

The
Clandestyne
Storyteller Campaign

An Urban Fantasy

Edited by James O'Rance

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Introduction

In the beginning, Clandestyne was a World of Darkness freeform¹ campaign. It was founded by creative game masters and convention designers who had been turned away by a similar freeform campaign named Shadowkin. This because either their contributions did not agree with canonical White Wolf sourcebooks (such as Stephen Lyne's Nightbreed ideas, based on the novel *Cabal*), or because the Shadowkin designers did not consider them "experienced" enough. These people went on to create a freeform campaign of their own, one which quickly became more successful and original than Shadowkin was at the time.

From the beginning, Clandestyne included some plotlines and story concepts that would be considered pretty off-the-wall in most World of Darkness settings. After the first two games, it became clear that the setting of Clandestyne was very different to **Vampire: the Masquerade**... or any World of Darkness sourcebook for that matter. Every book that somebody read, every movie that someone watched, could be incorporated into the shared world. Nobody's ideas were thrown out for clashing with something that already existed. Instead of asking "Does this fit into the stories that we already have?" Clandestyne asked "Does this make the game more interesting or creative?" If the answer was *yes*, then Clandestyne's world would suddenly be bigger (and someone would have to retroactively work the additions into continuity²).

Unlike the World of Darkness, Clandestyne assumed that magic was a resource to be used by politicians, crime lords, and spiritualists alike. No matter how many secrets a person knew, there was always a paradox that didn't fit your nice theories and histories. The player characters were important, powerful figures in this world.

Storytellers who use this work are encouraged to do what the Clandestyne designers did - to throw in weird stories, new backgrounds, and ideas from your favourite books, and to hell with the confusion. Even if you don't yet know how your secret society of day-walking vampires fits into the vampire mythology of Clandestyne, use it anyway! Perhaps the answers will come, perhaps they won't.

The unknown is frightening, and the mysterious fascinating.

- James O'Rance, editor

¹ "Freeform" denotes a style of live roleplaying that is common in Australia and elsewhere.

² Usually, that was me. It meant that I read a lot of books I would otherwise have overlooked.

The Hidden World of Clandestyne

The World

Earth is home to a wide variety of secret and sacred places. While much of the modern world seems to be under the sway of banality and soulless rationalism, nothing could be farther from the truth. Beneath the illusion of the mundane is a world of secret wonders. This is not a world of darkness; it is a world of hidden power – sometimes enlightening, often horrifying. You need not be a supernatural creature to see the truth; anybody can open their eyes and Awaken.

The Americas

Midian – Canada

Midian is the society that Baphomet created for his children, during the earliest days of the world. Its purpose was to provide a refuge for the Tribes of the Moon, also known as the Nightbreed. Baphomet wished for the Nightbreed to withdraw from humanity, rather than prey upon them as other vampires do. The Baptiser declared that all 'Breed who dwelt within Midian must follow the Laws of Meat – restrictions upon the feasting of the vampires, to prevent discovery by enemies of the Tribes of the Moon.

The first city of Midian was somewhere within Asia Minor or Northern Africa, and was threatened by the Nilotic (now known as Set) around 5,000 BC until Baphomet destroyed him in a conflict that mirrored the Nilotic's victory over Baphomet one thousand years previous. The city was protected by an order of human knights called the Templars of Baphomet, who unwittingly kept the Holy Lands free of the Nightbreed's enemies – Setite vampires. Midian was compromised during the fourteenth century when one of the Nightbreed broke the Laws of Meat and consumed the flesh of a human. The enemies of the Baptiser tracked Baphomet to Midian and tore him apart. Midian was abandoned and destroyed.

The second incarnation of Midian was formed in the wilds of Canada two hundred years ago, and consisted of a cavernous system of tunnels and subterranean chambers. Many of the Nightbreed heard that Baphomet had been restored, and travelled from across the world to find refuge. Unfortunately, *this* Midian was destroyed in the late 1980s when the one called Cabal allowed humans to discover it, and Baphomet's divided body was scattered across the globe.

Baphomet may declare any location to be a new Midian, if he so desires. Should he do so, tunnels and caverns open up beneath the ground, providing living space for many hundreds of Nightbreed. When this is complete, a spiritual call is sounded that alerts all Nightbreed in the world to the existence of a new refuge. Previously, Midian was created in regions remote from human habitation.

Late in 1997, a number of vampires based in Sydney seized the recently vacated Arcanum Chapter House and renamed it Midian, at the suggestion of an unnamed individual. Neither Baphomet nor the Nightbreed were involved in this.

The Van de Graf Cabal - United States

Nicholas Van de Graf is a famous industrialist in the world of Clandestyne. He is an American success story: a man with an ambition, who built up the multinational Van de Graf Foundation and the American New England Corporation from nothing more than an ambition and a dream. In an age where monolithic corporations and governments control much of the world's finance, Nicholas Van de Graf is the common man's millionaire; a man who has gained his influence through hard work and dedication.

That's what the media says about Van de Graf, anyway.

Of course, the media can't be expected to know the entire truth. The fact that both Nicholas and his wife Amelia are vampires, for example, who are perfectly happy to use their unearthly influence and commanding gaze to manipulate mortal affairs to their own purposes. Between them, Nicholas and Amelia Van de Graf control vast resources, and have many allies of a supernatural nature. Together, these individuals form the Van de Graf Cabal, a potent force of darkness that has just started to exert its influence in international affairs.

The Van de Graf Cabal is one of the few forces that might equal the power of the rumoured Orphic Circle or the Giovanni Family; whilst these control more powerful supernatural forces, Van de Graf knows people. He has connections in the American Mafia, worldwide finance, and the Internet, as well as vampiric society. The Van de Graf Cabal has not yet flexed its muscles fully yet, but time will tell how much of a threat Nicholas Van de Graf can be.

Europe

The Weave - Somewhere in the south of England

The Weave is everything that the Seerkind loved, everything that they wished to preserve, hidden from destruction by Cuckoos or the Scourge. To a human, it appears to be a large Persian carpet, woven with intricate designs. To a Seerkind, the Weave makes itself known. It was created in the Nineteenth century; Seerkind from the world over enchanted their favourite haunts and places of power. Magically encrypted within the carpet is the entire world of the Seerkind. Anything of value that would not be missed by the Cuckoos was enchanted in this way.

And so, when the Four Families of the Seerkind came together to weave all of these places together, they were removed from the Earth of the Cuckoos and bound together into one Seerkind country - the **Fugue**. The Fugue is a resting-place, and most of the Seerkind chose to be woven within, preserved in timeless sleep. Only a few decided to remain in the Kingdom of the Cuckoos, as guardians to the Weave.

To one who has somehow entered the Weave, there appears to be no system to the geography of the Fugue. There is a random assembling of spots that the Seerkind loved enough to snatch from destruction. Butterfly copses and placid water meadows; lairs and walled sanctuaries; keeps, rivers, and standing stones. All are mixed together.

Towards the centre of the Fugue are two buildings of great importance to the Seerkind. The first is Capra's House, which is a sacred place and a seat of government. Great decisions are made within its halls, where no Cuckoo has ever

walked. Further in is a towering palace named the Firmament. This is a place of power, where old Seerkind raptures were used to Weave the Fugue together. The Firmament stands close to the border of the Gyre.

The *Gyre* is a maelstrom of clouds that rests in the very centre of the Fugue. Somewhere within the Gyre lie the fundamental forces that power the Weave, but none know for certain what they might be. This ground is sacred, and no one ever goes there.

Australia

The Court of Regulus - Sydney, Australia

Near the Caern of the Sept of the Stars is the Freehold of the Court of Regulus. To mortal eyes it is a small meeting hall that is occasionally hired out to interested parties. Outside the hall is a paved patio area, which is surrounded by beds of flowers and ivy. The interior of the hall itself is kept locked up; however, few people ever wonder that this hall seems to be never used, or even notice that it is there.

To faerie eyes, however, the freehold is much grander. Rather than a meeting hall, faeries see a crystalline structure, surrounded by clinging vines and colourful flowers that appear to sway even on a still day, suffusing the air with their otherworldly perfume. The silvered gates to the freehold lock themselves to those not of the Dreaming, but any of Fae blood may push them open with but a touch.

The interior is a spacious throne room, with a hearth on one wall burning with blue Balefire. The podium where the Speaking Throne of the Fae once stood is bare; a few marks mar the grey marble, possibly the claws of some great beast.

The Fugue of Regulus - Sydney, Australia

In the Winter of 1997 part of the Weave was released into the modern world. Monstrous half-living abortions attacked the Weave's guardian, Suzanna Parrish, and some of the stitching was torn free. These tangled threads unraveled, transforming the Court of Regulus into an otherworldly orchard of thirty to forty trees, planted in rows and carefully pruned so that their branches almost touch. Beneath this canopy are passages of neatly clipped green grass, dappled by velvet light. A great tree, ancient and gnarled, looms over the orchard from the east side of the Caern. The centre of the orchard has a grassy clearing where a group could meet and converse.

In the cool winter air above the orchard, shining lights spin. Upon closer inspection, they seem to be humanlike fireflies; wingless, spiraling in effortless arabesques around the Caern. No communication can be heard between them, yet they have the precision of daredevils, their aerial maneuvers repeatedly bringing them within a hair's breadth of each other.

The air is still and sweet, and the branches are laden with a fruit that is different to any known to the modern world. They are the size of a plum, but with a leathery skin. The border of the orchard abruptly ends, revealing the ordinary earth that is Sydney Park.

The Orphic Tower - Sydney, Australia

There is a large, monolithic tower in Sydney that nobody ever notices. Rising high above most buildings in the inner west of Sydney, the Tower is constructed of a hard, dark stone. It is an unusual building, in that it has no obvious purpose, and no way of getting in. Like the Purloined Letter, it is hidden in plain sight. It is the Orphic Tower.

Nobody knows who owns the site. It is rumoured that a secret cabal of sorcerers named the *Orphic Circle* had some influence over the site at some point, but they were reported to have been destroyed by the Arcanum in early 1996. It is very hard to find people who know anything about either group.

For now, the Orphic Tower still stands. No windows allow passers-by to look in, and the only signs of ornamentation are a few lone gargoyles, high up in the air.

The Whisky-A-Go-Go Freehold

On the top of a hill some distance from the Court of Regulus can be found a faerie ring of mushrooms. Oddly, these mushrooms grow large and free, without being disturbed by the touch of mortal hands. Indeed, mortals rarely approach this hill.

Within the ring rests a stone slab with scorch marks upon it, and an ornate fountain, which has been carved with mythical beasts and a human face of strange beauty. The eyes of this face seem to follow any that come within the circle. A plaque upon the fountain declares that this is the "Whisky-A-Go-Go Freehold".

To Fae eyes, this is the newest freehold of the faeries. The freehold was created by the rush of Glamour that erupted from the immolation of Joey Stardust, a Kithain who was on the verge of becoming something else entirely. The Whisky-A-Go-Go freehold holds the resonance of Stardust's pain as he burned to death while soaked in vodka, and the Glamour that is harvested from the freehold is dark in flavour. Before he martyred himself, Stardust made a list of laws by which those who use the freehold must abide. This is a freehold of commoners, and use of the Art of Sovereign is forbidden here.

Those with keen kenning sometimes sense the presence of a couple of minor Dreamkin at this freehold. These individuals, who have come to be known as the Hurt Man and the Empress, seem to dwell near the stone slab where Joey Stardust died, as though they were feeding upon the echoes of pain. These Dreamkin have been known to possess individuals for their own ends.

The Hidden World through History

Prehistory

- 10,000 BC - Atlantis sinks, and the Atlantean Seerkind flee into Europe and Africa.
- 8,000 BC - The Mediterranean Sea floods, creating the Black Sea and destroying a powerful matriarchal civilisation.
- 6,000 BC - The Nilotic and Baphomet clash in Northern Africa, and Baphomet is dismembered. Both beings create a vampiric race.
- 5,000 BC - Baphomet reforms and creates Midian as a haven for his vampiric children. The Nilotic, now named Set, hunts for Midian but is torn apart and buried in the Sahara Desert by Baphomet.

Antiquity

- 3100 BC - Priests of the Unbeheld secretly turn against Him in Egypt, forming a cult called the *Apostates of the Unbeheld*. This cult eventually develops into the Order of the Black Star.
- 2000 BC - The Nightbreed create the Templars of Baphomet to guard Midian from the Setites.
- 1450 BC - The White Monks are created by the pharaoh Thutmose III (1501 - 1447 BC). Followers of Thutmose III become immortal mummies, and dedicate themselves to the god Horus, warriors in a war against The Unbeheld.
- 1370 BC - Akhenaten first attempts the Reconciliation, but fails. The White Monks go underground.
- 950 BC - Solomon visits Aketaten in Egypt and learns the secrets of Akhenaten. The White Veils are founded in Solomon's temple to preserve this knowledge.
- 800 BC - Orpheus the Bodiless returns from the Deadlands, and forms the Ebon Bench on the Greek isle of Naxos.
- 200 BC - The Ebon Bench inspire an Orphic mystery cult in Alexandria.
- 4 BC - A carpenter and his wife flee into Egypt from Nazareth. Their son learns the mystical secrets of Akhenaten. The child becomes the "Anointed One", known in Greek as the *Christos*.
- 30 AD - The Christos attempts the Reconciliation for the second time, but is undone by Roman minions of the Unbeheld.
- 33 AD - Joseph of Arimathea founds the Prieuré du Solomon to preserve the wisdom of the Christos and the White Veils.
- 100 AD - A more secretive Orphic Circle forms from the Orphic Mysteries, which suffers from excessive membership and an uninspiring record of success.
- 300 AD - The Unbeheld assumes the identity of Yahweh, and influences Europe through the Christian Church.

The Middle Ages

- 522 AD - Arthur Pendragon made the third attempt at the Reconciliation. He fails, betrayed by a vampire, Mordred.
- 1000 - Millennial cults become popular as the world is prophesied to end. The Vatican captures many pages of the *Darkhold* from a Hapexamendios cult and conceals them in a secret library.
- 1110 - The Knights Hospitaller form.
- 1118 - Servants of the Nightbreed named Hugue de Pavens and Godfrey de Saint Adhemar create the Knights Templar to protect Midian from discovery by Crusaders.
- 1315 - The Prieuré du Solomon learns of Nightbreed influence over the Knights Templar, and has the Order suppressed.
- 1325 - Remnants of the Knights Templar learn that their Order was destroyed by occult forces, and reform as the Temple of the Order of Reason. They dedicate the new Templar order to fighting occult forces.
- 1350 - The Knights Hospitaller reorganise as the Knights of Rhodes.
- 1400 - Mummies of the Egyptian society of White Monks create a European occult society called the Rosicrucians.

The Modern Period

- 1707 - Influential vampires of the Akasha, Cainites, and Nightbreed meet at the Council of Blood Tears, and sign the Pact Vampiric.
- 1799 - A Rosicrucian named Satori Akyazi makes the fourth attempt at the Reconciliation, but is stopped at the last moment by Templar interference.
- 1823 - Pages of the *Darkhold* disappear from a secret Vatican library.
- 1850 - The Nightbreed restore Baphomet, and create a new Midian in the Canadian wilderness.
- 1884 - The Golden Dawn forms in England, as a branch of the German *Die Goldene Dämmerung*.
- 1885 - Dracula is slain by Dr. Abraham Van Helsing, Mina Harker, and others. Benjamin Holmscroft, a Black Star magus, forms the Arcanum Society. Founding members include Liam McPhee, Winthrop Murray, and Abraham Van Helsing.
- 1896 - The Seerkind realise that they are being hunted by a menacing entity that they name the Scourge.
- 1898 - Powerful Seerkind create the Weave, and most of the race vanishes from Earth.
- 1899 - Czar Nicholas holds a Peace Conference at The Hague, attended by many occult societies and powerful supernatural beings. Sleepwalkers join the Pact Vampiric.

The Twentieth Century

- 1901 - Queen Victoria dies, but an overwhelming magical ban prevents any supernatural beings from investigating her passing.
- 1914 - The Great War begins.
- 1916 - Influenced by death cultists, some members of the Templars introduce forbidden weapon technologies into the Great War. The resulting internal conflict causes the Templars to dissolve.
- 1919 - The Arcanum Society reforms as the worldwide association known as the Arcanum.
- 1929 - The Great Depression begins. Some occult societies stall or disintegrate as their resources are stretched too thinly.
- 1937 - The Tower of Agena is founded in Australia by the magus Thomas Dee.
- 1939 - The Second World War begins. Thomas Dee returns to Great Britain, and is killed by Nazi occultists.
- 1945 - The Second World War ends in Europe. The bombings of Hiroshima and Nagasaki create a psychic phenomenon called the Shadow.
- 1989 - A 'Breed vampire named Cabal reveals the existence of Midian to humanity, leading to its destruction and the division of Baphomet.
- 1995 - Magi of the Tower of Agena summon the Shadow into their chantry, causing the deaths of most present. The Shadow lingers in the Sydney region.
The Court of Regulus and the Sept of the Stars are created by an alliance of faeries and werewolves who investigate Sydney in the aftermath of the Shadow disaster.
- 1996 - Reverend Ashbury Redman creates the Templars of Baphomet.
Polytran agents of the Galactic Milieu masquerade as human magi and psychics, and begin their observation of Earth's mystics.
The technomagical Cognitive Engineers become alarmed at the rising threat of the Shadow psychone phenomenon. They propose a One Reality Convention to heal rifts between Awakened societies.
- 1997 - The Shadow is destroyed by summoning the Scourge and controlling it via a psychic metaconcert of aliens and the Tower of Agena.
The vampiric Progenitors begin open conflict against one another.
The Lylmiks and Polytrans consider Intervention to bring Earth into their Galactic Milieu, but dare not risk contamination by the Scourge.

The Concept of Paradigms

Paradigms are an essential part of the Clandestyne setting and philosophy. A paradigm is a set of ideas, concepts, and beliefs. In Clandestyne, a paradigm is also a shorthand way of describing the different kinds of supernatural beings in the world. Paradigms are what truly separate this world from other modern supernatural settings like it.

A paradigm may include a particular worldview, cosmology, or unique powers. Paradigms can separate one kind of supernatural creature into those of different origin, or can associate two kinds of supernatural creatures with one another. The Cainites and the Nightbreed are examples of the first kind of paradigms - different kinds of creatures, both of which are treated as vampires. The Alfar are an example of the second kind of paradigm - a Norse group that includes both werewolves and changelings.

The paradigms of Clandestyne also allow the setting to grow and become more varied without inventing new types of supernatural creature or rules. As Clandestyne is not canonical, there is always the possibility of discovering a new mystery or mystical heritage. It is not difficult to translate characters related to these new mysteries into one of the existing character types.

Among the more learned occultists and scholars of the world, there are theories that reality is in fact mutable, subjective in nature, or both. For example, if two changelings have different beliefs regarding their natures and origins, it may be that both sets of beliefs are true. Or perhaps the true origins of the fae may never be known.

If reality *is* mutable, then perhaps those who command the powers of true magic are closest to the truth. It is thought that the gods themselves were once powerful mages. With the ability to consciously influence reality, a mage can become a master of his own, personal paradigm. He can choose to become whatever he wishes to be.

Beyond the Veil: Mystical Races

Clandestyne presents a world that is home to a multitude of supernatural or mystical creatures, many of whom conceal themselves amongst humanity. Because of the different paradigms, two characters of different mystical races might both be considered vampires according to the rules. On the other hand, characters belonging to the same mystical paradigm might not be of the same supernatural “species” according to the rules – for example, an Alfar character might be a werewolf, a changeling or a mage.

All of the Storyteller games published by White Wolf Game Studios can be used to represent one or more mystical races in the Clandestyne setting.

Vampire: the Masquerade

There is a wide variety of vampiric races. They can be distinguished by their vulnerability to sunlight, including those that are destroyed by the sun’s light (Akashans, Cainites, Setites), those that are weakened during the day (Dracûl, Nightbreed), and those that are entirely unaffected by the sun (Sleepwalkers).

The mechanical differences between the vampiric races are described in the section on Vampires on page 68. In most other respects the vampiric races are broadly similar, and can be created as normal **Vampire** characters.

Werewolf: the Apocalypse

Werewolves include shapechanging Alfar bearsarks of Norse myth, Native American wolf spirits, and psychic defenders of the planet empowered by a Gaian world-spirit. All werewolves possess the basic characteristics of a **Werewolf** character, although their specific powers (Gifts or psychic abilities) can vary.

Were-cats (Bastet) have been used in small numbers as anthropomorphic, semi-divine beings. Dragons are represented as were-crocodiles (Mokolé) that use true magic (Mage Spheres) instead of spirit Gifts. Obviously, these characters are extremely powerful! Fortunately, only two are known to exist.

Other types of were-creature (such as bears, crows, foxes, and so on) have not yet appeared in the Clandestyne setting.

Mage: the Ascension

Most mages are mortals who have become “more than human” due to their power to alter, influence, or control reality. There are many ways of looking at this power: it has been called The Art, awakened magic, and enlightened science. In all out-of-game contexts, it is referred to as *true magic*.

In addition to otherwise mortal characters that possess the reality-altering powers of true magic, **Mage** is used to model the “metapsychic” alien races: Polytrans, Lylmiks, and the like. These aliens, belonging to an advanced civilization called the Galactic Milieu, prefer to simply observe and are rarely seen on Earth. **Mage** characters can also be used to represent beings from other worlds or dimensions with subtle yet potent supernatural powers.

Wraith: the Oblivion

Almost any character can linger as a ghost after death, and can be modelled as a **Wraith** character. Mystical beings do not retain the supernatural powers that they possessed in life, although they usually have an intuitive grasp of wraithly Arcanoi.

Changeling: the Dreaming

There are many faerie races, of different origins but sharing similar powers and characteristics. All such varieties of faerie can be created as **Changeling** characters. All have some connection to a dynamic or creative force (Glamour), and are reduced or harmed by a hostile or draining influence that has become more prevalent in the world, represented by Banality. Banality may be either a passive phenomenon or an active entity, depending on perspective.

Kindred of the East

This game was never used in the Clandestyne campaign; older rules were used for Cathayan vampires (specifically, the Gaki from the 1st edition Vampire Storyteller's Guide). However, Kindred of the East would be just as appropriate for Cathayan characters; the society of the Hungry Dead has never really been explored.

Sorcerer: Revised

This book provides rituals and sorcerous Paths that otherwise mortal occultists might practice, as well as numerous psychic powers.

Hunter: the Reckoning

This game was published after the Clandestyne campaign ended. There could be any number of ways to incorporate the Imbued into Clandestyne for those who wish to do so.

Mummy: the Resurrection

Although this game post-dates the Clandestyne campaign, mummies from previous editions have always been part of the setting. **Mummy** characters include those eternal and powerful beings that have been granted immortality by some kind of divine force. They may include Egyptian, Incan, and Chinese mummies, or those from elsewhere.

Demon: the Fallen

This game was published almost five years after the Clandestyne freeform campaign ended. However, demonic entities have always existed in Clandestyne, ranging from Christian devils to the Cenobites. **Demon** characters can be used to represent the fallen angels of Hell; those without Torment might be angels.

Orpheus

This game was also published some years after the Clandestyne campaign ended. It is not hard to imagine a company like the Orpheus Group existing in Clandestyne, however, and **Orpheus** characters could be used to represent those who possess the ability to scientifically or psychically project into the underworld.

