

Temple of the Ancients

by Judy Routt & Liam Routt with assistance from Mark Morrison

It is intended that this be an introductory scenario. Prospective players should create their Nephilim, and determine their past lives, but not select a current Simulacrum - there are Simulacra provided in the scenario. Ideally, Nephilim should be discouraged from selecting the London 1900 AD period for a past life, as some of the background to this scenario takes place in that era. Otherwise, the gamemaster may simply rule that such Nephilim had no encounter with these events.

Gamemasters may prefer to have their players use previously generated Nephilim and Simulacra, but this will necessitate making some modifications to the start of the scenario to accommodate these differences.

History

The British Museum was created through an act of Parliament in 1753, but its present home was not completed until almost a century later. The British Museum building was designed by Sir Robert Smirke, a Nephilim of the Wheel of Fortune and architect of great education and position. He built the museum to serve as a Haven for Stases, which were being brought from all over the world to be viewed by an appreciative public as art objects: stone idols, Grecian friezes, lapis lazuli jewelry, and other such items.

The cutthroat manner in which these artifacts were being acquired, and the haphazard way they were being transferred into private collections, made it obvious that a public institution needed to be set up to divert the flow of these artifacts. As such, the museum was intended as a cover to ensure Nephilim valuables were not lost or destroyed, and would remain accessible to the organized Arcana.

The museum also brought together the great collections of a number of industrious, studious, and obviously well-off

Nephilim, thanks to the help of Speaker Onslow of the House of Commons in 1753 (and Nephilim of the High Priestess Arcanum). Among these collections were those of Sir Robert Cotton, Robert Harley Earl of Oxford, and Sir Hans Sloane, to name but a few. The British Museum institution was able to purchase these important collections with money gained from a State Lottery, held soon after the institution was ratified by a reluctant George II and the House of Commons.

The collections largely consisted of books and fine manuscripts (including copies of the Magna Carta, the Lindisfarne Gospels, and a copy of Beowulf). However, Sir Hans Sloane's contribution consisted of an extensive collection of medical and natural history books, a complete botanical collection from Jamaica (the Sloane Herbarium, later moved to South Kensington along with the other natural history acquisitions), and numerous gold and silver idols from Greece, Rome and Egypt.

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These collections were initially stored in Montagu House, a decaying manor on the same site as that of the current museum building. A new premises was planned to allow other Nephilim to safely study what these Nephilim had collected and achieved.

The new museum was built piecemeal over Montagu House, and was finally completed in 1852, a quarter of a century after work was begun. Robert made sure to hire architect and foremen who were Nephilim, or humans sympathetic to and educated in the ways of Nephilim and their magics.

Robert's brother Sydney Smirke completed the work by having the Round Reading Room constructed in the quadrangle of the museum, but it was Robert who designed the copper roof, incorporating powerful enchantments learn from a rare Selenim manuscript warding the dome against Orichalka. This wary act, so simple for a Selenim, extinguished the life of Robert Smirke's Simulacrum, and a fair amount of Smirke's Ka as well. The Round Reading Room was completed in 1857.

The British Museum is one of the seven great Nephilim Havens in the world. Prior to his stunning rise to prominence, Robert Smirke had traveled extensively during war-time across Europe and the Near East, studying some of the other Havens, as well as expanding his knowledge of architecture.

A Recent Threat

Unfortunately, the Templars know of the Havens, and have been infiltrating the staff at these institutions for some time. In an effort to wipe out the major Nephilim nerve centers once and for all, the Templars are simultaneously striking at each of these institutions around the globe.

The Templars have attempted to ward the British Museum with Orichalka, but because of the mystical nature of the building they have only succeeded in cutting it off from outside magical fields. The magical envelope around the museum does not allow any magic to pass through, including the Nephilim themselves. For a Nephilim to cross the barrier is to die utterly. The roofing on the Round Reading Room is immune to the Orichalka warding, however, so the magic fields are still able to permeate the museum.

The Templars have instituted a series of renovations within the museum. The procedure is as follows. Each of the major galleries in turn is closed and warded with Orichalka to prevent Nephilim from entering it, simultaneously destroying Nephilim within. While the wardings are being put in place, the artifacts from the galleries are taken for "cleaning."

The effect of this cleaning process is to drain the Ka from the Stases, destroying any Nephilim locked within. The Templars are aware that they will not realistically have time to clean all of the artifacts, but that does not worry them - once the items are placed into the specially warded rooms, any Nephilim within an artifact will be instantaneously destroyed. Those at large will likewise be destroyed when next their Simulacrum dies, since their now empty Stasis will draw them into contact with the deadly Orichalka field - assuming, of course, the Templars don't get to them first to enact upon them a fate even more horrible than a final death.

A Desperate Defender

The Templar assault on the British Museum was swift and well-planned. Before the Nephilim who worked in the building really knew what was going on, the place was warded from the outside world, and they were tracked down and destroyed.

