are claimed by individual Nephilim or their Major Arcanum. Some of these have been discovered by secret societies, who try to prevent Nephilim from using the locations, or try to use them themselves to perform magic.

Arizona

One of the most powerful sacred spots in the United States is located in and around Sedona, Arizona. Located southwest of Flagstaff, Sedona is red rock country, called by the Hopi Indians "Palatkwapi" the Red City of the South. As such this country is largely governed by the magical fields of Fire.

Sedona and environs are a hotbed of Fire Plexuses. Known as the famous Sedona vortices by most New Age groups, these points are marked by natural formations such as large standing rocks, hills, mesas and sinkholes.

Sedona Vortex

The chief Sedona vortex is centered at Indian Gardens. It is the hub for eight other points of power: Bell Rock, Cathedral Rock, Airport Mesa, Boynton Canyon, West Fork, Sunset Point, Coffee Pot Rock and the Chapel of the Holy Cross. Nephilim of the Temperance Arcanum, among others, believe it functions as both a place of physical and spiritual healing and as a gateway to other dimensions. Sedona is visited year round by human pilgrims and seekers of earth knowledge as a geophysical and psychic Mecca.

Within the nine point Sedona vortex can sometimes be found old, empty Stasis artifacts. These include ancient Indian relics such as arrowheads, beads, sacred rock drawings, quartz crystals and some of the standing stones themselves.

Located around the vortex are many triads of Plexuses. These are as follows:

- ☆ Scheurman Mt., which contains a magic field of Water; Airport Mesa, which contains a magic field of Earth; and Bell Rock which contains a magic field of Fire.
- ☆ Chimney Rock, which contains a magic field of Air; Gray Mt., which contains a magic field of Moon; and Coffee Pot Rock, also known as Horus Rock, which contains a magic field of Fire.
- ☆ The Sentinels, which are a group of pinnacle-shaped rocks east of Airport Mesa, contain an Air field; Oak Creek Canyon, which contains a magic field of Earth; and Mund's Canyon which contains fields of both Air and Water.

The Great Temple

The deepest and most hidden secret of the Sedona vortex is the Great Temple. According to Hopi legend, this Temple was created by the "Thunder-beings," the gods of the Hopi during an ancient age. It is a supreme magical elemental working which aligns with the various vortice points and draws in their elemental fields to create a periodic Nexus, which appears on days when the Astrological Modifier is 9 or 10. In appearance, the Great Temple is a huge outdoor pentagram formed from five vortex points.

The five points of the Pentagram are: Courthouse Rock, bottom point; Cathedral Rock, left point; Airport Mesa, top left point; the basins of Mund's Mt., top right point; and Lee Mt., right point. The permanent Nexus appears at Madonna Rock, which lies in the center of the hub north of the Twin Buttes.

This area is guarded by six Major Arcana tribes of Nephilim, who compose two Vital Triads. They are The Lovers, The Sun and The Tower; and The Devil, The Moon and Judgement. There are always powerful Nephilim of each of the six Arcanum here protecting the Great Temple Nexus from secret society incursion. Its existence is also not well known among Nephilim, but may be revealed to the player characters should the reason warrant it.

Other Places

Other places of power in Arizona include the Grand Canyon. This area contains numerous permanent elemental fields, from all five elements. Along the Gila River are circular rock alignments which point precisely to sunrise on the summer solstice. Near Yuma are many sand figures displaying huge horses, serpents, warriors and fishermen. Black Point Dance Circle nearby is speculated to be a map of the sun, moon and Milky Way. The gamemaster may create her own elemental alignments for these places, as suits her needs.

California

California has a rich and ancient history of sacred places. The entire Mojave Desert is one huge conglomeration of mobile elemental fields, in which Nexuses and Plexuses unpredictably come into being and then disappear. The Race Track Playa (famous for its "moving" rocks) and Echo Canyon in the Death Valley National Monument are sites of considerable elemental flux and anomaly. Pinnacles National Monument, with its huge standing stones in the shapes of human heads and faces (not to mention resemblances to human genitalia) is a sacred Indian "Vision-Quest" site. All along the San Andreas Fault and along the other major fault lines in California are situated sacred spots and elemental field crossings. The gamemaster can use these spots to position elemental fields as she wishes.

Northern California

Matching the power and intensity of the desert power places are permanent elemental fields of Northern California. These are perhaps the strongest areas in the state.



The San Francisco Bay Area

Four sacred places dominate the Bay Area. Though now largely extinct, the native Indian Ohlone and Miwok tribes were residents of this area for hundreds of years. The Miwok conducted pow-wow meetings of the tribes at these spots. These points contain permanent elemental fields. They are: Pt. Reyes (Air & Moon), Mt. Tamalpais (Earth) in Marin County, Point Lobos (Fire) in Suto Heights Park in San Francisco, and the entrance to the bay at the Golden Gate (Water).

The tribal Miwok and Ohlone were dedicated to maintaining the ancient balances of the spirits and elements that dwelled in these spaces. It is a Miwok belief that an Owl-God gave the tribes the knowledge of the elements and the means to balance them, i.e. control of magic fields. The Miwoks and Ohlone kept this knowledge secret until the arrival of the white man and the appearance of secret societies bent on destroying the Nephilim of these areas.

Several of the more famous constructs in the bay area were created by secret societies in their struggles against the Nephilim. The most observable of these is the Golden Gate Bridge. The true purpose behind its construction was to close the circuit of the mountains ringing the bay and hold in the Orichalka fields in order to entrap and disperse the Nephilim in the bay area.

The Suto Heights Baths were built to dampen the fields of elemental Fire at Point Lobos, thereby preventing the periodic Fire Plexuses from forming. This worked, until the baths were destroyed in the 1930s by Nephilim of the Tower Arcanum.

In the center of the bay is a permanent field of elemental Water, attainable by boat or swimming.

Mount Shasta

For centuries Mt. Shasta has been the focus of myth and legend. It is the "Mt. Meru, mountain at the center of the world" geomorphic archetype for the United States, eclipsing in terms of sacredness and power Mt. Ranier in Washington. On days when the Astrological Modifier is 9 or greater, a Nexus forms at its highest point. Mt. Shasta is very powerful and has remained active since antediluvian times. According to some Indian legends, gods (post-Atlantian Nephilim) came out of the mountain from the center of the earth and mated with humans. Another legend posits that a fragment of the crystal pyramid, the misuse of which led to the destruction of Atlantis, was removed to the center of Mt. Shasta and now creates the Nexus there. It is rumored that the center is a doorway to Agartha.

Mount Shasta is the focal point for many Nephilim Major Arcana, most of whom always have representatives there. As a common meeting ground, it acts as a defacto headquarters for guiding the Awakening.

Mount Shasta is covered with trails, streams, creeks, rivers, paths, cave entrances, buttes, summits and camps.

Colorado

Colorado has the Rockies and many rivers. In recent times it was home to such geniuses as Nicola Tesla, a Nephilim of the Chariot Arcanum, who performed many experiments with electricity and Earth energies at Colorado Springs. Permanent Earth fields can be found in the Rockies, and the Colorado river contains a permanent Water field high up near where it begins.

At Grand Junction, the site of a permanent elemental Air field, are numerous megaliths and petroglyphs.

Colorado has also been an area associated with anomalous phenomena such as UFO activity, sightings of strange lights and sounds as well as Yeti and other mythical creatures which are sometimes born of the Nexuses.

New England

Throughout the states that make up New England are several places of power. Massachusetts is home to Salem and surrounding counties which all have many stone circles and dolmens. This area was sacred to many Indian tribes as well as being the center of witchcraft activity in New England since the 1600s. During the Templar-inspired witch-burnings many Nephilim were destroyed or forced back into their Stasis items. Examples of such Stases could be old family Bibles, dowries, hope chests, old clocks or maritime devices, and weapons of inquisitorial torture.

Throughout New England and especially in Maine are many lakes and streams, and hills, some of which contain permanent Water fields. The Green Mountains of Vermont are areas of geomagnetic activity featuring Earth fields and anomalous phenomena. Nephilim have a difficult time in New England due to the many entrenched human conspiracies working against them. New England is a hotbed of Templar, Bavarian Illuminati and Masonic activities, most of which are aimed at Nephilim.

New Mexico

Besides being the home of many sacred Indian places, New Mexico is the birthplace of the Nuclear Age. Trinity site, in the White Sands desert, is where the first atomic bomb was exploded. The explosion made the area highly radioactive, but around it and beyond it created a large, permanent Orichalka Plexus. Several permanent elemental fields exist in and around this area, but they are weakened by the Orichalka and only kept active by the influence of the permanent Nexus in Sedona; they never turn into Plexuses or Nexuses. The Templars make their headquarters near here in the San Andres Mountains, in a cave complex within the effects of the Orichalka Plexus. Nephilim cannot perform magic within the Orichalka Plexus, and suffer the permanent loss of 1d6 points of dominant Ka for each hour spent within the area of its effect.

Roswell, New Mexico is a permanent Moon Plexus that was activated in 1947 when several UFOs crash-landed there. The secret of Roswell is that these UFOs were recovered

Nephilim magical technology from the time of Atlantis, permanently crashed there to create a Moon Nexus in an attempt to weaken the effects of the Trinity site and make it more accessible to Nephilim.

New York

North Salem, New York is home to what has been dubbed, "America's Stonehenge." It is believed to have been constructed by a local Indian tribe several hundred years ago and is composed of a stone circle with a large dolmen forming an eastward-facing entrance. While now a tourist spot, it was for many years a place of power for the surviving Indians and local witches. A natural celestial observatory and earth calendar, the circle was once a Nexus point, now inactive. The secret of this North Salem power spot is that the stones run very deep into the earth like the roots of a tree and have formed a duplicate temple circle underground that acts a conduit for elemental energies. The circle is now a local monument owned and operated by the city council, as part of a Templar plot to weaken the Nexus. The plot involves the nearby souvenir shop which sells chunks of the stones and models of the circle, slowly diminishing its natural power.

In the 1960s local witches and neo-pagans attempted to hold solstice and equinox ceremonies there but were stopped by the chief of police and later were completely prohibited due to the ownership of the site by the city of North Salem which remains to this day a "decent, upstanding Christian town."

The Priest Arcanum is associated with the circle. They are working through legal channels to gain possession of the site and hopefully reactivate the Nexus there.

The land that makes up New York City was once sacred Indian ground. It is now the home of international banking and corporate entities owned and operated by a conglomerate of Templar-controlled interests conspiring against all Nephilim tribes. As more Nephilim awaken this area will become a literal battleground. Parts of New York state remain to this day wooded and beautiful. It is full of hills, valleys, lakes and rivers, in which can occasionally be found temporary Plexuses and Nexuses.

Nevada

Area 51 in Nevada is home to an ultra secret U.S. government/military underground base that is the hub of a series of underground bases spanning the entire north and south west region of the United States. It is here that they test the new and highly sophisticated aircraft and weaponry. According to rumor, the aircraft tested in this area are actually confiscated alien technology. For years UFO researchers and curiosity seekers have claimed to have seen these aircraft being tested and flown. The government has refused public statements regarding these rumors, though an ex-CIA operative and engineer hired by Naval intelligence to work there has come forth and said that he helped develop a prototype saucer craft for the government based on alien design and propulsion systems. In actuality, Area 51 is the culmination of deliberate Black Star and Rosicrucian secret society subterfuge to disguise their studies of forgotten Atlantean Nephilim magic.

The humans involved had once made a pact with the Chariot and the Wheel Arcana, but have since stolen their magical secrets and are now working against them.

Ohio

Serpent Mounds

Ohio is the home of one of the greatest and most mysterious sacred spots in the United States, the Great Serpent Mound. It is located on Brush Creek in Adams County and occupies a high ridge. The head of the serpent is situated on a sheer precipice of rock, 100 feet high that overlooks Brush Creek. Its undulating body continues for 1,330 feet before terminating in triple coils at the tail. The head, which is triangular shaped, looks like a mouth with jaws spread wide, in front of which is an oval or egg-shaped figure that the serpent seems about to swallow. The height of the serpent embankment is from two to three and a half feet.

According to archeologists this mound and others like it were made by the Adena culture between 1000 B.C. and 200 A.D. Unlike the other mounds, the Great Serpent is not a burial mound. It is believed by one scholar to be an image of a lunar eclipse based on Asian mythology. The snake represents the Little Dipper, a constellation whose handle ends at Polaris, the North Star. The coils in the serpent's body correspond to the stars in the handle, while the tail spirals in the same clockwise direction as the Little Dipper's rotation around Polaris. Others believe this is the actual site of the Garden of Eden. According to a local Indian shaman versed in the legends of his people the mounds are the letters of the earth's book. The Indian belief holds that the worshippers of serpents, ravaged by war among themselves, were compelled to view the sun, moon and celestial bodies as the only objects worthy of adoration. Hence, they covertly entombed their gods in earth-mounds representing those bodies.

The secret of the Great Serpent Mound partakes of these views but runs much deeper. The Adena culture was inspired by the ancient Selenim empire in North America. The Mound is their sigil and is a gateway of access to other dimensions and star systems sometimes use by Agarthan Nephilim. The coils of the serpent symbolize the magic fields, especially those of the Black Moon, and the egg about to be consumed is symbolic of the destruction and transmutation of Ka in the Selenim transformation rite. The Serpent is directly connected via a powerful elemental fields to the Nexus of Mt. Shasta. On days when the Astrological modifier is 8 or greater, a Nexus forms here. On any Monday when the Astrological modifier is 5 or greater, a Moon Plexus forms here.

Ohio Valley

Throughout the Ohio valley are mounds and effigies. One of these sacred power places is at Fort Ancient which overlooks the Little Miami River. The fort is actually a large mound surrounded by woods that are covered with animal effigies and earth mounds in the shape of lizards, turtles, hawks, panthers and bears. These are spirit allies whose powers have been grounded and of whose essence the shaman can still partake. Each mound and effigy in this area is a small perma-

nent elemental field, with at least one for each variety of elemental Ka. This area has an aura of mystery and has manifested anomalous phenomena for centuries. It was believed to be an evil place by early Christian missionaries and was avoided by most pioneers and settlers in the early days of America.

Oregon

Crater Lake National Park is home of the famous Crater Lake and Mt. Scott. For over a century the lake has been the plagued by anomalous phenomena and is a magnet for Cryptozoologists hoping to get a look at the legendary "Crater Lake Monster," supposedly a plesiosaur akin to Nessie and other lake creatures world-wide. The lake has permanent magic fields of Water and Earth.

Mt. Scott, also in Oregon, contains permanent fields of Air and Fire. According to local Indian legends, Mt. Scott is also home to a mythical Thunderbird.