Faeries

What is a Changeling?

What is a Changeling? "Changeling" is the name given to the various races of a faerie-kind, who have been re-entering the mortal world after the development of human civilisation drove them elsewhere. There are four basic forms of changeling that are most populous in the world today: Kithain, Numena, Quin'on'a, and Seerkind. Other races of Changelings are said to exist, but they are rare and little is known about them. Many are not acknowledged parts of the Faerie Court.

The Faerie Court is a worldwide political structure created for the mutual support and protection of all faerie-kind. It was constructed in the 1970s (when Seerkind finally re-entered the world) along feudal lines, with a High King of Fae residing in the Silver Palace, and lesser monarchs in other continents. Kithian fill a disproportionate number of these positions; the Seerkind often accuse them of nepotism and arrogance. However, the Kithian are unlikely to step down soon, as they have lived in the mortal world longest - indeed, some never left.

Changeling Terminology

The worlds "Changeling", "Glamour", and "Banality", are three general terms used to describe what are different things for each faerie race. These terms were popularised a few years ago by a popular but controversial roleplaying game produced by some mortals in California; many believe the game to be a satire of Kithain society produced by the Seerkind - it is too accurate by far! Nevertheless, these terms have caught on. Their meanings (and more traditional terms for each race) are shown below:

CHANGELING - A general term for faeries. Also Faerie-kind, or the Wyldfolk.

GLAMOUR - This is the spiritual entity of the Fae. It is known as *Dream* to the Kithian, *Sen'fer'sa* to the Quin'on'a, and *Fugue* to the Seerkind.

BANALITY - This is a force that is hostile to changelings. It is named the *Ravaging* by Quin'on'a, *Madness* by the Seerkind, and *Ennui* by the Kithain.

CANTRIPS - Magical powers exercised by faeries. The spells of the Seerkind are known as *Raptures*, whilst the Quin'on'a describe their magic as part of their *Taw*.

MORTALS - Humans are known as *Dreamers* by the Kithian, *Herok'a* by the Quin'on'a, and *Cuckoos* by the Seerkind.

Kithain, the Dreamlings

These are creatures of imagination and creativity, which are thought to be the offspring of the entity called Dream. Kithain possess a mortal body, which has a chimerical aspect only visible to faeries, enchanted mortals and strange beings.

The Kithain tell this story of their origins:

"In ancient times the Gods were discussing how they should divide the governance of the world. Zeus claimed the air, and no one was willing to challenge him for it. Poseidon claimed the waters, and again, no one dared to object. Apollo

claimed the Sun, Artemis the Moon, and Demeter the plants. Grim hades claimed the land of the dead, but Ares spoke to challenge him. The Eumenides, the Kindly Ones, spoke to support the claim of Hades. Ares threatened Hades, but the Eumenides spoke again, this time to recommend Ares to the role of War.

“Morpheus claimed the realm of dream. Against the wishes of Demeter, he denied plants the power of dreams. Against the wishes of Poseidon, he also denied fish the power of dreams. And finally, against the wishes of Hades, Morpheus denied ghosts the power of dreams. Morpheus granted one kith special access to the powers of the Dreaming – a race so wrapped up in the glamour of Dreaming that they could only exist within its bounds. And so it was, until the mythic age ended and the faerie Kithain were banished to the mortal world.”

Numena

These are unusual beings of high Art. Acts of the Artists create them into the mortal world from somewhere else – perhaps the Dreaming. The Numena are those brought across from the “before” by these artists through their paintings. The artist doesn’t create the Numena, she merely creates the gateway that allows them to come across. They come across of their own free will.

Numena are very different to humans. They don’t need to eat and seem incapable of dreaming. They don’t age; physically, they don’t change or deviate at all from their original form. They possess no heartbeat, and do not bleed if harmed. Some Numena are even driven to question the reality of their life.

Numena can’t remember the before and what was there – only that it is full of stories, and that they were part of them. Their paintings, their gateways, remain tied to them in a way. All a Numena must do is think of the portal, and she will appear before it. By concentrating, she can appear in the clothes she wears in the picture. The artist is also tied to her Numena in some way. Numena can know the location or mood of their artist by focusing thoughts upon her.

The greatest mystery that the Numena face is their very existence. Some Numena watch humans and wish for a life like theirs. They do not see the frailties of humanity as weakness, but rather as a subtle blessing. These yearnings for humanity are often summed up by a desire to love like humans, change like humans, and bleed like humans. They suffer emptiness. There is no heart in the Numena breast to beat.

Quin’on’a, Those who walk with Spirits

The name Quin’on’a means *Those who walk with Spirits*, or Spiritwalkers. Quin’on’a are Native American in appearance, sometimes with horns or oddly coloured eyes. These faeries are nature spirits who were driven into the Otherworlds by destruction of the environment and the loss of their ancient traditions. Of the many spiritual beings that exist within the Otherworld, the Quin’on’a live in the closest empathy with Manitou, Father Sky; and Gaia, Mother Earth. The Quin’on’a are spirits of the wild, a secretive kind who are connected to Nature and the Way.

The Way is a path of life that takes a being through spiritual growth and his or her relationships with the world and those who live in it, changing those relationships forever. The Way is about improving yourself, and developing your Taw, which is the source of all mystic strength.

The Taw of people, is the innermost self of the shaman or spirit. Magicians describe it as a Something-In-Nothing, or a Movement-In-Silence, from which great powers can be derived, although the true shaman regards them as incidental. Such an individual is *A'wa'rathe, He who Walks with Bears*, who possesses great Taw, but few powerful magicks. Taw is its own reward.

Those with Taw can offer travel the spiritual Otherworld, which extends inwards, like layers of an onion, forever going inward until it reaches the Summer Country, the source of all magic. Each layer is a separate realm, which is separated by the others by space and time. Leaving the Otherworld from different layer to that which a person entered by will leave one in a different time.

There is also the Place of Dreaming Thunder, the place of dead spirits. However, recently the Place of Dreaming Thunder has been corrupted by the *Mal'ek'a*, a Shadow which threatens to destroy all. What is to be done about *Mal'ek'a* is still uncertain.

Seerkind

Seerkind are magical beings who once dwelt in the Fugue, a mystical kingdom now named Atlantis. Now, they live for the most part in a hidden realm called the Weave. As far as the Seerkind are concerned, there are two types of changeling: those who remember the Fugue, and those who have forgotten or never known it. There are also the humans of the Kingdom of Earth; these mad creatures are known as Cuckoos to the Seerkind, who fear the banal insanity that humans can infect them with.

The Seerkind are no longer an active force in this world, for most have retreated within the Weave. There, the Seerkind have placed all of the wonderful places and things that they could save from destruction by a powerful enemy known as the Scourge. This monster ravages and consumes magic, and seeks to consume all Seerkind.

Seerkind are basically human in appearance, although unusual variations in body or features may exist, visible to anyone – even Cuckoos. Seerkind perform magic – it's only one part of what makes them different to humanity. Their magic spells are called Raptures. Seerkind blood may also run in the veins of people not of the faerie – when a Seerkind mates with any other, Rapturous magic travels into the soul of the newborn. Many Cuckoo magi are descended from Seerkind families. There are four distinct family bloodlines of the Seerkind, which are:

- The **Aia**, singers whose raptures require music and breath;
- The **Babu**, crafters whose raptures require breath and hieroglyphics;
- The **Lo**, dancers whose raptures require physical movement;
- The **Ye-Me**, weavers whose clever fingers reshape reality.

The Scourge first began to destroy the magical places of the Seerkind in 1896; by 1899, the Ye-Me had woven the carpet that would preserve their magic, and the Seerkind disappeared from the Kingdom of Earth. They sleep timelessly within the Weave, awaiting a future when they will no longer need to hide from enemies. Unfortunately, the enemies of the Seerkind have not forgotten them; not even slightly.

Ghosts

Ghosts are spirits of the dead that remain close to the world of the living, rather than pass on to their final destination. They exist in a shadowy half-world that exists like a mirror to our own, and silently observe the living – hoping that the living will one day see them. These dead people call themselves *wraiths*.

A wraith is insubstantial, a ghost to whom physical reality is fairly irrelevant. To the spirits of the dead, it is emotional reality that matters. The “life” of a wraith is similar to the mental structure postulated by Freudian psychoanalysis. The existence of a wraith is psychically centred, as opposed to physically centred. The role of the wraith is to express the inner self, something that somehow could not be done while living.

Sigmund Freud’s theory of the psyche is a useful model for understanding wraiths. The psyche, according to Freud, has three main elements: the Id, the Super Ego, and the Ego.

The **Id** represents instincts and innate needs common to most animals; it is known as the Shadow by wraiths. The Id/Shadow is the source of psychic energy, the libido. It operates on the pleasure principle, endeavouring to obtain pleasure and avoid pain, regardless of the consequences. The Id/Shadow is often perverted by death, and seeks oblivion rather than a frustrated existence.

The power of the Id/Shadow is represented by *Angst*. Angst represents scarring of the psyche, which may be difficult to heal. A wraith with high levels of Angst is falling into mental distress and faces the danger of insanity.

The **Super Ego** manifests as conscience, guilt, shame, and a kind of parental influence that shapes values; it is known as the Eidolon to wraiths. The super Ego/Eidolon is an internalisation of morals and social values, particularly religious values. This part of the wraith is a conscience that controls or even suppresses the Id/Shadow impulses by choosing to abide by a moral standard and be scrupulous.

The power of the Super Ego is represented by *Eidolon*. This spiritual power or force can mean that the wraith has faith in a particular belief system, or simply a strong morality.

The **Ego** is the rational, controlling self. It is a moderator, and holds back the impulses of the Id/Shadow until they can be satisfied in socially approved ways. It is the Ego that deals with other people and makes decisions for the individual.

The power of the Ego is represented by *Pathos*. A ghost may use Pathos to draw upon the Id’s *libido* (the drive to exist), shape it using a mystical Arcanos, and possibly affect physical reality.

Some ghosts possess a powerful Id or Eidolon, yet have little actual Willpower. Willpower is the *overall* strength of the psyche or self: it is possible to be driven by very powerful forces internally, and yet be unable to affect other people significantly.

Ghosts inhabit the Deadlands, a lightless underworld that reflects the form of the sunlit lands. However, they are also able to exist in other levels of reality, albeit as insubstantial beings. It is not unusual for a ghost to be a more accomplished explorer of worlds than even a powerful magician.

Vampires

Vampires are among the earth's most feared denizens, yet of all the supernatural threats to humanity, vampires are the most vulnerable. A lone vampire is seldom a match for a magus or one of the Fair Folk, and a werewolf would make short work of him indeed. Furthermore, a vampire lost in an area where he cannot feed safely for fear of the authorities taking action, or in an area where sleeping places are hard to find, will not lead a long unlife.

It is for these reasons that vampires around the world tend to congregate and band together: a small number of vampires cooperating is much more likely to survive than conflicting individuals. Even though many vampires have different origins and natures, they have formed a conglomerate culture that is known as the *Principality*.

The Principality

The *Principality* is a societal structure that borrows somewhat from European culture and old vampiric traditions. In each city where a sizeable number of vampires exist, one of them styles him or herself Prince and makes the decisions that affect vampiric life in the city. Such decisions include how to deal with human authorities, how to punish troublemakers, and neutralising crazed killers who might call attention to the existence of monsters that stalk the night. Eastern Europe and Russia, populated primarily by the aristocratic Dracûl, tend to ignore the rules of the Principality; while in war-torn regions, it often becomes an all-out feeding frenzy, with little or no control.

Nearly three hundred years ago, vampires of the Cainite, Akasha, and Nightbreed races came together to reconcile their differences. Up until this meeting, the Cainites had shunned these pagans, not wishing to damn themselves even more than at present; the Nightbreed were searching for a new Holy Land to resurrect their Progenitor, Baphomet, and the Akashans tended to live in small cliques or alone, ignoring all others. This historic meeting became known as the Council of Blood Tears. By acknowledging some kind of commonality between these three vampire races, it became possible for them to co-exist.

This was the birth of the Pact Vampiric. Vampires of the Pact understand that a small number of vampires cooperating are more likely to survive than conflicting individuals are. The Cainites, Akasha, and Nightbreed learned to congregate and band together, and were joined in the Twentieth century by the Sleepwalkers. However, some vampiric races never chose to join the Pact.

The Justicar Cult

The Justicars are a small cult of vampires who use potent Disciplines or mystical treasures to ensure that each Prince is obeyed, removing Princes who prove to be inadequate. Many of the Justicars were present at the Council of Blood Tears, and were signatories on the Pact Vampiric. The Justicars back the authority of the Prince in each city, and by doing so preserve the Principality throughout the world.

Membership among the Justicars brings with it great perils. Many of the Justicars who were present at the formation of the Pact Vampiric are now dead, such as Appollonius Michaels, François Félix Fauré, and Joseph Kent.

Vampire Demographics

There are approximately 1,900 vampires on Earth, a population explosion that is unprecedented in recorded history. The majority of vampires dwell in large cities, with a notable minority taking a solitary existence in communities with only a negligible presence of other supernatural forces. The global breakdown according to vampiric race is as follows:

Akashans:	6%	(Europe, Americas, Africa)
Cainites:	25%	(USA, the Mediterranean, the Middle East)
Dracûl:	13%	(Europe and Russia)
Hungry Dead:	25%	(100 in the Republic of China alone)
Nightbreed:	14%	(America, Africa, smattering in Australia)
Setites:	14%	(Warm, arid areas)
Sleepwalkers:	1%	(unknown distribution)
Other:	2%	

The Line of Akasha

Akasha was a woman who lived in Ancient Egypt. Her transformation into a vampire is lost to recorded history, but some of her descendants believe that it involved bonding a powerful spirit into her body.

Vampires of the line of Akasha are rare and mysterious. They possess fantastically acute perception; some are even telepathic. Truly powerful vampires of Akasha's line can walk up walls, move faster than the eye, or even fly. As they age, the psychic potential of an Akashan vampire burgeons, but the mind becomes overwhelmed with *ennui*. Few vampires of this line can suffer more than a few centuries of existence before succumbing to despair, degradation, or death.

Akashans feed upon the blood of the living - drinking dead blood injures, even kills them. They are vulnerable to fire, and burn to a fine ash if touched by sunlight.

Vampires from the Line of Akasha hold little curiosity for the other vampires of the world. If the Akasha ever wonder about the origins of these others, they probably that their Progenitors were very much like Akasha herself.

The Cainites, Damned Legions of Lilith

The lineage of some vampires can be traced back to Cain, the Son of Adam who sacrificed his brother Abel to God. The sin of Cain was to rob Earth of her virginity by spilling his brother's blood. His punishment was to never see the sun again, never to see the face of God. And that is the punishment that has been judged upon his children. His lineage descended through Enoch, Irad, and Mehujael... finally splitting when Lamech took his wives and they begot their children. Cain sinned against the Earth and yet remained united with the Earth, and must eventually redeem the Earth. Surely his bloodied descendants can hope for the same? There is always the hope of salvation.

In the past, Cainite vampires were among the most superstitious and god-fearing of the damned. But the world has changed. Modern humanity has outlived superstition, and vampires are no different. Perhaps vampirism is a curse, perhaps it is all just a myth – whatever, Cainites know that they have power, and they are going to use it. Mortals, the so-called “Children of Seth,” are their prey.

Cainites feed upon the blood of humans. They are vulnerable to fire, and typically panic in the presence of flames or very bright light. Sunlight quickly causes Cainites to combust.

Cainites tend to dismiss other kinds of vampires as half-breed demonic races that were birthed by the Demon-Queen Lilith in the days after she was exiled from Eden. These demons learned to turn mortals as the Cainites do, and created lesser bloodlines such as the Nightbreed, Sleepwalkers and Setites.

Cathayans, the Hungry Dead

The Cathayans are Oriental vampires who call themselves Gaki (“Hungry Dead”), Wan Kuei (“Ten Thousand Devils”) or Gui Ren (“Demon People”). They are the spirits of dead people who return from death in revitalised corpses, in order to fulfill their karmic responsibilities. In rare cases the Hungry Dead return in the corpses of other people, but usually they resurrect their own. This process is known as the Second Breath.

Cathayans are subtly different from other vampires. They feed upon the life force, or *chi*, or humans, and rapidly rot if they are deprived. Cathayans also rot to death when touched by sunlight. By no means do all Cathayans drink blood, although many do. The lowest Cathayans steal *chi* from human flesh, but as the vampires grow more powerful they eventually learn to take *chi* from blood or even breath.

The Cathayans have maintained a vampiric bureaucracy for over two thousand years. It is called the Si-Fan, a *tong* whose influence extends from China to all the quarters of the Earth. The Council of Seven rules the Si-Fan; it is a group of ancient vampires that includes Fu Manchu, the “Lord of Strange Deaths”, and the Progenitor of the Cathayan vampires, known only as the Old Master. However, the vampires of Japan (the *Gaki*) consider themselves separate from the Chinese *tongs*, and involve themselves with the Japanese Yakuza.

Cathayan vampires consider the other kinds of vampires to be barbarians, with no sense of spirit, history or culture. It is theorised that these Westerners are the idiot children of an exiled demon of the Ten Thousand Hells. However, such speculations are not considered truly important.

The Dracûl, Dragons of The Warlord

The vampire popularly known as Dracula was once a mortal warlord called Vlad Tepes. Tepes ruled an area of Eastern Europe, and defended Christendom against the invading Muslim infidels. Vlad Tepes was known for his ruthless methods, which included torture and the killing of innocents, anything to protect his beloved homeland. It was for this that he earned the name Dracula, “Son of the Dragon.” But Vlad was still only mortal, and his efforts were not enough.

And so he made a pact. The nature of the entity that Dracula dealt with is unknown, although popular lore claims that it was the Devil himself. Whatever the entity was, Tepes sold his soul to it in exchange for unearthly power. And power he gained; Dracula was like a demon on the battlefield, with unholy magic granting him great strength and abilities. He was also undead: a creature that hungers after the lifeblood of humans, and hides from the Sun. Dracula created a brood of vampires with his gift and curse, and they served him as their eternal warlord and master.

The Dracûl possess only a fraction of Dracula's power. They are not harmed by sunlight, but they are very much weakened by it; a vampire who chooses to walk about during the day cannot use his supernatural Disciplines, and is only as strong as a normal human. All Dracûl must drink blood regularly, or succumb to madness and eventual death. The Blood is the Life!

Dracula's evil came to an end when he attempted to take control of the British Empire; a small number of occultists and vampire hunters destroyed his physical form. But his influence may still be felt. Those who came into contact with his tainted flesh and blood were in turn infected, becoming Dracûl. The Dracûl have spread across the world slowly, but they are definitely there - approximately thirteen percent of the world's population of vampiric beings (mostly in the Old Country). Possibly three or four currently live somewhere in Australia. Possibly a greater threat comes from Dracula's spirit. It occasionally reaches out from whatever hell-plane it resides upon, always attempting to make its way back into the world...

The Dracûl consider other vampires to be old and thin-blooded creatures whose time was past when recorded history began. Dracûl believe that all vampires began as their line did - a compact with dark powers that occurred so long in the past that no memory has survived to the modern world.

Nightbreed, Tribes of the Moon

There are some that view vampirism as damnation, as a curse from God. But in the protective shade of Midian, dwell another breed of creatures, Tribes of the Moon that consider themselves to have been gifted and raised above their merely human origins. These creatures are *Nightbreed*, the Children of the Baptiser, Baphomet:

"A flame column rose four or five times the size of a man. There was bitter cold off it rather than heat. Its innards churned upon themselves, turning over and over. There was a body in the fire, hacked limb from limb, human enough... its head rolled over in the turmoil of flame... This was Baphomet. This sliced and divided thing... a thing beyond things. Beyond love or hatred, or their sum; beyond the beautiful or the monstrous, or their sum."

The very body of Baphomet, once sustained in a pillar of flame within Midian's deepest chambers, has now been divided and the pieces spread across the world.

The 'Breed hid themselves in their subterranean city for many centuries, for the kiss of the sun and the hatred of humanity have often destroyed the Children of Baphomet in the past. Midian was always a place where the Nightbreed were welcome. Not all had been there, but it was the place the Baptiser, Baphomet, had created. When humans discovered and destroyed Midian, the Breed fled, spreading across the world, and carrying parts of their God with them.

The Nightbreed now gather together for protection and solace. Though the Balm of Baphomet runs in their veins, such power cannot always protect one of the Breed from their enemies. Therefore, the laws of their kind ask that the Nightbreed always be concealed from humanity, and that one must always aid another of the 'Breed in distress.

Nightbreed laws demand that they remain hidden, and rarely share the Balm with a human. They hunger for the flesh of humans, though, and many are willing to feed this hunger, considering humanity to be a lesser, though dangerous, race. All Nightbreed must feed from the flesh. If you are not Nightbreed then you are meat. That's what you are. Meat for the beast. Not all have remained faithful, but they still all required blood to survive.

The sun is the enemy of all 'Breed, for it weakens and wounds them; however, the stronger 'Breed can survive such an experience. Apart from such harm, 'Breed may suffer great harm without dying, and they do not age. Some Breed, the newly-created and those who feel most human, can stand the sun for some time, but the majority await the day when Baphomet will return, and a Black Sun rise in the sky. Then the Nightbreed shall rule the Earth. Until this time, the 'Breed work towards the creation of a New Midian, and the gathering of the body of Baphomet.

The Nightbreed suspect that all vampires came from similar origins to their own - children of some bloody demigod. Thus, the Nightbreed are suspicious of other kinds of vampire, for they may be serving an ancient enemy of Baphomet.

The Setites, Demons of the Red Desert

The vampires of Set's brood are snakes of the desert. They creep into the principalities of other vampires, poison all that they can find, and then move on. Unfortunately, although it is widely known that the Setites cannot be trusted, there are still many who look into the eyes of the cobra.

Setites slowly become less human as they age. Some truly ancient Setites have become totally reptilian, and can transform at will into a monstrous serpent. Even young Setites often have scaly skin, reptilian eyes, or fangs like a cobra. The blood of a Setite occasionally has poisonous or even narcotic qualities. Some suspect that the reptilian bodies of the Setites are evidence that Set, their Progenitor, was never human. Instead, they claim that Set was a reptilian monster from deep beneath the Earth, or from the void of space.

These theories are borne out by the Setites' love of darkness. They are happiest when under starlight or in pitch-blackness; bright light hurts the Demons. Naturally, the Sun is their greatest enemy; Setites have desired to slay the sun-god Ra for thousands of years.

Setites believe themselves to be demonic children of the Egyptian god of chaos and evil, Sutekh (known as Set in the modern world). They seek dominion over the world, but their ways are subtler than violence and coercion; they use money and blackmail to control others. Setites often dress in the style that they were accustomed to, thousands of years in the past. Although they surround themselves in trappings of an ancient past, the Setites look towards the future - a future that they intend to control. Prophecies are more important to the Demons than histories.

The Setites do not know where the other vampire kinds sprang from, and care little. Only the Nightbreed are of much concern to the Demons – the tribes of the Moon are thought to have been born from the sundered body of Osiris, Set’s brother and eternal enemy. When the sun is darkened and chaos rules the world, then other vampires will make fit slaves of the Setites – but for the Nightbreed, which must be destroyed.