The Nephilim who was once known as Sir Robert Smirke, the museum's architect, has managed to slip through the Templars' net time and again. His complete knowledge of the building, coupled with his current position as Head Librarian, has saved him thus far. Smirke's nature is also a curse, for he refuses to abandon the museum

while there remains a chance to save it and the Nephilim still trapped in Stases within.

Smirke has a serious problem: his Stasis is the famous Greek statue of Apollo, an item far too heavy and obvious for him to move. The Templars' renovations have reached the Archaic Greek Room in which it is stored, and soon it will be enveloped in an Orichalka field, which will ultimately destroy him if he cannot find a way to foil their plans.

Smirke designed the museum to encourage the periodic formation of brief Nexuses. His brilliant mind has calculated exactly when and where each Nexus will form. He determined to place some Stases in a Nexus, thus awakening the Nephilim locked within.

He loaded a trolley with Stases from the Egyptian Galleries, and set off through the halls with them. Smirke's luck ran out when he was spotted by an experienced Templar, whose awakened Ka allowed him to see the Nephilim, and a chase ensued. Panting with exhaustion, he thrust the trolley down the correct hallway, and dashed on, with Templars and their lackeys in hot pursuit, as a swirling vortex of Ka energy began to coalesce.

Awakening

The Nephilim awake in a flash of Ka. Their Stases are in the center of a small but powerful Nexus, and have been recharged by the wild flow of Ka. Once more they are free. Even as they take note of their surroundings, the Nexus begins to fade. They must find Simulacra soon.

Finding Simulacra

The Nephilim may incarnate into six people who are in the immediate area: the Director's daughter, a Japanese tourist, a workman, an Oxford professor, a con-artist, and a librarian. There are very few other humans in the immediate vicinity, and most of them are wearing Orichalka talismans, preventing the Nephilim from adopting them as Simulacra. That people are so well protected against Nephilim is definitely a bad sign.

Cassandra Stephanie Wilson-Fitzsimmons

Museum Director's daughter, Female, Age 16

Cassandra is head-strong, impatient and sixteen. Daddy is the Director of the British Museum. He seems to be obsessed by the occult, and has insisted that Cassandra wear a ridiculous metal talisman. Luckily she lost it somewhere back in the Pre-Hellenic period rooms...

Social Status: 13 Opportunity: 39

Education: 11

Life Experience: 29

Culture: Modern English, Upper Class

Profession: Schoolgirl

Income: £1,000 per year, from father

Residence: Nice house in Primrose Hill

Family Relationship: 9 (lives with father)

Appearance: Perfectly-groomed, long blonde hair, pierced nose

Possessions: Credit card, mobile phone

STR 10	CON 11	INT 10
DEX 12	CHA 16	Solar-Ka 16

Skills: Archaeology 10%, Anthropology 10%, Fast Talk 25%, History 15%, Psychology 10%, Read/Write (Modern English) 35%, Research 10%, Speak (Modern English) 35%, Speak (Modern French) 10%

Urusei Takeda

Japanese tourist, Female, Age 31

Urusei is visiting England with her husband and two children (ages 7 and 9). She and her husband make frequent use of their expensive cameras as they wander through the areas marked "Off Limits."

Social Status: 12 Opportunity: 36

Education: 15 (university graduate)

Life Experience: 57

Culture: Modern Japanese, Middle Class

Profession: Factory Supervisor

Income: 100,000 yen

Residence: Hotel room in Covent Garden Hotel, London

Family Relationship: 13 (married, two children)

Appearance: Smartly dressed, slight, smiling

Possessions: Nikon camera, passport, traveler's checks

STR 12	CON 14	INT 15
DEX 11	CHA 14	Solar-Ka: 13

Skills: Business 45%, Computer Use 30%, Electronics 40%,
Read/Write (Modern Japanese) 50%, Speak (Modern English) 20%, Speak (Modern Japanese) 50%

Andrew Kilmore

Scottish workman, Male, Age 19

Andrew has been hired to shift artifacts from room to room on trolleys. No one has told him what is going on, only where to move things. Next week he may be moving bricks, or out of work, but this week he slaves amid the antiques.

Social Status: 6 Opportunity: 18

Education: 10 (some high school)

Life Experience: 33

Culture: Modern Scottish, Lower Class

Profession: Builder's Laborer

Income: £10,000

Residence: Shared house in Twickenham

Family Relationship: 8 (family in Glasgow)

Appearance: Wearing overalls, muscled, ear-rings, sort-of bearded

Possessions: Motorcycle

STR 18	CON 15	INT 12
DEX 10	CHA 13	Solar-Ka 18

Skills: Build 25%, Drive (Motorcycle) 40%, Fist/Punch 50%, Mechanics 20%, Read/Write (Modern English) 20%, Speak (Modern English) 25%

Elizabeth Gregory

Distraught Assistant Librarian, Female, Age 31

Liz has been searching the halls to locate someone who can grant her a few days leave to attend to the death of her father. She is drained by the sudden tragedy, and expects her fiancée to arrive and take care of her soon.