Utah

Utah has a long history of Religion and Myth originating from both Indian and White cultures. It is here in the 19th century that the Mormons settled. Salt Lake City is the Mormon capitol of the world. Joseph Smith was supposedly well versed in the apocryphal writings of The Book of Enoch that recounts the early myths surrounding the Nephilim, known

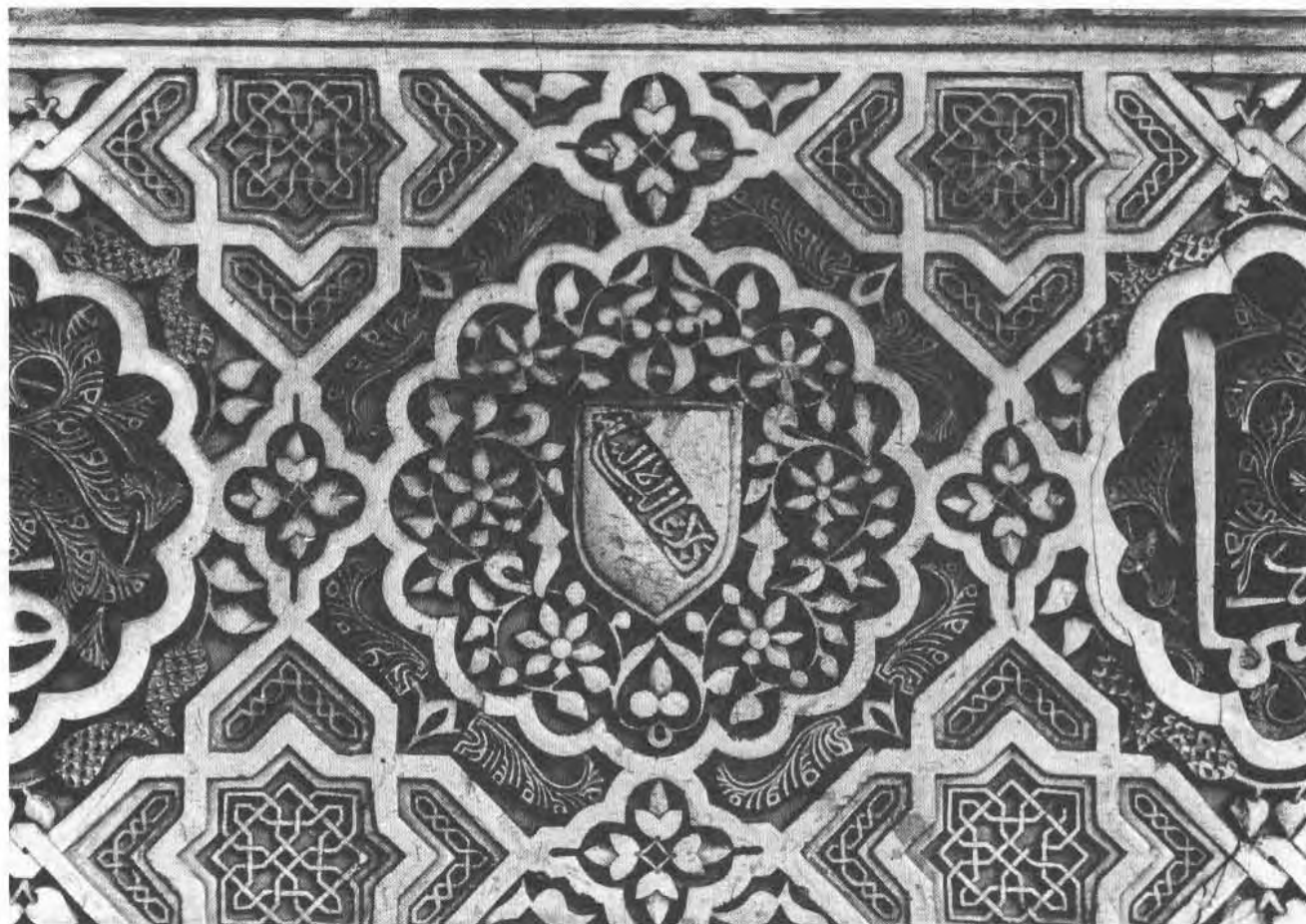
as The Watchers or The Fallen Ones. The secret of The Book Of Enoch is that it is part Nephilim misinformation and part fact. Within Salt Lake is a permanent Water field.

A major power place in Utah is located in Forgotten Canyon within Glen Canyon National Park. Giant petroglyphs scour the walls of this canyon. The secret of Forgotten Canyon and these petroglyphs is that they are the pictorial fragments of the mythic retelling of the fall of Atlantis and the turmoil of the following Orichalka wars and the rise of the Selenim. The area contains a permanent Earth field.

West Virginia

Point Pleasant, West Virginia has always been a place of unusual magical occurrences. In 1966-67 there occurred a wave of anomalous phenomena including strange aerial lights, UFO sightings, mysterious power outages, visitations by Men in Black and the terrifying appearance of a giant bat-winged monster with huge glowing red eyes later known as the "Mothman". These happenings culminated in the collapse of the Silver Bridge which spanned the Ohio River. The cause of these occurrences to this day is unknown.

The secret of Point Pleasant is that it is a place of highly volatile geomagnetic and elemental flux. The area is covered with fluctuating elemental fields that have been unstable for centuries. It is rumored that yet another secret government underground facility exists near this area.



GAMEMASTER CHARACTERS



NEPHILIM FACE MANY VARIETIES of opponents during their struggle to reach Agartha. This chapter contains samples of gamemaster characters, including secret society members and Nephilim. They should serve as an example of different types of characters, and provide the gamemaster with easy-to-use non-player characters for her campaign.

Secret Society Members

The following characters are meant to serve as examples of the kinds of opponents gamemasters will use against the Nephilim. These are meant to be representative members of the various groups in the world of *Nephilim*, but gamemasters are urged to individualize their own non-player characters.

Templar Knight

This is a trained warrior of the order of the Knights Templar. He is a cunning and powerful fighter, and will give the Nephilim something to worry about.

Male, Age 34

Social Status: 12 **Opportunity (Soc x3):** 36

Education: 16, Military Academy and Training.

Life Experience: 60

Culture: Modern American, military training.

Profession: Knight Templar.

Income: \$120,000 per year, plus expenses.

Residence: Condominium, overlooking city.

Family Relationship: 0, Family thinks he died in action.

Possessions: Motorcycle, arsenal, library of books on tactics and warfare.

Appearance: Rough-looking, scar along one cheek.

STR 18	CON 16	INT 16
DEX 15	CHA 15	Sun-Ka 16
HP 16	Actions 4	db +1d6

Skills: Bargain 45%, Climb 65%, Conceal 70%, Dodge 55%, Drive (Motorcycle) 70%, Drive (Heavy Military Vehicles) 70%, Electronics 60%, First Aid 60%, Fist/Punch 85%, Grapple 70%, Handgun 85%, Heavy Weapon 80%, Hide 65%, Hunt 65%, Kick 65%, Listen 55%, Machine Gun 75%, Mechanics 55%, Melee (Swords) 75%, Pilot (Combat Helicopter) 65%, Rifle 85%, Scan 75%, Scrutinize 65%, Speak (Modern American) 90%, Speak (Modern Russian) 45%, Speak (Modern German) 55%, Submachine Gun 75%, Survival 75%, Swim 65%.

Weapons: Fist 85%, Damage 1D3+1d6.

Kick 65%, Damage 1d6+1d6.

Gim (Chinese Straight Sword) 75%, Damage 1D8+1+1d6.

.357 Magnum Revolver 85%, Damage 1D8+1D4.

Garand M2 Rifle 85%, Damage 2d6+2.

M16A2 Submachine Gun 75%, Damage 2D8.

Bazooka 80%, Damage 4d8.

Magic: None.

Rosicrucian Scholar

This learned woman is a tool of the Rosicrucians. Her occult knowledge is formidable. She hopes to enter the innermost circles of the order, and to then be taught their Magic.

Female, Age 46

Social Status: 14 **Opportunity (Soc x3):** 42

Education: 23 PH.D. in Classical languages & Comparative Literature.

Life Experience: 86

Culture: Modern American, scholar and teacher.

Profession: University Professor.

Income: \$60,000.

Residence: House in hills.

Family Relationship: 14, Husband and two children, they do not know of her ties to the Rosicrucians.

Possessions: American sedan, home computer, extensive library.

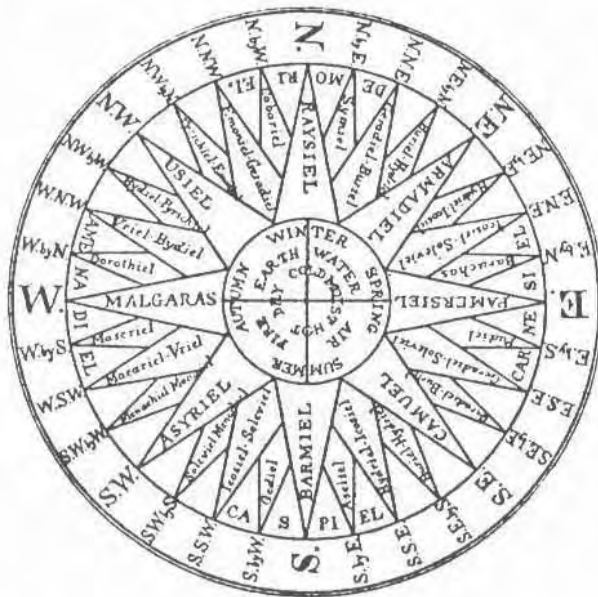
Appearance: distracted, pays little attention to fashions.

STR 10 CON 12 INT 18
DEX 12 CHA 10 Sun-Ka 16
HP 12 Actions 3 db +0

Skills: Anthropology 40%, Art (Hieroglyphs) 65%, Astrological Lore 55%, Computer Use 25%, Hermetic Lore 65%, History 75%, Kabbalistic Lore 55%, Psychology 45%, Read/Write (Hieroglyphs) 75%, Read/Write (Ancient Greek) 80%, Read/Write (Latin) 80%, Research 90%, Religion (Christian) 65%, Religion (Greek) 70%, Religion (Roman) 65%, Religion (Egyptian) 65%

Weapons: None.

Magic: None.



Black Star Sorcerer

This sorcerer has recently finished his apprenticeship and set out on his own. His magical skills are potent, but not massive, and he only has a few spells available.

Male, Age 34

Social Status: 11 **Opportunity (Soc x3):** 33

Education: 16, finished college before beginning his apprenticeship.

Life Experience: 60

Culture: Modern American, crackpot circles.

Profession: Horror Author.

Income: \$35,000 per year.

Residence: Rented apartment in city.

Family Relationship: 5, No immediate family.

Possessions: Library of books, outdated home computer, bus pass.

Appearance: Disheveled, dresses in black, long hair.

STR 9 CON 10 INT 17
DEX 9 CHA 8 Sun-Ka 18 (awakened)
HP 10 Actions 2 db +0 Ch'awe 10

Skills: Astrological Lore 85%, Conceal 35%, Fast Talk 65%, Hermetic Lore 85%, Kabbalistic Lore 80%, Psychology 65%, Read/Write (Modern American) 80%, Read/Write (Ancient Greek) 65%, Read/Write (Latin) 60%, Research 65%, Scrutinize 70%, Speak (Modern American) 70%,

Speak (Ancient Greek) 70%, Speak (Latin) 65%, Tarot Lore 55%.

Weapons: None.

Magic: Lower Magic 81%, Higher Magic 60%

Has one Elixir with Air-Ka 12, Earth-Ka 10, Fire-Ka 6, Water-Ka 9, and Moon-Ka 8.

He has focuses for the following spells: Pyretic Palm, Pyromantic Temper, Pyretic Fortitude, Pyromancy.

He is able to use Ka-vision, and has one slave Homonculus (see below), that can cast its own spells, as well as the spells for which its master has focuses.

Homonculus

This poor Nephilim has been trapped by a sorcerer to perform twisted deeds in his service.

Appearance: A twisted and deformed tiny humanoid. Its skin is glossy as if in a constant sweat. A pentagram is carved into its forehead.

STR 7 CON 16 INT 19
DEX 20 CHA 4
HP 16 Actions 5 DB -1D4 Ch'awe 18

Ka: Water 16, Moon 13, Air 10, Earth 7, Fire 3.

Skills: Art (sing) 95%, Bargain 65%, Conceal 75%, Dodge 85%, Fist/Punch 55%, Hermetic Lore 85%, Hide 95%, Hunt 45%, Kabbalistic Lore 85%, Listen 90%, Scrutinize 65%, Smell 80%, Speak (Modern American) 50%, Swim 100%.

Weapons: Fist/Punch 55%, Damage 1D3-1D4.

Magic: Lower Magic 82%, Seals 62%.

Has the following spells inscribed: Dexterity, Liquidification, Silent Flow, Kerubim of Exasperation and Confusion, and Those Who Hit like Scorpions.

Assassin

A modern member of the ancient Assassin group. His skills are great, and woe to any who he is sent after.

Male, Age 28

Social Status: 10 **Opportunity (Soc x3):** 30

Education: 12, brought into the order shortly after High School.

Life Experience: 46

Culture: Modern Iranian.

Profession: Assassin.

Income: N/A (all expenses are provided for by the order).

Residence: Urban Iran.

Family Relationship: 15, strong ties to family.

Possessions: tools of the trade.

Appearance: Tall and muscular, dark eyes.

STR 16 CON 15 INT 14
DEX 18 CHA 13 Sun-Ka 15
HP 15 Actions 4 db +1D4

Skills: Climb 85%, Conceal 80%, Dodge 85%, Fist/Punch 70%, Grapple 65%, Hide 80%, Kick 60%, Listen 60%, Medicine 45%, Melee (Dagger) 70%, Melee (Garrote) 75%, Melee (Sword) 55%, Religion (Islam) 75%, Scan 60%, Speak (Modern Arabic) 85%.

Weapons: Fist/Punch 70%, Damage 1D3+1D4.

Kick 60%, Damage 1d6+1D4.

Dagger 70%, Damage 1D4+2+1D4.

Garrote 75%, Damage 1D4+1D4 (A successful attack indicates that unless dislodged using the Grapple skill, the victim suffers additional damage automatically in each succeeding round).

Sword 55%, Damage 1D8+1+1D4

Magic: None.

Holy Vehm Free Judge

This minor official of the order has overseen the execution of not a few Nephilim. His Orichalka dagger has been handed down to him from the last three generations of this family.

Male, Age 45

Social Status: 15 **Opportunity (Soc x3):** 45

Education: 18, attended the finest European universities.

Life Experience: 75

Culture: Modern Austrian upper-class.

Profession: Judge.

Income: \$150,000 per year.

Residence: Fine house in Vienna.

Family Relationship: 15, devoted wife and loving children.

Possessions: Fine car, legal library, Marie Antoinette's mummified head (a family heirloom).

Appearance: Distinguished elderly gentleman.

STR 13	CON 13	INT 16
DEX 12	CHA 18	Sun-Ka 15
HP 13	Actions 3	db 0

Skills: Bargain 65%, Computer Use 25%, Drive (Sportscar) 65%, Fast Talk 70%, Hermetic Lore 20%, History 45%, Law 75%, Melee (Dagger) 65%, Psychology 75%, Read/Write (Modern German) 85%, Rifle 75%, Scrutinize 55%, Speak (Modern German) 90%

Weapons: .22 Bolt Action Rifle 75%, Damage 1d6+2.

Dagger 65%, Damage 1D4+2+0.

Magic: Orichalka Dagger (73 points of capacity).