The Sleepwalkers

Across the globe, there is a race of ancients that live amongst humanity. They walk in the sun’s light, and live their mortal lives, but they never remain in one place for too long, always moving on, becoming a new person, and leaving the past behind. These are the Sleepwalkers, creatures that feed upon the soul-energies of the naive and trusting, leaving shattered lives behind.

Sleepwalkers appear to be human, and are usually extremely attractive. However, this form is a disguise; their true form resembles a bestial, almost feline creature, with powerful frames and hard, tearing teeth. When weakened, shocked, or seriously wounded, these features come to the surface. Without their power over form and illusion the last Sleepwalker would have been slain long ago. Even so, their numbers are small, and they never travel in significant numbers, with individuals or small family groups being most common. Indeed, some spend their entire lives searching for others of their kind, each fearing that they are the last, and despairing of *ever* finding somewhere to belong. Sleepwalkers are a dying race, and it is impossible to know how many remain.

These creatures can be inhumanly strong and fast, with supernatural command over their bodies and the perceptions of others – they can change their appearance, disappear from sight or even cover objects and people with illusion. Sunlight is no danger to the Sleepwalkers, and many delight in hunting by day. However, Sleepwalkers have one great weakness, one ancestral enemy whose vigilance never ceases, who has been a companion of humanity since Egypt – the enigmatic Cat.

Wherever they travel, Sleepwalkers attract the attention of cats, which gather at the lair of the creatures and watch them with feline distaste. Sleepwalkers *hate* felines, and will have them killed if at all possible. This can be risky, though; Sleepwalkers are supernaturally vulnerable to cats, and are easily destroyed if attacked by them.

A dying Sleepwalker takes on her true appearance and loses control over illusions (thus cannot hide themselves); they can be healed by channelling the stolen life-energies of humans, but wounds inflicted by felines cannot be healed easily, for they poison the creature.

The Sleepwalker is a tragic figure, alone in a world that would destroy her for being what she is, and forever watched by an old enemy that lives amongst the humans and in the wilds of every land of the earth.

Yet the Sleepwalker is also an inhuman monster. Sleepwalkers thrill to the seduction of the humans which they destroy, and many develop certain “tastes” – virgins, attractive men, children. The Sleepwalker is a mysterious being – always

living among humanity, but without knowledge of what they are, or where they come from. It is this air of mystery that attracts so many of their victims.

Finally, the Sleepwalker is a *sexual* creature, beautiful in appearance, but also represents violation of the worst kind – the stealing away of life and happiness.

The Sleepwalker knows so little of her own kind that she dare not question the origins of other kinds of vampire. She knows that her ancestors once dwelt in ancient Egypt, and thus feels some kinship with the Setites, Akasha, and Nightbreed. However, it is obvious that she is not one of them – she is alone.

Were wolves

Alfar

Since ancient times, there have been magical people who dwell in the cold northern lands of Scandinavia. For most of human history they have been left alone and unnoticed. These people are named the *Alfar*.

The Alfar are spirit beings that have assumed flesh, and are able to take many different forms. They are originally from another Dominion, where they dwelt in a land named Alfheim. The Alfar came to Earth for many reasons, travelling across dimensional barriers via the world-ash, Yggdrasil. The sorcerers of Lemuria summoned some; others came for plunder; and still more came simply to live in a much safer and more peaceful world. The Alfar call this world, Midgard.

Each Alfar possesses a few distinct forms, which depend upon the magical power of the individual. Within every Alfar is his or her own *Fyljur*, which is the animal spirit form of their kind. An Alfar may change into this form with great concentration. They may also use minor magics, which are called *Sedir*. Powerful magic is within the reach of most Alfar only after years of study and practice. It is called *Galdar*.

The Alfar of modern times have forgotten much of their ancient lore. They know that they originate from another Dominion and that they are supernatural, but whatever deeper knowledge they once possessed remains hidden in ancient texts and runes. Most Alfar have embraced life on Earth to some extent. Some of these folk have simply lived forever in one place and remained true to their heritage, but over time many interbred with humans, or even other supernatural beings. Modern Alfar have little memory of their origins, and resemble the trolls and shape changing wolves of Norse myth. The Alfar immerse themselves in the societies of Midgard, for Earth has become their home.

People of the Manitou

At the base of all Native American belief can be found the Totem. The Totem is an object, a being, a force of nature, which is generally looked upon as the ancestor of a group or clan or an individual, who take its name and identify with it. In exchange for the Totems help and protection, all of its representatives owe it a certain amount of deference and worship. The People of the Manitou are a Native American people who are protected by totems of vast spiritual power. They are gifted with the forms of wolves and the minds of spirits. Early French settlers in North America named these People the *loup-garou*; this name has been shortened to *garou* and become popular in the occult underground.

Garou believe that everything in nature is inhabited by a mysterious power that spreads out and influences other beings. This power is called Manitou. It often manifests in the form of intelligent spirits. The most powerful of the spirits is the Great Spirit, who is the Father of Life and was never created. He is the source of all good things. He is the master of light and is manifest in the sun. He is the breath of life, and penetrates everywhere in the shape of winds. With Earth Mother (Gaia) he made all living things. From her the Water of Life flows. She is the start and finish of

all life. She is the provider of all food. Earth Mother is the ground that a Native American garou walks upon. Without Her he has nothing.

The society of the People of the Manitou, indeed even their concept of the universe, is centred on the Serpentine Codex. This Oral Lore explains how the world is structured. There are nine Houses of the living and the dead. They are Obsidian, Blue Clay, Serpentine, Yellow Adobe, Red Adobe, Rain, Cloud, Wind, and Still Air.

The colours of the four Houses of the dead are white and rainbow.

Beings that live with people live in the Houses of the Earth.

Beings of the wilderness live in the Houses of the Sky.

The House of Earth people include the earth itself, rocks and dirt, the moon, all springs, streams and lakes of fresh water, all human and garou currently living, game animals, domestic animals, individual animals, domestic and ground dwelling birds, and all plants that are gathered, planted or used.

Then there are the people of the Sky, also known as the Four House people, Rainbow people, and Sky people. These include the sun, the stars, oceans, wild animals, all animals, plants, and persons considered as species rather than as an individual, humans or garou as tribes, all people or beings in dreams or the Umbra, most birds, the dead, the unborn.

The five Houses of the Earth are basic divisions of society and the structure for living together for all Manitou Garou. Non-believers are considered to be "No House" people.

Manitou Sayings

The term *Dance* may mean Rite, Mystery, Ceremony, or Celebration.

If there was only one of anything, it would be the end of the world.

When I'm afraid I listen to the silence of the field mouse. When I'm fearless I listen to the silence of the mousing cat.

If you don't teach humans to do what you want in your way they'll teach you to do what they want in your way.

Nothing can make water better.

More than is needed is life.

Owning is owing, having is hoarding.

SeedGarou

Gaia is more than just the spirit of life – she *is* all life. Gaia is the world. All life is one entity, existing in a delicate framework, a complex web that must be kept in balance. SeedGarou are the immune system of the world. They fight the bacteria and viruses that harm Gaia, helping to preserve the health of the biosphere.

Gaia has spawned Seeds; symbiotes residing in a host body that may be either human or wolf. The Seeds grant to their hosts strength and powers that normal creatures do not possess. In return, the host becomes one of Gaia's guardians. Most of the Garou are not fully aware of the Seed that they carry, but *all* know of the responsibilities placed upon them.

Humans have become a cancerous growth. Their numbers grow unchecked, without concern for their host, and they are destroying the world. To survive, Gaia grows more aggressive cells to curb the destructive cancer. For Gaia, more SeedGarou are born, of two different types. One is a cell that invades the tumour: it invades the cities of man to destroy the cancer from within. These SeedGarou live amongst the enemies of Gaia. They are Glass Walkers. The second is a cell that preserves the rest of the body, the natural world. As humanity eats away at Gaia, these natural SeedGarou dwindle in the fight. They are the Red Talons.

Red Talons are an intrinsic part of the natural world, and may communicate with it. Using the eyes of the soaring eagle, a Red Talon may send a nearby wolf to run down prey. As their wisdom grows, so does the strength of the Red Talon link with nature. More animals open their minds to the SeedGarou, and their communication becomes deeper.

Glass Walkers have a similar bond with their environment, although it is more centred on inanimate elements. These SeedGarou may speak with buildings to learn about those that live within, or ride the information networks, via the electricity that acts as the nets' blood flow.

The symbiote is very resistant to disease and is hard to kill or destroy. Man has killed some Glass Walkers in brutal and normally final ways, only to be restored to life by the Seed of Gaia. Although such a rebirth is uncertain, all SeedGarou live a long time and regenerate from physical wounds. However, all things must pass through the cycle of Life and Death if the balance is to be maintained. To this the SeedGarou are not exempt.

The SeedGarou are at the top of the food chain, with even humans as their prey. However, Gaia's daughter Luna has ensured that the SeedGarou must know death. The Seeds fear Luna's metal, *silver*. Silver is like a poison to them - very deadly. It is their one true fear.

The union of SeedGarou and human or wolf will not always produce a Garou child. The Seed itself produces a spore that carries the Power and the Responsibility, and to produce each spore takes many years. When a spore has been formed, the Seed will pass it on to an embryo formed during one of the SeedGarou's unions. If the spore fails to transform the offspring into a Garou, a new SeedGarou cannot be birthed until the next spore is formed. As a result, the SeedGarou reproduce infrequently, and their numbers have declined somewhat.

The Seed symbiote is a predator and tends to claim the entire organism that it has bonded with, being unwilling to share it with others. If a SeedGarou is born from the union of two adult SeedGarou, the spores will come into conflict, and the survivor takes the body. This conflict results in deformities within the host body, and an offspring that does not truly feel comfortable around other living beings.

SeedGarou usually remain unnoticed, appearing as a normal part of their environment. When their human or wolf appearance is insufficient to avoid discovery, SeedGarou blend perfectly with their surroundings, becoming invisible.

The SeedGarou know of magic, but it is foreign to them. Magic uses the forces of nature by twisting them to the user's bidding - taking and warping Gaia's power. Instead, the Seeds awaken a higher self within the Garou. There is a potential shared by all humans, were they but aware of it. Those who would put a name to this awakened potential call it *Psi*. The SeedGarou possess powers of the higher self that are as varied and powerful as any human psychic.

Others

There are more mystical beings on Earth than just these, although they are all greatly secretive or exceedingly rare. Some of these disparates include the vanishing dragons, the enigmatic mummies, and the very few ghosts who return from the grave as Risen. There are certainly others.

Dragons

Dragons are an ancient race that was dying before humanity had begun to walk. Although the dragons bear a superficial resemblance to dinosaurs, the few archaeologists who questioned them about the similarity last century were met with scorn and not a little anger by the great reptiles. The dragons claimed to be magical beings, akin to the angels of humanity, whose charges were corrupted by evil long ago. The Bureau of Esoteric Archaeology within the Cognitive Engineers believe that the dragons are remnants of an alien race, the Annunaki, who came from another star to colonise Earth hundreds of thousands of years before the rise of Man. Since the rise of humanity, most dragons have died of despair or madness. Only in China did any of the dragons live in the style that they were once accustomed to.

Very few dragons have been seen in the last thousand years. In the last years of the 1990s, two dragons claiming to be the last of their kind briefly appeared, before vanishing once more.

Dragons usually wear a human guise, which they can assume instantly even if no other shapechanging magic is known. Dragons are intimately familiar with the human form, almost as though they had designed it, and their disguises are without fault. Dragons also possess supernatural gifts similar to those of human mages.

Egyptian Mummies

The first mummies were created during Ancient Egypt's Eighteenth Dynasty, by the pharaoh Thutmose III (1501 - 1447 BC). Named heir to the throne after a divine revelation, Thutmose studied the unseen mystical world, and discerned that The Unbeheld had somehow created a barrier between this world and all others. Thutmose theorised that a wise and learned magus could undo the work of The Unbeheld, and Reconcile Earth with the Four Dominions.

With the intervention of the gods Anubis, Isis, and Horus, a rite of immortality was created that would allow those who had been properly mummified to return to life again and again throughout eternity. Followers of Thutmose III became immortal mummies, and were dedicated to the god Horus. They were the White Monks, warriors in a war against The Unbeheld. The White Monks spread into Europe, where they met with Greek mystery cults and the druids; some mummies even joined these religions.

The Reconciliation has been attempted many times over the millennia, but has always been interrupted by outside forces. It will not be possible again until nearly AD 2000. In preparation for this time, mummies seek to gradually enlighten humanity at the same time as they oppose the minions of The Unbeheld. Mummies

preserve magical knowledge, and grant it to the worthy. This is why they secretly encourage occult societies such as the Prieuré du Solomon and the Orphic Circle.

Gypsies

There are two cultures that bear the Gypsy legacy. One is a nomadic culture that can be found on Earth, although in dwindling numbers. The other is a culture of non-human beings that once dwelt in the First Dominion, long ago before the coming of the Unbeheld. The two cultures may be related in some way – but if so, then only in the prehistoric past.

The Risen

The Risen are spirits of the dead who have reclaimed their bodies and risen from the grave. Although these corpses are healed of the corruption of the grave, they are still dead, and still suffer the mark of whatever caused their death. Becoming one of the Risen requires exceptional force of will and the assistance of living necromancers.

One ritual of Rising known to the Orphic Circle involves the sacrifice of blood and chanting a paradoxical couplet, a ritual that binds the spirit into its corpse and then pulls it from the grave. Unfortunately, this ritual has the unfortunate side effect of weakening the barriers between the worlds, as magical energy flows into the spirit from another dimension; sensitive humans are often struck by nightmares, and supernatural entities may be alerted to the activities nearby.

*“That which is dead does not forever lie,
And after dark eons, even death may die.”*

Rising seems to have a dark influence upon the soul. Those who knew the Risen in life often report that their acquaintance has become moodier, or even inhumane. The Risen usually learn that any faith they held in a higher power has vanished, to be replaced by a yearning and fear for the “secret face that is not seen”. Many magi will have nothing to do with the rituals of Rising, believing that the Risen serve some demonic power.

The Mythic History

In the beginning there was **Chaos**, an endless nothing that contained everything, that could not be perceived as a shape or form. From Chaos came the five Primordials, powerful precursors of creation. These Primordials embodied into entities, with names and personalities.

First came **'Ndriananahary**, whose name means literally "*Life-comes-from-me*". 'Ndrian became the first watcher and recorder of all that was to follow. Next was **Gaia**, the mother of all life on Earth. After her was **Eros**, the hermaphroditic god of love, sexuality, jealousy and deceit. Imagination, dreaming and hope came forward from chaos bearing the name **Arcadia**.

Last was the wild card. **Uranyx**, was the only one to capture the most important aspect of Chaos - change. He was the only one with the ability to become more than what he was at the point of first existence. He was the only one who could attain greater power, but the only one who might lose it.

Primordial

The primordials went about their self appointed tasks. Gaia created her moulds of clay, lifeless and immobile. Uranyx created as well, only to watch his creations transform themselves into nothing before they truly existed. Eros submerged his/herself in a solitary ecstasy of pleasurable self-exploration, while Arcadia quested into the endless void to uncover existence from absence. All the time 'Ndrian faithfully recorded the events of history in the heavens, though it seemed to be an endless repeating history of a stagnate existence.

It was 'Ndrian who called a gathering of all the primordials. It was 'Ndrian who proposed the solution to their boredom. Under the supervision of Eros, Gaia and Uranyx would have sex: to produce progeny. The unification of Gaia and the being of Change would provide creation. It would need to be recorded, being dynamic and without a preset future. Arcadia would then provide the progeny with the tools of ambition and imagination so they could utilise their gift of transformation. Eros, jealous of the roles others played in this process, refused to participate unless the descendants of Gaia and Uranyx would ever after represent his/her image.

Humanity

Eros blessed the procreation of Uranyx and Gaia. Humanity was spawned from their union. They were now Gods who walked amongst the mortals. 'Ndrian inscribed the history of their birth in the heavens, creating the constellations. 'Ndrian would record the histories that had only just begun. Arcadia would teach the humans to dream until the end of time. Gaia and Uranyx were parents, and so they too had no more time for poor Eros. Eros could not be happy. His/her part was done and he felt useless and cast off. He/she whispered words into Uranyx's ears words of love, of remembrance of that one magical experience he shared with Gaia. Eros then turned unto Gaia and told her that Arcadia had a marvelous dedication for her children, and how handsome was his noble profile. Jealousy was spread, and Eros was happy with its revenge.

Arcadia was the first to stray into temptation. As devious as Eros was, she/he was still the primordial spirit of love - and so what Arcadia and Gaia felt for each other was true. They chose to be together. The air trembled. As they coupled the earth was forged. In the stillness afterwards, Eros left the mark of jealousy upon Uranyx.

A soft glow surrounded the earth as Gaia delivered her second chorus of children. Arcadia smiled as he held Gaia. Looking down upon them he named his children. And thus were born the gods of earth. Secretly Eros stole forward closer to the happenings. Then darkness of heavenly night engulfed humanity. Uranyx stripped the power from his children leaving them vulnerable and mortal. Channelling the power within himself he focused it into change and destruction and brought it down upon Arcadia and Gaia.

Change

The effects of this were devastating. The void surrounding chaos cracked and exploded. Creation was formed, and the Ancients were altered. Gaia gathered her children to her breast to protect them. Humanity and the gods were unharmed by the initial blast. Arcadia, thinking selflessly of Gaia, attempted to shield her from the destruction. Gaia, caught by the back blast, was thrown into the newly created earth and held confined within. Arcadia, caught by the full force of the blast, was transformed into a different state of existence, remaining as only a shadow of earth. As Gaia and Arcadia were cast into their prisons, they reached out their hands for one final time to touch one another and created a gate in between Arcadia and Earth.

The explosion ripped Eros asunder. Emerging from the aftermath came three divine beings: *Hapexamendios* the male figure, *Othiym Lunarsa* the female figure, and *Aphrodite* the embodiment of love. As was the nature of their creation, humanity split into male and female genders to reflect the new order.

Uranyx did not escape unharmed. The force of the explosion rebounded upon him and he was almost torn apart. He fell into a state of torpor and remained so until 'Ndrian, Hapexamendios and Othiym found him.

Judgement

A council was called of all survivors, by the consort of the self-proclaimed king of the young gods: **Zeus**. His consort Hera organised the council and gathered the entire membership bit by bit. Zeus, happily, sat back and watched - he cared little provided that *he* sat on the throne in the Council. This was the First Grand Council of the Gods. Zeus presided over all of the gods (with Hera at his right prompting every move). They decided what must be done. Importantly, Uranyx needed to be punished for the destruction that he had caused. As Uranyx was incapacitated by his injuries, there was no one to speak in defense of him. The decision was final: he was to be destroyed for his crimes. The only way they knew to destroy him was to cast him back into Chaos where he was born.

Funeral

The council was temporarily adjourned. They slowly carried Uranyx' inert body across the heaven, with Othiym and Hapexamendios at the head of the procession. The faces of all that were part of the parade were grim and stony as they

carried out their duty. Only 'Ndrian wept as he personally cast Uranyx into the chasm. Once the council reconvened they all reached a conclusion; the gods would have to look after their weaker siblings the humans, as now that Uranyx had stripped them of all power, they were defenseless.

Beginnings

The gods took their consigned wards and lead them so that they spread across earth globe. Life sprung from Gaia's rocky form with the energy that Gaia exuded from within her prison. Slowly the centuries passed, with humankind remaining powerless and impotent. They became pawns in the gods power games with one another. 'Ndrian, watching from the heavens, began to grow dissatisfied with how the humans were treated by the gods. He crafted a form made from himself, and embodying it with part of his own essence, he sent it down to earth to investigate the situation down there. Othiym had lain in wait for her chance since the Grand Council. She captured 'Ndrian's son aspect, Atoa. Othiym transformed Atoa into a gift. Presenting it in the form of a Seed, she gave it to Gaia on the condition that Gaia would help her become the sole ruler of the gods. Gaia agreed, ignorant of the gift's origin.

Tiamat

During the explosion created by Uranyx, a large portion of the blast was concentrated into Chaos. The Power became dormant inside the chasm, and gradually over eons Entropy pervaded into it like a virus. However, because of the transmuting nature of Uranyx's power, it became a force of *ending* rather than decay. Gradually the power inside the Chaos chasm began to multiply until its force of conclusion was powerful enough to end its entrapment in Chaos. As She emerged from chaos, slowly her awareness grew. As she developed, her desire to negate change grew stronger, her apathy declined as she began to work actively against creation and those who brought it about.

Twists

'Ndrian worried that his son had not returned, and took selected humans into his heavenly home. Wisely he had stripped Uranyx of his power before casting him into Chaos, and so 'Ndrian was able to bestow the gift of True Magic upon his chosen mortals - creating the first mages. The mages he sent back to earth with a new creation of his own, the werewolves now known as the Manitou Garou. He gave mages and the garou the task of finding his son.

Uranyx meanwhile had been cast into chaos, it turbulent forces bringing him out of his torpor. He felt the pain begin as his form was slowly tearing apart. Then as he looked down at his tortured form the pain stopped. The swirling maelstrom of Chaos faded into the background. A voice spoke into his head.

"Look at what you have become my son. Look back upon your past sins, understand what you have done. I have brought you back from your destruction and replenished your power. Will you seek atonement for your sins my son?"

Uranyx's existence rewound before his eyes and he made up his mind. Uranyx declared that he would do all he was able and more to seek justice for those he had harmed.

"Rise then my son, you are no longer Uranyx or even injured. Arise now and return – for you are The Prometheus."

Gaia and Arcadia

Gaia and Arcadia used the power within the Seed to send complete sensory messages through the gate to one another. All through the mythic age they continued to do this, until suddenly the gateway to Arcadia was severed at the end of the mythic age, and much of their power was trapped in between worlds in an Astral state of existence. Being such complex Messages, they were corrupted by the archetypes, layered within the universe, and after a few years they manifested into entities and so began the Endless and the spirits of Gaia. The severance of the gateway happened as the fact that it was so frequently in use by gods and humanity it took on a spirit of its own. As the age of myths slowly gave way to the age of history, the Gate decided that it must close to prevent banality from leaking through into Arcadia. The gate was then sundered seven times, and became seven unicorns that spread across the globe.

Baphomet and Erebus

Othiym open a hole in space and travelled into the realms of Erebus, a world far removed from Earth containing horrors of alien beauty. Othiym brought back from there a creature called *Baphomet*, which she sent hunting after Hapexamendios. However the gateway which she opened across space could not be properly sealed and allowed humanity's negative emotions to seep through into Erebus. As the centuries moved by, the nightmares created in Erebus slowly began to merge into an entity. Erebus became sentient, the antithesis of Arcadia. Erebus was the one of Dark Dream.

With Gaia's help Othiym had no problem assuming the throne of the gods. She soon found that the entire human race was willing to fall at her feet. However, Hapexamendios was too wily to fall victim to the clumsy hunting attempts of Baphomet. While Baphomet lay fast asleep beneath the Earth, hiding from the sun, Hapexamendios sent one of his creatures – the Nilotic – to destroy him. The Nilotic crept slowly upon Baphomet. Using the power of the desert the Nilotic tore Baphomet asunder. The many fragments of Baphomet were scattered around the haven; these lived on, and the least of them became the Nightbreed, a race of vampires.