Social Status: 12 Opportunity: 36

Education: 16 (university graduate)

Life Experience: 57

Culture: Modern English, Middle Class

Profession: Assistant Librarian

Income: £15,000

Residence: Shares apartment with fiancée at Welwyn Garden City

Family Relationship: 10 (has fiancée)

Appearance: Neatly dressed, stout, curly hair

Possessions: Umbrella, watch

STR 10	CON 11	INT 15
DEX 14	CHA 11	Solar-Ka 12

Skills: Computer Use 45%, Read/Write (Modern English) 70%, Research 80%, Speak (Modern English) 60%

Professor Edward Edmund Edwards

Oxford Archaeologist, Male, Age 59

Professor Edwards has been researching and teaching Archaeology at Oxford for more than half his life. He has in his company a noted author (Sid Smith) who has expressed interest in examining treasures the Professor unearthed on his last expedition.

Social Status: 13 Opportunity: 39

Education: 18, Ph.D.

Life Experience: 89

Culture: Modern English, Academia

Profession: Professor of Archaeology

Playing This Adventure as Your First Session

The first session begins with character introductions, if everyone has pre-generated them or, more likely, with character generation. We recommend the latter. This box helps walk the gamemaster through the awakening process, and gives suggestions for presenting the world of Nephilim to new players.

Use the first session to talk about the game as the first Nephilim characters are made. This is a time to explain some of the background, rules, or just to chat while the players use the book and work out the numbers. The gamemaster shouldn't be helping players add up columns of numbers. Let the players help each other on that. The gamemaster's job is to provide excitement, insight, color, background, and general advice.

After everyone has characters, explain that part of the gamemaster's job is to describe things for them from their Nephilim's point of view. Part of this following session is to remind the players that they know more than their characters do, and that at least a small portion of the game is looking at the modern world from a different perspective.

The Awakening

Here are some things to remind the players of as they create their first Nephilim.

As described in Character Generation in the Nephilim rulebook, an awakening Nephilim coalesces into its body, starting with the most mystical part of themselves and descending to the most physical aspects. They begin with their Ka.

Tell them: *As your Nephilim wake, they look around first with their Ka-vision. You realize that you had been asleep, and you mystically blink once as you awake. You see that there are a number of other Nephilim who are all present within range of your Ka-vision. (Indicate the other players.)*

Then invite everyone to make Ka-introductions all around. They only need to state their dominant element, and their relative amount of Ka (less than 10 is small, 10-15 is middling, 16+ is Ok).

Tell them: *As you continue to wake, you begin to remember your shape. (Explain Metamorphoses to them.) And then you remembered your Past Lives. Continue on through the rest of Character Generation.*

—continued

Income: £30,000
 Residence: University-owned house in Oxford
 Family Relationship: 8 (divorced, no children)
 Appearance: Thin, wearing brown suit, glasses, goatee
 Possessions: Dictaphone, silver fob-watch

STR 9	CON 10	INT 18
DEX 9	CHA 11	Solar-Ka 14

Skills: Archaeology 70%, History 40%, Read/Write (Egyptian Hieroglyphics) 60%, Read/Write (Modern English) 70%, Speak (Modern English) 80%

Sid Smith

Con-Artist, Male, Age 35

It is Sid's lucky day: a significant but forgetful university professor has accepted his story about being a noted writer. So Sid is inside the British Museum while his two accomplices make last minute preparations outside. In a few hours they will have completed the robbery of the century, if the professor can locate some worthwhile goods for them.

Social Status: 4 Opportunity: 12

Education: 9 (some high school)

Life Experience: 57

Culture: Modern English, Criminal

Profession: Con-man

Income: £5,000 to £25,000

Residence: Bed-sitter in Islington

Family Relationship: 13 (always looks after his mum)

Appearance: Small, short hair, wearing sports jacket and jeans

Possessions: Lockpicks, pocket knife, putty, gloves

STR 14	CON 13	INT 13
DEX 16	CHA 15	Solar-Ka 11

Skills: Craft (Locksmith) 45%, Fast Talk 50%, Hide 30%, Scrutiny 30%, Read (Modern English) 10%, Speak (Modern English) 30%

Take a few moments to help people realize and understand their characters. Tell them what a Dinn is, what an Elf is, and how they are the same and different.

As they decide upon their past lives, urge the players to all take Akhenaton's era as one of their lives. Explain that this was a crucial period in Nephilim history, and that it is also one of the very few times in which they can get a magical Technique — the Arcana Technique — for free. Besides, sharing a past life gives them something in common.

Determine how much Ka-element is in their Stases objects. Roll 1d20 for each element, and write the results on the character sheet under Stasis.

And at last comes the incarnation: the choice of Simulacrum. See "Finding Simulacra," nearby.

Alternate Simulacra Choices

Nephilim do not really have a the luxury of knowing what their Simulacrum's skills and professions are beforehand. When they awake they can only sense the humans' Solar-Ka.

Six Simulacra are specifically listed in this adventure for the players to choose among. For beginning players, we suggest that you simply allow them to choose the Simulacrum they want to incarnate into, as long as the Solar-Ka of the human is equal to or lower than the dominant-Ka of the character.