Carbonari Politician

This minor politician has shown some promise and drawn the attention of the Carbonari. Since joining them, his campaign has been on the upswing, and soon may be rising to a position of power in the American government.

Male, Age 34

Social Status: 14 **Opportunity (Soc x3):** 42

Education: 18, MA in Sociology.

Life Experience: 64

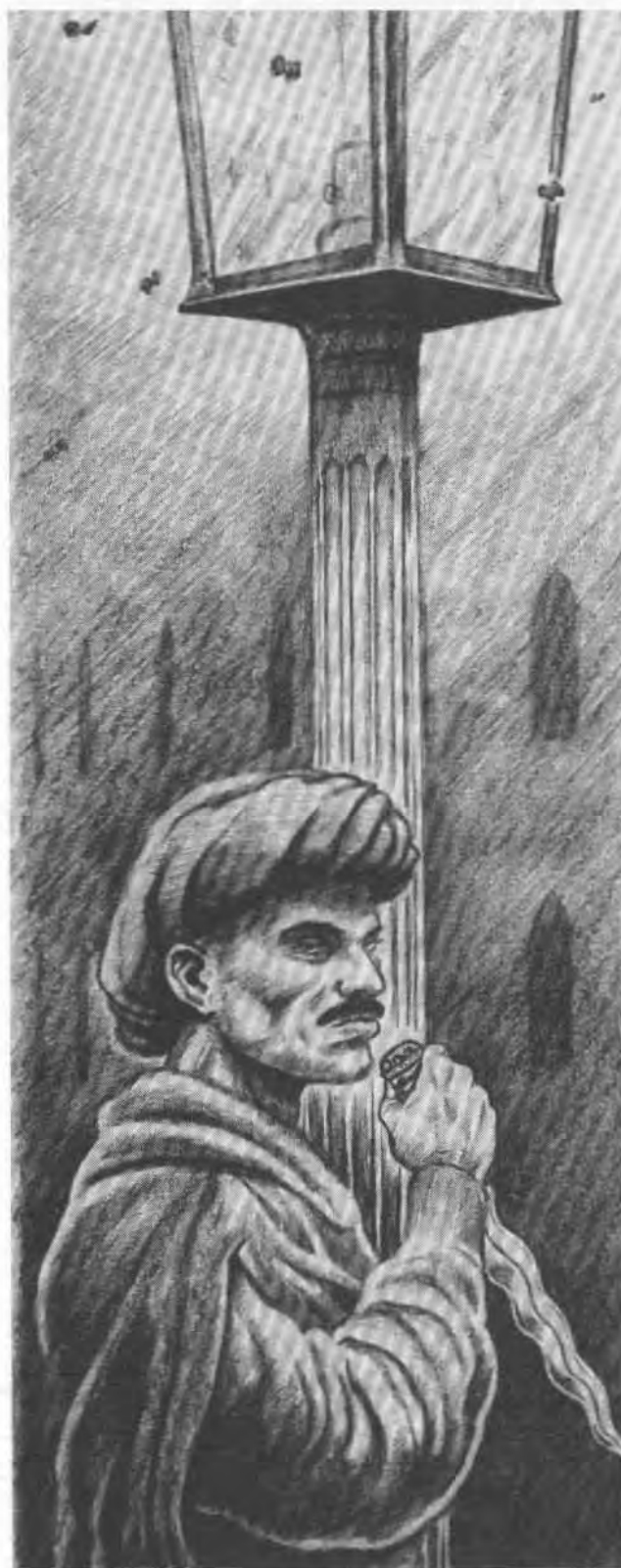
Culture: Middle American politician.

Profession: Rising Politician.

Income: \$40,000 per year

Residence: Small house in town.

Family Relationship: 13, single, but keeps good relations with his family.



Possessions: Economy car, legal library, Perry Mason video-cassette collection.

Appearance: Tall, chiseled features, decent dresser.

STR 14	CON 14	INT 16
DEX 12	CHA 18	Sun-Ka 12
HP 14	Actions 3	DB +1D4

Skills: Bargain 70%, Business 55%, Fast Talk 85%, Law 55%, Psychology 85%, Read/Write (Modern American) 90%, Research 75%, Speak (Modern American) 90%.

Weapons: None.

Magic: None.

Thule Bruderschaft Commando

This Aryan soldier works toward the rise of a New Reich. He has organized gangs to conduct racial hate crimes, and probably more things of which even his closest companions are not aware.

Male, Age 32

Social Status: 10

Opportunity (Soc x3): 30

Education: 16, Completed college with a degree in Military History.

Life Experience: 58

Culture: Modern South American.

Profession: Commando.

Income: \$50,000 per year, plus expenses.

Residence: Argentina.

Family Relationship: 0, family thinks he's dead.

Possessions: Weapons, combat texts, off-road jeep.

Appearance: Tall, blond and muscular.

STR 16	CON 16	INT 13
DEX 15	CHA 15	Sun-Ka 10
HP 16	Actions 4	db +1D4

Skills: Climb 65%, Conceal 75%, Dodge 65%, Drive (Off-road jeep) 55%, First Aid 55%, Fist/Punch 75%, Grapple 75%, Hide 65%, Hunt 75%, Kick 70%, Listen 65%, Mechanics 55%, Melee (Dagger) 75%, Psychology 55%, Read/Write (Modern Argentine Spanish) 75%, Read/Write (Modern German) 85%, Scan 75%, Smell 45%, Speak (Modern Argentine Spanish) 85%, Speak (Modern German) 85%, Submachine Gun 85%, Survival 75%, Swim 75%.

Weapons: Fist/Punch 75%, Damage 1D3+1D4.

Kick 70%, Damage 1d6+1D4.

Dagger 75%, Damage 1D4+2+1D4.

AK-47 85%, Damage 2d6+1.

Magic: None.

Teutonic Knight

This typical knight of the order has been gifted with an Orichalka sword with which to continue the cleansing of the Nephilim.

Male, Age 28

Social Status: 12

Opportunity (Soc x3): 36

Education: 16, BA in Urban Studies.

Life Experience: 54

Culture: Modern American, West Coast Urban.

Profession: City Planner.

Income: \$40,000 per year.

Residence: Apartment in the city.

Family Relationship: 10, keeps in touch.

Possessions: Economy car, home computer, collection of Wagner CDs.

Appearance: Average, decent dresser.

STR 14	CON 14	INT 15
DEX 15	CHA 15	Sun-Ka 16
HP 14	Actions 4	DB +1D4

Skills: Art (Drawing) 65%, Build 55%, Business 55%, Climb 45%, Computer Use 45%, Drive (Construction Equipment) 45%, Fist/Punch 75%, Grapple 75%, Hermetic Lore 35%, Hunt 65%, Kabbalistic Lore 35%, Kick 85%, Law 35%, Melee (Sword) 85%, Psychology 45%, Research 45%, Scan 65%, Scrutinize 75%, Survival 65%, Swim 65%

Weapons: 1H Sword 85%, Damage 1D8+1+1D4.

Magic: Orichalka 1H Sword with 213 points of capacity.

Order of Rhodes Corporate Hacker

This Horseman of the order uses her considerable skills with computers to infiltrate corporate and private information databases in order to discover more about the Nephilim.

Female, Age 26

Social Status: 13

Opportunity (Soc x3): 39

Education: 19, MA in Computer Science.

Life Experience: 58

Culture: Modern Urban America.

Profession: Corporate Computer Specialist.

Income: \$55,000 per year.

Residence: Apartment in the city.

Family Relationship: 8, distant.

Possessions: Sports car, up-to-the-second home computer system.

Appearance: Attractive, but slightly disheveled.

STR 10	CON 10	INT 17
DEX 12	CHA 14	Sun-Ka 14
HP 10	Actions 3	db +0

Skills: Art (Digital Graphics) 35%, Astronomy 45%, Computer Use 90%, Drive (Moped) 65%, Electronics 85%, Physics 55%, Research 75%.

Weapons: None.

Magic: Her computer's electronics have been carefully laced with Orichalka to prevent intrusion by Nephilim.

Freemason Archeologist

This scholar uses his considerable knowledge of excavation and past cultures to find and exploit ancient Nephilim Stases and other mystical artifacts.

Male, Age 38

Social Status: 13

Opportunity (Soc x3): 39

Education: 20, PH.D. in Classical Languages and Ancient Cultures.

Life Experience: 72

Culture: Modern American, East Coast intellectual.

Profession: Professor of Archeology and Classical Languages.

Income: \$60,000.

Residence: House just outside the city.

Family Relationship: 13, wife, family nearby.

Possessions: American Car, collection of artifacts, felt hat.

Appearance: Disheveled, but attractive, scar on chin.

STR 15	CON 15	INT 18
DEX 13	CHA 15	Sun-Ka 17
HP 15	Actions 3	db +1D4

Skills: Anthropology 75%, Archeology 85%, Astrological Lore 65%, Bargain 75%, Climb 75%, Conceal 55%, Dodge 65%, Drive (Heavy Trucks) 65%, Drive (Motorcycle) 65%, Fast Talk 65%, First Aid 45%, Fist/Punch 75%, Geology 55%, Grapple 65%, Handgun 75%, Hermetic Lore 45%, History 85%, Kabbalistic Lore 45%, Kick 65%, Listen 55%, Mechanics 45%, Psychology 65%, Read/Write (Classical Arabic) 65%, Read/Write (Classical Greek) 75%, Read/Write (Latin) 80%, Read/Write (Hindustani) 65%, Read/Write (Egyptian Hieroglyphs) 75%, Read/Write (Ogham) 55%, Read/Write (Futhark) 65%, Religion (Egyptian, Greek, Hindu) 65%, Religion (Roman, Celtic, Norse) 75%, Religion (Islam) 60%, Religion (Christianity) 75%, Speak (Classical Greek) 65%, Speak (Latin) 75%, Speak (Ancient Norse) 55%, Speak (Gaelic) 65%, Speak (Classical Arabic) 75%, Speak (Hindustani) 55%, Survival 55%, Swim 55%.

Weapons: .38 Revolver 75%, Damage 1d10

Magic: None.

Order of the Solar Temple Inquisitor

Despite the imposing title, this Inquisitor uses pop-psychology and "feel good" methods to gather information.

Male, Age 47

Social Status: 16

Opportunity (Soc x3): 48

Education: 16, Degree in Sociology.

Life Experience: 73

Culture: Modern American, hollywood elite.

Profession: Psychologist and Astrologer to the stars.

Income: \$2,000,000 per year.

Residence: Mansion in Beverley Hills.

Family Relationship: 14, they like him because he sends them expensive presents.

Possessions: More stuff than you can imagine.

Appearance: Scrawny, tan, balding, overburdened with gold chains.

STR 11	CON 10	INT 16
DEX 11	CHA 15	Sun-Ka 16
HP 10	Actions 3	db +0

Ch'awe 10

Skills: Astrological Lore 75%, Bargain 85%, Business 85%, Fast Talk 95%, Pharmacy 55%, Psychology 75%, Research 55%, Religion (New Age Mysticism) 75%, Speak (Psycho-Babble) 75%, Speak (New Age Mumbo-Jumbo) 85%, Tai Chi 4%, Tarot Lore 85%.

Weapons: None.

Magic: Lower Magic 30%.

Orichalka Talisman, Capacity 65.

Elixir: Air-Ka 2, Earth-Ka 3, Fire-Ka 5, Water-Ka 2, Moon Ka 7.

Has a focus for one spell, Incantessimo.

GAMEMASTER NEPHILIM

TWENTY-FIVE established Nephilim characters are given here. They range in abilities from very poor to nearly Agarthan. The gamemaster can use these in her campaign as she wishes, and make whatever changes are appropriate. Some of them have specific locations in the San Francisco Bay area mentioned, which the gamemaster should feel free to change.

AZARLANDAR

Title: Lord of The Enterprise.

Simulacra Identity: Roger H. Lalling, male, Simulacrum age 83.

Human Livelihood: President of the Board Imperium Enterprise, Jupiter Construction, others.

Major Arcanum: IV. Emperor.

Social Status: 35 **Opportunity Roll:** 105

Found at: At large. Azarlandar is so noticeable even by low-Ka humans that it usually hides in the Mojave desert

where it can revel in its own flames. This is about 400 miles SE of San Francisco. Azarlandar sometimes travels in a special truck which has been converted to bear its flaming body. Azarlandar is known by the Rosicrucians.

Important Past Lives: Babylon of Zoroaster.

Notes: The enterprise is a San Francisco based Emperor Arcanum organization run by Azarlandar. A recluse for many years, Azarlandar has directed the company from the shelter of modern communications devices. It can not hold on much longer and is preparing for Agartha. It plans to hand control of the company over to Ebeverka as soon as the paperwork is finished.

- Azarlandar is known affectionately, and privately, as Mr. Big among the local Nephilim. It is known to be ruthless and firm in its endorsement of Enterprise secrecy.
- He has inhabited four Simulacra since its last Stasis, a practice called Rejumping when it is successful.

Stasis: small gold icon of Ninhurse. Fire 25, Air 8, Earth 15, Water 5, Moon 17.

Metamorphosis: Phoenix 85; Head 20, Limbs 17, Skin 19, Smell 16, Voice 13.

STR 26	CON 23	INT 23
DEX 14	CHA 10	
HP 23	Actions 3	DB +3d6 Ch'awe 24

Ka: Fire 88, Earth 70, Air 53, Water 35, Moon 18.

Skills: Astrological Lore 123%, Business 99%, Emperor Trump 115%, Hermetic Lore 57%, Kabbalistic Lore 97%, Listen 83%, Speak Enochian 75%.

Weapons: uses magic on the rare occasions it is necessary.

Magic: Lower Magic 114%, Higher Magic 98%, Grand Secret 85%

Spells inscribed: Pyretic Fortitude, Choking Vapor, Babel Unbound, Shoal of Fire, Dowse Fire Plexus, Visage of Terror, Sword of Sun Tzu, Scry of the Wise.

OMEGAKOR

Title: The Destroyer.

Simulacra Identity: "Skinner" (Martin Dawes).

Human Livelihood: none.

Major Arcanum: XVI. Tower.

Social Status: 11 **Opportunity Roll:** 33

Found at: At large. Riding the roads of the western US.

Omegakor is a monstrous biker, legendary even among Nephilim. It is often rumored to be coming into town, but rarely shows.

Important Past Lives: In ancient Babylon was a member of Ninhurseg the war god; in Zoroastor's time it was known as the War God Kshathra, protector of metal. It scoffs at modern scholarship, and claims it was the protector of the poor as well.

Notes: Omegakor is aggressive and afraid of nothing. It is an avid rejunper, and actively seeks to take over the bodies of very powerful individuals. It has had several in the last dozen years, each more muscular and proficient than the last.

- Omegakor is an amoral monster, with a history of destruction and of taking delight in it.
- Omegakor says it helped make Mt. Saint Helens erupt. Along with another eruption in Mexico (done by others), this set up a series of geophysical shocks which have caused earthquakes along the California coastline since then. Whenever an earthquake strikes, Omegakor laughs a lot.
- Omegakor also helps out on a voluntary basis for other tasks offered by The Enterprise. It is not mercenary, and keeps little booty. Its primary interest is in destroying as much as possible.
- He normally carries a Babylonian sword, which is its stasis. The sword is stronger than normal, and will take 48 points of damage before breaking. Despite its love for this sword, Omegakor enjoys modern weapons for their great destructive capabilities.