Using the newly created monsters as evidence of Othiym's evil, Hapexamendios slowly gathered allies among the gods. The gods that he gathered were mainly ones who were already embittered at the loss of their followers to the goddess.

Forging an alliance of all the gods who felt threatened by Othiym's militancy, Hapexamendios and his allies shifted the Mediterranean Sea to create a huge flood. The power balance shifted dramatically away from Othiym. No sooner had Othiym lost her power than the gods, like children, began to squabble and wage war upon

one another. Seeing this, Hapexamendios began to spread paranoid rumours of Othiym's return to power.

The Nilotic observed the worship that Baphomet's spirit was given by the Nightbreed, and grew jealous. In imitation of his enemy, the Nilotic sired a vampyre race of his own, which hid beneath the Egyptian sands. The battle between Baphomet and the Nilotic was remembered by these foul creatures, which remembered their progenitors as the gods Osiris and Set.

The Second Grand Council

On this premise the Second Grand Council was called. There, Hapexamendios proposed the guardianship of the world be given over to him for eight thousand years to ensure that humanity rejected worship of Othiym Lunarsa. After this period, where he would rule over the Earth, it would be split equally among the gods and all would rule as brothers. His proposal was accepted almost unanimously – particularly since few but his own allies turned up at the Second Grand Council.

Prometheus and Zeus

Prometheus returned to Earth. He spent time over many of the centuries travelling between Earth and Olympos bringing word of the gods' doings to the mortals. He knew the terrible wrongs he had done all of terrestrial creation and constantly sought to set the balance to rights. He strongly fought against the gods' decisions that he felt were unjust to the mortals. To achieve his ends he frequently used his cunning to outwit the self-absorbed gods.

Finally his luck expired. Zeus caught him, and sentenced him to an eternity of being chained to a mountain and constantly devoured by giant eagles while his body regrew. Powers from the Chaos, from which all are born, once again appeared to save the life of Prometheus. Causing a link to be created between his avatar and Chaos, they gave him the power to undo any act of the gods, unfortunately this power could take several millennia to manifest.

Too late to appear in the Grand Council meeting that decided whether Hapexamendios would achieve dominance, he consigned himself to Earth. Prometheus took it as his duty to watch over the working of Hapexamendios. He watched as Hapexamendios conspired to destroy worship of all other gods, and killed any human who Awoke to the True Magic. Hapexamendios found a religion of magi called the Fishers and subverted them, transforming the Fishers into a bureaucratic Church that hunted down the occult. Many Christian crusaders who claimed to serve God actually served the whims of Hapexamendios.

Renaissance

During the heaviest periods of the Crusades, Prometheus realised that Hapexamendios would always work to enslave humanity. Prometheus returned to Olympos, and within the great halls he held a secret meeting with Zeus. After weeks of discussion, Zeus agreed to go with Prometheus to examine what Hapexamendios' rule had done to Earth. Zeus was horrified at the desolation Hapexamendios had wrought, and contacted the other gods and told them of Earth. The sudden influx of divine attention upon the world brought about the *Renaissance*.

Erebus had become an immensely powerful force on this side of the gate, as he had all the dark energy of the inquisition and plague to feed off. It realised that the renaissance would bring about a reoccurrence of the mythic age and open the gateway to Arcadia. This would ultimately destroy the stranglehold he was gaining on the dreaming of mortals. Determined to survive, Erebus manifested within a segment of humanity and used it to kill Zeus. Knowing that as he was not sufficiently powerful enough to stand up to a god, he framed Prometheus. Should anyone prove Prometheus' innocence, Loki created evidence that Prometheus was a minion of Hapexamendios. Erebus turned his increasing power to an attempt to track down all seven of the unicorns and destroy them.

Hapexamendios and Othiym

Hapexamendios and Othiym Lunarsa have been at each other's throat since their great dividing, and the dominance of power has swung back and forward between them too many times to count. Hapexamendios currently holds the upper hand, having eliminated many forms of goddess worship over the last two millennia. However, Othiym has been working subtly to bring about the destruction of Hapexamendios. She had manifested her avatar into a separate form called the Python. Unfortunately, Apollo the Olympian murdered the avatar. Hapexamendios has sent his Archons to uncover and destroy Othiym, but they have had little success.

The Third Grand Council

This is the time when Hapexamendios will be called to account for his actions. Unlike the mythic age of previous Councils, humanity has now developed to the point where it can comprehend, even hope to affect the affairs of the gods. There is no doubt that the enlightened, the powerful, and the unlucky will find their way to Olympos at this time, to play some small part in this meeting of the gods³.

³ To learn details of what occurred during the Third Grand Council, see the Appendix: *Synopsis of the Freeform Campaign*.

The Arthurian Myth

In AD 522, a king named Arthur Pendragon attempted to unify Briton against chaos and war. With the advice of an immortal druid named Merlin and the aid of the fey Lady of the Lake, he formed the Knights of the Round Table to protect Briton and the city of Camelot, and to search for the Holy Grail. Unfortunately, Arthur was betrayed by Modred and died, and Camelot was no more.

That is the story now told of King Arthur.

The truth is smaller and yet greater than this. Arthur was a powerful chieftain, but he did not rule all of England. Indeed, his vision was greater. Guided by a White Monk named Myrddin, he learned that the Earth was but one world of many; in fact, it had been divided from the other worlds long ago by an evil god known as the Unbeheld. Arthur founded Camelot to attempt the Reconciliation, a great work that would bring the five worlds back together once more.

A faerie called the Lady of the Lake granted Arthur Excalibur, a symbol that would bring brave men to fight for higher ideals and drive away evil. Arthur sent his Knights on a quest to find the "Holy Grail" – the secret teachings of Christ, needed to reconstruct the rituals of the Reconciliation. They found them in the care of the *Prieuré du Solomon*, an occult society founded by Joseph of Arimathea in AD 33, and brought them back to Camelot.

Unfortunately Arthur was betrayed. His most noble knight, Lancelot, was seduced and transformed into a vampire; another vampire, Modred, was infected with jealousy by Morgan le Fay and stole the Grail, killing Arthur. Camelot was destroyed before its great work could be begun.

*"I am the Once and Future King
Yet I am also a man. Born of this world.
I am as ignorant as any man.
Only the Wise can guide my lost soul to its destiny.
I ask you, my mentors, my friends,
To help my new life fulfill its true destiny
As the King of the Table Round.*

But that was not the end of the matter.

In the ensuing centuries, Arthur Pendragon was not forgotten – indeed, he became a legend in Briton, the "Once and Future King". Every few centuries the spirit of Arthur, or of one of Camelot's knights, would inspire a magus. It was during the reign of Elizabeth I that the truth was finally realised.

A *Prieuré du Solomon* magus named Dr. John Dee discovered that the roles of Arthur's court were constantly reoccurring throughout history. Dr. Dee decided that somewhere in the Arthurian myth was hidden the secret of Ascension – not just personal Ascension, but the spiritual rebirth of a nation, even a world. Dr. John Dee was not able to recreate Camelot, but his revelations to Queen Elizabeth helped to

revitalise England during her reign, and preserved the spiritual achievements of Camelot for the future.

*Lightning streaks across a dark sky.
A mortal holds aloft a silver sword.
There is a bright flash as a bolt strikes it
From the storm clouds above.
You hear a voice proclaim
"I am the Once and Future King
The Beginning and the End."*

In the modern world, many people have become aware of their "Arthurian destiny". Many believe that they are the reincarnation of King Arthur, or Morgan le Fay, or Sir Galahad, or some other Arthurian figure. Although these people may be reliving visions of those lives, their beliefs are not quite accurate. In fact, these people are unconsciously trying to assume one of the roles of the Arthurian Myth. If they were to become successful, then the spiritual power of that archetype would flow through them, granting them vision and power. However, there are many that seek to become Arthur. There is considerable competition for these roles, and each contender must prove himself to be worthy before he can assume the archetype that he desires.

If *all* of the roles were to be successfully assumed, then Camelot could be reborn, and the drama played out once more. This time, Arthur Pendragon might succeed. If the Holy Grail is found, and the Round Table remains whole, then the Earth will be Reconciled with the other worlds.

Worlds Beyond Earth

The Five Dominions

There are other universe beyond the sphere that holds Earth and the stars. The universe of Earth and all others are known as the *Dominions*. Each Dominion contains worlds, races, stars and gods that are different to those of earth. Only a few divine beings are universal, having power over all Dominions: these are the primordial beings such as Othym Lunarsa, the Unbeheld, and Aphrodite, the personification of love.

There are five known Dominions in the cosmos. During the Mythic Age the Five Dominions were closely joined, but that was changed when the Unbeheld created a barrier around the Fifth Dominion that divided it from the other Four. This barrier was the *In Ovo*, and it isolated the Fifth Dominion, of which Earth is one world.

The other Four are now known as the Reconciled Dominions or just the Four Dominions. It is possible to walk between these Dominions, if one is patient and knows the ways. Crossing the *In Ovo* is a much more difficult task, one that requires great magical skill and risk.

Throughout history there have been those who seek to Reconcile the Fifth Dominion with the other Four. This is a vast endeavour, and those who attempt it have always failed and perished. The Unbeheld desires to keep Earth's Dominion separate from the Four Dominions, and will grant no mercy to any potential Reconcilers.

The Fourth Dominion

The Fourth Dominion lies beyond the *In Ovo*, and is slightly easier to reach from Earth than the others. Moreover, it is the Dominion most like Earth. Many parts of this Dominion are covered with majestic mountain ranges, in which lie the forgotten temples and shattered bodies of murdered goddesses. Elsewhere in the Fourth Dominion is the kingdom of Mordant; a small realm bordered on either side by huge empires. Only the presence of a College of Imagers, adepts able to work magic through their mirrors, keeps Mordant free.

The Third Dominion

Very little is known about the Third Dominion, which is vast yet easily travelled by those who know the correct paths. One such path is a railway, along which runs a locomotive that travels at a modest pace and yet crosses entire continents without trouble. Physical laws are strange in the Third Dominion, for dream and Un-Reason have more power than Science. The realms of this Dominion are often strange and fantastic, and few of the beings that have dwelled here long here are human... even if they once were.

The Second Dominion

A vast comet, whose shining tail crosses the sky every day, illuminates the Second Dominion. A large, cosmopolitan city named Izzorderex is the primary population centre of the Second Dominion, which is far more human than the Third

(though not as much as the Second). The seashore that forms the boundary between the Second and the First is close by this city. An expanse of nothingness blocks the First Dominion from sight; those who walk across the border are gradually *erased*, and never return.

The First Dominion

This is the realm of the Unbeheld. The border between the Second Dominion and the First is a wall of whiteness that appears to erase any that step through; none have ever returned. The Unbeheld keeps his secrets well.

Olympos, City of White Pillars

Olympos is one of the remaining divine realms, which exist on a level of reality slightly above and out of touch with that of the Five Dominions. The divine realms are thought to be entirely separate universes from that of the Dominions, whose inhabitants – the gods – are only subject to their own physical laws. This is what grants the gods seemingly divine powers. By receiving worship from mortals, the gods strengthen their connections to the mortal realm and are able to act therein.

This is but one explanation; it does not answer every mystery regarding the gods, nor has it been proven.

Olympos is exceptional in that it still draws a great deal of mythic power from the Dominions, and is the most easily accessible. The names of the principal Olympian deities are frequently invoked in human language as ordinary words – this does not give as much power as the sacrifices of old once did, but these miniscule amounts of worship quickly add up. And unlike other divine realms such as the Celestial City or Hell, Olympos can be reached both physically and magically (although it has never been easy to do so).

Olympos also serves as a meeting place for gods and other divine beings.

Beyond Earth – The Galaxy

There is alien life throughout the galaxy, although little contact is made between alien civilisations and Earth (see below). The rare instances of alien contact have usually posed a threat to life on Earth – for example, an alien race known as the Brood attempted to create a nest on Earth recently, infecting humans and transforming them into insectoid monstrosities.

The Progenitor of the vampiric Setites is thought to be a native of the star Sirius, known as Sothis to the ancient Egyptians. Whether Sutekh was an exile from his own kind or part of an ancient invasion may never be known.

The highest level of the Tower of Agena is said to exist on a planet orbiting the star of that name. Undoubtedly the natives of this distant world are themselves enlightened willworkers. However, no known mages now living have the enlightenment to ascend to the eleventh level of the Tower.

The Galactic Milieu

The Galactic Milieu is an alien civilisation of five metapsychic races, led by the incorporeal Lylmiks. The Milieu observes species with metapsychic potential, giving them a degree of protection from hostile aliens but only Intervening (bringing the

species into their civilisation) once they have determined that the species is truly ready and deserving.

Earth is under observation by the Polytrans, who share some similarities with human beings. A Lylmik known as Orpheus the Bodiless is also thought to have originated on Earth somehow.

The Puzzlebox

A maker of clocks and toys, who perhaps did not understand the powers given to him, created this strange artifact hundreds of years ago. Manipulating the subtle tricks of the box can create gateways to other worlds – be they hells, rifts of light, or a world of darkness. The box has sometimes been inadvertently used to summon demons called *cenobites* (communal monks dedicated to enlightenment through exquisite agony), or more mortal individuals inadvertently plucked from realities parallel to this one.

The Worlds of Spirit

Deadlands

Also named the Underworld, the Deadlands are a dark reflection of the material world. The landscape is similar to the living lands, but contains only those things that have been lost, destroyed, or forgotten. Ghosts wander these dismal fields, peering at the living through the Shroud of death.

Certain deities of Death (such as Hades and Kore) dwell in great caverns beneath the Deadlands. However, travelling too deeply into the depths of the Deadlands leads one to the void of the In Ovo. Some of the ancient dead believe that the Deadlands are simply a reflection of the material world upon the surface of this void between worlds.

In Ovo

The In Ovo is a void that surrounds the universe of Earth. The blackness of the In Ovo is stygian, and the only inhabitants are Oviates, creatures that lack form or sanity. Some Oviates are degenerate remains of ghosts that became lost in the void; others are strange creatures that may never have lived.

Crossing the In Ovo requires a magus to pierce that barrier and maintain the shield that protects the traveller from attack by the Oviates. A very few ghosts also possess the ability to cross the In Ovo, the fortitude to survive, and the courage to try.

Deep within the In Ovo is the Blackest Sea, where the corpses of perished gods float eternally. Alien entities known only as the Other Ones sleep underneath the silent waves, waiting for the opportunity to escape their bonds and invade the material world.

The Umbra

This is the “spiritual shadow” or *umbra* of the world; it is sometimes called the Astral plane. It is created by the life energy of the biosphere as a whole, and is home to many spirits of nature. The shape changing guardians of Earth’s biosphere are able to enter the Umbra at will, as can certain mystics; however, unliving creatures such as vampires are alien to this realm.

The Umbra surrounds the globe of Earth, but it is possible to travel “deeper” into the Umbra, finding realms of pure thought and philosophical ideals. There are other dimensions that seem to be totally alien to the Earth; these may be the umbrae of other planets, or even dimensions beyond the understanding of any magus.

Occult Societies

A world in which magic exists and has power is a world in which magic is hoarded like money or weapons. Throughout history, occult societies have existed that use their knowledge of the Hidden World to gain power in the world. Many of these occult groups have since disappeared without a trace, but some remain active - and are more influential than ever in the modern world.

Some members of these societies will be workers of True Magic (also known as *magos* or *magi*), but many are not. Magos tend to Awaken regardless of their magical knowledge; although a magus needs to rely on occult lore to develop his understanding, belonging to a secret society is not necessary. In fact, it often proves to be more of a distraction.

Members of these societies are often occult scholars, hedge magicians, or supernatural beings who desire to use the occult to influence the world rather than Awaken their inner avatar. They consider personal ascension to be a less realistic goal than revealing the Truth to the masses, or ruling society in the name of the goddess, or belonging to a cabal that promises you power after you die. They join societies of like-minded individuals to achieve these goals.

The Arcanum

The Arcanum Society was founded on the 24th of November, 1885, by nine disillusioned occultists and scholars, some of whom had previously been members of the now-prominent occult fraternity, *Die Goldene Dämmerung* (a German society that birthed Britain's Order of the Golden Dawn). Many members of DGD were dissatisfied with the society's belief system. One such dissident was Benjamin Holmscroft, an Englishman whom few can claim to know well. He left the DGD after five years of membership, and withdrew from the rest of society, maintaining correspondence with but a few fellow occultists for three years.

Oddly, modern scholarship now indicated that the DGD never existed.

Finally, in a letter written on the 31st of October 1885, Holmscroft invited them all to discuss the formation of a new society dedicated to the scholarly pursuit of knowledge, free from the delusions of the OGD and other secret societies. Eleven accepted the invitation, and met with him at his manor near London; after one long evening of discussion and argument, they agreed to form the Arcanum Society.

The members of the new Arcanum Society deposited large sums of money in a variety of trust funds, and Holmscroft offered his family manor to serve as the Foundation House. The first thirty years of the Arcanum Society were marked by a slow but steady increase in membership. More than a few of these members were occult practitioners: quite a few possessed some psychic talent or even dabbled in the magical arts. Holmscroft went out of his way to recruit such members; this proved quite disturbing to vampyre expert Doctor Abraham Van Helsing, who defected from the Society in 1888.

Example Arcanum Chapter House (Sydney, Australia): One of the oldest buildings in Sydney has, in fact, been built and rebuilt many times over the decades. The Sydney Chapter House is a large sandstone building that has had a dark history of

explosion, fire, and sabotage. That the building still stands after all these years of fires and other unexplained accidents speaks volumes about the tenacity and resourcefulness of the Australian Arcanum Society.

The Sydney Chapter House has two stories and includes libraries, lecture theatres, studies, kitchens, and residences for those Arcanum members who do not have suitable accommodations elsewhere; there are also extensive basements and catacombs beneath the buildings. A constant security presence and the most up-to-date surveillance systems protect the grounds.

History: A founding member of the Arcanum in Sydney originally constructed the Sydney Arcanum Building in 1926. For the first three years of its existence the Sydney Arcanum suffered from not having the resources or the manpower to carry out normal operations. After the stock market crash of 1929, the Arcanum in Sydney had to close its doors due to a terminal lack of funding.

This poor state of affairs continued for twelve years, during which the handful of Arcanum operatives in Australia relied upon the generosity of the founding member and the historical faculties of local universities. In 1941, the Grand Chancellor in Great Britain was spurred to action by the threat of Nazi Germany, and secretly sent to Sydney a shipment of occult books liberated from Arcanum libraries in Austria and Germany. To house these libraries it became necessary to reopen the Sydney Chapter House; an undisclosed sum of money was included to enable proper functioning of an Australian Chapter.

The next fifteen years were very difficult for the Society. After the War, the College of Parapsychology attempted to establish a modern laboratory for the investigation of spirit phenomena in Sydney; however, this project was fraught with accidents, up until the incident that caused the Arcanum to abandon it in 1951. Furthermore, finding a new Chancellor after the electrocution of Prof. Frederick Kohn in the parapsychology labs proved to be difficult; most Arcanum members were more interested in the Old World and Palestine.

But in 1956 the Australian Arcanum became the beneficiary of a wealthy industrialist, and discovered evidence of some kind of psychic phenomena in the Pacific Islands, of a nature and magnitude never before seen. This sudden interest allowed the Arcanum to establish Houses in Melbourne, Brisbane and Adelaide; enticed new members to join; and ensured that the Australian Arcanum Society should never suffer from a lack of resources ever again.

Despite a renewed string of accidents and mishaps in the 1990s (mysterious fires and the death of the Chancellor in an explosion) the Arcanum is still researching the paranormal and unexplained in Australia. Indeed, a whole new era of occult research is about to begin, as the supercomputer *ArcanumNet* has been completed and is ready for operation.

The Daughters of Kali

The Daughters are a sect of individuals involved in the worship of the Hindu goddess Kali: the Dark Mother, creator and destroyer of all things. The Daughters of Kali is an order that generally remains anonymous and secret as much as possible. An Awakened Indian woman in England founded it in the early 18th Century, and it has since grown slowly to include Temples in England, India and even one in

Australia. The original founder heads the entire sect; she is known as the Second Mother.

Members: The Daughters of Kali includes both Awakened and non-Awakened members, although the Awakened members are in the minority. The sect is over 70 percent women, and women hold most of the positions of power. Most Daughters are part time members and have regular jobs and lives. Fair proportions have Indian backgrounds, and a few are independently wealthy and provide much of the sect monetary support. Matri members choose new members from sympathisers.

The Goddess Kali: The Goddess Kali is worshipped as the typical trinity Goddess - her three forms as Virgin, Mother and Crone representing birth, life and death. Kali is revered as the eternal originator and destroyer - it is from her that all is created before being devoured and returning to her. This happens in an eternal cycle, as Kali births and then destroys the world over and over. She is even said to have created the other gods. Kali is most often represented in the guise of Kali the Destroyer - a multi-armed horror squatting over her dead consort and devouring his entrails, wearing a necklace of skulls and having hands hung from her belt. Certain members of the sect embrace the grim imagery of Kali the Destroyer, meditating in cemeteries, wearing human skin and bones, etc. This is done in order to get close to and understand the cycle whereby life cannot exist without death.

The Daughters of Kali respect both life and death - and whilst they believe in reincarnation through Kali, they do not generally believe in bringing this on through death as do Euthanatos mages. Euthanatos who come into contact with the Daughters are often surprised that they do not share their views. The Daughters are not simply interested in death, but the journey of existence in its entirety.

The Three Aspects: The Daughters take on one of three aspects - the Shaktis or Maidens wear white robes, the Matri or Mothers wear red robes, and the Dakinis or Skywalkers wear black. The choice of role has nothing to do with age or sex, and members may change their role several times. Most members start out as Shaktis.

The Shaktis are concerned with creation, generally work as labourers and artisans for the Temple, and have children. The Matri are concerned with living and preserving, involved in healing and guiding others and make up the majority of the sects leaders. The Dakinis are concerned with death and dying, giving solace, governing funeral rites and sacrifices, and also act as angels of death.

Daughters Activities: The Daughters of Kali spend much of their time worshipping Kali - conducting services, sacrifices, births and funerals; creating objects dedicated to Kali; learning about Kali and how to write Sanskrit; as well as magical and martial training. The Daughters are also quietly involved in the Feminist movement, supplying funds to feminist organisations and those helping women. The Daughters secretly run a London shelter for homeless women.

The Daughters hold animal sacrifices for specific services during the year. A male animal is generally chosen from a group raised by the Daughters, with care given to leave other males to continue the group. A Dakini severs the head of the animal and leaves it in the temple; the animal's body is cooked and consumed by the Daughters. Human sacrifices are never performed by the sect.

Dakini will be involved with performing funerals, and will often euthanase or finish off a dying person they come across. Generally the Daughters do not heal mortally wounded people - it is Kali's will that such individuals should die.

The Prayer to Kali -

*You are the secret mouth of the world
You are the word not uttered
Othiym Lunarsa, haiyo*

The Orphic Circle

The venerable tradition of the Orphic Circle reaches beyond recorded history into the shadows of a more mythic time. Current members believe that its founder was an Egyptian vampire whose fear of the second death led him to descend into the Underworld to seek true immortality. From his belief in the mysteries of the Isis-Osiris religion sprang the Court of the Orphic Circle, whose members even today practice rituals derived from many of Orphism's Mysteries.