Later in the game, or even now if it suits your gaming style, you may want the players to go through the full process of

New Bodies

It takes time to become accustomed to a new Simulacrum, and the humans' personalities are not fully subsumed for about an hour. Until that time, the Nephilim have to be careful not to ask their Simulacra to do anything totally out-of-character, or they will have a reduced chance to succeed at such a task, and may be thrown into Shout. Uncharacteristic skill use is penalized with a 30% reduction in the Simulacrum's skill during this time. Gentle persuasion is the name of the game.

Complications

The Nephilim should realize that in order to survive in a world of humans, the Simulacrum's associates must be dealt with to an extent. This should be an integral part of this scenario. For example: how does Cassandra explain to her father why she isn't going to be home for tea? Does Sid go ahead with the heist, knowing that removing a Stasis object from the building will annihilate the potential Nephilim within? What does Elizabeth tell her fiance? What happens when the eminent Professor is asked into the Director's office to discuss with him potential new acquisitions from the Professor's dig? How does Urusei convince her husband to leave her in the museum and take the children to McDonalds?

Looking Around

The characters find that they are in a beautiful old building which all but glows. Indeed, they can make out with their Ka-Vision that there is more to this place than normal men can tell — the walls are covered with Enochian inscriptions and murals that harken back to the days of Atlantis; truly it is a work of art and great power.

The trolley with the Stases is in a hall next to the stairs adjacent to the Egyptian Sculpture Gallery (upper left part of the map near room 26), and the Simulacra are scattered through the nearby rooms. These galleries are being renovated: sheets are thrown over sculptures, glass display cases are open and depleted, and trolleys of

taking over a Simulacrum. To do so, allow the player to select a Simulacrum by profession, or to be stricter, solely based on Solar-Ka.

Next explain the use of the resistance table to the player, if she is not familiar with it. Remind her that the higher the Ka, the more power and influence the person is likely to have. Remind her, too, that she will get five chances of success, one for each element, in a descending order. If all five are missed then her Nephilim must lose 2 from its Ka for that failed incarnation. The human goes free, and possession of a different human must be attempted. Afterwards, the player refigures the ka-elements.

If the process works, then she has the Simulacrum she attempted to get. For a Ka-based choice, look at this chart and choose, based on Solar-Ka, to see which character she actually gets. Once a character is taken, mark it off so that the next player does not choose it as well.

Ka-based Simulacra Selection

Solar-Ka	Result
16	Museum Director's Daughter
14	Oxford Archaeologist
13	Japanese Tourist
12	Assistant Librarian
11	Con Artist
8	Scottish Laborer

—continued

smaller items are ready to be moved. A chase can be heard echoing through the halls. The sounds are retreating.

The Nephilim do not have a chance to make a close study of their location, though, as they are almost immediately accosted by angry security personnel following in the wake of the pursuit, demanding to know why they are here. The area is off-limits while the renovations are in progress, and they must come up with a good story or the security guards escort them back to the public parts of the museum. The trolley with their Stases is wheeled back into one of the galleries, to await cleaning.

A Closer Look

Once they have a chance to collect their thoughts, the Nephilim are given the opportunity to examine their surroundings more closely. Instinctively, they discern what they can only characterize as stale air. With a little more thought, they realize this feeling is actually the result of the uncharacteristically torpid magical fields that surround them. Using their Ka-Vision successfully, the Nephilim discover that the area is cut off from the rest of the world on all sides by an Orichalka warding. With a bit of looking around, they determine that the warding encompasses the entire building. They might conclude (using Kabbalistic Lore) that the building itself is preventing the warding from having more immediate — and deadly — effects. It is obvious, however, that to attempt to leave the building would be suicidal.

As they explore, they find that the building is indeed something special. Inlaid in decorative floor tiles and architraves are Enochian inscriptions outlining the philosophy which underlies why they are here: as their Stases are now treasured as works of art by private collectors, it was thought needful to establish a public repository to prevent damage or harm, and also to preserve written works that others have collected or written in previous centuries. "Thus the path to Agartha is made all the easier." These messages appear in every room except the King Edward VII Gallery, the Duveen Galley, and the rooms comprising the south-eastern additions (the White Wing), which were obviously added after the rest of the museum was com-

plete. However, even these late additions are resisting the Orichalka warding. Woven into the murals which stretch from floor to vaulted ceiling are Enochian words of power, designed to protect the building. Only a Nephilim, with its superior Ka-Vision, is able to discern these inscriptions and appreciate the scope and grandeur of these beautiful creations.

Particularly perceptive Nephilim may notice (Ka x 1%) that the Orichalka warding is not complete. In the center of the museum there appears to be an area where the warding is ineffective, and the flow of magical energy continues. This is the effect of the copper-topped dome of the Round Reading Room (described below).

More disturbing is that other wardings have been set up inside the building. The newly warded areas correspond to rooms in which renovations have been recently completed. The Archaic Greek Room appears to be next in line for renovation.