Stasis: ancient Babylonian sword. It always seeks this out when first awakening, and wields it as its favored weapon. Fire 48, Air 3, Earth 4, Moon 2, Water 9.

Metamorphosis: Djinn 83; Head 17, Limbs 20, Skin 18, Smell 18, Voice 20.

STR 26	CON 23	INT 16
DEX 12	CHA 10	
HP 23	Actions 3	DB +3d6 Ch'awe 25

Ka: Fire 47; Air 38, Earth 28, Moon 19, Water 9.

Skills: Grapple 94%, Hunt 63%, Kabbalistic Lore 24%, Ride Motorcycle 96, Speak Enochian 17%.

Weapons: AK-47 85%, Damage 2d6+1.

Bazooka 59%, Damage 4D8.

1H Sword 94%, 1D8+1+3d6.

2H Sword 135%, Damage 2D8+3d6.

Magic: Lower Magic 93%, Higher Magic 64%.

Spells Inscribed: Mercuriality, Ka-Shout, Sword of Sun Tzu.

EBEVERKA

Title: Emperor of San Francisco Nephilim.

Simulacra Identity: Gerald Diffrancesco.

Human Livelihood: Executive Vice President, Jupiter Construction Company, a wholly-owned subsidiary of The Enterprise.

Major Arcanum: IV. Emperor

Social Status: 31 **Opportunity Roll:** 93

Found at: San Francisco. Ebeverka is usually either at its home; at the Jupiter Construction Offices; or cruising about the city in its limousine.

Important Past Lives: follower of Zoroastor

Notes: Ebeverka is the highest ranking local Emperor that most player Nephilim will ever meet. Some Streets call it "Mr. Middle" in a semi-mocking way.

- Ebeverka is a Rejunper, and has spent too many lifetimes working as an accountant. It has channeled its Metamorphosis into its Odor.
- In this lifetime it still lives with its human mother, who is old and ill and wishes it would get married soon. It rides to work in a tinted-glass limousine everyday with one of its bodyguards, who lives in the front room and eats dinner with the family. Each morning they cruise randomly or scout rumors, at the same time stopping to oversee construction sights, and so on.
- His public/human job, as Presidential Secretary, gives it great business power.
- Ebeverka is always accompanied by at least one of the Enterprise members acting as its bodyguard.

Stasis: Small golden medallion inscribed with the symbols of Fire and Water. Earth 17, Fire 15, Moon 3, Air 9, Water 23

Metamorphosis: Elf 40; Head 5, Limbs 5, Skin 5, Smell 20, Voice 5

STR 18	CON 22	INT 13
DEX 15	CHA 22	
HP 22	Actions 4	DB +1d6 Ch'awe 22

Ka: Earth 35; Fire 28, Moon 21, Air 14, Water 7.

Skills: Business 89%, Emperor Trump 96%, Kabbalistic Lore 53%, Speak Enochian 86%

Weapons: .22 Revolver 63%, Damage 1d6.

uses magic when possible.

Magic: Lower Magic 51%, Pentacles 98%, Seals 24%.

Skills: Business 89%, Emperor Trump 96%, Kabbalistic Lore 53%, Speak Enochian 86%

Weapons: .22 Revolver 63%, Damage 1d6.
uses magic when possible.

Magic: Lower Magic 51%, Pentacles 98%, Seals 24%.
Spells inscribed: Caduceus Press, Dowse Earth Plexus,
Those Who Hit Like Scorpions, The Armor of Those Who
Are Born of the Sowed Teeth.

AZRADAN

Title: "Mrs. Wheel," the Astrologer.

Simulacra Identity: Casey Darnple.

Major Arcanum: X. Wheel of Fortune.

Social Status: 17 **Opportunity Roll:** 51

Found at: San Francisco. Azradan is generally found at the Enterprise hideout, Agrippa Tools.

Important Past Lives: Ptolomaic Egypt, as a Pharonic engineer; Alchemist in 15th Century Italy; Philadelphia in 1776.

Notes: Azradan serves on the Board of Directors as an advisor. It forecasts for those Nephilim members who are not as skilled as it is in Astrological Lore, organizing many of their activities based on the favorable conjunctions.

Stasis: lapis lazuli earring (has a matched set, left one is stasis). Water 7, Moon 5, Air 2, Earth 15, Fire 9.

Metamorphosis: Undine 38; Head 12, Limbs 3, Skin 5, Smell 5, Voice 13.

STR 10	CON 15	INT 17
DEX 18	CHA 20	
HP 15	Actions 4	DB 0 Ch'awe 19

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

Skills: Astrological Lore 107%, Computer Use 0 ("just can't adjust"), Kabbalistic Lore 55%, Pharmacy 37%, Research 83%, Speak Enochian 23%
Weapons: Mace 63% (blinds for 3d6 actions).

Magic: Lower Magic 75%, White Stone 40%.

Athanor (small ivory case): Water 25, Moon 24, Air 17, Earth 11, Fire 14.

Spells inscribed: Pelagic Survival, Spleen

GARGAVAN

Simulacra Identity: Philippa Estrada, was 36 long ago.

Major Arcanum: III. Empress

Social Status: 12 **Opportunity Roll:** 36

Found at: In hiding. Gargavan is far too serpentine to go into public in the light. It generally stays in hiding, behind several locked doors.

Important Past Lives: attended Mitra in ancient Babylonia; fought in the Revolutionary War in the 1770s.

Notes: Used a lot of magic in WW II in the Pacific, and loves to tell war stories. It wanted to go to 'Nam but couldn't, and still regrets it.

Stasis: obsidian knife. Moon 6, Earth 22, Water 9, Fire 24, Air 3.

Metamorphosis: Snake 70; Head 5, Limbs 15, Skin 20, Smell 15, Voice 15.

STR 14	CON 17	INT 11
DEX 18	CHA 16	
HP 17	Actions 4	DB +1D4 Ch'awe 18

Ka: Moon 19; Earth 15, Water 11, Fire 8, Air 4.

Skills: Computer Use 75%, Dodge 65%, First Aid 59%, Kabbalistic Lore 45%, Speak Enochian 43%, Survival 124%.

Weapons: Knife 53, Machine Gun 23, Rifle 72

Magic: Lower Magic 99%, Higher Magic 31%; Seals 88%.

Spells Inscribed: Pyromantic Temper, Mercuriality, Lunar Crescent, Spleen, Shoal of Moon; The Imperishable Fabrics of Time.

BACCULUM

Title: The Mauve Satyr.

Simulacra Identity: long gone.

Human Livelihood: none.

Major Arcanum: VI. Lovers

Social Status: 5 **Opportunity Roll:** 15

Found at: San Francisco. Bacculum is usually at Agrippa tools.

Important Past Lives: Prehistoric Greece, Bronze Age Greece, Alexander's Greece.

Notes: Bacculum usually just lazes around Agrippa Tools. It is indulgent, lazy, gustatory, and loud, and always seems to enjoy itself immensely. It often sneaks away to visit the ceremonies of Isis. It complains that people today are not as liberated as of old, and that there are not enough sex or drink for it.

Stasis: set of pan pipes. Earth 25, Moon 17, Air 9.

Metamorphosis: Satyr 80; Head 15, Limbs 15, Skin 20, Smell 18, Voice 12.

STR 18	CON 21	INT 10
DEX 13	CHA 10	
HP 21	Actions 3	DB +1d6 Ch'awe 21

Ka: Earth 20; Moon 16, Fire 12, Water 8, Air 4.

Skills: Fast Talk 85%, Kabbalistic Lore 14%, Smell 63%, Taste 42%.

Weapons: Fist 64%, Grapple 49%, Kick 50%.

Magic: Lower Magic 20%, Seals 27%, Black Stone 10% (with a marked disinterest in going further in any of it).

Athanor (enameled clay amphora): Earth 5, Moon 3, Fire 6, Water 4, Air 3 (he made it as a low-Ka experiment, then lost interest and never bothered to make a better one).

Spells inscribed: Vita Robust; Those Who Creep and Nibble ("because they make such cool sounds").

RANKANDAR

Simulacra Identity: Ester Magrez.

Human Livelihood: Welfare Couch Potato.

Major Arcanum: VIII. Strength (anti-Khaiba).

Social Status: 6 **Opportunity Roll:** 18

Important Past Lives: Akhenaton's Egypt, member of the Strength Arcanum; hunted and was slain by Selenim in Babylonia; stalked Jack the Ripper in Victorian England, but never found him.

Found at: San Francisco.

Metamorphosis: Sylph 18; Head 8, Limbs 6, Skin 0, Smell 1, Voice 3.

STR 11	CON 9	INT 13
DEX 15	CHA 10	
HP 9	Actions 4	DB +0 Ch'awe 12

Ka: Air 14; Water 11, Fire 8, Moon 6, Earth 3.

Skills: Dodge 75%, Hermetic Lore 47%, Hide 61%, Hunt 45.

Weapons: Rifle 85%.

Shotgun 35%.

Magic: Seals 61%.

Spells inscribed: The Orichalka Trumpet.

BEDAMUTH

Simulacra Identity: Frank Butcher.

Human Livelihood: Bike Messenger.

Major Arcanum: VIII. Strength (anti-Khaiba).

Social Status: 8 **Opportunity Roll:** 24

Important Past Lives: Charioteer in ancient Egypt and Babylonia; cab driver in Victorian England.

Found at: San Francisco. Living in a warehouse squat.

Notes: Bedamuth is a real Justice go-getter, and goes out of its way to warn others about going Khaiba. It says it can tell how close they are, and often berates them for their dangerous behavior. Otherwise, it seems to just want to get by with as little effort or gain as possible.

Stasis: a papyrus scroll describing a ritual of the Hapi cult. Water 15, Moon 12, Air 2, Earth 1, Fire 7.

Metamorphosis: Undine 25; Head 5, Limbs 5, Skin 5, Smell 5, Voice 5.

STR 14	CON 15	INT 14
DEX 14	CHA 15	
HP 15	Actions 3	DB +1D4 Ch'awe 17

Ka: Water 15; Moon 12, Air 9, Earth 6, Fire 3.

Skills: Fast Talk 47%, Kabbalistic Lore 45%, Psychology 62%, Ride Bicycle 75%.

Weapons: Small Club 65%.

Throw 87%.

Magic: Lower Magic 65%; Black Stone 95%, White Stone 35%.

Athnor (Ivory scroll case): Water 5, Moon 10, Air 15, Earth 15, Fire 12.

Spells inscribed: Dowse Water Plexus, Dexterity; The Dissolving of the Double Salt, the Fire Dissolver.

URVANZZAO

Simulacra Identity: Michael Prescott.

Human Livelihood: Archeologist at U.C. Berkeley.

Major Arcanum: XIV. Temperance

Found at: Berkeley. At the university or its apartment. On a dig (anywhere in the world, concentrating on Egypt and Israel).

Important Past Lives: Member of Akhenaton's court; follower of Jesus in Jerusalem; archeologist in Victorian England.

Social Status: 11

Opportunity Roll: 33

Notes: Urvanzza has a passion for the past, especially for the eras when the Nephilim (and itself) were great. It follows the path to Agartha only slowly, actively seeking it only because it enhances its ability to discover and remember the past.

Stasis: shell of a scarab beetle. Water 15, Air 8, Moon 5, Earth 8, Fire 3.

Metamorphosis: Undine 45; Head 3, Limbs 10, Skin 11, Smell 9, Voice 12.

STR 18	CON 15	INT 19
DEX 24	CHA 19	
HP 15	Actions 5	DB +1d6 Ch'awe 20

Ka: Water 29; Air 23, Moon 17, Earth 12, Fire 6.

Skills: Archeology 94%, Geology 75%, Hermetic Lore 85%, History 77%, Research 64%, Scrutinize 86%, Swim 75%.

Weapons: Club (shovel) 64%.

Handgun 38%.

Magic: Lower Magic 90%, Greater Magic 30%, Summoning 45%

Spells inscribed: Purify Air, Terra Mobile, Pelagic Survival.

ARCHIMEDES

Simulacra Identity: Tom Lewczyk.

Human Livelihood: owner of Destructive Research Labs, an art conglomerate whose irregular shows feature huge gothic machines which destroy elaborate art projects and each other.

Major Arcanum: VII. Chariot

Social Status: 15 **Opportunity Roll:** 45

Found at: San Francisco, at its warehouse.

Important Past Lives: Classical Greece as Archimedes; librarian at the library of Alexandria in Julius Caesar's time; Descartes in 17th Century France.

Notes: Archimedes wants to wire someone's Stasis into one of its machines. It is sure it will work. Its own is going to be wired into one, for sure, but right now it seeks volunteers. Interested?

- It has an excellent library, gathered and kept secret over the centuries, which it always brings to wherever it is living in its current body.

Stasis: bronze brazier; Moon 17, Earth 6, Water 0, Fire 5, Air 19

Metamorphosis: Snake 60; Head 3, Limbs 10, Skin 17, Smell 19, Voice 11

STR 13	CON 17	INT 20
DEX 23	CHA 19	
HP 17	Actions 5	DB 0 Ch'awe 18

Ka: Moon 49; Earth 39, Water 29, Fire 20, Air 10.

Skills: Art (Loud, Destructive Shows) 75%, Build 85%, Business 17%, Chariot Lore 55%, Electronics 29%, Mechanics 65%, Physics 43%.

Weapons: Taser 45% (1D3 damage, paralyzes for 1d6 actions).

Magic: Lower Magic 35%, Seals 98%, Pentacles 87%.

Spells Inscribed: Incantissimo; The Jade Flowers.

VAGUTU

Title: "Vagutu" means cow flop in Egyptian.

Simulacra Identity: Jack Anson, loser.

Human Livelihood: none attempted.

Major Arcanum: XX. Judgement

Social Status: 2 **Opportunity Roll:** 6

Found at: San Francisco. Various hideouts throughout the City, wandering alleys, at various food kitchens or homeless shelters.

Important Past Lives: Vagutu has incarnated in nearly every era; with its low Ka, awakening from its stasis is very easy for it. Because it is easily filled, the Stasis is easily depleted, and death for it usually entails another century of "sleep."

Notes: Vagutu is a Cosmic Loser. It has low Ka, and has had many lives, always in a wrecked body because of its low Ka. It has never gotten past this. It is a loser, a mournful member of the Judgement Major Arcanum.

Stasis: bottom stone of the Great Pyramid at Cheops; Earth 7, Moon 5, Fire 12, Water 1, Air 1.

Metamorphosis: rat ("that long nose is good for 7 at least"); Head 7, Limbs 0, Skin 0, Smell 12, Voice 0.

STR 7	CON 7	INT 9
DEX 11	CHA 4	
HP 7	Actions 3	DB -1D4 Ch'awe 7

Ka: Earth 3; Moon 2, Fire 2, Water 1, Air 1.

Skills: Conceal 63%, Kabbalistic Lore 7%, Smell 33%.

Weapons: none.

Magic: Lower Magic 30%. No spells.