The Orphic Circle still retains this time-honoured tradition of the descent into the Underworld, after the legend of Orpheus who did the same. Today's three hundred members uniformly share the desire to discover the true nature of death and immortality, and have come along way toward doing so. Consisting of scholars, vatics, death mages, vampires, and even some wraiths, the Orphic Circle promotes research in the Underworld and, like a well-greased piece of Machiavellian machinery, involves itself deeply and securely in the politics of the Restless.

Because some members of the Orphic Circle also hold memberships in other highly secret societies, every Orphic Circle member takes a mystically binding oath of secrecy.

Despite their common bonds, Orphics do not automatically know everything about the nature of their colleagues. Many an Orphic scholar has remained blissfully unaware that the ongoing Acolyte he called his protégé was a necromantic vampire or a mage in disguise. In fact, most mortals within the Circle remain unaware that there are vampires and mages in their midst; likewise, many mages are unaware of vampires, and vice-versa. Such secrets are even better kept than that of Circle membership. When they aren't, members die.

Attitudes: Darker in character than the Arcanum, the Orphic Circle is nevertheless just as scholarly and knows a great deal about the mysteries of the Underworld. To gain such knowledge, however, sacrifices are required - often quite literally. Many members sacrifice the living and the dead to obtain information about mortality...and to sate their own curiosity. To them, the highest goal of existence is to rediscover the sacred Mysteries of the Underworld that Orpheus took from Hades. A chief Orphic god is Eubouleus (also known to many as Dionysus). Destined by his father Zeus and his mother Persephone to be Lord Over All, he is now lord of the Underworld, god of Nether World, and god of wine, pleasure, and immortality.

Ranking System: The Orphic Circle has two divisions: the Inner and the Outer Circles. The Inner Circle consists solely of the priesthood (The Ebon Bench), while the Outer Circle consists of the Orphic Circles' membership. Members of the Outer Circle are all considered equal, although children are accepted into its ranks on rare occasions, and when this occurs, the child must defer to the Outer (or Inner) Circle

member who sponsored him. Incidentally, in the Orphic fashion, children are allowed to attend all rituals and festivities held for Outer Circle members.

Practices of the Orphic Circle: Many of the practices of the modern Orphic Circle are based on the ancient Orphism and the cult of Dionysus. It is said that when the Greek hero Orpheus returned from the Underworld, he brought back with him precious scrolls which outlined the Mysteries of the afterlife and the precepts which mortals should follow in order to enjoy it. From these, the Orphic poems were written, memorized and passed on from one generation to the next. Eventually, a cult grew up around the poems, some of the beliefs of which are:

- Upon death we are judged on the basis of our deeds in life. If judged well, we enjoy feasts, sex and other pleasures in the afterlife.
- The judge is known as Dike (*Dee-kay*). Sometimes depicted as a fierce huntress, sometimes as a punitive she-demon (*poinai*), Dike can be identified by her huge glossy black wings, the short loincloth and long boots she wears in the manner of ancient huntresses. She represents moral responsibility and the darker side of an otherwise very life-centred religion.
- Life is joy; if life is not enjoyed, neither shall death be enjoyed. Thus, black clothes shall not be worn at the altar of the gods, and impurities must be purged before all sacred events.
- Seek immortality in all things. Most blessed are those who create – actors, playwrights, poets, writers, artists, mothers and fathers.
- The cosmogenic egg is most sacred. Appearing dead like a stone to the eye, it is nevertheless filled with life-power, and, from it, the universe mystically originates. Used properly, the sacred egg can restore the dead to life. Also sacred is the phallus, particularly when represented in a *liknon* (an oblong basket of wickerwork filled with fruit or corn and chaff and covered with a cloth from which protrudes what looks like a phallus) and the mask of the god Eubouleus.

The Hermetic Order: Within the Orphic Circle there exists a constant tension between its members. Since many that join are already sworn to some other society or tradition, the Circle has developed a mystery cult that allows anonymity for each member and provides a ready made role for the initiate. This cult is called The Hermetic Order, and it is often confused with the Arcanum Society or the mages of the Order of Hermes. Circle members do nothing to dissuade the ignorant from their mistake.

The Hermetic Order always has twenty-two positions in its structure. Each position is a role derived from an Archetype, which the occult world often calls the *Tarot*. If there is no member fulfilling the role of the Archetype, then that particular Power is unavailable to the Circle as a whole.

Every Archetype confers upon its representative a Power. These Powers are derived from a Realm that is known only to the Circle. It is said to be located in the Lands of the Dead. The Archetypes are often assumed to be the Lost Gods of history. These Gods, unhappy at no longer being worshipped, confer Power to the Circle member as Favour. The Favour of the Gods is something that most Orphic Circle members have enjoyed since the cult's inception in Ancient Greece.

When a member engages in Ritual Sorcery, she is able to draw upon the Power to achieve a specific effect in the real world. If more than one member is involved in the Ritual, then all their Powers combine in effect (not necessarily in magnitude).

A Sorcery Ritual is reasonably simple, and follows a few easy steps:

- **Secrecy.** The Circle member chooses a location from which they cannot be seen. It is important that outsiders do not see the Ritual. The Gods will not give Power to someone who is observed by non-initiates.
- **Sacrifice.** The member places a token or offering upon an altar – similar to please the god (e.g.: a corpse for Hades or a pool with the moon's reflection in it for Luna, etc).
- **Prayer.** The member asks humbly and sincerely for a favour from the Gods.
- **Faith.** Usually minor requests are granted instantly, but as you would expect major boons aren't easy to acquire.

The Templars of Baphomet

Reverend Ashbury Redman was a pastor whose faith in the Christian God was shaken by an encounter with Nightbreed near Midian, in North America. After the fall of Midian, Reverend Redman forsook his God for the glories of Baphomet. He considered himself deplorable, a base creature whose only glory was being a servant of the Baptiser. His self-worth centred upon the touch of Baphomet in his life – all doubts and fears burned away by holy fire. For many years Redman was unsure in his direction, knowing only that Baphomet's enemies – the Leeches, the hunters, and so many others – were out there.

Redman had a vision of the masses venerating the Baptiser, and prophetic dreams signifying the rebirth of an ancient Nightbreed Order – the Temple of Baphomet. He knew that few would knowingly worship The Baptiser, and he dared risk the problems encountered by the original Knights Templar.

Redman decided to create a sect with two levels. On one level this sect is a faithful Christian sect that takes part in carefully worded ceremonies designed to empower the Great One and slowly erode their faith, and so convert them to your cause. The second level involves the *true* initiates, the faithful humans and Nightbreed who worship Baphomet under Ashbury Redman's guidance. This, the second level, is a most secretive and private Order, in order to protect the worshippers of Baphomet.

The Ceremony of Christ Perverted: This ceremony involves a Mass whereby a congregation kneeling in subjugation praises the Baptiser. Ashbury designed it in accordance to ancient rites, for use by the Christian circle of the new Templars. Wine laced with human blood is consumed to finish the ritual.

System: Characters will be able to taken into the Inner Circle of the Templars of Baphomet after they have been involved in the ceremony enough times to equal their Willpower plus their True Faith score. Only beings with Faith 3 *or less* can be so affected.

The Ceremony of Baphomet: The Inner Circle of Baphomet worshippers usually includes several Nightbreed. All attending this ceremony bow down before a carved image of Baphomet, painted white and black to symbolise Life and Death. All

participants then offer blood into a cup which each then drinks from (this will not create ghouls or blood bonds of any form).

System: For several hours afterward, worshippers of Baphomet receive a +1 bonus to the value of all cards drawn.

The Tower of Agena

The Tower of Agena was constructed in 1937 by an aged and eccentric Hermetic magus named Thomas Dee. He sought to build a tower tall enough to reach the star Agena (Beta Centauri). The magus believed that once there, he would join with a society of extraterrestrial beings. However, the old magus was killed in World War Two after returning to defend his homeland of Britain against the Germans. His only acolyte continued the work and soon attracted more mages to the site. Eventually the Tower became a fully-fledged chantry, with a powerful ley line node and dozens of mages and apprentices studying there.

The tower itself was built in a city park, but the interior actually rises up through the Umbra. The Tower of Agena is ringed by a low fence of stone, and has the appearance of a typical square medieval keep, made from rough-hewn dark stone and constructed to a height of thirty metres. The entrance to the Tower is through ironbound double doors, each inscribed with mystical symbols. Statues of a lion and a griffin flank the doors; these may animate in defence of the Tower. As one steps up to the doors a gong is heard to sound quietly within.

The Tower of Agena is far larger on the inside than without. The ground floor is very large, and may be entered by any – even the unenlightened. The basement sub-levels can also be entered, although they are typically kept locked. Higher levels of the Tower exist in the Umbra, and can only be attained by the mystically enlightened. Level Two contains apprentice quarters, learning spaces, the general library, and a lecture theatre. Level Three includes the summoning room and other magical practice areas. Level Four contains the armoury and the First Hall of Secrets – a repository for hidden magic. Only one who has attained Ascension can reach the eleventh level of the Tower. It is this level of the Tower that connects with the star Agena.

There are few mages within the Tower's chantry since the Masters of the Tower summoned the Shadow into their midst in mid-1995. Many a magus was killed by that unwise action, leaving only a few confused apprentices behind. Of the Masters, only Amangon and Githiliad survived; the former travelled into the future and became Amangon the Mad, whilst Githiliad returned to his homeland in the Fourth Dominion. The magus Phoenix remained in the Tower as a restless spirit, and eventually underwent rebirth within the Cosmogenic Egg.

Technocratic Societies

A Heritage of Reason – the Templars

The Knights Templar began as a group of Crusaders who escorted pilgrims from Europe to the Holy Land. Two knights, Hugue de Pavens and Godfrey de Saint Adhemar formed the Templars in 1115. They, along with the seven other knights that they recruited, operated out of Jerusalem, taking pilgrims to Jericho and then on to Christ's baptismal site in the Jordan River. The knights saw the threat to pilgrims as both physical and supernatural, and they knew about the existence of hidden forces, which were covertly battled. The knights impressed the King of Jerusalem and were given quarters in a wing of the Royal Palace. The wing was built on the site of the Temple of Solomon, and so the knights became known as the Knights Templar.

Through military successes in the Holy Land, great influence was created in the royal courts of Europe. Most of the castles, land, and wealth of the Order came from donations made by kings and dukes inspired and awed by the holy knights. However, after the fall of Jerusalem to the Moslems in 1243, the knights fell in numbers and reputation. Eventually, in 1307, the Pope agreed to an inquiry into allegations that the Templars worshipped a demon named *Baphomet*. King Philip of France, influenced by the secretive Prieuré du Solomon, had most of the Templars arrested and tortured until confessions were forced from them. Many died, and those that later retracted their confessions were burned at the stake.

Although the Templars were crippled by this attack, they were not destroyed. In the March of 1325, the survivors gathered at the White Tower in southern France. The Templars had discovered that their Order was nearly destroyed by agents of the supernatural, and suspected that many other events in history were the work of occult secret societies. In return, the remaining Templars dedicated themselves to fighting secret societies, black magicians, and ungodly spirits wherever they might lurk. Renaming themselves the Temple of the Order of Reason, the Templars vowed to save humanity from the supernatural.

Over the centuries, the Templars discovered that the best way to eliminate the taint of the supernatural was through Science. By defining the cosmos with scientific laws, and educating the masses of this science, some kinds of magic no longer worked as easily as they once had. The Templars embraced the power of Technology, and began holding One Reality Convocations to discuss the progress of Science and Reason over magic and superstition.

During the One Reality Convocation of 1899, strong differences in opinion caused some of the Templars to create factions within the Order. This caused the Order to disintegrate during the Great War, as certain members (influenced by cultists of the Unbeheld) began to introduce new technologies not yet approved by the Order as a whole. These new weapons of war turned the War into the darkest, bloodiest conflict in human history, which pleased the cultists greatly.

In the wake of World War One, groups of Templars regrouped and formed new technocratic societies. These do not work together in any regard; in fact, most members of any given group are unaware that any others exist.

The Cognitive Engineers

These Mages believe that circuitry develops sentience. The sentience of any individual electronic device is negligible, but if these circuits are connected (as in a computer network) then the sentience develops across the network as one mind. This is called the Great Mind, and the Cognitive Engineers want to connect as many devices as possible. They also want to implant circuitry into people brains so that they may plug into and share the Great Mind. The Cognitive Engineers have created cybernetic implants that simulate mental powers, and are very knowledgeable about psychic phenomena.

The general view is that it is possible to create a huge super-intelligent being that will be a God to the troubled human race. However, a small faction within the Cognitive Engineers wants to subsume everyone into one collective All-Mind.

The Nephandi

The Nephandi are servants of alien creatures that live deep within the In Ovo. These creatures, known as the Other Ones, are incredibly old and possess bizarre advanced technology; there is some unexplained link between the Unbeheld and these alien beings. The Other Ones corrupt technocratic mages to be their servants. The Nephandi use bizarre ultra-technology to alter the reality and time of Earth to accommodate the Other Ones' needs, so that they may enslave the entire Earth. The Nephandi work through a multinational corporation named *Pentex*, subtly (and not so subtly) attempting to alter Earth to be more accommodating to their inhuman masters.

The New World Order

This is an organisation of former intelligence agents, scientists and corporate executives who seek to wipe out occult societies and establish the NWO as world rulers. What the majority of the organisation does not realise is that the NWO is led and controlled by a group of twelve extraterrestrial beings, known only as the "Greys". Whilst these twelve Greys tell their servants that they are aliens on Earth to guide Mankind into a new era, they are actually beings displaced from the Third Dominion, seeking to control the Fifth Dominion. The Greys hate and fear the Unbeheld, and are on Earth building a refuge from Him.

The Realists

The realists are a group of scientists working to give the universe a stable and understandable basis. They believe that the creation of, and belief in, a universal theory will *make it true*. This means that they must devise a possible working model of the universe, and then ensure that the public accepts it. The Realists know the universe has little objective order of its own, and believe that to make it a better place for everyone, Reality must be established on a consensual basis.

The Realists continue to work on creating a model that actually works and that people can believe. They have created many "anti-magic" devices – protective clothing, force fields, and weapons. The Realists fund secret agencies to research, define and quantify supernatural creatures according to their own self-devised taxonomy. Generally they are a benign group, but not everyone appreciates the fact that the Realists would deny them of reality-bending magic.

Gods and Divinities

On being a God

The gods are entities that operate on a scale different to that of humanity; they possess a greater investment of the cosmic energy that suffuses all. The gods are essentially all-powerful, although this power is kept in check by certain rules. All gods follow some rules; it is essentially the rules that define each god's nature. Some philosophers have posited the possibility that the gods are in fact personifications of the rules that they are seemingly bound by.

Most gods appear to have a gender – that is, they are part of the *male* or the *female divine attribute*. Although a deity of one gender need not be opposed to one of the other, there is a cosmic conflict between the male and female attribute. This stems from the primeval sundering of the *godhead* into three beings – the Unbeheld God; Othym Lunarsa; and the unifying embodiment of love (usually referred to as Aphrodite). Occultists who have studied the matter claim that the male and female divine attributes are equally flawed, and cannot know love. If they were to be unified, an all-loving, androgynous Divinity might be the result.

The Endless

The Endless are seven in number. The Greeks knew them by the names *Potmos* (Destiny), *Teleleute* (Death), *Oneiros* (Dream), *Epithumia* (Desire), *Aponoia* (Despair), *Olethros* (Destruction), and *Mania* (Delirium). They are incomprehensibly powerful beings that are living embodiments of their names. Some of the Endless believe that they are godlike manipulators of humanity. The elder three have important missions to fulfil and do not involve themselves in the manipulations of the younger ones.

The Endless came into being as the universe appeared. Destiny was first of the seven, followed by Death and Dream. They are older than gods and are not bound by the same laws. Gods will come and go, but the Endless will endure until the end of the universe. Should an incarnation of the Endless be killed, it will soon be replaced.

Destiny appears as a mysterious, robed figure with an ancient book shackled to him. He has special interest (and perhaps some influence) over those humans who are attempting to ascend to a higher state. These humans influence reality, and are called *magi* by some. His sigil is a book.

Death appears as an enigmatic young woman dressed in black, with an ankh hanging from her neck. It is her responsibility to be present at the moment of death and guide the soul onwards. She has an interest in those who refuse to simply die – those humans who cling to the land of the living as wraiths, or who use magic to return themselves to life. Her sigil is the ankh.

Dream appears to mortals in the form and dress of their own culture. He is a tall, silent, regal, exotic, well-dressed man with eyes like “stars in pools of deep water”. He created the Dreamkin, made up of the Minor Nightkin and Major Arcana in Arcadia, and the Kithain on Earth. Recently, an unknown human sorcerer entrapped him within a null-magic box, causing all forms of Wyld magic to fade for a few days until he was released. Dream is closest to his sister Death, but stands apart from the other Endless.

Desire appears as a tall, quiet, feminine-looking man. S/he may have played a role in the creation of those beings known as vampires, which though dead and without creativity, still exist in an unlife of hunger and constant desire – desire for life, power, or eternal peace... a desire which can never be fulfilled. His/her sigil is a heart.

Despair appears as a bloated miserable being, and is the twin sister to Desire, and together they have at times schemed. She has influence over those creatures that wilfully turn themselves over to self-destruction, especially beings in service to a mysterious force known by some as the Scourge. Her sigil is a hook on a ring.

Destruction appears as a large, boisterous man, often armoured in the appropriate style for the time and place. He disappeared about 300 years ago.

Delirium appears differently each time that she travels to the mortal world, as though she cannot hold to one form. She was once known as Delight, and was close to those beings that were most capable of finding joy in the world – the changing breeds, those who are at once human and beast; and the Seerkind. However, with the corruption of the Earth, the Wyldfolk have lost their joy and vision, and embraced madness – now, humans who so much as look at the Wyldfolk enter a delirious state, even if temporarily. Whether the Wyldfolk turned Delight into Delirium, or it was her change that sent the Wyldfolk mad, is unresolved. Delirium is often isolated from the other Endless.

Gaia and Luna

Gaia and Luna are two ancient goddesses of the Fifth Dominion. Gaia is a goddess of the cosmic unity of living things; what modern scientists might call the *biosphere*. Luna is a goddess of the cosmic unity of spirit; what modern psychologists might call the *universal subconscious*. These goddesses are sympathetic and synergistic with each other, and are worshipped by the shape changing breeds: the Manitou garou and SeedGarou. These ‘werewolves’ protect the realms of life and soul from the degenerate forces that would despoil the world.

Gaia and Luna are each embodied by a material body – the Earth and the Moon. Unfortunately, the unity of Gaia and Luna is incomplete, for it lacks a divine attribute to represent the Mind. This has been the case ever since the Unbeheld God attempted to destroy the goddesses, forcing Gaia and Luna to merge with a celestial orb in order to survive.

It is rare to find a mortal magus that worships the goddesses of Gaia and Luna; only the werewolves are *born* to their worship, although some witches venerate these goddesses as an aspect of the female divine attribute, Othiym Lunarsa. Some magi believe that there is a goddess of the mental sphere, one that must be resurrected to reform the goddess trinity of mind, life and spirit. Others claim that the rational sphere belongs to the male divine attribute, and name Sun gods such as Apollo and Ra as examples. The goddesses are silent on this matter.

Orpheus the Bodiless

The Greek musician Orpheus was the son of Dream and the Muse, Calliope. He was deeply in love with a maiden called Eurydice, but lost her to death on the night of their wedding. Unable to contemplate a life without Eurydice, Orpheus travelled into the Underworld to win her back from Hades. Although Orpheus’

music touched the heart of Hades and his wife Kore, he did not fulfill the conditions set by the gods and was forever separated from Eurydice.

After returning from the Underworld, Orpheus discovered that Death could not affect him. Even after Dionysus' Women of the Frenzy tore his head from his body, Orpheus lived on. He was found and protected by priests on the isle of Naxos. These priests listened to the secrets of the Underworld that Orpheus had discovered, and created a new temple called the Ebon Bench.

After many centuries Orpheus's perceptions expanded beyond those of mortal men. Freed from the concerns of the body, Orpheus embraced the powers of his higher mind, and reached out to the metapsychic beings that dwell in the stars. Contacting an alien race called the Lylmik profoundly altered Orpheus, and he became a part of their metapsychic union. Orpheus left Naxos, left Earth, and became the Bodiless, one of the most powerful Lylmik.

The Bodiless now works to shepherd alien races towards metapsychic union with the Galactic Milieu, a civilisation that the Lylmiks lead. He hopes that Earth itself will one day grow to be a part of the Milieu. But time is growing short.

Other Gods

There are many other gods that listen to the prayers of humanity. These include the Greek pantheon, the Egyptians, the Jade Empire, the Central Americans, and others. Although many of these gods have not been widely worshipped for hundreds or even thousands of years, the remembered worship of humanity still makes them strong – if uninvolved in the modern world.

Many of the gods look forward to a new age of worship after the Third Divine Council, but many realise that they have become disinterested in humanity⁴. The Norse gods for example are content to live their own existences, without concerning themselves in the affairs of mortals. On the other hand, the Greek gods never stopped meddling with human affairs, through intermediaries such as the Orphic Circle.

The Other Ones

The Other Ones are alien entities that dwell deep within the In Ovo, a void outside of time and space. Very little is known of these entities; they have inspired evil and chaotic cults throughout history, influence the technocratic Nephandi, and seem to be in league with the Unbeheld. The Other Ones possess advanced technology of an alien kind – mostly involving dimensional manipulation and bio-transformation.

The Other Ones are worshipped in a tome of unholy magic called the "Darkhold", or *Book of Sins*; this work is so dangerous that the Vatican keeps it locked in the most secure vault. It is said that when the stars come into a precise alignment that the barriers between the Earth and the In Ovo will fall, and the Other Ones remake the world. Unfortunately, the Darkhold is indestructible, and some pages are missing...

⁴ To learn the details of what transpired at the Third Divine Council, see the Appendix: *Synopsis of the Freeform Campaign*.

Othiym Lunarsa

Othiym Lunarsa is the female divine attribute: the goddess from whom all goddesses draw their power. Many prehistoric civilisations worshipped her, and danced underneath the moon in her honour. However, with the rise of patriarchal societies such as Babylon, Greece, and Rome, worship of the goddess was gradually swept back into the “barbaric” corners of the world, until finally Christianity succeeded in destroying it altogether.

But the goddess never died. After a scant few centuries, worship of Othiym began once more, slowly at first but rapidly increasing as the philosophy of feminism spread throughout the globe. Now, goddess worship has become a powerful force in the secret world. Cults such as the Daughters of Kali as well as many individual magi promote female divinity and offer it sacrifices. And if Othiym has become an angry goddess, and her demanded sacrifices bloody, is it not justified? Have not the crimes that were perpetrated in the name of male gods made such revenge necessary? Are not the male and female divine attributes at war?