The British Museum

The museum was built as a Haven for Nephilim. It provided a safe location for Stasis objects both while the Nephilim were incarnated, and while they were trapped in Stasis. Since the Templars embarked upon their bold plan, however, the museum has become more of a prison.

Certain of the rooms in the museum have already been warded with Orichalka. Nephilim cannot pass such wardings and live. When a room is warded, all Nephilim bound in Stases in the room are destroyed. All empty Stases have the Ka drained from them, so that when the Nephilim's Simulacrum dies, the Nephilim is drawn to the empty Stasis and is destroyed as it crosses the Orichalka field.

Within the museum are several libraries, some of which contain ancient occult tomes. Spells found in certain of these tomes may prove valuable to the Nephilim in their attempts to foil the Templars' plans.

If you have not already done so, remember to subtract 2 from the dominant-Ka for taking over this Simulacrum. Then refigure all the other Ka-elements based on the new dominant-Ka. Refer to the table on page 22 of the rulebook to see how the other Ka elements are determined from the dominant-Ka.

Looking Around

Perception of reality is a major theme in *Nephilim*. Use this session to stress these differences.

Once they are fully embodied the Nephilim use physical eyes to see. However, descriptions should not *explain* what they see, because they will utterly lack any social or historical context in which to view things. They can choose to use their Simulacrum's knowledge, though this can lead to Shouit (explained on page 122 of the rulebook). And finally, they can also choose to see with Ka-vision, which will show them only magical energies.

A Choice: Will they look upon the world with their new Simulacra's Knowledge, Nephilim's own ignorance of era, or Ka-Vision?

Nephilim Perceptions

You should describe the modern world with as few judgmental or cultural emotionally-laden words as possible. Be as physical and objective as possible. Do not say, "It is a museum exhibit." Instead say: "You are in a short hallway. Stacked on a wheeled platform in front of you are many sacred objects from Egypt and

other places (wherever their Stases are from), which you recognize as your stases objects. There are no other people here but yourselves." And so on. Then ask what they wish to do.

Human Description

Suggest that one or more of the Nephilim could choose to dip into their Simulacrum's memories to get a subjective interpretation of the setting. Suggest that they do, and also remind them of the dangers of Shouit when they do. If someone makes the Simulacrum's Life Experience roll (located on the back of the character sheet) then you can explain: "These would seem to be museum pieces from an art exhibit. You remember that you came to the museum, each for your own reasons."

The Nephilim may need to use their Simulacrum's language skills to understand modern English.

Ka-Vision

With Ka-vision, the Nephilim can see the other player Nephilim. Looking around, they see the fading turmoil of a Nexus, which disappears even as they watch. No other people are nearby. Oddly, the Nephilim sense that some parts of the large building they are in are blocked to their Ka-vision. In any case, it is difficult to see far through the thick stone of the museum walls.



Secret passages line many of the walls of the museum, but have been left off the map for simplicity. The gamemaster should assume that passages link most rooms in the building.

Rooms of the British Museum

The Rooms on the ground and upper floors are combined in the short descriptions given below, as there is a single map provided for both levels. Many of the rooms are named, but the details of their contents are not provided. You are invited to determine what treasures are on display in such rooms.

1. Entrance Hall

This open space is enclosed by massive pillars supporting grandiose archways. There is a large map of the museum in this room. Tours begin here every hour, between 10 am, and 3 pm.

2. Book Stall

In this room many items are for sale. Most are trinkets and mementos, but there are also maps and abbreviated histories. At least one staff member is on duty here at all times. Expensive, low-nutrition food can be purchased here.

3. Old First Greco-Roman Room

The director's room lies beyond. This room has been warded with Orichalka; unless the Nephilim discover the secret passages (described in the Manuscript Map Room, below), they will be unable to reach the Director's room.

4. Trustees' Room

There are books and desks in here. The room is cluttered with things that do not belong, placed here haphazardly due to the renovations. Templars meet here when they are not on duty supervising the renovating and cleaning processes.

5. Director's Office

An Orichalka warded cabinet in this office contains a number of containers of Elixir, which the Templars have brought to help them in this project. The museum's director, a senior Templar himself, spends much of his time in this room.

6. Keepers' Houses

These tiny self-contained apartments have been commandeered by the Templars temporarily. The original occupants are not currently housed on the museum's premises.

7. Cycladic Room

This room is being used to store artifacts prior to cleaning them.

8. Bronze Age Room

This room is being used for the cleaning process. Artifacts are brought here on trolleys and meticulously treated for several hours before being returned to their original locations, drained of any Ka which was held within them. The ritual to remove the Ka from Stases is lengthy.

9. Archaic Greek Room

Strangford's famous statue of Apollo is on display in here. It is Smirke's Stasis.

10. Room of the Kouroi

This room has been warded with Orichalka.

11. Room of the Harpy Tomb

This room has been warded with Orichalka.

12. Bassae Room with Mezzanine Room above

This room has been warded with Orichalka.

13. Nereid Room

This room has been warded with Orichalka.