ISIS

Simulacra Identity: Ms. Dorothy "Dotty" Archauser.

Human Livelihood: sex cult leader

Major Arcanum: V. Hierophant

Social Status: 19 **Opportunity Roll:** 57

Found at: San Francisco, usually in or near its home temple.

Important Past Lives: Predynastic Egypt, Isis; Akhenaton's Time, Isis Priestess; Victorian London, Lady for Hire.

Notes: Isis was one of the original members of this prehistoric Egyptian cult, and experienced many lives being worshipped as an orgiastic goddess in predynastic Egypt. It is determined to re-establish its sacred status, and has formed a temple of love which meets in various places at various times.

Stasis: Lapis Lazuli necklace bearing an amethyst idol of the goddess Isis. Earth 11, Moon 13, Fire 5, Water 6, Air 15

Metamorphosis: Nymph 77 (i.e., a Female Satyr); Head 10, Limbs 12, Skin 20, Smell 18, Voice 17.

STR 16	CON 15	INT 14
DEX 12	CHA 19	
HP 15	Actions 3	DB +1D4 Ch'awe 15

Ka: Earth 12; Moon 10, Fire 7, Water 5, Air 2.

Skills: Astrological Lore 45%, Bargain 85%, Craft (Courtesan) 115%, Religion (The Cult of the Living Isis) 85%.

Weapons: Handgun 49%, Damage 1D8.
Knife 25%, 1D4+2+1D4.

Magic: Lower Magic 93%, Higher Magic 37%.

Spells Inscribed: Incantissimo, Vita Robust, Dowse Earth Plexus, Caress of Lilith.

PUKARAZA

Simulacra Identity: Danny MacGinnis "Son of the Irish beer, ya know?"

Human Livelihood: Thelemic Grunge band leader, called Pukaraza Trodes.

Major Arcanum: I. Magus

Social Status: 13 **Opportunity Roll:** 39

Found at: San Francisco, Lower Haight; sleeps in street or at Sam & Sara's.

Important Past Lives: Dionysus, in multiple ancient Greek Lives.

Notes: Pukaraza's band uses only homemade percussion instruments, and strangers in the audience often hand out free drugs at its concerts. Its show drives the crowd into a frenzy. About one out of five times the show climaxes with Pukaraza being crucified and bleeding all over the stage as members of the troop gather its blood in cups, dilute it with wine, and pass it among the crowd. Persistent rumor says it plans to die in one concert, and then be devoured by the frenzied crowd.

Stasis: ceremonial vase depicting the orgiastic rites of Dionysus. Air 15, Fire 9, Water 5, Moon 8, Earth 16.

Metamorphosis: Sylph, 51; Head 16, Limbs 12, Skin 3, Smell 15, Voice 5.

STR 22	CON 11	INT 18
DEX 20	CHA 12	
HP 11	Actions 5	DB +2d6 Ch'awe 17

Ka: Air 36; Fire 29, Water 22, Moon 14, Earth 7.

Skills: Art (Grunge Rock) 46%, Dodge 12%, Kabbalistic Lore 43%.

Weapons: Staff 45%1d6+2d6.

Fist 95%, Damage 1D3+2d6.

Magic: Lower Magic 68%.

Spells Inscribed: Pyretic Fortitude, Dowse Fire Plexus.

ZESTUMAGO

Simulacra Identity: Sharon Pulaski.

Human Livelihood: Psychologist.

Major Arcanum: II. Empress

Social Status: 16 **Opportunity Roll:** 48

Found at: San Jose. At its home, which has an office in the extra room. It is a half block from the Rosicrucian Museum, which holds many fine Egyptian artifacts.

Important Past Lives: Egypt 1350 BC; Byzantium 125 AD; Paris 1630.

Notes: Zestumago lives in an apartment with Forbadath, with whom it has shared all of its past lives. Its Simulacra was not originally a psychologist, but it went to night school to finish its degree.

Stasis: Sacred Idol of Akhenaton. Air 3, Fire 10, Water 7, Earth 15, Moon 22.

Metamorphosis: Angel 29; Head 12, Limbs 9, Skin 0, Smell 5, Voice 3.

STR 14	CON 13	INT 18	
DEX 15	CHA 16		
HP 13	Actions 4	DB +1D4	Ch'awe 15

Ka: Air 15; Fire 12, Water 9, Earth 6, Moon 3.

Skills: Astrological Lore 77%, Fast Talk 89%, Medicine 25%, Psychology 85%.

Weapons: Whip 64%, Damage 1D3, a Critical attack roll can entangle, or grab an object.

Magic: Seals 98%, Pentacles 52%.

Spells Inscribed: The Jade Flowers, The Procurators Whose Eyes are Basilisks or Ruby, The Guardian of the Pharphar Wells.

FORBADATH

Simulacra Identity: Gregor Zuminasky.

Human Livelihood: artist.

Major Arcanum: XIX. Sun

Social Status: 12 **Opportunity Roll:** 36

Found at: San Jose apartment. Often travels around to visit other artists, exhibits.

Important Past Lives: Egypt 1350 BC; Byzantium 125 AD; Paris 1630.

Notes: Lives in an apartment with Zestumago, with whom it has shared all of its past lives. Forbadath is a glass sculptor, and their home is filled with transparent, multi-colored works of art. It has always been an artist, shifting from one medium to another as new substances (such as glass) became available. Its studio is in its garage.

Stasis: jewelled silver neck torque, very fine; Water 3, Air 12, Moon 15, Earth 11, Fire 4.

Metamorphosis: Undine 53; Head 3, Limbs 11, Skin 12, Smell 12, Voice 15.

STR 17	CON 11	INT 21	
DEX 24	CHA 16		
HP 11	Actions 5	DB +1d6	Ch'awe 16

Ka: Water 30; Air 24, Moon 18, Earth 12, Fire 6.

Skills: Art (Glass Sculpting) 93%, Art (Sculpting) 108%, Build 59%, Craft (Glassblowing) 84%, Kabbalistic Lore 45%, Scrutinize 93%.

Weapons: Knife (trowel) 83%.

Magic: Lower Magic 92%, Higher Magic 24%.

Spells Inscribed: Mercuriality, Seething Aqua, Lunar Crescent.

FORZABAYA

Simulacra Identity: Jonathan Horner.

Human Livelihood: retired sailor, age 64.

Major Arcanum: XVI. Tower

Social Status: 12 **Opportunity Roll:** 36

Found at: Sausalito, at the houseboat marina.

Important Past Lives: Ship Pilot in Alexandria; fisherman in Jerusalem in the time of Jesus; Ship Captain/Trader in Victorian England.

Notes: Forzabaya loves the water, and rarely leaves its motor boat. It is old and beat up, but it loves it. It often goes out into the Golden Gate when the tides are rushing past, dives off the boat, and then chases after it for hours.

Stasis: polished silver mirror; Water 5, Air 13, Moon 19, Fire 10, Earth 4.

Metamorphosis: Triton 53; Head 15, Limbs 3, Skin 5, Smell 10, Voice 20.

STR 11	CON 19	INT 16	
DEX 20	CHA 17		
HP 19	Actions 5	DB +0	Ch'awe 25

Ka: Water 32; Air 26, Moon 19, Fire 13, Earth 6.

Skills: Astrological Lore 67%, Astronomy 85%, Drive Motorboat 95%, Grapple 65%, Hunt(Fish) 67%, Swim 106%, Taste 53% (in water only).

Weapons: Trident 75%, Damage 1d8+1+0.

Net 65%.

Magic: Lower Magic 96%, Higher Magic 55%.

Spells Inscribed: Pelagic Survival, Dowse Water Plexus, Translucent Veil, Mercuriality, Shoal of Water.

KARGADANDA

Simulacra Identity: "Jive Jack" (John Brown).

Human Livelihood: Petty thief.

Major Arcanum: XVI. Tower

Social Status: 8 **Opportunity Roll:** 24

Found at: San Francisco, Tenderloin.

Important Past Lives: Plunderer in Rome, 405 AD; corrupt follower of Cardinal Richelieu in Paris, 1630 AD.

Notes: Kargadanda is violent and self destructive. It is a great fighter, but doesn't care about anything. It was once far higher Ka, but was chopped down in Richelieu's time.

Stasis: Egyptian silver cat collar set with emeralds (Egyptian plunder); Water 6, Moon 12, Air 15, Earth 3, Fire 5.

Metamorphosis: Cat 33; Head 8, Limbs 5, Skin 3, Smell 7, Voice 10.

STR 17	CON 18	INT 12	
DEX 19	CHA 20		
HP 18	Actions 4	DB +1d6	Ch'awe 21

Ka: Water 22; Moon 18, Air 13, Earth 9, Fire 4.

Skills: Bargain 7%, Climb 87%, Conceal 69%, Dodge 32%, Fast Talk 39%, Grapple 89%, Hide 75%, Law 39%, Survival 86%, Tarot Lore 33%.

Weapons: Fist 89%, Damage 1D3+1d6.

Kick 65%, Damage 1d6+1d6.

Claw 74%, Damage 1D3+3+1d6.

Knife 98%, Damage 1d6+1d6.

Magic: Lower Magic 90%, Higher Magic 55%.

Spells Inscribed: Dexterity, Lunar Crescent, Monotonic Tintinitis, Hidden Flow, Evasion of Earth's Seduction.

SOLKEDAVUM

Simulacra Identity: Jeffery Tumley..

Human Livelihood: City maintenance worker.

Major Arcanum: XIV. Tower

Social Status: 8 **Opportunity Roll:** 24

Found at: Oakland, in the Sewers.

Important Past Lives: suffered in Akhenaton's and Zoroastor's times for being Nephilim. Has incarnated a

few more times, but avoids other Nephilim to prevent joining them in their failures.

Notes: Solkedavum is a sewer denizen. It has spent several years exploring this underground network. Some of the tunnels are 30' wide, others only three, but now it knows its way around them fairly well. It can sometimes be sensed far below as the Nephilim wander around on the streets above. In such circumstance it is reachable by Ka-speech, but usually cannot be reached physically.

Stasis: obsidian statuette of a demon; Water 12, Moon 15, Air 9, Fire 12, Earth 14. It does not know where its stasis is; it last saw it in Greece in Paris in the 1630s, in the sewers, and it has not been able to get there yet to find it.

Metamorphosis: Triton 23; Head 3, Limbs 6, Skin 5, Smell 2, Voice 7.

STR 17	CON 12	INT 16	
DEX 14	CHA 16		
HP 12	Actions 3	DB +1d6	Ch'awe 16

Ka: Water 17; Moon 14, Air 10, Fire 7, Earth 3.

Skills: Climb 65%, Hide 85%, Kabbalistic Lore 43%, Listen 89%, Smell 25%, Swim 15%.

Weapons: None.

Magic: Lower Magic 55%.

Spells Inscribed: Lunar Crescent, Pelagic Survival.

POLYTHETHES

Simulacra Identity: 'Nessa Luchazzi.

Human Livelihood: Speed Metal musician (drummer).

Major Arcanum: XI. Justice

Social Status: 7 **Opportunity Roll:** 21

Found at: Berkeley, street.

Important Past Lives: Trojan War.

Notes: Polythethes has not adjusted well to the modern world, and especially to the presence of all these people. It has had several run-ins with cops, and has been pursued by the Templars. It has fled to Berkeley to find obscurity.

Stasis: bronze sword; Fire 3, Air 15, Earth 11, Moon 16, Water 9.

Metamorphosis: Phoenix 55; Head 15, Limbs 13, Skin 10, Smell 8, Voice 9.

STR 17	CON 14	INT 19	
DEX 18	CHA 15		
HP 14	Actions 4	DB +1d6	Ch'awe 16

Ka: Fire 24; Air 19, Earth 14, Moon 10, Water 5.

Skills: Art (Drummer) 14%, Craft (Bronze) 76%, Kabbalistic Lore 64%, Law 0%, Scan 65%.

Weapons: 1H Sword 97%, Damage 1D8+1+1d6.

Knife 64%, damage 1d6+1d6.

Magic: Lower Magic 97%, Higher Magic 76%.

Spells Inscribed: Pyretic fortitude, Dowse Fire Plexus, Dowse Air Plexus, Pyretic Body, Ka-Shout, Winds of Lifting.

IULIANOS

Simulacra Identity: Daimon Hunter.

Human Livelihood: Book Store Clerk.

Major Arcanum: I. Magus

Social Status: 14

Opportunity Roll: 42

Found at: Berkeley home; Occult book shop; with its coven.

Important Past Lives: Ptolomy, author of *Tetrabiblos*, Alexandria c. 350 AD; Maximus the Theurge, Antioch, Syria 360 AD.

Notes: Iulianos has incarnated several times with significant occult success. Its greatest success was when it instructed and inspired Emperor Julian the Apostate to attempt to turn the Roman Empire pagan instead of Christian. It is patient and determined, and willing to work with the powers of the time.

Stasis: Casket for an Ibis; Earth 3, Fire 4, Moon 6, Air 8, Water 7.

Metamorphosis: Elf 22; Head 2, Limbs 2, Skin 3, Smell 8, Voice 7.

STR 14	CON 18	INT 18	
DEX 13	CHA 14		
HP 18	Actions 3	DB +1D4	Ch'awe 18

Ka: Earth 26; Fire 21, Moon 16, Air 10, Water 5.

Skills: Astrological Lore 85%, Astronomy 80%, Computer Use 23%, Hermetic Lore 69%, History 84%, Kabbalistic Lore 117%, Natural Lore 85%, Research 69%, Tarot Lore 48%.

Weapons: Knife (Athame—ceremonial knife) 77%, damage 1d6+1D4.

Magic: Lower Magic 95%, Higher Magic 90%, Grand Secret 35%; Seals 90%, Pentacles 60%; Black Stone 35%.

Athanor (larger duplicate of Stasis): Earth 18, Fire 16, Moon 2, Air 4, Water 4.

Spells Inscribed: Choking Vapor, Translucent Veil, Dowse Air Plexus, Caduceus Press, Vita Robust, Botanical Sympathy, Dowse Earth Plexus, Hermetic Satori, Voice of the Earth, Stigmatic Idea; The Invoking Voices of the Luminous Desert, The Ashim Doors of Adamantium, The Shadow-Cloaked Sages from the White Mountain across the Misty Shores, The Minister of Peace Clothed in Beryl, Raphael the Prince Crucified on the Tree of Life, The Freezing of the Living Stone.

The White Light Crystal Temple

North of San Francisco, less than an hour or so by car across the Golden Gate bridge, is Mount Tamalpais. Upon or near to it sit ancient Redwoods, many public parklands, and a government radar tower.

The populated area south of Mt. Tamalpais is called Marin County. Within Marin County are areas of considerable leisure wealth, where people have as much time to dabble as the old OGD gentlemen did in Victorian times. There, near Mt. Tamalpais, is the headquarters for the world-wide popular cult of The White Light Crystal Temple.

ASTERATH

Simulacra Identity: Dorothy Gibatti, age 33.

Human Livelihood: Cult Charlatan.