Invoking the Goddess -

*I am the eldest daughter of Knossos.
I am the wife and sister of Osiris.
I am She who findeth fruit for men.
I am mother of Horus.
I am She that riseth in the Dog Star.
I am She that is called Goddess by women.*

*For me was the city of Bubastis built
For me was raised the City on the Hill
I divided the Earth from Heaven
I put the stars in their courses
With me doth true justice prevail!*

*I am the Queen of rivers and winds and the sea
I am the Queen of war
I raise the sea and calm it
I am Queen of the storm
I overcome Fate
I am the secret mouth of the world
I am the word not spoken
Othiym haiyo! Othiym Lunarsa!*

The Blessing of the Goddess -

*Othiym, Anat, Innana, Freya.
Hail Artemis, Britomartis,
Ishtar, Astarte, Astoreth,
Bellona, More, Kali,
Durga, Khon-Ma, Kore.
Othiym Lunarsa, Othiym haiyo!*

The Progenitors

Each race of vampires has a different story to tell of their origins, and assume that the other kinds of vampires are either misinformed about their *true* nature, or an entirely different order of creature. Although each vampire myth is different, each shares one common element – the Progenitor figure that founded the vampire bloodline. These Progenitors may be male or female, divine or damned, perfect or flawed, but all are assumed to possess extraordinary powers. Some scholars speculate that each Progenitor was “created” by one, ultimate vampire, but there are many who disagree. Having met one or more of the progenitors, these individuals state that they are too dissimilar to be so closely related.

There is no denying that the Progenitors *do* exist – there are still vampires in existence that once met them. For example, the Nightbreed Justicar Joseph Kent is said to have spoken with Baphomet and Lilith shortly before his destruction in 1899. Each kind of vampire knows the name of its Progenitor, and retells the myths concerning the creation of the bloodline. However, the Progenitors are secretive, and undistorted knowledge of a Progenitor’s nature and powers is impossible to come by.

The name of each vampiric Progenitor are listed below:

- *Akasha*, founder of the Line of Akasha;
- *Baphomet*, founder of the Nightbreed;
- *Dracula*, founder of the Dracûl;
- *Lilith*, founder of the Cainites;
- *Old Master*, eldest of the Hungry Dead;
- *Serephristro*, founder of the Sleepwalkers;
- *Set*, founder of the Setites.

The Scourge

The Scourge is a spiritual entity that yearns to eliminate all supernatural forces on Earth. The Scourge is often identified with the Shadow, or with Uriel, an archangel of purity and flame; in fact, it is an entirely different entity. The Scourge is sentient, and usually chooses to appear as a wily old man, a flaming storm, a cloud of shadows, or an angelic being made of swirling sand. In its true form, the Scourge manifests as a complex geometrical solid such as a stellated dodecahedron.

*“I am the Beginning and the End
The First and the Last.
What thou see’st
Is the Doom of thy kind.
Remember therefore
From whence thou art fallen.
Behold – I am the fire of Justice,
Thou must submit to mine will,
Or else I will come unto thee quickly
And remove thy essence.”*

The Scourge has become delusional and forgotten its true nature and purpose; it now *believes* that it is Uriel, the Purifier. It has pursued the Seerkind for over a century, eradicating them as an affront to the rational, *human* world that it desires. However, it will not be content with their destruction. There is a strong possibility that the Scourge is the entity responsible for the force of Paradox that attacks those who work True Magic. It may be the whispered entity of self-destruction known as the Wyrms, or the *Mal'ek'a* that ravages the Quin'on'a and Manitou Garou.

The Shadow

The Shadow is a psychic phenomenon created in 1945 when the atomic bomb shredded the astral bodies of those killed at Nagasaki. The mental energies were swept together and merged into one psychic form, a "psyclone" that left death and destruction in its wake. The psyclone swept through South East Asia Lau Mei Hwa, until a magus from the Philippines sought help from the Tower of Agena in 1995. The magi of the Tower foolishly summoned the "Shadow" to their sanctuary, where it killed them and escaped into the surrounding city of Sydney.

It is quite likely that a similar occurrence took place at Hiroshima. It is a mystery whether that psyclone was absorbed by the first, dissipated, or continues to rage in regions unknown.

The Unbeheld God (Hapexamendios)

Hapexamendios is a personification of the male divine attribute; He is known as the Unbeheld God, and influenced human religions under the guise of Yahweh. Unfortunately, He has grown insane with power, and is responsible for much suffering in the cosmos. The Unbeheld separated the Dominion of Earth from the other Four Dominions, thousands of years ago, before the other gods truly understood what He was doing. He was directly responsible for the destruction of many goddesses, flooded a major prehistoric civilisation, and has made compacts with alien entities called the Other Ones. Finally, the Unbeheld has seized the entire First Dominion for Himself, smothering all life within.

Personalities of Importance

Akasha

Akasha is one of the youngest of the vampiric progenitors; only Dracula is younger than she. However, in the few thousand years since a bloodthirsty spirit was bonded to a mortal woman in ancient Egypt, Akasha has become vastly powerful and yet greatly torpid. Her body has come to resemble a stone statue, and only the blood of other vampires can rouse her to a semblance of life. However, should a younger vampire taste Akasha's blood, he will be overwhelmed by power, and – if he survives the experience – possess far greater supernatural energy than before.

Amangon, the Mad Hermetic Magician

The Hermetic Master Amangon was the head of Chantry of Agena. He was impersonated by the demon Belial, as part of a plan designed to ensure that the Christian paradigm continued to reign supreme. Belial's deception led to the Shadow being summoned into the Tower of Agena in 1995.

Amangon's presence has not been reliably reported since 1995. He is thought to have escaped into the future, but the Tower of Agena was unable to search for him due to the theft of their mystic tomes of the Time Sphere. The few instances of communication with Amangon have indicated his rather fragile mental state.

Baphomet

Baphomet is the Progenitor of the Nightbreed vampiric race. He can be considered a minor divinity, and was associated with the fertility god Osiris in ancient Egyptian mythology. Like Osiris, Baphomet has been cut into many pieces only to be reborn with a greater understanding of Death. For this reason, the Nightbreed sometimes refer to Baphomet as *the Divided God* in addition to his more traditional epithet, *the Baptiser*.

Belial, the Deceiver

Belial is a prince of the spiritual entities called *demons*. Belial was working with the Archangel Gabriel to sabotage the Third Grand Council of the Gods. Belial planned to infiltrate arguably the most powerful supernatural organisation in Australia, the Tower of Agena, by impersonating the head magus, Amangon.

His plot was fairly simple – kill as many powerful servants of the other Gods as possible to weaken their influence. Summoning the Shadow was Belial's chosen attack; it successfully destroyed some of Earth's most powerful magi.

Celestine

Celestine was one of the goddesses who were attacked by the Unbeheld. Unlike many of her sisters, she survived. For millennia Celestine fought the plans of the Unbeheld, culminating in the attempted Reconciliation by Satori Akyazi in 1799. However, the Reconciliation failed due to Templar interference, and Celestine was imprisoned in a subterranean vault. The vault was constructed of anti-magical Primum, hidden underneath a Dutch museum, and forgotten.

Fragments from a shattered statue of Celestine came to light in the 1990s, and were used by certain individuals to learn about Celestine's desecrated temples in the Fourth Dominion. These individuals (a Sleepwalker named Tabitha; a magus named Chun dao Shen; and an Alfar named The Grizz) began to investigate the forgotten threat of the Unbeheld.

Nimue Clandestyne

The child duchess Nimue Clandestyne seized control of the Court of Regulus from Cassia Incantrix in 1996. Rabble-rousers beset Nimue's reign and she left for the Kithain courts of England after one and a half years of rule.

Copernicus

A werewolf named Stephen was one of the few survivors of the Shadow's initial attack upon Sydney, but he did not escape with his mind intact. Instead, he was "possessed" by the inherited memories and personality of one of his ancestors - the astronomer Copernicus.

Although Copernicus had not been a werewolf during his life, he quickly became an influential leader of werewolf society. Copernicus had been a Rosicrucian and a member of the Orphic Circle during his life, and renewed acquaintance with a still-living contemporary named Aidan Farlander, who reintroduced Copernicus to the Orphic Circle.

Dracula (Vlad Tepes)

The Progenitor of the Dracûl vampires was slain in 1885 by a group of dedicated humans - including Abraham Van Helsing and the "Chosen One", Mina Harker. For over a century he languished in Hades, feebly attempting to possess those who foolishly contacted his spirit (such as the Dracûl Josef Brask, or the magician Phantasma).

Eventually, Dracula gained the opportunity to feed from the psychic energy of Oenone Megaera, an Orphic Circle "necroscope", and used this power to transform the modern Chosen One, Zoe Piers, into a suitable host body. He quickly ran afoul of the other Progenitors, and the goddess Artemis imprisoned him deep underground.

Githiliad

Possibly the second most powerful magus of the Tower of Agena, Githiliad is an Imager - one who creates magical mirrors from which can be summoned all manner of effects. Githiliad is deeply in love with the witch Morgana, and loses all sense of judgement where she is concerned. When the Shadow destroyed the master magi of the Tower of Agena, Githiliad managed to escape to his homeland Mordant, in another dimension. He has returned to Earth since seeking Morgana, only to learn of her apparent "death".

Hands-of-Harmony

Tao-Kung was a minor goddess of the Jade Empire pantheon, representing cats (especially large ones and were-cats). The goddess manifested on Earth as a powerful were-cat, Hands-of-Harmony, until she merged with Freya, an important Norse fertility goddess. Although she remained a goddess of the were-cats, and is

still known to them as Harmony, she is now also named *Yana*, representing the Jade Empire as the Goddess of Fertility. While Yana encourages fertility in her divine activities, when she acts as a mortal Harmony cannot.

In her mortal form, Hands-of-Harmony birthed three children, one of whom she believes to be a messiah of the Jade Empire. Tao-Kung/Yana's aspects are Fertility, Harmony, and Felines. She is very friendly towards the Seerkind, and acts a guardian of their Weave.

Immacolata Incantatrix

The Incantatrix is an enemy of the Seerkind, and desires the Weave's destruction. None possess such mastery over changeling Arts or the feminine energies of the Menstruum. Immacolata is accompanied by her dead sisters, the Magdelene and the Hag, and commands a number of aborted, half-living abominations.

Cassia Incantrix

Cassia Incantrix is a duchess of the Seerkind who learned certain forbidden arts from the Incantatrix. She was the intended ruler of the Court of Regulus, but the faerie child Nimue Clandestyne managed to usurp her authority. Cassia returned after a brief exile and drove Nimue from the Speaking Throne, but was unable to control the anarchic Court of Regulus.

Lilith

Lilith is the Progenitor of the Cainite vampiric race. She is a female divinity, and does not share the weaknesses of her vampiric offspring. Indeed, she is somewhat contemptuous of vampires, preferring humans for their passions, their frailties, and their sexuality. Lilith often masquerades as a human in order to exert power over human society; her past identities have included priestesses, queens, and movie stars.

Morgana

Morgana is a witch of the Orphic Circle. She embodies the Arthurian archetype of Morgan le Fay, and has become a reborn incarnation of the ancient sorceress. Morgana is fully aware of her Arthurian role, and "remembers" Morgan le Fay's life in such detail that she is practically the same woman.

Although Morgana is not a master magus, her magical versatility is second to none. Morgana is unscrupulous in using other people in pursuit of her goals, and has made cats-paws of the Chantry of Agena and the Court of Regulus on many occasions.

Suzanna Parrish

Suzanna Parrish is an English woman descended from one of those Seerkind who remained in the Cuckoo world to protect the Weave. Though it has been polluted by two generations of Cuckoos, Suzannah's Seerkind blood runs very strong - her control over the feminine energies known as the Menstruum is nearly equal to Immacolata Incantatrix.

Phoenix, Resurrected Magus

Phoenix was one of the master magi who summoned the Shadow to the Tower of Agena, resulting in their deaths. However, Phoenix's will to live was so strong that he remained in the world of the living rather than pass on and reincarnate. Phoenix became a wraith, haunting the Tower of Agena and its surrounds.

Eventually, the Chantry of Agena was successful in using the Cosmogenic Egg to recreate Phoenix's body - although it now took the form of a Tibetan child. Death of the Endless rescinded her claim upon Phoenix, and he was reborn. Phoenix quickly used his claim of superiority to assume a leadership role in the Tower of Agena, although he was unable to exert any control over Morgana or the prodigal, Githiliad.

Phoenix is an extremely learned magus, one whose power belies the young body that he wears. His transformation and rebirth leave him not *entirely* human - Death has sworn never to touch Phoenix, and when wounded his flesh is *replaced* by glowing blue energy. Phoenix now *cannot* die, for his physical destruction would merely transform him into a being of pure quintessential energy.

Pi Airo Dan (Pierre Rodin)

A metapsychic alien of the Polytroyan race, Pi Airo Dan was sent to Earth as one of the Galactic Milieu's secret observers. He was supposed to keep watch over the psychics and supernatural beings of Australia whilst maintaining a low profile and a stance of non-interference. Instead, Pi Airo Dan brazenly used his metapsychic powers against magi, and assaulted a Gallifreyan visitor to Earth. The Galactic Milieu called Pi Airo Dan to answer for his actions, but he was forgiven after assisting in the Shadow emergency and remained on Earth.

Pie oh'Pah (Gentle)

The gypsy called Gentle is a native of the second Dominion. He originally came to Earth as a servant of a great Satori, who promised to Reconcile the Fifth Dominion with the other Four. Like all others before it, this Reconciliation failed. Gentle lived two centuries as a whore and an assassin due to a thoughtless word from his master, who abandoned him after that disastrous night in 1799. Unfortunately, he excelled at both professions.

Gentle has revealed his true identity as Pie oh'Pah to an immortal scholar named Farlander, and told him of the failed Reconciliation. Farlander introduced Gentle to the modern Arcanum, and the gypsy educated them regarding the basic facts of the Dominions and the Unbeheld God.

Pie oh'Pah is exotically beautiful. An alien being whose body shares attributes of male and female gender, it has some control over its form, and can become whatever its lover desires most. This ability is shared by all of its kind; sadly, they are a dying race, hunted to extinction by agents of the Unbeheld.

Rev. Ashbury Redman

Reverend Redman was an American preacher until a meeting with the demigod Baphomet shattered his mind and crippled his body. After a miraculous return to health, Redman's faith in god became a zealous worship of Baphomet. He attempted to keep his blasphemous faith secret for a few years, but generally found

himself incapable of doing so. Although not one of the Nightbreed, Ashbury Redman worked with many of them and lead the formation of the Templars of Baphomet.

Satori Akyazi, the Reconciler

Satori Akyazi attempted to Reconcile the Dominions in the year 1799, but failed. Since that night he has lived a life of anonymity and forgetfulness. Every ten years or so, he abandons his life, forgets his history, and travels elsewhere in the world to start anew.

Serephristro

Serephristro is the progenitor of the Sleepwalker vampiric race.

Set, God of the Red Desert

Set is the Progenitor of the Setite vampiric race. He was known as Sutekh to the ancient Egyptians, or more obscurely as the Nilotic. Set may be a god who has taken on vampiric qualities, or he may be a reptilian alien from the star Sirius.

Nicholas Van de Graf

Nicholas Van de Graf is the founder and CEO of the American New England Corporation and the Van de Graf Foundation. Van de Graf is a well-known and respected industrialist in the United States, where he is known as the "Common Man's Millionaire". Nicholas Van de Graf is a vampire of the Nightbreed; his wife Amelia is also a vampire, but of the Sleepwalkers. These facts are well known to the Arcanum.

Nicholas is cunning and arrogant, with an exaggerated sense of self worth and inflated ego. He is motivated solely by selfish concerns and totally amoral. He is a perfectionist and does not tolerate sloppy work by his underlings. Whenever Nicholas is a city, the fatalities of Scientologists rise remarkably. Considering that the Van de Graf Foundation is a public corporation with approximately 35% Scientologist shareholders, this is quite remarkable. Tending to work through his underlings, Nicholas usually manages to keep from directly dirtying his own hands. He exhibits all of the traits of a classic sociopath.

Rules System

Cross-Over Rules

Clandestine assumes that characters of different supernatural origins will meet often and even work with one another. Characters will often need to resist the magical powers of different supernatural creatures, and therefore the rules for these interactions need to be straightforward. In addition, there are some circumstances when a character can acquire magical powers normally associated with a different supernatural origin – for example, Alfar werewolves can learn the changeling Art of Galdar.

For the purposes of the game, all characters can be assigned to one of seven character types. Characters can acquire magical powers and follow rules outlined in the Storyteller rulebook for their character type, with exceptions detailed in a separate section below.

Character Type	Storyteller game rules
Faerie	Changeling: the Dreaming
Ghost	Wraith: the Oblivion
Human	various (most notably World of Darkness: Sorcerer)
Mummy	Mummy: the Resurrection
Sphere Mage	Mage: the Ascension
Vampire	Vampire: the Masquerade
Werewolf	Werewolf: the Apocalypse

Using Magical Powers

Willpower is the default Trait for resisting magical powers; if two characters of different types are using magical powers against each other, they both resist using their Willpower scores.

For example, a vampire and a mage have met in a dark alley, and both react with paranoid alarm. The vampire attempts to use her Majesty (Presence 5) against the mage, who responds with a blast of supernatural energy (Prime 2). Both characters resist the attack using their Willpower score.

If a character is magically attacked by another character of the same type, then the Trait used to resist depends upon the character type in question.

Character Type	Resists With
Faerie	Banality
Ghost	Willpower
Human	Willpower <i>or</i> True Faith (depending on the situation)
Mummy	Balance
Sphere Mage	Arete
Vampire	Humanity <i>or</i> Generation (whichever is higher)
Werewolf	Gnosis (or Rage in combat situations)

Freeform Task Resolution

Clandestyne uses the Storyteller game to describe character abilities and traits: it is widely recognised and easily learned, and the many Storyteller games available deal with similar game settings. However, in the live-action roleplaying of a freeform, the dice rolling of the Storyteller system is inconvenient, and so a simpler card-based system is used instead.

Each Game Master carries ten cards numbered one to ten. These may be normal playing cards, although a suit of Tarot cards can be used for character. Whenever a player wishes to accomplish something that requires a GM to adjudicate, the GM can ask that player to draw one card from the hand. If the value of that card is *equal to or lower than* the character's appropriate traits, then the player is successful. The higher the value of a successful card, the better the quality of success. A draw of One is considered an automatic failure (a "botch").

If two characters are in opposition (such as a physical blow, or magical compulsion) then the player who draws the highest successful card comes out on top. If both players fail to draw a successful card, nothing happens.

In a normal tabletop game, players may use dice (either dice pools as per the normal Storyteller rules, or a simple 1d10) instead of drawing cards.

Choosing Appropriate Traits

Most actions that need to be adjudicated by a GM will fall into one of the following categories: Ability Use, Magical Powers, or Background Trait.

Ability Use includes actions like fighting, investigating another character's background, or learning occult secrets. The score used in these situations are equal to Attribute + Ability. The GM chooses which Attribute (e.g. Strength, Perception, Intelligence) and which Ability (e.g. Brawl, Investigation, Occult) are appropriate. The combined score should be between one and ten.

Magical Powers are possessed by many of the characters in this freeform. The score that a character has in each magical power indicates what individual abilities he can use; the score used for the card draw is different for each "type" of supernatural being.

Character Type	Trait Used
Faerie	Glamour
Ghost	Pathos (costs 1 Pathos point) <i>or</i> Angst (gain 1 Angst point)
Human	Willpower <i>or</i> True Faith (depending on the situation)
Mummy	Balance
Sphere Mage	Arete
Vampire	Willpower <i>or</i> Generation (whichever is higher)
Werewolf	Gnosis (or Rage in combat situations)

Willpower is the default score for resisting magical powers; GMs may decide differently on a case-by-case basis.

Background Traits can be used to get in touch with contacts, buy unusual items, or influence the media, to name a few. GMs should encourage creativity! These traits tend to rate from one to five, but in rare cases go higher. Some Background Traits are

protective in nature (e.g. Arcane), and others provide the character with resources that can be used (e.g. Treasure).

Alfar Powers

Alfar characters are usually werewolves, but may also include werebears, wereravens, or changelings of the Nocker or Troll kith. Were-creatures retain most of their innate abilities, but use Galdar and Sedir instead of Gifts. Changeling characters retain their Birthrights and may use normal Arts and Realms, but do not gain werewolf shape changing or regeneration powers.

Fyljur

Fyljur is the ability of most Alfar to transform their physical bodies. Once the Alfar could take whatever form they wished: tree, stone, bear, or wave. Now the blood has become thin, and the old ways are forgotten, an individual Alfar is much more restricted. Some Alfar possess the ability to transform into wolves and bears; others, known as trolls, can assume a form of stone in which they are far stronger than a normal human. Unfortunately, the dwarvish Alfar known as *nockers* have so forgotten their origins that the power of their *Fyljur* is entirely lost to them.

Galdar

Galdar is the ancient sorcery of the Norse Alfar, and only Alfar may learn or use its powers. Each of the Alfar petitions one of the Aesir (Norse gods) when learning *Galdar*; the particulars of the chosen god are noted on the character sheet.

Purchasing Galdar: Changeling Alfar characters may take *Galdar* during character creation as an Art; it has a cost of five freebie points per dot. Werewolf Alfar must spend freebie points to take *Galdar* during character creation. Purchasing *Galdar* with experience points costs ten points for the first dot, and seven points per level for each additional dot.

Roll: Strength + (Past Life *or* Realm) **Cost:** 1 Gnosis *or* 1 Glamour

● Casting of Runes

The Alfar casts a set of specially carved runes upon a smooth surface. By analysing the resulting patterns, the character may gain wisdom and insight about the target – where it is, what it is doing, or what its true nature is.

●● Aesir's Might

By trying to be more like the particular Aesir that the caster emulates, he may gain between one to three points in an attribute for a short time. The attribute must be one that is appropriate for the individual Aesir. The caster may decide to appear more or less powerful than normal – an Alfar emulating Thor will certainly be more impressive, but Alfar dedicated to Odin often prefer subtlety.

●●● Repelling the Cold Flesh

Those creatures who inhabit the bodies of the dead are special enemies of many of the Alfar. By using this sorcery, vampires, zombies and the like may be driven off by inflicting great pain upon them.

●●●● Walking the World Tree

The Alfar did not come from this world (Midgard), but from the Fourth Dominion, travelling to Earth via Yggdrassil, the World Tree. By using this power, the Alfar can travel to other worlds - the Umbra, the Deadlands, even other Dominions or parallel worlds.

●●●●● Elemental Form

This is the most potent form of Alfar shape changing; more than just taking the form of an animal, the Alfar can become a stone boulder, a sheet of lightning, or a winter's storm. Only natural, elemental forms can be attained, and they may not be opposed to the chosen Aesir: an Alfar dedicated to the sea god Aegir would not assume forms of fire or earth.

Sedir

Sedir are the minor magics of the Alfar. Sedir enchantments require a ritual to perform, but are simple to learn. Their effects tend not to be as potent as Galdar spells. All Sedir enchantments are used by spending one point of Willpower and rolling Wits + Occult (difficulty equals the ritual's level +4).

Purchasing Sedir Rituals: Werewolf characters may select Sedir rituals as though they were Gifts. Changeling Alfar may purchase Sedir rituals with experience points, at a cost of three points per level of the ritual.

In order to purchase a higher level ritual, a character must know at least one ritual of each lower level. An Alfar who wishes to learn *Glorious Seeming* must know one ritual of levels one and two first.