14. Duveen Gallery

Houses the Elgin Marble collection from the Parthenon at Athens. This room has been warded with Orichalka.

15. Room of the Caryatid

This room has been warded with Orichalka.

16. Payava Room with Mezzanine Room above

Carts have been left around this room with a variety of antiquities from all over the museum. Currently it is off-limits to casual visitors.

17. Mausoleum Room

This room houses sculptures from one of the Seven Wonders of the Ancient World.

18. Hellenistic Room

Houses early Greek artifacts.

19. First Roman Room

On display in this room are small Roman artifacts: statuettes, stone tablets, etc.

20. Second Roman Room

This room houses several large Roman statues.

21. Assyrian Transept

This room contains the colossal human-headed winged bulls and lions which once stood at the entrances of palaces near Nineveh.

22. Assyrian Gallery

Various works of Assyrian art are on display here.

23. Nimrud Gallery

Contains Assyrian sculptures from the Palace at Calah (now known as Nimrud).

24. Nimrud Central Saloon

Contains Assyrian sculptures from the Palace at Calah (now known as Nimrud).

25. Nineveh Gallery

Contains sculptures from the royal palaces at Quyunjiq (Nineveh).

26. Egyptian Sculpture Gallery

The celebrated Rosetta Stone is displayed in this gallery. Above are rooms with Greek and Roman vases. The northern-most section of this hall has been roped off while renovations are in progress.

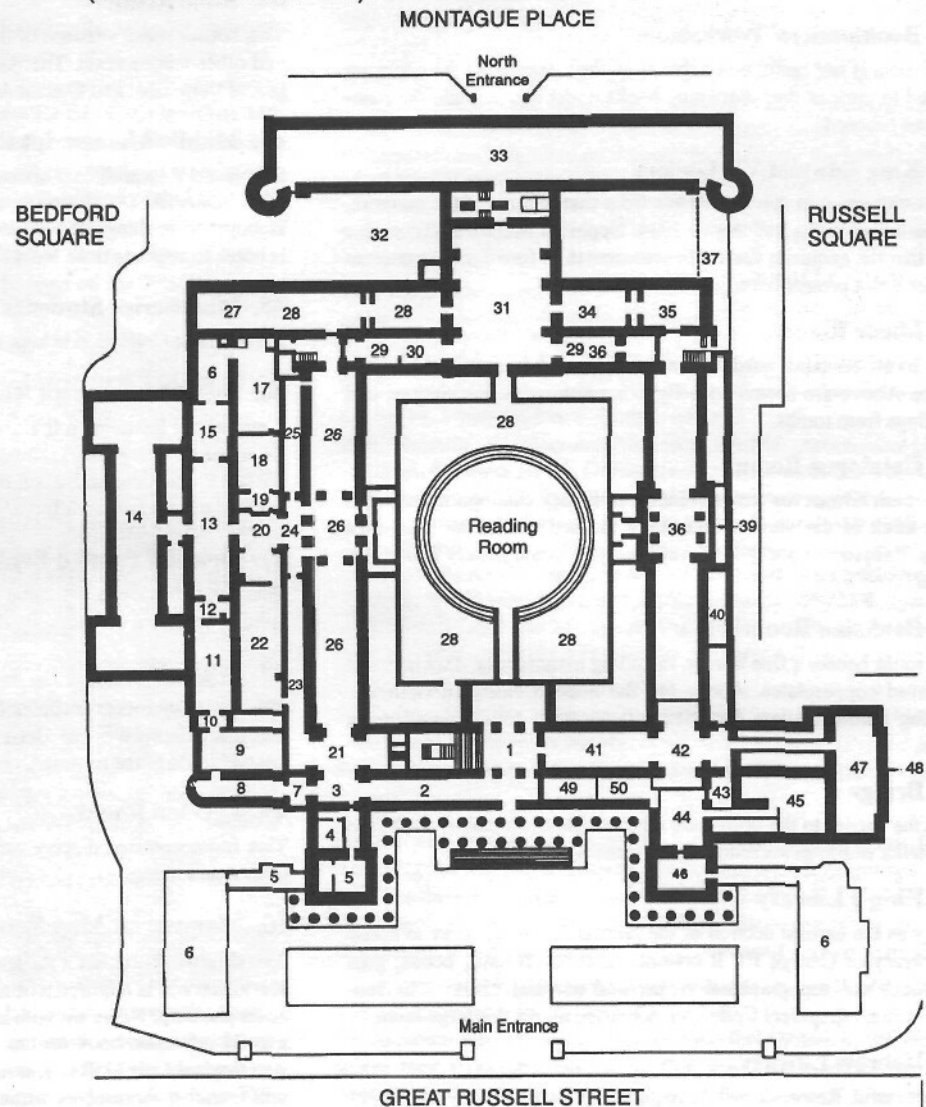
27. Arch Room

The walls of this area are covered by books. The museum houses a number of specialist libraries like this one. A successful Research roll is required to locate a copy of *On Stellar Rays, or the Theory of the Magic Art*, a volume which contains astrological data that can assist the Nephilim in understanding the markings on the museum plans (below), and an obscure reference to an ancient set of Greek scrolls, *Tabula Smaragdina* (Emerald Tablet). A second Research roll locates *Liber Sacratius* (Sworn Book of Honorius), which contains several lengthy rituals for the invocation of powerful beings, none of which are within the grasp of inexperienced Nephilim. In between the pages of the Liber, is a single, aging sheet of parchment with the title *On Removing the Void*. Its contents are described in a box on page 8. Notes within the Liber recommend study of the set of manuscripts known as *Turba Philosophorum* (Acclamation of the Philosophers). Above are rooms with Egyptian mummies, inscriptions and paintings from tombs.