Major Arcanum: XIV. Temperance

Social Status: 25**Opportunity Roll:** 75**Found at:** White Light Crystal Temple.**Important Past Lives:** The god Thoth in Predynastic Egypt; Egypt, Akhenaton's time, Temperance Arcanum; Alexandria, c.350 BC, at the Great Library.**Notes:** Asterath used to be Dorothy Gibatti, a lonely housewife from Ohio, until she was struck by inspiration while visiting the New York Metropolitan museum. An ancient star goddess told her that she could be more than she allowed herself to be. She bought a computer, wrote a self help book, divorced her alcoholic husband, turned all her money over to a friendly investment broker, and spent four years in a stone house in Colorado. Then she moved to California.

- Now it writes a series of popular New Age books, and is head of the White Light Crystal Temple. It lives in a million dollar house on a hillside, with a sculpted rock theater where private workshops regularly meet.



- Asterath claims (among any humans who will listen to her) to have a private relationship with a Higher Being who possesses and works through her. It holds huge healing rallies in its private outdoor theater. In fact, many of these healings work for most of the participants, or else it performs some near miracle for a crippled child or tubercular elder. It encourages everyone to participate, and teaches them all some basic songs and movements which are "techniques to help her cast her spells."

- Asterath actively seeks out humans with high Solar Ka, and solicits them into its coven for training. Interested, devoted, and gullible candidates are told some of the secrets of the Nephilim, and then are sent to watch Stasis collections. (These have been especially the museums in the US.)

- Several other Nephilim hang around the place regularly.

Stasis: Jewelled Gold Staff of Rule; Air 19, Fire 6, Water 15, Moon 7, Earth 13.**Metamorphosis:** Angel 75; Head 13, Limbs 15, Skin 16, Smell 12, Voice 19. It is well Metamorphosed now, and its angelic traits are visible to most humans. Furthermore, it also has small wings which have been growing from its back.

STR 19	CON 18	INT 24
DEX 19	CHA 21	
HP 18	Actions 4	DB +2d6 Ch'awe 22

Ka: Air 65, Fire 52, Water 39, Earth 26, Moon 13.**Skills:** Art (Writing) 26%, Astrological Lore 113%, Computer Use 34%, Hermetic Lore 23%, Kabbalistic Lore 76%, Psychology 73%, Religion (New Age) 97%, Tarot Lore 37%.**Weapons:** Spear 89%, Damage 1d10+1+2d6.

Asterath prefers to let others fight for her, but will use its Spear of the Valkyrie when necessary.

Magic: Lower Magic 90%, Higher Magic 95%, Grand Secret 15%; Seals 25%.

Spells Inscribed: Pyretic Palm, Dowse Air Plexus, Dowse Earth Plexus, Caduceus Press, Balance the Humors, Companion Winds, Shoal of Air, Spear of The Valkyrie, Decree of Lucidity, Stigmatic Idea.

ANDALAK MALLI

Simulacra Identity: Rosita Domingo.**Human Livelihood:** Writer, religious zealot.**Major Arcanum:** XIV. Temperance.**Social Status:** 19**Opportunity Roll:** 57**Found at:** White Light Crystal Temple.**Important Past Lives:** Has been awakened by Asterath in many of its incarnations, and has followed loyally each time.**Notes:** Andalak Malli ghost writes outrageous stories for its bosses now. It often uses slightly changed events from its own or other Nephilim's lives in its writings.**Stasis:** Silver pendant in shape of crescent moon; Moon 19, Earth 13, Water 7, Air 11, Fire 13.**Metamorphosis:** Snake 39; Head 8, Limbs 2, Skin 6, Smell 18, Voice 5.

STR 16	CON 18	INT 17
DEX 15	CHA 20	
HP 18	Actions 4	DB +1D4 Ch'awe 20

Ka: Moon 30, Earth 24, Water 18, Air 12, Fire 6.

Skills: Art (Writing) 77%, Computer Use 69%, Read/Write Enochian 96%, Religion (New Age) 65%, Tarot Lore 75%.

Weapons: 1H Axe (Sickle) 39%, Damage 1d6+1+1d6.

Magic: Lower Magic 89%; Seals 63%.

Spells Inscribed: Lunar Crescent, Monotonic Tinnitus.

ZAKAMUTH

Simulacra Identity: Richard Deveau

Human Livelihood: Con Man

Major Arcanum: V. The Hierophant

Social Status: 22 **Opportunity Roll:** 66

Found at: own studio (only).

Important Past Lives: Akhenaton's Egypt, Hierophant Trump follower; member of the Cathari in France in early 1200s.

Notes: Richard Deveau was a carney man without a schtick until he found Asterath meditating in a stone house in Colorado. He brought her to San Francisco, took charge of the operations, and started the Temple. It is wildly successful, and thanks to the style and manners of Deveau is known across the USA as one of the fakest and most exploitive scams in the New Age business. Richard was finally convinced of its legitimacy and begged to be enlightened. Shortly afterwards he was seized by Zakamuth. Zakamuth instituted its Hierophant Arcanum techniques into the Temple and has continued in the administrative function ever since.

Stasis: Ceremonial axe; Air 11, Fire 9, Water 8, Earth 11, Moon 18.

Metamorphosis: Angel 15; Head 2, Limbs 0, Skin 0, Smell 1, Voice 12.

STR 17	CON 15	INT 23
DEX 20	CHA 19	
HP 15	Actions 5	DB +1d6 Ch'awe 19

Ka: Air 25, Fire 20, Water 15, Earth 10, Moon 5.

Skills: Astrological Lore 37%, Bargain 56%, Business 64%, Fast Talk 94%, Psychology 59%, Religion (New Age) 17%.

Weapons: Fist 86%, Damage 1D3+1d6.

1H Axe 47%, Damage 1d6+1+1d6.

Magic: Lower Magic 93%, Higher Magic 13%.

Spells Inscribed: Pyretic Limb, Babel Unbound, Aerial Whispers.

SINDARZES

Simulacra Identity: Benjamin Morrison.

Human Livelihood: Graduate student.

Major Arcanum: V. Hierophant

Social Status: 16 **Opportunity Roll:** 48

Found at: White Light Crystal Temple.

Important Past Lives: member of the Mithradites in Richelieu's France, 1630 AD; philosopher at the court of Queen Victoria

Notes: Sindarzes awakened during a riot in Berkeley in the late 1960s, and was able to choose its body with care. It spent a number of years continuing as a student to familiarize itself with the world, then travelled for awhile before returning to Berkeley. It met Asterath soon afterwards, and now helps with the magical operations of the temple.

Stasis: lead carving of a duck; Fire 11, Air 5, Earth 16, Moon 3, Water 7.

Metamorphosis: Phoenix 22; Head 3, Limbs 6, Skin 4, Smell 2, Voice 7.

STR 16	CON 18	INT 17
DEX 11	CHA 7	
HP 18	Actions 3	DB +1D4 Ch'awe 19

Ka: Fire 16; Air 13, Earth 10, Moon 6, Water 3.

Skills: Biology 73%, Chemistry 65%, Computer Use 53%, Kabbalistic Lore 49%, Medicine 27%, Pharmacy 32%, Research 69%.

Weapons: Handgun 35%, Damage 1D8.

Rifle 63%, Damage 2d6+2.

Dagger 69%, Damage 1d6+1D4.

Magic: Black Stone 68%.

Athanor (gilded box): Fire 11, Air 2, Earth 9, Moon 2, Water 1.

Spells Inscribed: The Calcination of the Secret Fire, The Darkening of the Seven Shaded Wells, The Double Ignominious Man.

FESKERDVZ

Simulacra Identity: Howie Santini.

Human Livelihood: permanent guest and pest.

Major Arcanum: XX. Judgement

Social Status: 8 **Opportunity Roll:** 24

Found at: White Light Crystal Temple.

Important Past Lives: Paris, circa 1630.

Notes: Damaged and frightened, taking refuge here. This is only its second life, and it is confused.

Stasis: Book of French poetry; Earth 6, Moon 13, Fire 19, Water 7, Air 10. It is still trying to locate this, although it knows it is somewhere in Europe.

Metamorphosis: Elf 14; Head 5, Limbs 2, Skin 0, Smell 3, Voice 4.

STR 12	CON 9	INT 13
DEX 19	CHA 17	
HP 9	Actions 4	DB 0 Ch'awe 9

Ka: Earth 11; Moon 9, Fire 7, Water 4, Air 2.

Skills: Art (Court Poetry) 63%, Hermetic Lore 37%, Religion (Roman Catholic) 63%, Speak French 55%.

Weapons: none.

Magic: Lower Magic 47%.

Spells Inscribed: Botanical Sympathy, Vita Robust.

BESTIARY

NEPHILIM ARE NOT the only creatures with a direct link with the magic fields. Some entities are born in the more powerful fields and haunt them for days or even years. These creatures are the raw and often violent materialization of one or more Magic Fields. The magic world of the Nephilim is full of magical and wondrous creatures.

These creatures are primary incarnations of magical conjunctions; they have only a limited intelligence. They are moved by a tremendous, barely controlled energy, and are the materialization of the primal, wild instincts of the Nephilim. A Nephilim gone Khaiba is often considered by his fellows to be one of these creatures. Some Nephilim think these are incomplete Nephilim that appeared during unfavorable conjunctions. They also point out that these creatures appeared in great number during the fall of Atlantis, perhaps because so many Nephilim were slain and returned to the elemental fields. Nephilim usually despise these creatures, or at least view them in distaste, as they are dangerous and are the reflection of their own uncontrolled magical instincts. The Nephilim of the Devil Arcanum try to approach or even imitate these "beasts."

These monsters often hide within natural phenomena. Many prefer to haunt magically rich places where can be found permanent magical fields of their liking, such as the deep heart of a forest, the bottom of a cave or the top of a mountain. The destroyers of such legendary creatures are often Nephilim who dedicated their incarnations to killing these monsters.

The creatures are classified following the five magic fields. Each one has its own personality.

Control

A Nephilim can try to control these creatures. It can do this in three different ways:

- ☆ It finds a sorcerous working or a summoning pentacle that allows control or destruction of the creature,
- ☆ It opposes its own corresponding Ka-element to the creature's. 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 creature attacks the Nephilim.
- ☆ It sacrifices one point of Ka to feed and calm the creature. If the Nephilim succeeds in a Ka roll, the creature will obey one simple order of the Nephilim.

Formation of Magical Creatures

These creatures can appear in two different ways:

- ☆ During very violent natural phenomena, like tornados, hurricanes, earthquakes, firestorms, tidal waves, etc. The crea-

ture develops in the very center of the phenomenon and stays there, amplifying the manifestation. It disappears when the phenomenon ends, or escapes and tries to survive by following the flow of the magic fields. Such creatures are weaker than those arising in the next manner, below.

- ☆ Directly from a magic field. They might appear in a Plexus or Nexus during a Grand Enthronement (see page 130), and give birth to a corresponding natural phenomena. These creatures are usually more vicious, with a limited intelligence and animal cunning. Creatures of this sort are formidable opponents of the Nephilim.

Characteristics

The dice rolled to determine the creature's characteristics.

Ka-element

The Ka-element of a creature is the magic field to which it is related, and thus indicates during which conjunctions it has a greater chance to appear. Some of the more powerful creatures are related to several Ka-element.

Hit Points

Most magical creatures have no hit points. They can only be destroyed by attacking them with magical weapons or spells. The damage reduces their Ka-element (or the dominant Ka-element if they have more than one). When the Ka-element reaches zero, the creature is destroyed.

Those creatures with hit points listed can be physically destroyed by reducing their hit points to 0. Any weapon can harm these creatures. The creature then usually reverts to a mundane form of its element.

Actions

Indicates the number of actions the creature can perform in a combat round.

Movement

Indicates the creature's speed in meters per action. A second value indicate the creature's speed when it is fully immersed in its element.

Attacks

The creature's attacks and their damages. Damage bonus has been included for generic creatures, gamemasters should replace the listed damage bonus with an appropriate one based on the creature's STR when creating individual creatures.

Abilities

These are the abilities based on the Ka-element of the creature. They are expressed in percentage, as a skill. Roll the skill for the ability to succeed.

A armor

Whenever a creature has armor points, they are indicated here.

Fire Creatures

Fire creatures are the raw materialization of the magic fields of Fire. They appear during major forest fires or during a Fire Enthronement. They also appear during storms where lightning falls or near intense electric phenomena. They love to group in bands and run along the strongest Fire field, burning everything on their way.

Lightning Wyvern

It is often born among lightning. It is very angular and vaguely snake-like. It moves at a very high speed.

STR 4d6 CON 4d6 DEX 4d6

Ka-element: Fire 4d6+4. **Hit Points:** None.

Move: 10 **Actions:** 6

Attack: lightning 60%, Damage 3d6.

Abilities: None. **Armor:** 4 points.

Salamander

"A little creature surrounded by intense heat appeared in the hearth of my Athanor. It moved slowly, with hypnotic grace..."

Fulcanelli, *The Secret Notes*

The salamander is probably the least offensive fire creature. It appears in domestic fires and looks for wood to burn. It takes the shape of a small black lizard surrounded by orange and blue flames. It attacks with heat waves.

STR 1d6+3 CON 1d6+3 DEX 2d6+6

Ka-element: Fire 2d6+6 **Hit Points:** Equal to CON

Move: 2 **Actions:** 2

Attack: bite 50% Damage 1d6.

Abilities: has 30% chance of setting a flammable object on fire each round and 30% chance of heating an object to 100°C in one round.

Armor: 1 point against missile weapons.

Flame Snake

A long serpentine flame appears and moves like a snake ready to attack. Its size depends on the fire size (some can be as long as 10 meters).

STR 2d6 CON 3d6 DEX 5d6

Ka-element: Fire 3d6 **Hit Points:** equal to CON.

Move: 5 **Actions:** 4

Attack: Flame bite 30%, Damage 2d6.

Abilities: it can jump up to 5m every round.

Armor: magical. It can be affected only by spells or magical weapons.



Earth Creatures

The following creatures are born of the stuff of raw Earth. They may appear during an earthquake, sandstorm, or major avalanche, or during an Earth Conjunction. Most Earth monsters are solitary, preferring to act on their own, as well as extremely territorial.

Basilisk

Basilisks are nauseating lizard-like creatures. Their slimy reptilian bodies are carried low to the ground on four crow-like clawed legs. Their greenish-grey scales are broken up by oily black feathers, scattered randomly about their bodies, and their heads are surrounded by a bony crest. Their main weapon is their poisonous bile which they can vomit at opponents.

STR 2D3 CON 2d6+6 DEX 3d6

Ka-element: Earth 2d6+6. **HP:** Equal to CON.

Move: 2 **Actions:** 3

Attack: Bite 50%, Damage 1d6+poison equal to CON.

Spit Bile 65%, Damage poison equal to CON. Bile can be shot up to STR meters, and is only useable a number of times each day equal to the basilisk's Ka score.

Protection: 6 points scales and feathers.

Hemogobblyn

"It wasn't until I heard Rannam's shriek's that I could finally spot the nasty little things. They were almost com-

pletely clear, by which I mean their skin had absolutely no color to it, although it's sliminess did reflect the neon glow of the alleyway. Strangely, the thing was no bigger than my fist, but as it latched onto the side of Rannam's head, and began to feed, it grew. It's body swelled with the blood it drained from Rannam, and it's gelid skin took on the color of fresh blood. After its feast, it dropped from the husk which was Rannam and advanced toward me on long, spider-like arms and legs, which ended in hideously barbed claws. I ran."