Roll: Wits + Occult **Cost:** 1 Willpower

First Level Rituals

Divine Patronage - The Alfar may discover the name of a god that a particular individual (such as another Alfar, or a cultist) is dedicated to.

An Eye of Niflheim - This enchantment allows the Alfar to see ghosts through his left eye for one hour.

Fair Seeming - The Alfar appears youthful, healthy, and attractive until the illusion is dropped (minimum Appearance of 3).

Ring of Truth - A willing participant of this ritual cannot tell a lie.

Second Level Rituals

Breath of a Fish - The Alfar enchanted by this ritual may breath water until the next sunset.

Casting of Bones - This enchantment gives the Alfar some clue or secret regarding a current or future problem.

Dull Seeming - The Alfar appears weak, innocuous and uninteresting until the illusion is dropped. Characters must succeed in a draw with Wits + Subterfuge roll

(against the Alfar's Manipulation + Stealth draw) to direct actions towards him outside of combat.

Grim Seeming – The Alfar appears frightful, intimidating and dangerous until the illusion is dropped. Characters must succeed with Perception + Intimidation (against the Alfar's Charisma + Subterfuge) to direct hostile actions towards him.

Thor's Gift – This enchantment causes a heavy downpour that fertilises an area of land. Plants in this area grow twice as quickly as they normally would, even in winter, providing an excellent harvest.

Third Level Rituals

Eye of Lustre – The Alfar's left eye is transformed into a gemstone that can see through utter darkness or gaze through unworked rock, soil, and stone. This lasts for one hour.

Glorious Seeming – The Alfar appears bright, beautiful, and important until the illusion is dropped (minimum Appearance of 5). Characters must succeed with Wits + Subterfuge (against the Alfar's Charisma + Leadership) to leave the Alfar's presence without permission.

Stonespeech – The Alfar can speak with the earth or with unworked rock and stone, asking up to three questions. These questions should concern earth, the stone in question, or events that transpired nearby.

Summon That Which Creeps and Lurks – The Alfar may summon a dark dwarf from one of the nether regions of Alfheim. This dwarf is invisible in darkness, moves silently, and can appear as a rock if endangered. The dwarf will not put himself at risk, but may spy on others or answer a riddle for the summoner.

Fourth Level Rituals

Gait of Sleipnir – The Alfar gains the ability to run through the air as fast as a horse. However, he is not particularly maneuverable, cannot ascend or descend at an angle greater than 45 degrees.

Leaves from Yggdrasil – The Alfar may analyse an item or individual, determine the dimension or world that it originated from, and how it came to Earth.

Fifth Level Rituals

Bifrost – The Alfar may summon a rainbow bridge. It can be traversed to reach far-flung regions on Earth or even other worlds. However, the summoner must convince Bifrost's guardian, Heimdall, that his purpose is worthy of such a great honour.

Summon the Choosers of the Slain – The Alfar may summon a Valkyrie. Valkyries are immaterial beings with Arete 3, Willpower 5, and three points of the Entropy, Life, and Spirit Spheres. Once she has been brought to this world, the Valkyrie is free to do as she wishes.

Changing Powers

The Menstruum

An Art that may only be possessed by female Seerkind, or female humans with strong Seerkind blood ties. The Menstruum is very difficult for the user to control.

Roll: Stamina + related Realm **Cost:** 1 Glamour

● **Primal Blast**

The Seerkind can create a powerful magical force that destroys, heals, or protects. The strength of the force corresponds with the user's emotional state; an impressive blast is particularly draining.

●● **Controlled Fury**

Focuses the Menstruum out through the Seerkind's body to directly affect the subject of her anger. The fury is very demanding. Controlled Fury does a minimum 1 dice of damage; for each additional dice, the user must spend a point of Willpower.

●●● **Directed Intent**

The actions and intentions of others may be apparent to she with this much control over the Menstruum. Range is no object, but the subject must be known intimately by the Seerkind. To read another person's intentions, the Actor or Fae Realms are required; nature, Prop, or Scene may tell her if a beloved thing or place is under threat.

●●●● **Even Flow**

A Seerkind may allow the Menstruum to flow through those who are bound to her by the ties of flesh – her family or her lovers. The first three levels of this Art may be stored within their bodies or items that are associated with them (possessions, homes), only taking effect when their purpose is required.

●●●●● **The Making**

The Seerkind may Make or Unmake things, or alter their natures, if she possesses the appropriate Realms. She may not affect a thing's True Name, and any transformations wrought by the Making will not alter the subject's essential nature. For example, a faerie may be transformed into a sunny forest, but that forest will be a mysterious, fae place. To alter something drastically she requires both the Realm of the target and the Realm that rules the new property or identity.

Numena Powers

- Numena do not suffer from human frailty – indeed, they have no heartbeat, no blood, and cannot age. They can regenerate one lost Health Level per turn.
- All Numena possess some natural musical or artistic ability; they gain one automatic success on any roll related to their creative expression.
- Numena are fettered to their portals (which are usually paintings or sculpture). They may always change their clothing and general appearance to match that of their portal, and may “teleport” to their portals with a simple Willpower roll

difficulty 6). However, if the portal is moved more than ten kilometres away from the Numena, she must follow it.

- Any harm visited upon the Numena's portal affects the Numena in the same manner; wounds delivered this way cannot be regenerated. Destroying the artwork that brought the Numena into this world kills the creature immediately.

Psychic Powers

Möebius Manipulation

This is an extremely rare psychic power that draws upon the human mind's ability to define the universe in mathematical terms. *Möebius Manipulation* affects dimensionality in various ways. When not used against a resisting target, the difficulty is always at least 4. Living target resist with their Willpower with a +2 bonus, or +1 per dot of Correspondence possessed.

Roll: Perception + Science **Cost:** 1 Willpower point per level

- Weird
The psychic will sense any disturbances in the normal time-space continuum.
- Uncanny
The psychic can "teleport" small objects in space, provided that she knows their exact location.
- Remarkable
The psychic can perceive higher dimensions, such as the Umbra and the pathways between Dominions; at this level, she can also teleport anywhere within 20 km (+5 per additional Willpower point spent).
- Astonishing
The psychic can transfer herself or other people to other planes of existence, and travel through them at running speed; she can also attempt to "teleport" small objects to and from the future (a botch indicates that the object is lost within the timestream).
- Unearthly
The psychic can travel a specified amount of time into the future; this is a one-way trip, and the psychic does not perceive the time that she travels through, nor can she predict what her destination will be like.

Vampire Powers

Akashans

- Akashan vampires suffer aggravated damage from fire, sunlight, and the claws of supernatural creatures.
- These vampires are harmed by drinking blood from a dead body, even if death occurred recently; each Blood Point ingested causes one Wound Level of damage that cannot be soaked. A vampire reduced to zero Health Levels in this way enters torpor for at least one day per Blood Point ingested. After this period, she may roll Stamina + Fortitude (difficulty 9) to awaken.
- Akashan “Clan Disciplines” include Auspex, Celerity, and Presence. An Akashan vampire can use Celerity to walk up walls or even fly; this works as the psychic power **Telekinesis**, but only affects the vampire.
- Akashans do not measure their power by counting the steps that divide them from their Progenitor; rather, their blood grows more potent with time. Replace the “Generation” Background Trait with an identical Background called Age. Each dot of Age represents one hundred years of unlife. However, each dot of Age reduces by one the number of successes of *all* Humanity rolls, and any Willpower rolls made to resist *ennui*.

Cainites

Cainite vampires are similar to typical *World of Darkness* vampires. They exist in separate clans, and should be created as members of the Giovanni, Malkavian, Nosferatu, or Ventrue clans.

Dracûl

- Dracûl are more resistant to sunlight than other vampires. Some Dracûl are able to walk around almost comfortably in sunlight. Sunlight damage is not considered aggravated, and may be soaked with Stamina + Fortitude. However, other Disciplines may not be used during the daylight hours.
- Dracûl suffer aggravated damage from fire, silver, and the claws of supernatural creatures (such as werewolves and other vampires). However, to permanently kill a Dracûl it is necessary to stake it through the heart or cut off its head. Otherwise the vampire may return to its body from the underworld; even a properly destroyed Dracûl *may* find a way to escape death by possessing an appropriate vessel.
- Dracûl “Clan Disciplines” include Animalism, Dominate, and Vicissitude. They commonly learn the powers of Fortitude, Presence, and Protean.

Nightbreed

- Nightbreed do not drink blood exclusively, but may also consume the flesh of humans. Either blood or flesh may be transformed into Nightbreed “Balm”, which is used in the same way as Blood Points. However, Balm Points remain indefinitely, and are not consumed each night; as long as a Nightbreed has at least one Balm Point it will not perish, although it may be extremely hungry.

- Any human who has Nightbreed Balm within his body will be transformed into one of the 'breed upon death. The Balm may have been introduced to his body some time ago.
- Nightbreed "Clan Disciplines" include Obfuscate, Protean and Thaumaturgy. A few very rare Nightbreed substitute Obeah for Thaumaturgy; these are usually enlightened Nightbreed, who should be considered touched by the Baptiser.

Setites

Setite vampires are very similar to the Followers of Set clan in the *World of Darkness*. However, many more of them possess reptilian attributes than in the standard Storyteller game. Setite vampires often have addictive blood and scales.

Sleepwalkers

- Sleepwalkers are much more potent creatures than other vampires; they receive two free dots in each Attribute, instead of merely one.
- Sleepwalkers do not drink blood; instead, they drain the life force of humans, using Life Force Points in the same way as Blood Points. Most humans possess one Life Force Point per wound level, although *rare* individuals have up to twice this amount. Such individuals are not necessarily unusual in any other way.
- Sleepwalkers may transfer Life Force Points to another Sleepwalker by touch. This does not create a Blood Bond, although few Sleepwalkers will sacrifice energy to any but their mate.
- Sleepwalkers suffer aggravated damage from the claws and teeth of supernatural beings; extreme heat (such molten metal, or large fires). They are not vulnerable to sunlight or silver, and a stake in the heart has no unusual effect.
- The teeth and claws of all cats and were-cats are potentially lethal to Sleepwalkers. They inflict an additional three Health Levels per strike; any wounds that are not soaked will burst into flames. Spending Life Force points cannot regenerate these wounds; they must be healed normally. The mere sight of a cat requires a Sleepwalker to succeed in a Courage roll (typically difficulty 7) or flee.
- Sleepwalker "Clan Disciplines" include Auspex, Potence, and Protean. Other Disciplines commonly possessed include Celerity, Obfuscate, and Presence.
- The true face of a Sleepwalker resembles a large, hairless humanoid, with a feline appearance. It is extremely ugly (Appearance 0), but may be concealed by the Mask of Humanity (an innate ability similar to *Changeling* and *Mask of One Thousand Faces*). Sleepwalkers never voluntarily show their true face, not even when they hunt or are enraged, for they are ashamed of it. Failing a Courage or Self-Control roll forces a Sleepwalker to drop the Mask.
- A Sleepwalker's reflection is that of her true face. However, film and photographs show the Mask.

Vampire Rituals

The Voice of Baphomet (Level Three Thaumaturgy Ritual)

The purpose of this ritual is to summon the consciousness of the Vampire Progenitor Baphomet, and to allow it to speak through the caster's body. The

consciousness of Baphomet resides within the Baptiser's severed head – if one has possession of the head, then this ritual is unnecessary. In order to cast this ritual, the caster must have access to some other part of Baphomet's body.

The ritual takes five minutes to cast, during which the caster recites the hymn to Baphomet and enters a meditative trance whilst physically touching the flesh of the Baptiser. The character makes a Perception + Occult roll (vs. difficulty 8); for each success, the mind of Baphomet possesses the caster for one minute, and may speak to any others who are present. However, the caster is completely unable to take any action whilst possessed, nor can he drive the mind of Baphomet out of his body.

The danger to using this ritual is that Baphomet consumes the caster's Blood Points at a rate of one per minute until the possession ends. The ritual ends prematurely if the caster runs out of Blood Points. This will drive a vampire to frenzy; any mortal who dares to cast this ritual loses Health Levels instead of Blood points, and might easily die. After being freed from Baphomet's possession, the caster is weakened and unable to use any magical powers for twice the length of time that he was possessed by Baphomet.

Hymn to Baphomet -

*I conjure thee, on ancestor of the Tribes of the Moon
I summon thee, creature of darkness, by the baptism of darkness!
I summon thee, creature of the beast, by the balm of the beast!
I summon thee, creature of the wastes, by the rites of the wastes!
I summon thee, creature of pain, by the words of pain!
I summon thee and call thee forth, from thy abode in darkness!
I evoke thee from thy resting-place in the bowels of the Earth!
May the Baptiser rise!
May Baphomet rise and feed of the Balm!*

Divine Immunity (Level Four Thaumaturgy Ritual)

This ritual allows the subject to be protected from the powers of a named god for a short period of time. In order to cast the spell three key ingredients are required: Blood or other bodily fluid of the god, or any of its offspring; The Gem of Brilliance (in actuality, any faceted gem will do) Pure Darkness (typically an opaque bottle)

First, the gem is placed within darkness, and then the blood is dripped upon the gem whilst the following incantation is made:

*I will walk, for you cannot see me.
I will walk, for you cannot harm me.
I will walk, for you cannot touch me.
I will walk, **for you cannot hear me, (God)!***

The caster then rolls Wits + Occult vs. a difficulty of 7. The duration of the ritual is one minute per success. If the spell works, then the named god will not notice the invocation of their name, and the subject will be immune to all influences of that god, provided that he keeps the gem in his possession.

Vampire Paths of Enlightenment

Vampires may follow one of any number of moral paths; a substantial minority attempt to retain their former humanity. The Dracûl possess their own unique path, described here.

The Path of the Dracûl

Nickname: Transylvanians.

Basic Beliefs: Everything is owned by somebody. Just as the master owns his ghoul, and vampires as a race own humanity, so are they in turn owned by other beings. Their bodies are owned by the twisted mutations of the flesh, their magics are owned by the power of the ancestral land, and the Master, Vlad Tepes owns their souls.

Nobody knows for certain the nature of the being that owns Tepes. Some whisper that the ruler of Hades, the Lord of Lies, owns Tepes' soul. Heretics even claim that Tepes owns *himself*. The truth may be far worse, should it ever be discovered.

The Path of the Dracûl was created by the Progenitor of that vampiric race, and ultimately serves His interests above all. Those Dracûl who are advanced in the Path understand this, and willingly serve their warlord and master. The Path involves understanding of one's place in the cosmos – who one owns, and who one is owned by. To a degree, it also involves conquering that which others cannot keep.

The Virtues of the Path of the Dracûl are Conviction and Self-Control.

The Ethics of the Path

- Know your place. Do not rebel against that which owns you. Do not allow that which you own to rebel.
- Your power comes from the ancestral land. You belong to it, and it is a part of you. Keep the earth of that land near you always.
- That which you create belongs to you. Do not allow another to take it from you.
- That which others cannot keep from being taken by others should be taken by you. Nothing may be un-owned.
- That which you lose must be regained before another claims it.

Path of Dracûl Hierarchy of Sins

Path Rating Minimum Wrongdoing for Path Check

10	Not sleeping in the soil of the European homeland
9	Not taking from those too weak to control what they own
8	Failing to defend your possessions, interests or domain
7	Allowing those that you control to have free reign
6	Refusing to defend the possessions, interests or domain of your master
5	Voluntarily giving away a valuable possession without reward
4	Allowing disobedience in your minions or yourself
3	Swearing allegiance to someone other than your master
2	Not taking that which is freely offered or without an owner
1	Refusing to defend your possessions, interests or domain

Werewolves

SeedGarou Powers

The SeedGarou are enlightened guardians of the biosphere who harness the powers of their higher selves, rather than twist metaphysical laws as magi do. SeedGarou powers are all derived from the advanced biology of the symbiote rather than from the spiritual world.

- Like standard Storyteller werewolves, SeedGarou possess the powers of regeneration and shape changing. These are granted to the host body by the Seed symbiote; if the symbiote is removed, both it and the host will die. Otherwise, the SeedGarou has an extended lifespan – up to one hundred and fifty years long. If the host body is killed by physical damage, the Seed can return it to life in a process that takes at least 24 hours; only wounds that are aggravated will kill a SeedGarou.
- Silver is toxic to the Seed symbiote, and thus to the SeedGarou as a whole. A dose of silver salts in the bloodstream causes aggravated damage, as do wounds inflicted by silver weapons.
- SeedGarou have a power of camouflage that renders them transparent, almost invisible. To those with enhanced powers of vision, detecting a camouflaged SeedGarou has a difficulty of 7. This rises to 9 for those with merely human perception.
- SeedGarou cannot use magical powers, and may resist the magic of others by using their Gnosis in an Opposed roll (difficulty 8).
- SeedGarou may possess psychic powers; a starting character begins with one point in any psychic powers.
- SeedGarou do not have an auspice based upon cycles of the moon. Instead, they go through stages of life that are equivalent to the auspices of normal werewolves. The stages of life are as follows:

Childhood (0 – 20 years)	Ragabash
Adolescence (20 – 40 years)	Philodox
Adult (40 – 60 years)	Galliard
Mature (60 – 80 years)	Ahroun
Old (80+ years)	Theurge
- Red Talons may see through the eyes (and other senses) of animals in their vicinity, and exert minor control over them. The number of animals influenced at any one time is equal to the SeedGarou's Gnosis.
- Glass Walkers may communicate with electronic networks: their body remains in one place while their mind wanders the net. Machines connected with these networks may be hacked into and controlled by a skilled SeedGarou. This ability is based on the Garou's Gnosis; difficulty ranges between 4 (phone lines) and 10 (secure, encrypted systems).

Appendix:

Synopsis of the Freeform Campaign

Prelude to Clandestyne

The Tower of Fable

The Dreamspeaker Meriani (an incarnation of the Lady of the Lake) and the Hermetic mage Kareem found the sword Excalibur at the shores of a lake and retrieved it then went to the Tower of Agena.

Amangon, the Head of the Tower of Agena, held a meeting at the Chantry before the masters and students left for their summer sabbatical. Also attending was Githiliad (the Head of Security), Phoenix, and Alystra Stareyes, who possessed an artifact of the goddess Othiym Lunarsa - the Lunula.

The Black Magician leader of the Orphic Circle, Rohan Zacharias, foresaw a vision of darkness in the future. There was no chance to tell anyone though, as a cabal of Orphic Circle members plotted to have him killed. They *planned* to poison him, and the accountant Martin le Guern fixed the financial records to indicate that Zacharias had been extorting millions from various underworld groups. It proved more expedient to simply *shoot* him, rather than wait for Caroline Thorpe (the crime boss of Sydney) and the Giovanni family to act.

The criminal element of the city met to discuss the damage being done to their operations by the war between the vampires. One of the undead, Josef Brask, was charged by the Justicar Appollonius Michaels to find out more about the situation, and to investigate one Marcello Giovanni, who had just entered the country. Brask was unable to do this, after going to an illusionist show performed by Phantasma the Fantastical (who used a magical mirror stolen from Githiliad). Phantasma summoned Vlad Tepes from Hell, and was possessed by him, and so the Dracul Brask was forced to obey his Dark Master. Fortunately, the mirror was smashed, and the possession dispelled. Phantasma was able to continue her show.

Excalibur was given to Zev Shabin, who believed himself to be King Arthur. The witch Morgana saw this, and she asked Githiliad to get it for her - naturally, he complied. When it was stolen from Morgana, she recovered it, only to have it stolen again. Meriani and Zev went to Githiliad, and asked him to hide something for them. He agreed, and they unwittingly sent Excalibur to another world - Githiliad's world, Mordant.

The master magi of the Tower of Agena heard news from the Philippines of a dangerous entity. They gathered at the Tower to summon, bind, observe and destroy it. It was summoned, and bound by a circle of the masters and one apprentice (Kitai). Somehow the being, later called the Shadow, escaped, and began killing the supernatural beings of Sydney. Those nearby were warned by the fleeing Custos of the chantry and had a chance to escape - either travelling to other worlds, vanishing into the timestream, or fleeing the continent for a few months. Those without warning were hunted down and killed by the Shadow.

Year One

The Time of Shadow

The Changeling High King of the World sent a delegation of Seerkind, Quin'on'a, and Kithain to Sydney in order to establish a Faerie Kingdom - the Court of Regulus - in the power vacuum left by the Shadow. Travelling with them was a number of werewolves from various lands around the world. The werewolves formed the Sept of Stars, and were to be allied with the Court of Regulus in a mutually beneficial agreement. Unbeknownst to them, the Countess Cassia had made an agreement with the strange vampire Sean Calahan who was also entering the country at that time (his servants were already here). As very few vampires had remained in Australia and survived, he decided that this was the perfect opportunity to simply declare himself Prince.

The apprentices of the Tower of Agena gathered together, confused and uncertain as to what they could do now that their masters were dead. A rebellious apprentice, Top Hat, started a skirmish with the newly arriving werewolves. He raped a powerful local spirit of its power for use as Quintessance by the magi. The werewolves chased him off into a deep dark part of the spirit world.

The Land is in Shadow

The Orphic Circle held elections to decide who would replace Zacharias' position on the Ebon Bench. The spectre of Zacharias appeared and implicated one of the candidates, Zufrea, as his murderer; the necromancer Julietta Giovanni, though feared, was elected leader with no real competition. The secrecy of the Circle was severely jeopardised by insane vampires and wandering Werewolves.

The rebuilding of the Tower was the focus of much of the magi's efforts; firstly attempting to re-align their Node. Morgana instructed Mirov Balthazar to make visitors sign a visitor's book that was in fact a tome of the Orphic Circle, thus visitors were signing their souls away. Disturbingly, a toxic green cloud of vapour started to seep out of the Chantry, after the Custos began opening doors to explore. The vapour was eventually contained by a concerted effort; some believed it related to the Shadow.

The werewolves of the Sept of Stars organised themselves. Visited by two totem spirits, Chimera and Lion, the majority chose the Lion spirit as their pack totem. A leader was also elected - Northwest Smith. The werewolves performed the Rite of Caern Opening, and the Node, a focus of magical essence, shifted from the Tower to the werewolves' Caern.

The Shadow made its presence known again, although not on such a catastrophic scale. The mad vampire (and supposed time-traveller) Jonathan Ripple seemed to draw it to those around him, and was quickly ostracised.

The faerie Court of Regulus was in uproar. Davel and Nimue Clandestyne were challenging Countess Cassia Incantrix for leadership. At some point Davel left without a trace, apparently sick of Nimue; Cassia eventually went into a self-exile of sorts; it was rumoured that the two had joined forces and left to fight another day. Nimue took the mantle of leadership, and quickly made her style of rule known.

The Principality

The strange vampire Sean Calahan had declared himself Prince of the Undead in Sydney; however, now it was contested as the Nightbreed Chant began jockeying for political power. In the end two Princes were declared, each with separate supporters. Many of those who had recently come to the city began to acquire commercial, underworld, and government influence according to their particular interest, such as the Van der Graf Cabal. The Giovanni began to make their presence known; unfortunately for them, many were unhappy about this, and acted in opposition.