Key to the British Museum

- | | | |
|---|--|---|
| 1. Entrance Hall | 35. Catalogue Room (Babylonian Room above) | 43. Bible Room (Asiatic Saloon above) |
| 2. Book Stall | 36. Banksian Room (Second Northern Galleries above) | 44. Middle Manuscript Room (Indian Room above) |
| 3. Old First Greco-Roman Room | 37. Bridge | 45. Manuscript Students' Room (Chinese Collection above) |
| 4. Trustees' Room | 38. King's Library (Ethnographical Collection above) | 46. South Manuscript Room (Indian Room above) |
| 5. Director's Office | 39. Hebrew Library | 47. Oriental Printed Books Student's Room (Japanese Room above) |
| 6. Keepers' Houses | 40. Chinese and Japanese Library | 48. White Wing |
| 7. Cycladic Room | 41. Grenville Library (Prehistoric and Roman British Collection above) | 49. Egerton Room |
| 8. Bronze Age Room | 42. Manuscript Saloon (Asiatic Saloon above) | 50. Manuscript Map Room |
| 9. Archaic Greek Room | | |
| 10. Room of the Kouros | | |
| 11. Room of the Harpy Tomb | | |
| 12. Bassae Room with Mezzanine Room above | | |
| 13. Nereid Room | | |
| 14. Duveen Gallery | | |
| 15. Room of the Caryatid | | |
| 16. Payava Room with Mezzanine Room above | | |
| 17. Mausoleum Room | | |
| 18. Hellenistic Room | | |
| 19. First Roman Room | | |
| 20. Second Roman Room | | |
| 21. Assyrian Transept | | |
| 22. Assyrian Gallery | | |
| 23. Nimrud Gallery | | |
| 24. Nimrud Central Saloon | | |
| 25. Nineveh Gallery | | |
| 26. Egyptian Sculpture Gallery | | |
| 27. Arch Room (Egyptian Rooms above) | | |
| 28. Book Stacks (Egyptian Rooms above) | | |
| 29. Offices (Second Northern Galleries above) | | |
| 30. Cracherode Room (Second Northern Galleries above) | | |
| 31. North Library (Egyptian Rooms above) | | |
| 32. Bookbinders' Workshops | | |
| 33. King Edward VII Gallery | | |
| 34. Music Room (Egyptian Rooms above) | | |

British Museum ground floor plan (schematic: not to scale)



28. Book Stacks

A successful Research roll locates a copy of *De Occulta Philosophia Libri Tres* (3 Books of Occult Philosophy), it contains the **Wings of Lifting** and **Companion Winds** spells. References are made, in the margins, to a Hebrew book, *Sepher Yetsirah* (Book of Formation). Above are rooms with Egyptian mummies, inscriptions and paintings from tombs.

29. Offices

Common administrative tasks are carried out in this room by the museum staff. None of the clerks who work here are Templars, however, and there is very little of interest to the Nephilim to be found. Above are the Second Northern Galleries, housing Hittite, Syrian, Egyptian and Assyrian antiquities of many kinds.

30. Cracherode Room

Contains over 4,000 rare and fine volumes, prints and drawings, coins and gemstones. Above are the Second Northern Galleries, housing Hittite, Syrian, Egyptian and Assyrian antiquities of many kinds.

31. North Library

Above are rooms with the Egyptian mummies, inscriptions and paintings from tombs.

32. Bookbinders' Workshops

This room is not easily accessible from the museum, as the doors are locked to prevent dust damaging books under repair while the renovations proceed.

33. King Edward VII Gallery

The architecture in this hall differs from that in most of the museum. It was added to the building in 1914. Nephilim using Ka-Vision also note that the exquisite Enochian ornamentation found in the museum proper is not present here.

34. Music Room

This room contains musical manuscripts, and rare and old instruments. Above are rooms with Egyptian mummies, inscriptions and paintings from tombs.

35. Catalogue Room

This room houses the many volumes of library catalogues needed to keep track of the various collections housed within the museum's walls. Babylonian antiquities are displayed in the gallery above this room.

36. Banksian Room

This room houses a fine library, including manuscripts, drawings and engraved copperplates. Above are the Second Northern Galleries, housing Hittite, Syrian, Egyptian and Assyrian antiquities of many kinds.