STR 1d6 CON 2d6 DEX 4d6

Ka-element: Earth 3d6+3. **HP:** Equal to CON.

Move: 6/leap = to STR. **Actions:** 3

Attack: Bite 50%, Damage 1d6-1d6+blood drain*.

Claw 60%, Damage 1d6-1d6.

*Blood Drain: The hemogobblins drain their victim's blood at the rate of 1D3 HP per turn unless torn off in a contest of STR vs. STR. For every point drained by the hemogoblin, add one point each to its STR and CON. Note that this increase will affect the hemogoblin's HP and damage bonus. These extra points wear off at the rate of one per hour per characteristic, until the characteristics return to normal.

Mantichora

"From within the shaggy mane of the beast peered a face as human as the one I wear, yet it's black eyes seemed to bore through me. The stinger tail swayed rhythmically over its back as the leonine beast approached me. It opened its mouth, revealing rows of jagged teeth like a shark's, and let out a howl more full of despair and hate than a newborn babe's"

STR 4d6+12 CON 2d6+9 DEX 2d6+3

Ka-Element: Earth 3d6. **HP:** Equal to CON.

Move: 6 **Actions:** 3

Attack: Claw 60%, Damage 1d6+5d6.

Sting 50%, Damage 1d6+5d6+Poison equal to Mantichora's CON

Properties: The Mantichora can shriek once per round. Any opponents who fail a roll of dominant-Ka x3 are terrified and can perform no action that round other than to run away.

Protection: 4 point skin.

Air Creatures

The creatures of air are those who are at their most powerful in the sky. These creatures are spawned from tornadoes, hurricanes or Air Enthronements. These creatures are often found in groups, acting together for a common cause, however it is not uncommon to find an Air creature working on its own.

Harpy

This loathsome beast has the head and breasts of a female ape, but the body and wings of a diseased vulture.

Harpies are filthy, evil beasts, and take particular pleasure in spreading their nastiness both physically and psychologically. These creature's favorite tactic is to fly above their target's harassing them with sticks, stones and curses. Occasionally harpies will throw their own fecal matter at opponents. Harpy dung is poisonous, and often they will attempt to toss it into food or water supplies.

STR 3d6 CON 3d6 DEX 4d6+6

Ka-element: Earth 3d6. **HP:** Equal to CON.

Move: 1/8 flying **Actions:** 5

Attack: Claws 35%, Damage 1d6+1d6 poison (infectious filth).

Stones/Sticks 35% (-5% for each 3 meters of height above target), Damage 1d6/3m dropped.

Droppings 60%, Damage -1d10 from CHA until cleaned, 2d6 poison potential (infectious filth).

Properties: Harpies are immune from all but magical diseases.

Protection: 1 point of fur and feathers.

Water Creatures

Water creatures are found in large lakes, oceans and rivers. They may appear at a time of flooding, unusually heavy rainfall, or at a Water conjunction. These creatures are as likely to be solitary as they are to work in schools.

Kelpie

"As we ventured nearer to the Loch, we heard a strange keening noise. I looked around us, but only saw a shaggy pony wandering our way from down the shore. As it approached Marcus, my companion held out his hand to pet the beast. Suddenly, the creature's mane sprang to life. Hair writhed from the horse and grabbed Marcus, pulling him tight to the back of the devil which then galloped off into the black Scottish lake."

STR 4d6+9 CON 3d6 DEX 2d6+6

Ka-element: Water 3d6+6 **HP:** None.

Move: 10/20 swimming. **Actions:** 3

Attacks: Bite 50%, Damage 1D8.

Kick 50%, Damage 1D8+ 2d6.

Hair 60%, Damage grabbed and held fast with a STR equal to the Kelpie's Ka score.

Properties: Can breathe water as well as air. The Kelpie takes its prey underwater to drown them, and then eats them in its watery lair.

Protection: 3 points of hide and shaggy hair.

Seethers

Seethers are bubbling masses of nauseating cancerous cell-tissue. They ooze along the bottoms of sewers and lakes which are especially polluted with human filth. When these horrors encounter organic matter, they begin to dissolve the outer layers of the skin, and then burrow deep inside the organism, eventually eating it away from the inside out. When it has destroyed its host body, it continues to use the shell for a few hours while it attempts to migrate to another body of water.

STR 1d6 CON 3d6 DEX 2d6

Ka-element: Water 4d6 **HP:** None

Move: 1/6 swimming **Actions:** 2

Attack: Dissolve 45%, Damage 1d6 per turn

Properties: Seethers take normal damage from fire. When a Seether has taken its target's HP down to 0, it takes over the body, and uses it to try and get to another body of water. The body will finally break down into a puddle of greasy filth after a number of hours equal to the Seether's Water Ka. The host body is incapable of speech, or anything other than basic, physical action (walking, movement of limbs and head) while under the control of a Seether.

Moon Creatures

Moon creatures are some of the most unusual and magical creatures in the world of the Nephilim. Moon creatures are formed not only on Moon conjunctions, but at times of the year when the Moon is full and closest to the earth, during meteor showers, as well as at times when major lunar events take place (many moon creatures appeared when the Apollo crew first landed on the moon, a time when Sun-Ka appeared on the barren face of the moon).

Gorgon

Gorgons are evil hags with leathery wings, bodies covered with bronze scales, taloned feet and hands, and a writhing tangle of poisonous snakes spouting from their skulls.

A gorgon possesses the legendary ability to turn organic matter into stone. Each melees round, everyone within sight of the gorgon's hideous face must roll equal to or less than their Dominant Ka x3 or be turned to stone. A human who is thus carbonized dies. A Nephilim who is turned to stone is driven from the body and must either re-enter Stasis or find a new Simulacrum.

The gorgon's appearance attack may not be countered by defensive magic. Gorgons are immune to their own appearance and to that of other gorgons.

STR 4d6 CON 3d6+6 DEX 3d6+6

Ka-element: Moon 1d6+12.

HP: Equal to CON.

Move: 3/8 flying **Actions:** 4

Attack: Talons 50%, Damage 1d6+1D4.

Serpents 100%, Damage 2D3+poison equal to gorgon's CON.

Grisly Visage Automatic, Petrification.

Properties: Each being attacked by a gorgon's serpents counts as a separate action.

Protection: 8 point bronze scales.

Ghost Wurm

"The snake-like thing came at us, a soft glow seeping from the cracks in its scales and illuminating the charnel house which was its lair. Its horny head raised high suddenly, and the thing's jaws split open, a crimson gash in the blackness of it hide. From out of its mouth poured a torrent of fog, which quickly divided into a number of distinct beings, each of which we recognized as the specters of the previous expedition."

STR 12d6 CON 3d6+12 DEX 3d6

Ka-element: Moon 1d6+12

HP: Equal to CON

Move: 4

Actions: 3

Attack: Bite 60%, Damage 1d10+6d6.

Breath 100%, Damage special (see below).

Properties: The Ghost Wurm keeps the spirits of those it has eaten bound to itself, and can vomit them forth to attack opponents. When a character is killed by the ghost wurm's bite, roll the wurm's Moon-Ka against the character's dominant Ka on the resistance table. If the wurm wins, the character's spirit is bound into the ghost wurm until the wurm sets it free.



- Each round, the Ghost Wurm can vomit up to 3 spirits. These spirits have a randomly determined Ka score of 3d6. If the spirit overcomes its target's dominant Ka with its own on the resistance table, the target takes 1d6 damage to its dominant Ka. Each spirit is only tied to this plane for 1 turn after being vomited forth by the Wurm, after which it is free to continue on to the afterlife. A Nephilim so captured and then released will be free to reincarnate.
- Note that the Ghost Wurm prefers to use its bite, simply because after reducing a target to 0 Ka, the spirits are useless to the wurm. A ghost wurm will not eat the corpse of a Ka 0 being, as they have no taste to the Wurm.

Combination Creatures

Combination creatures are formed when cataclysmic natural occurrences take place. A volcano might produce a creature of fire and earth, a typhoon a creature of air and water, and a sandstorm one of air and earth. Nexuses are the most common areas to find these creatures, followed by Plexuses.

Gryphon

A gryphon is a large flying carnivore with the foreparts of an eagle, including beak and talons, and the hindquarters of a lion. They live in mountains and desert areas. Griffins are combinations of the Air and Fire elements. They violently hate things associated with the Moon element, and will not tolerate such creatures in their territory.

STR 10d6 CON 3d6+12 DEX 3d6+12

Ka-element: Air 2d6+6 **Ka-element:** Fire 3d6

HP: Equal to CON

Move: 5/12 flying **Actions:** 5

Attack: Bite 70%, Damage 1d6+4d6

Claw 70%, Damage 1d6+4d6

Properties: Becomes Berserk when confronted by Moon-Ka dominant creatures. The Gryphon will single out these creatures for attack, and not break off until the creature is dead, or the Gryphon is.

Ghruuul

"In the course of my journeys, I came across a most unusual being known as the Ghruuul. This creature was roughly the size and proportions of the great apes, and yet its hide was pebbly and warm to the touch. When enraged, it would spit a stream of magma at opponents."

STR 4d6+12 CON 3d6+6 DEX 3d6

Ka-element: Earth 3d6+6. **Ka-element:** Fire 2d6.

HP: Equal to CON.

Move: 2/3 in trees. **Actions:** 3

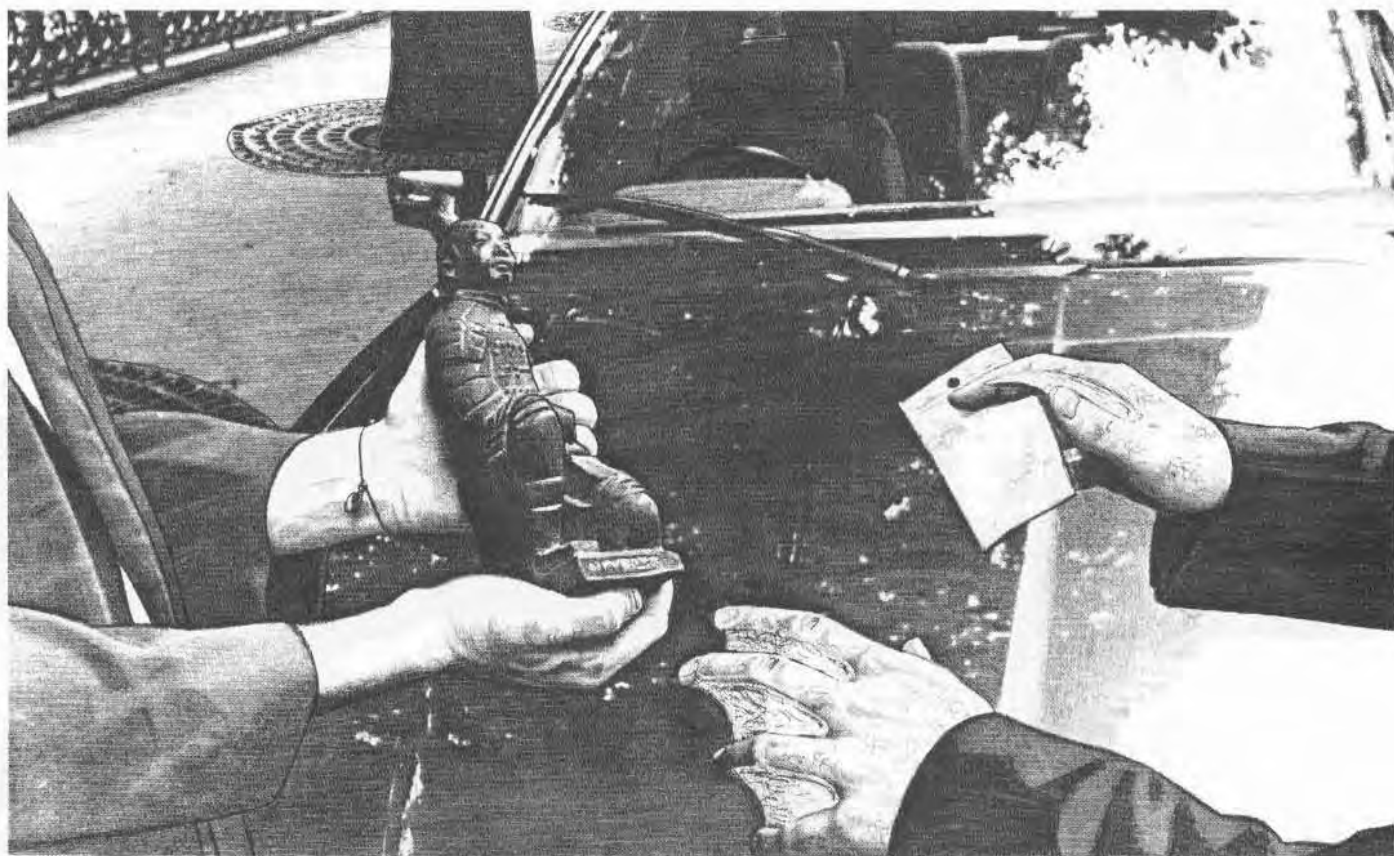
Attack: Bite 50%, Damage 1d10+3d6.

Pummel 65%, Damage 1D3+3d6.

Spit Magma 40%, Damage 5d6, range equal to Fire-Ka in meters.

Properties: The Ghruuul is able to see in complete darkness.

Protection: 7 points of pebbly hide.



THE CHRONICLE OF AWAKENINGS



ERE ARE A FEW KERNELS of wisdom which can be used by an industrious gamemaster to create adventures for her Nephilim campaign. These adventures are intended to give a brief glimpse into the world of Nephilim, but are not meant to be exhaustive plot descriptions giving every detail necessary. Rather, they should be used by the gamemaster to fill spots in her own game, or to serve as a springboard for her own ideas.

If we assume that the Chronicle of Awakenings contains the stories of every Nephilim which has ever existed, then we may assume that the stories below are also within this elder tome. In your own exploration of the world of Nephilim, you will add stories to this legendary book, and add to the mythology of the Nephilim until Agartha or Armageddon are upon us.

Beyond the Silver Gates

A computer manufacturer has apparently created "true artificial intelligence" and is displaying prototype versions of their new artificial intelligence (AI) computers at an electronics trade show. The Player Characters discover that the manufacturer is actually a pawn of the Rosicrucians, and has managed to discover how to trap Nephilim into the mechanical pathways of their computers. The

AI has been achieved by trapping and subduing these Nephilim within a perverted, multi-use Stasis. These Technomancers have determined a way to mix Litharge with silicon to create their computer chips. The Player Characters must attempt to free the trapped Nephilim, and to destroy the plans and people behind the plot.