The Orphic Circle attempted to preserve their secrecy through their puppet organisation, the Arcanum. The Arcanum's Chancellor had been killed in a mysterious explosion, and so a new Chancellor was chosen: Danielle Marssen. An induction of new Journeymen was held; however, this was interrupted by an attack by the Shadow, which would have killed half of those in attendance were it not for the quick thinking of the Nightbreed Talthorn Shimoda, who saved their lives by giving them some of his potent blood. The Arcanum also spread the news that the Orphic Circle had been "destroyed" by an Arcanum infiltrator, so as to preserve the secrecy of the Circle. The Arcanum members voted to secede from international Arcanum.

The Dracül Josef Brask had been hunting a mortal girl by the name of Zoe Piers, who had exhibited potent psychic potential. For some inexplicable reason, Brask became psychically Bound by the blood of this girl, who was under the protection of the Reverend Ashbury Redman (a secret worshipper of Baphomet the Nightbreed God). Brask tried to act against the girl, but too many people were interested in Zoe, and he ended up grievously hurt. Zoe was enchanted by Nimue Clandestyne, thrown into a limousine by Calahan to get away from Brask, kidnapped by the Pentex Corporation, and finally inducted into the Arcanum. The Bond was broken by this constant mystical manipulation.

The Shadow had consumed the spirit of a young woman, and nearly destroyed a wraith named Wisp. One of the dead attacked Rev. Redman, teleporting him hundreds of metres into the air. Redman called upon Baphomet *in extremis*, and his faith was rewarded, as the Black Hand of Baphomet, previously in the possession of Julietta Giovanni, magically brought him to safety.

The War of Dominion

A mummy named Farlander discovered the existence of worlds beyond this one through a dimension-hopping gypsy named Gentle, and tried to bring this news to the Arcanum; however, the majority were panicked about a threatening letter (apparently from the Grand Chancellor) concerning the secession. Farlander was asked to leave and departed quietly. The rest of the Arcanum were subsequently poisoned by Chun Dao Shen, and deteriorated rapidly in condition. Whilst being hospitalised, they left the Chapter House empty, and Chun stole journals and sorcerous texts, and then razed the House to the ground.

At the werewolves' Caern, the Lion totem appeared, sending the Sept out to find kinfolk. However, the faeries also took part, and quickly turned the hunt into a search for the "Chosen One", who they believed to be a powerful faerie about to be awakened. At this time, the werewolf Brightsky, who was in actuality a mage of the

Orphic Circle, drained the Caern of magical power with the assistance of Morgana and others, repelling the Lion spirit from the Caern. The Custos of the Tower, led by Kangi Tokala, tried to interfere in the search, and a brief skirmish erupted between the magi and the werewolves. The werewolves and the fae attempted to storm the Tower of Agena in their fury at the rape of the Caern.

Talthorn Shimoda performed the Ritual of the Blooded Eye, and gained mystic awareness of the bonds of blood connected to him. He felt the taint of the Dracül spreading through the mortal population; he also discovered that the mad writer Daniel Bee had captured the Black Hand of Baphomet, and was being controlled by the dark fragment of a mummy's soul.

Julietta Giovanni faked her own destruction by the Shadow with Morgana's assistance; Danielle Marssen was brainwashed into believing this by Morgana, and informed the Orphic Circle.

Chun Dao Shen read the journal of Farlander and discovered the existence of the other four Dominions. He joined forces with the Sleepwalker Tabitha, who had stolen an artifact called the *Eye of Celestine*. Using this as a focus, the two travelled in astral form to the Second Dominion. At the same time, the werewolf theurge Dolphella Grizz had a vision of Gaia's sister goddess, Celestine, and her desecration in another Dominion.

The Dreaming Court

The faeries and the werewolves gathered for Imbolc festival and the lighting of the Balefire. However, they were in dire straits: the Lion totem's connection had been tremendously weakened; Chimera returned to garner support; and the patron of the Kithain, the Endless known as Dream, had disappeared. The power of the Kithain Fae began to wane; the search for Dream became vital. Copernicus, with assistance, entered the Underworld and discovered a "null-magic" box by the river Styx, and returned it to the world. It was suspected that Dream was somehow entrapped within the box. The festival continued apace, with dancing, storytelling and dueling contests. The lighting of the Balefire was attempted, but met with failure. The Grizz had another vision of Celestine; this time, she saw and recognised Chun Dao Shen and Tabitha as well.

The Duchess Nimue was protected from the loss of Glamour by a mystical shield created by the magi Professor Faust, Michael Campbell, and others, but was continually harassed by the wraiths and the Unseelie fae. Alendor Firemessage and Gwyneth Charmtree, whose love protected them from the loss of Dream, also challenged Nimue's leadership. At the end of the festival, her old rival Cassia returned and attempted to regain control; Brightsky also revealed himself as the Chosen One, and demanded to be obeyed. The Caern was still drained, and Dream still imprisoned, and the Court of Regulus almost shattered.

The Ascendance

The Orphic Circle continued their machinations, Sean Calahan attempted to have the Circle destroy Van der Graf, but he received a warning and escaped. A new leader was elected to replace Julietta Giovanni; Oenone received the most support. When Oenone contacted the Ebon Bench to join them, she learned that Jules was *not* destroyed as suspected. She did not tell anybody, but acted as leader of the Orphic

Circle, regardless. In a ritual led by Farlander, the Orphics returned the wraith Amara to her body as an unholy Risen corpse. The blasphemous ritual used to cause Amara's Rising caused the Shroud between life and the Underworld to weaken.

The magi of Agena were also attempting to raise the dead, although they planned to do so in a rather different way. The ghost of Phoenix was merged with the sacred Cosmogenic Egg, which began to regenerate his Shadow-destroyed body. Unlike the Orphics' ritual, this did not harm the Shroud.

The Box was opened after much effort and argument, and Dream was freed. The Endless Dream gave to Larissa James-Newton and Cu Sidhe a boon for their help. The fae regained their power and continued the politicking between Nimue, Cassia, and Davel. The throne of the Court was reformed. However, the Box played havoc with those in attendance before falling into the hands of Chun Dao Shen. Tabitha, was attacked and nearly destroyed by furious werewolves led by Dolphella Grizz. The werewolves went on to re-open the Caern; Brightsky's treachery was exposed.

A minor goddess from the Jade Empire, Harmony, came into the possession of Sword of the Justicars once held by Apollonius Michaels. She announced to the Vampire Principality that she felt compelled to take on the role of the Justicar, as the previous holder of the Sword was no more. The vampires found this to be untenable; Harmony did not hold the Sword for very long - she destroyed it to stop them from hounding her.

The weakening of the Shroud caused by the raising of Amara attracted the attention of the Scourge, an ancient entity of order and purification - it was mistaken for the Shadow. The Scourge flew towards a centre of corruption - Chun Dao Shen. Although battled by Chun, Oenone Megaera, and Danielle Marssen, the entity was gaining the upper hand, until Chun Dao Shen opened the Box, and the entity apparently trapped within. The Shroud then regenerated.

Blood Sports

Chun Dao Shen held one of his games of gladiatorial combat, and as an added thrill inviting only supernatural beings to participate. The Daughters of Kali cult were in attendance, supposedly as referees, but in reality they had their own agendas and spent much time seeking converts to their goddess cult. The Orphic Circle was rather conspicuously present and found new members rather easily, as an alternative to the mistrusted Kali cultists. During the last round of combat, between the werewolf knight Daffyd ap Hywell and the risen Amara Marionaire, Chun Dao Shen was attacked in the Umbra by an enraged werewolf, who called all the werewolves to his aid. Daffyd was forced to concede the battle, and Amara won the blood sports by default. Chun Dao Shen escaped, but left evidence of his death behind. The prizes were awarded regardless, including Brightsky's supposedly mindless body, and the Box which was thought to hold the Shadow, which Amara took possession of and promised never to open. However, the ritual designed to control the Shadow was lost or stolen.

Olympos

The time had come for the gods to call the Third Divine Council, which was to assess the millennia of Yahweh's ascendancy over the other gods. The realm of

Olympos was chosen as a meeting place, and the gates were opened for gods and the Endless to enter.

The Orphic Circle had been made aware of this momentous occasion by the Greek gods. Oenone Megaera stole the Cosmogonic Egg from the Tower of Agena, and planned to use it to seize the powers of Life and Death. In a great ritual the Orphic Circle departed the mortal plane for Olympos via the opened gates. They arrived in the gods' realm to discover that deities from *other* pantheons had also taken the opportunity to bring along a mortal agent or two. In addition, many of the gods freely interfered in the affairs of any mortal presumptuous enough to spy on the Divine Council. The Orphic Circle found that their plan had been interrupted before it had even begun.

An artificial intelligence called the All-Mind had been brought to Olympos by a techno-wizard of the Cognitive Engineers, and began to assimilate unsuspecting people into its collective intelligence. Only with difficulty could the influence of the All-Mind be driven off. Its progress was halted when a faerie named Joey Stardust temporarily became the Saint of Killers, and conducted a spree of murders with a "holy handgun". Those who were slain by the Saint were later resurrected by the goddess Nemesis, and forced to swear service to her - but the All-Mind no longer controlled them.

The gods judged Yahweh guilty of crimes against the Divine Council and against mortals, and withdrew from Him the power that Zeus had invested in him, thousands of years before. A decision was made to return the Earth to the polytheism of the past. However, many of the gods had grown disinterested with mortal affairs, and wished to create mortal proxies to make decisions on Earth for them. These gods found a way to invest a part of their essence into a willing mortal, and many of those who had been brought to Olympos made agreements with the gods in exchange for a divine gift. The goddess Rhea decided to follow the example of her mother, Gaia, and transformed herself into an entirely new world.

The new planet of Rhea was created, although mortals had interfered with its creation and added their own "touches". Some of the gods were unhappy with this, and transformed the planet Neptune into a "water world" that was more to their liking. As the gates of Olympos began to close, the gods departed, leaving each mortal to decide where to spend the rest of his life - Olympos, Earth, Rhea, or Neptune. Most chose Earth, and were returned safely to their point of origin.

Year Two

They Are Among Us

Whilst the supernatural population of Sydney was in Olympos, a cabal of vampires (mostly Followers of Set) invaded the city and took over most of the criminal underworld. Although less than a day was spent in Olympos, more than a month passed on the mortal plane. When the former masters of evil returned, there was a brief but bloody conflict between the two groups, followed by an uneasy détente.

Delirium entered the realm of mortals bereft of her memories, which she had "hidden" within the minds of those who visited Olympos. Antony Di Rotorto

became the vampires' Prince, as the former Prince Chant had started to mutate into a strange new form - perhaps due to an encounter with Delirium.

Sometime after this, those who were close to the gods felt a sudden emptiness as those gods vanished; worshippers of Gaia realised that she had been wounded and lay in a coma. With great effort, Gaia was reawakened, but as a changed being; the goddess seemed crueller, and embraced all three of her aspects: Maiden, Mother, and Crone. As this was happening, an otherworldly entity named Hapexamendios opened a rift between Earth and a dimension of nothingness called the *In Ovo*; only by the apparent sacrifice of Morgana was the rift closed.

The Arcanum Chapter House became a lair of spirits and legendary creatures; it acquired a reputation as a cursed place. The vampires dubbed the building "Midian", after the destroyed homeland of the Nightbreed.

The Eye of the Storm

The fae duchess Nimue Clandestyne went into voluntary exile rather than face an increasingly rebellious court. After she left, the anarchist Joey Stardust stole the Balefire of the freehold, somehow bonding with it; he went quickly insane, generating powerful creatures of nightmare such as the Empress, the Hurt Man, and the Corinthian, before burning himself to death (with the assistance of the now Unseelie court). The nightmares basked in the light of Stardust's death, and acquired a tenuous grip on reality.

A new, republican freehold was established on the ashes of Stardust, and the Speaking Throne was stolen from the Court of Regulus, and hidden within the "Whisky-a-Go-Go" freehold. But it wasn't long before the throne went missing again, removed by a dragon named Dougal MacTavish. A group of werewolves eventually located and obtained the throne.

The magi of Agena finally opened the Cosmogenic Egg, and succeeded in returning Master Phoenix to the living. Phoenix was much changed - once a venerable Akashic master, he now appeared to be a young Tibetan boy. Death appeared to Phoenix, and warned him that she would never take him. Meanwhile, Koron Shar suffered a hallucination of ruling the Tower of Agena himself, and believed it to be a vision of the future. Phoenix quickly dealt with him.

The Daughters of Kali and the Orphic Circle discovered that the entity Hapexamendios had banished the gods to the *In Ovo*, where they drifted in some kind of coma. Very few gods had escaped, among them Gaia, Nemesis, and Odin (who had sold his divinity to a mortal). The world was at the mercy of powerful beings like the Endless, vampiric demigods like Dracula and Set, and strange alien beings.

Dreaming of a Better World

During the middle of winter, a small number of supernatural beings dreamt of an apocalyptic future, where magic had been destroyed by some kind of Affliction, and aliens abducted psychic children. When they woke, most passed it off as just a dream, but a few remembered that the affliction was to start at the end of 1997. It was suspected that the Shadow had something to do with it... or perhaps the Scourge?

The Prophecy

Select werewolves awakened to their true nature as SeedGarou, the psychic warriors of Gaia. They searched for others with the psychic potential to join them.

Luna gifted her chosen with the opportunity to build a Tower of their own, using a shard of moonstone as the foundation. The werewolves conducted the appropriate rituals to allow the Moonstone to grow into a shining Tower in the umbra, but the final ritual was not completed as a member of the Seerkind refused to cooperate. The Tower of the Moon remained unfinished.

Shortly after this, part of a mystical Seerkind artifact, a carpet called the Weave, started to unravel, and the landscape around the court and the Tower of the Moon was transformed into a mysterious orchard. Strange creatures roamed through the treetops, and the site became a source of strange energies. The orchard continued to grow, albeit slowly.

A psychic investigator named Frank Black was recruited by the Cognitive Engineers to head up a paranormal detective agency code-named "Millennium". Frank Black sought other talented individuals, some of whom were once Arcanum members.

When an alien egg in the Tower of Agena's basement hatched into a scuttling, insectoid alien, Zev Shabin had the misfortune to be the closest available host. He formed a symbiotic bond with the hatchling, and joined the hive-mind of the Brood – an alien race that existed in servitude to a metapsychic civilisation called the Galactic Milieu.

The Ebon Bench contacted all Orphics about three sects forming within the Circle – the Necromancers, the Illuminati, and the Infernals. Orphic Circle members were encouraged to join these sects, but were far more interested in dividing up the artifacts that they had stolen from the Tower of Agena.

The magi soon realised that thieves from the Orphic Circle had compromised their Tower. Incensed, they marched upon the Orphic Tower and confronted Oenone Megaera and Danielle Marssen. Oenone threatened to destroy *everyone* by summoning the Shadow, but Danielle placated both sides and allowed Professor Faust a limited inspection of the Orphic Tower. The magi's artifacts were long gone. Zev Shabin managed to scuttle into the Tower, and laid a batch of Brood eggs before being discovered and thrown out.

Revelation

The magi of the Tower of Agena were worried about strangers being able to enter their Tower too easily, and were talking to some Alfar (Norse spirits) about acting as guardians. Unbeknownst to the magi, the Gatekeeper of the Tower, Mirov Balthazar, had made a deal with the secretive Orphic Circle to gather more souls; he would allow anybody into the Tower if they first signed his Book. But whoever signed the Book unknowingly signed their souls to the Orphic Circle. Upon learning that the magi were hiring new guards, Mirov locked himself into the second level of the Tower and would not allow anyone access until the Orphic Circle came to rescue him.

The Tower of Agena was soon filled with people, trying to get the Book, or trying to get Mirov, or trying to get into the rest of the Tower. The Orphic Circle seemed to have gained the ability to teleport, and was entering the Tower that way;

spirits of the dead also gained access unstopped. The magi were quite upset, and sent a group of Alfar through another world to try and re-enter the Tower from above. They were successful in doing so, and Mirov Balthazar revealed himself to be an alien monster before being killed and the Book destroyed. When the Orphic Circle tried to escape, they were unexpectedly teleported into an entirely different dimension.

The end is the beginning is the end

The Orphic Circle returned from wherever it was that they had been, and the evil vampiric crime-lords attempted to collect the body parts of the dead Nightbreed god Baphomet, so that they might return him to life. This brought them into conflict with some of the werewolves, who murdered a blood-slave of the elder vampire Malice; and with the mortal Frank Black, whose family Malice off-handedly slaughtered. Jonathon Ripple, a mad vampire, also claimed to have fought off a time-travelling alien invasion whilst no one was looking.

“Lady I” (the Incantatrix) sent a letter to Malice. The Incantatrix promised to induct Malice into the goddess-worship of Oithym in return for the mystical Weave possessed by Suzannah. The Incantatrix wished to destroy the Weave, thus depriving her enemies, the Seerkind, of their mystical refuge.

Meanwhile, the magical orchard of the Weave grew even larger, and strange gnome and nymph beings started warring within it. Most of the Seerkind had vanished with a woman calling herself Jadis, the Empress, and did not return. The cat goddess Harmony appeared, and gave birth to cubs of possibly divine nature.

A psychic haze hung over the city. Anybody whose mind was opened to it was overcome by psychosis, often committing suicide before regaining conscious control. This psychic phenomenon was the Shadow, grown more powerful than ever before. A group of techno-wizards called the Cognitive Engineers discovered the truth about the Shadow, and tried to make a deal with the occultist magi of the Tower of Agena; they wished to combine forces and defeat this threat to the entire world.

The Cognitive Engineers proposed a *One-Reality Convention* to be held in a year's time, where all magi might sort out their differences. But the Tower of Agena was uneasy with that suggestion, and decided to delay a decision. They put the Cognitive Engineers on hold, while the magi searched through the recently rediscovered Library of the Tower and tried to deal with their troublesome servants. By the time that they returned, the Cognitive Engineers had hung up. The threat of the Shadow had not been resolved...

Intervention – First Contact

The vampiric Progenitor Akasha awoke for the first time in decades beneath the Orphic Tower, raging with hunger. Her flesh had hardened to the consistency of stone, and she was immobile as a statue; instead of hunting, Akasha sent out a psychic call to the other Progenitors, drawing them to the Tower. The childlike Old Master of the Eastern vampires arrived first: Akasha tore out her heart and ate it. The other Progenitors arrived shortly afterwards – Baphomet, Dracula, Lilith, Serephristro, and Set the Nilotic. The Progenitor vampires began manoeuvring amongst themselves for dominion.

The rise of the Progenitors was no secret to the Galactic Milieu, a metapsychic unity of aliens that awaited humanity's awakening. Panicking, the Milieu sent a team of their most powerful minds to intervene and guide humanity into the galactic Unity. One of the supremely powerful *Lylmiks*, Orpheus the Bodiless, had once been human, and so considered Earth to be his highest priority.

Another malevolent alien race attempted to gain control of Earth to mine unique minerals. The cyborg Masters ruled earth in alternate timestreams and attempted to send a scout craft through the time corridor. Heroes from the alternate timestreams used time platforms to foil the Masters. In addition, a Gallifreyan tried to block teleportation and time-travel with his T1000 TARDIS, in retaliation against the renegade metapsychic alien Pi Airo Dan.

The Shadow/Psyclone had become too large for either magic or advanced technology to neutralize. The Cognitive Engineers decided to contain the Psyclone within the Sydney basin, and engineered a necrotech containment field to do so. Unfortunately, this containment field prevented any mystically aware being from escaping the ravages of the Psyclone.

The faeries found their freeholds covered in softly falling chimerical snow, and some of their memories missing. Many possessed pages from the Book of Destiny, describing themselves as characters of a story set in Narnia. Alendor Firemessage and Gwynneth Charmtree released their souls to dwell together forever in the Dreaming, and their mortal deaths released a burst of warming Glamour. Deep within a forest of the dreaming, a stone witch remained undiscovered, but waiting.

Morgana returned from the *In Ovo*, having seen those gods attacked by Hapexamendios floating dead or comatose. Anubis, Ptah, and Thoth, who were cataloguing the dying divinities, had rescued Morgana from the In Ovo. She returned to earth with the knowledge that the gods could be reborn - although this was but part of a greater secret.

The divine kits of Harmony were kidnapped by a Sleepwalker, and delivered as an offering to the Sleepwalker Progenitor, Serephristro. She murdered the kits. Harmony and the time-travelling vampire Jonathon Ripple snatched the kits out of time *in the same moment* that the Orphics brought the dead kits back to life. Harmony had her living kits back, and the Orphics used the undead kits as vessels of the reborn gods Apollo, Artemis, and Athena.

Under the strain of this paradox, the timestream became further splintered.

The Progenitors turned on each other - Set against Baphomet, Dracula against Lilith. Baphomet gathered his Templars and formed a New Midian under the ground, barring entrance to those not of the Nightbreed. Serephristro was discovered by Harmony and her werewolf allies, and torn to shreds. The Orphic Circle intervened before things could get even worse, and called upon their reborn gods to force the Progenitors to stand trial in an Orphic Court. Set was revealed to be an agent of Hapexamendios, and perished. Dracula was imprisoned deep beneath the surface. Lilith was released, and left in triumph.

The magi of the Tower of Agena discovered the dire situation with the Psyclone and opened communications with the Cognitive Engineers; this ended abruptly due to the meddling of Pi Airo Dan. The Galactic Milieu intervened, and put Pi Airo Dan on trial as a renegade.

With support from the Galactic Milieu, the psionic SeedGarou and magi entered into metapsychic concert to combat the Psyclone. Only by channelling the Scourge -

an entity of antimagic and purification - were they able to neutralize the Psyclone. Unfortunately, this process gave the Scourge the power to "infect" those present with its essence, and the Galactic aliens were forced to deny humanity Unity within the Milieu.

With the Psyclone destroyed and the ancient vampires dead or dispersed, the peril seemed to be over. A group of Alfar decided to accompany Jonathon Ripple on an adventure through history. They had been "infected" by the Scourge, and transmitted the infection to other periods.

The much-abused timestream groaned under the strain, and shattered...

Bibliography

A great number of sources inspire the Clandestyne setting – novels, comics, films, and of course other roleplaying games. Reading the inspirational books or watching the films helps to give life to characters which draw from them. Many of these sources are listed below.

Books and Comics

Douglas Adams, *The Long Dark Teatime of the Soul*. This novel is a humorous look at Norse gods in the modern world.

Clive Barker, *Cabal*, *Imajica*, and *Weaveworld*. No other author describes a world of wonders hidden behind a veil of the mundane as well as Clive Barker does. These books inspired a great part of the Clandestyne mythos.

Charles De Lint, *Moonheart*. De Lint carefully blends modern life with a fantastic or spiritual reality. All of his books come highly recommended.

Sandman, published by DC Comics. Neil Gaiman's famous and award-winning series describes the Lord of the Dreaming, his fantastic realm, and its inhabitants.

Julian May, *Intervention*. Metapsychic aliens wait to find humanity worthy of inclusion into their galactic civilisation.

Darkhold, published by Marvel Comics. A short series about the scattered pages of an evil book, the powers that they grant, and the dedicated investigators who seek to oppose the book's dark gods.

Films

Sleepwalkers. A Stephen King movie about shapechanging, psychic vampires and their terrifying loneliness.

Hellraiser. A Clive Barker movie about desperate souls who return from death and the gothic demons that come to drag them back.

Roleplaying Games

All of White Wolf Games Studios' *World of Darkness* games act as inspiration and source material for Clandestyne, as does the *Nephilim* roleplaying game by Chaosium.