Route 666

Recently, Newscasters have discovered a very eccentric person wandering the highways of America. It seems that this crazed old man, Seamus Schoonmaker, has been wandering the backroads of America for nearly twenty years now, painting a red line down the middle of the highways, going from one highway to the next. The line, continuous and unbroken, reaches like a web across the country. During one newscast,

the station shows a picture of this web superimposed over a map of America. Any player character Nephilim who can roll less than its Dominant Ka x3 recognizes the symbol as a vast warding which, when completed and properly enchanted, will send all Nephilim within its boundaries into Stasis. Who is Seamus Schoonmaker, and how does he have this occult information? He has been working on this sigil since before the current wave of incarnations. Is he a tool of one of the secret societies, or does he have psychic powers of his own?



Los Olvidados

Rumors have been cropping up that gangs of street urchins in Mexico City have been becoming much bolder lately, attacking passerby, especially anglo tourists. Rumors surround them to the effect that someone claiming to be Quetzalcoatl, a Priest Arcana Nephilim, is behind the gangs and is bringing in Indians from the outlying countryside to oversee the gangs. As they begin to range out into the city, they eventually take over entire neighborhoods, kicking out or killing those residents with European blood. The gangs are perpetrating an ethnic cleansing, getting rid of anyone not of pure Aztec blood. Witnesses to the gangs' violence report strange magics surrounding their attacks, and describe an evil "Brujah" or witch who has snake-like features. The player characters are drawn into this in order to discover if this "Quetzalcoatl" is another Nephilim attempting a power-play, or an extremely clever gang-lord, or something else.

The Chronicle of Awakenings

The *Chronicle of Awakenings* is a legendary book of the Nephilim. Within this lengthy tome, written in Enochian on parchment of Dragon tongue and bound in gryphon hide, are said to be the life stories of every Nephilim who has ever lived... and who ever will. Few Nephilim have ever glimpsed within this book, and those who have were either driven irretrievably mad by it, or have instantly understood themselves and their place in the universe, and have gone on to achieve Agartha. At the present time, none know where the book rests, though rumors have placed it variously in the mountains of Antarctica, the jungles of South America, the back alleys of Hong Kong or any of an innumerable variety of remote or seedy locations. One legend of the book tells that it can be found by finding the following items and performing a ritual over them: An Honest King; the sound of a Cat's footfall; the lips of a Falcon; the legs of a Shark. Obviously the ingredients of this ritual are extremely difficult to find.

Bloodsport

Rumors have been cropping up surrounding a new martial arts academy in the player characters' base town. *Young Forest Academy of Internal Martial Arts* claims to teach the wisdom of the ages-old secrets of Tai Chi, Hsing-I and Pa Qua, as well as the fighting arts of the Shao-Lin temple. Students are told by Sifu Janson that they will be shown the most powerful and complex arts and taught the secrets of the universe by attending his academy. In fact, Sifu Janson is actually an evil Black Star sorcerer who is brainwashing his students and feeding off of their Ka. In this way, the foul sorcerer is creating an army of Kung Fu Zombies—martial artists completely drained of their will and left under his control. Another Martial Arts school in the area, the *Eternal Balance of Mind* Kung Fu academy, has learned something of what the Young Forest school is up to. However, they are comprised of mere mortals and their numbers are few. It is possible that one of the player character Nephilim has a contact in the *Eternal Balance of*

Mind school and can learn of Sifu Janson's foul schemes. Through this contact, the Nephilim discover what is going on in this school and must destroy the sorcerer before he creates any more of his Kung Fu Zombie Slaves.

Flash and Burn

Through certain Mithridatic contacts, the North American Commandery of the Templars has an unusual offer—they want the characters to seek out and destroy a renegade Bailiff of the Temple, one "K", who has turned a Templar Obedience in eastern Germany into his own society of Kadosch Templars. According to the Mithridatics, "K" and his Kadosch Temple have infiltrated the Russian mafia and are attempting to obtain tactical nuclear warheads. The Temple cannot move against him, since they don't know what other Bailiffs are compromised, so they promise the characters immunity from Temple justice in North America and the right to take any artifacts or treasures that the Kadosch Temple has accumulated. However, some of the Tower Arcanum think that "K" should be assisted...

The Price of Knowledge

The Solemn Conclave of the Hanged Man Arcanum in Aswan, Egypt, has been disrupted by an attack by the Faithful Brotherhood, a splinter Ismaili sect with ties to the Assassins. Most of the Arcanum leadership have had their Simulacra killed in the explosion, but that of the Eldest, Adoniram, was not found in the rubble. Lately, the Templars have shown a great deal of interest in amnesiacs found in Egyptian cities, plucking them out of hospitals and torturing them to death—it is only a matter of time, some think, before Adoniram's Simulacrum is also seized by the Temple while Adoniram lies stunned in Shouit, and drained of its vast knowledge. The Hanged Man is in disarray, so the characters must beat the Temple and the Assassins to Adoniram...

Agartha or Bust

A break-in at the Ashmolean Library at Oxford was dismissed by the authorities as the work of amateurs—myriads of priceless manuscripts were bypassed in favor of an old folio of map sketches from the 16th century! The Rosicrucians, however, are furious—a mere human thief has managed to break in past their Orichalka wards and steal the notes of Robert Fludd on the location of Agartha! The Nephilim, of course, including the characters, know that the race is on...

The Once and Future King

An archeologist on a dig near Stonehenge has uncovered an Anglo-Saxon burial mound, seemingly the site of a long dead king. Upon further examination, an old sword is discovered. It is in fact Excalibur, the magical sword wielded by the legendary King Arthur. However, as these things happen, the sword is the Stasis item for the Nephilim who possessed Arthur's body, and it is now free again, possessing the body of the archeologist. The New Arthur is a mighty Phoenix Meta-

morphosis of the Emperor Arcanum, who has plans to rule the world.

Excalibur is an amazing weapon—the sword of kings. It behaves like Orichalka, with 10,000 points of capacity, but can also be wielded by a Nephilim against humans, destroying their Solar-Ka as it does a Nephilim's elemental Ka. He will begin by calling a gathering of all Nephilim to Stonehenge, where they may reforge the ideas of the round table, which is basically to get all the most powerful beings together to rule the world with one coherent set of rules. The player character Nephilim are among those invited to join the circle. The first quest that the Round Table Nephilim undertake is the freeing of Arthur's ancient advisor, Merlin. Merlin has been trapped by a sorcerer of the Black Star Brotherhood and turned into a Homunculus slave, the player Nephilim will lead a commando raid on the sorcerer's island fortress in the Mediterranean sea to free Merlin.

Jack the Knife

It was thought, among other theories, that Jack the Ripper was a member of the Masonic order. No one knows for sure, but it was thought that the Freemasons had ties to several people in extremely high places. A cover-up of Jack's nocturnal ripping would not have been too difficult. The player characters discover that the Freemasons are collecting old Stasis objects and inadvertently awakening some of them.

They have found many tomes containing lists of where old Stasis objects lie. Some of these lists, however, are incomplete and only contain fragmented locations, or descriptions of Stases. The Masons begin awakening the Nephilim, and oops... accidentally set Jack The Ripper back upon the world. This adventure can take place anywhere...England would be suitable, but not necessary. Many Antiques have been spread throughout the world. Jack's Stasis is a gleaming straight-razor, the same one that he uses to perform his murders. Jack is a Snake Metamorphosis of the Devil Arcanum.

The Fourth Reich

In the southern states of the US, there is currently a rise of Neo-Nazi activity. The leader of these cults, Richard Sammons, is in fact a Simulacrum under the control of Sharg, a Djinn Nephilim. This Djinn was also the entity responsible for the greatest atrocities of modern times—he was Adolph Hitler. Sharg is using the ignorant and uneducated in his own power play to destroy "the mongrel races" in order to preserve the Aryan race as the perfect host Simulacrum for his fanatic cohorts in the Emperor Arcanum. However, the Nephilim realize that by creating another Holocaust, another war will start, and this time it will probably result in the nuclear annihilation of all life on Earth, and thus all Nephilim will be stranded on a blasted chunk of ash.



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Highlander (just the first one)

Big Trouble in Little China

It Came From Outer Space

Invasion of the Body Snatchers

The Hidden

Warlock

Night Of the Living Dead (Selenim?)

The Mummy

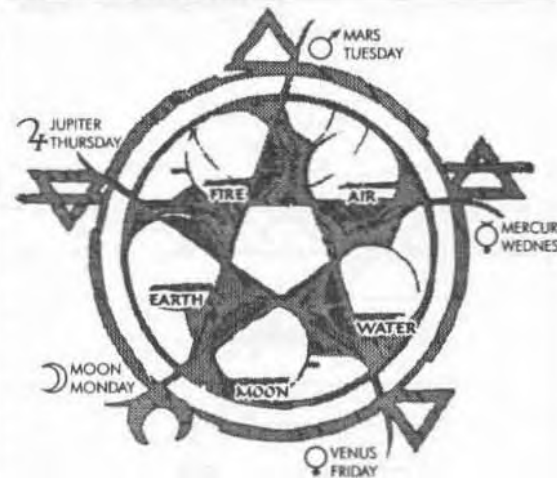
NEPHILIM

OCCULT ROLEPLAYING

CHARACTERISTICS

SIMULAC	BONUS	CHARACTERISTIC	TOTAL	ROLLS (characteristic x3%)	
		Ka	_____	Vision	_____%
	△	Strength	_____	Effort	_____%
	▽	Constitution	_____	Resist.	_____%
	△	Intelligence	_____	Idea	_____%
	▽	Dexterity	_____	Agility	_____%
	○	Charisma	_____	Persuade	_____%

NAME _____
MAJOR ARCANUM _____



WEAPONS

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MELEE _____
N-Skill _____ □ S-Skill _____ □
Damage _____ HP _____

MISSILE _____
N-Skill _____ □ S-Skill _____ □
Damage _____
Rounds _____ Range _____

MISSILE _____
N-Skill _____ □ S-Skill _____ □
Damage _____
Rounds _____ Range _____

MISSILE _____
N-Skill _____ □ S-Skill _____ □
Damage _____
Rounds _____ Range _____

ATTRIBUTES

Actions _____
Damage Bonus _____
Body Armor _____

CH'AWE

01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18

HIT POINTS

01	02	03	04	05	06	07	08	09	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36	37	38	39	40		

SKILLS

SKILL NAME	NEPHILIM	SIMULAC	SKILL NAME	NEPHILIM	SIMULAC	SKILL NAME	NEPHILIM	SIMULAC
Anthropology	_____	_____	Grapple	_____	_____	Research	_____	_____
Arcanum Lore	_____	_____	Hermetic Lore	_____	_____	Religion	_____	_____
_____	_____	_____	Hide	_____	_____	_____	_____	_____
Archeology	_____	_____	History	_____	_____	_____	_____	_____
Art	_____	_____	Hunt	_____	_____	_____	_____	_____
_____	_____	_____	Kabbalistic Lore	_____	_____	_____	_____	_____
Astrological Lore	_____	_____	Kick	_____	_____	Ride	_____	_____
Astronomy	_____	_____	Law	_____	_____	Scan	_____	_____
Bargain	_____	_____	Life Experience	_____	_____	Scrutinize	_____	_____
Biology	_____	_____	_____	_____	_____	Smell	_____	_____
Build	_____	_____	_____	_____	_____	Speak	_____	_____
Business	_____	_____	_____	_____	_____	_____	_____	_____
Chemistry	_____	_____	_____	_____	_____	_____	_____	_____
Climb	_____	_____	_____	_____	_____	_____	_____	_____
Computer Use	_____	_____	Listen	_____	_____	_____	_____	_____
Conceal	_____	_____	Mechanics	_____	_____	_____	_____	_____
Craft	_____	_____	Medicine	_____	_____	_____	_____	_____
_____	_____	_____	Natural Lore	_____	_____	_____	_____	_____
Dodge	_____	_____	Pharmacy	_____	_____	Survival	_____	_____
Drive	_____	_____	Physics	_____	_____	Swim	_____	_____
_____	_____	_____	Pilot	_____	_____	Tarot Lore	_____	_____
Electronics	_____	_____	_____	_____	_____	Taste	_____	_____
Fast Talk	_____	_____	Psychology	_____	_____	_____	_____	_____
Farming	_____	_____	Read/Write	_____	_____	_____	_____	_____
First Aid	_____	_____	_____	_____	_____	_____	_____	_____
Fist/Punch	_____	_____	_____	_____	_____	_____	_____	_____
Geology	_____	_____	_____	_____	_____	_____	_____	_____

PLAYER NAME _____

[illegible]

ATHANOR

FIRE _____

AIR _____

EARTH _____

WATER _____

MOON _____

STASIS

LOCATION: _____

EPOCH & DESCRIPTION

FIRE _____

AIR _____

EARTH _____

WATER _____

MOON _____

□

ASPECT	METAMORPHOSIS	POINTS
Head		
Hands		
Skin		
Odor		
Voice		

SIMULACRUM

Name _____

Solar Ka _____ Age _____

Gender _____ Social Status _____

Opportunity (SOCIAL STATUS x3) _____

Education _____

Life Experience _____

Profession _____

Family Relationship _____

Culture _____

Description _____

[illegible]

DEPHILITY

OCCULT ROLEPLAYING

AGE

Simulacrum Age (3d6x5) _____ + Final Age (3d6x5) _____ = _____ Total Age at Death

SKILLS

SKILL POINTS:

(SIMULACRUM AGE x4)

SKILLS LEARNED:

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

MAGIC LEARNED

OCCULT DEVELOPMENT POINTS _____

(FINAL AGE x2)

ARCANUM LORE: _____

MAGIC TECHNIQUES

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

INSCRIBED SPELLS

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

ERA

SIMULACRUM NAME

OCCUPATION

SUMMARY OF EXPERIENCE IN THIS LIFE

STASIS EVENT: _____

ENDING
DOMINANT KA

DEPHILITY

OCCULT ROLEPLAYING

AGE

Simulacrum Age (3d6x5) _____ + Final Age (3d6x5) _____ = _____ Total Age at Death

SKILLS

SKILL POINTS:

(SIMULACRUM AGE x4)

SKILLS LEARNED:

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

MAGIC LEARNED

OCCULT DEVELOPMENT POINTS _____

(FINAL AGE x2)

ARCANUM LORE: _____

MAGIC TECHNIQUES

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

INSCRIBED SPELLS

_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%
_____	_____	%

ERA

SIMULACRUM NAME

OCCUPATION

SUMMARY OF EXPERIENCE IN THIS LIFE

STASIS EVENT: _____

ENDING
DOMINANT KA

*The moment I heard my first love story,
I started looking for you, not knowing
how blind that was.*

Lovers don't finally meet somewhere.

They're in each other all along.

— Moulana Rumi

Science is an Illusion,
History is a Lie.

NEPHILIM

In ages past you lived many times. Your slaves
built the Great Pyramid to honor your death; you died for
the sins of Jerusalem; you lost your head suggesting they eat cake.

You are Nephilim - demi-god, prophet, saint,
& magician from the mythic past.

Again you incarnate, to continue your ancient struggle
for enlightenment, and against the plots of occult societies
who seek to enslave you and steal your magic.

"In over 20 years of studying the Western Mystery Tradition and playing
roleplaying games, I have never before encountered a game system that so
skillfully blends real-world occult knowledge with an exciting and
compelling roleplaying game."

— DONALD H. FREW
Wiccan Elder, High Priest, & Magus



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