37. Bridge

Both the entries to the bridge are inaccessible to Nephilim due to the Orichalka wardings surrounding the museum.

38. King's Library

This was the earliest section of the museum, built in order to house the library of George III. It consists of coins, medals, books, geographical and topographical maps, and nautical charts. The museum's Ethnographical Collection is housed above this large room.

39. Hebrew Library

A successful Research roll is required to locate a copy of *Sepher Yetsirah* (Book of Formation), which contains an invocation to **The Guardians of the Pharpar Wells**.

On Removing the Void

...Once present, the void is not easily removed, for it will only be canceled when it encounters an ether of equal quality. Such a conjunction is unlikely to occur without special preparation. Given an unexceptional concurrence, the void does retreat from the light, but it does so only slowly. The cancellation of the void generally requires expenditure of the soul. The greater the quality of the soul, the more void is nullified. The process is quite violent, but is considerably simpler than the equivalent process used to summon forth the void...

40. Chinese and Japanese Library

Houses significant Japanese and Chinese writings.

41. Grenville Library

This library houses over 20,000 volumes. Above is the Prehistoric Collection, and items from Roman Britain.

42. Manuscript Saloon

This is the reading room for the manuscript collections. The Asiatic Saloon, above this area, houses pieces from Tibet and Central Asia.

43. Bible Room

This houses many versions of the Christian bible, in many languages, and other related texts. The Asiatic Saloon, above this area, houses pieces from Tibet and Central Asia.

44. Middle Manuscript Room

Successful Research here uncovers a set of Latin manuscripts, *Turba Philosophorum* (Acclamation of the Philosophers), which discuss, amongst other things, the nature of elixirs. The Indian Room, above, is home to artifacts from India.

45. Manuscript Students' Room

The Chinese Collection is kept in the room above this area.

46. South Manuscript Room

A successful Research roll allows one to locate a copy of the *Tabula Smaragdina* (Emerald Tablet), a set of Greek scrolls. The scrolls contain the invocation **Sword of Sun Tzu**. The Indian Room, above, is home to artifacts from India.

47. Oriental Printed Books Student's Room

This room has been set aside for students of Oriental history and culture. Japanese treasures are displayed above this room.

48. White Wing

This series of rooms includes both the Manuscript Students' Room and the Oriental Printed Books Students' Room. This wing was a later addition to the museum, completed in the 1880s.

49. Egerton Room

This room contains display cases housing manuscripts, books, and other small items.

50. Manuscript Map Room

The original plans for the British Museum can be found here. A Ka-Vision roll is required to make sense of the Enochian notes which cover the map. Nephilim with sufficient Astrological Lore (80%), or a good reference book on the subject, and who can succeed in an Astrological Lore skill roll, can determine where and when Nexuses will manifest themselves within the museum. In addition, the Enochian notes show the Secret Passages that thread their way through most of the building.

Secret Passages

It is possible to reach any internal room in the museum (except the Round Reading Room, to which the passages do not connect) through the passages, without passing through an Orichalka field. The passages are dark, dank, and confusing. Luckily, Enochian inscriptions are in evidence at most major intersections, and should help make the Nephilims' navigation easier. Obviously, the cleaning staff does not make it into the secret passages too regularly. Care must be taken to avoid exiting the passages smelling and looking suspicious and unpleasant.

The Round Reading Room

The completion of the central Round Reading Room, in May 1857, was the culmination of Robert Smirke's work to create a grand Nephilim Haven in London. Nephilim and learned humans from around the world were drawn to visit the new library, and as a result, museum patronage spiraled upwards. This vast domed structure can accommodate 500 readers, sitting at tables which radiate like the spokes of a wheel from two concentric circles of desks. Library officials sit inside the inner-most circle. The 1,400+ volumes of the Museum Catalogue are stored in shelves around the room, along with 25,000 common reference books, including dictionaries, encyclopedias, bibliographies and the like.

The 140 ft. diameter dome of the Reading Room is covered with copper specially enchanted to resist all forms of magical tampering, including the Orichalka wardings the Templars have placed around the museum. The dome is the focal point for the whole building, and was constructed as the core of its spiritual protection. The special enchantment placed on the dome is the result of a combination of magical effort and architecture - the careful configuration of the room, and the inscriptions woven into the surface of the dome combine to form a potent magical defense. So powerful are these magics that they were even able to repel a fire bomb dropped on the Reading Room during the Second World War.

None of the secret passages which criss cross the museum open into the Reading Room. Such chaotic architectural features would have damaged the protective properties of the room.

Because of its special shielding, the Reading Room provides a final haven for Nephilim, should the rest of the structure be under threat. Orichalka cannot harm a Nephilim within the room, and no purely physical weapon can breach its ceiling or walls. A side-effect of the room's magical protection is that no Nexus or Plexus can form within its bounds, although the Ka fields flow freely, despite the Orichalka wardings around the building.

Nephilim climbing up and out through the ceiling are safe for as long as they are willing to stay on the copper roof or until they determine a way to get down from there. Characters who leave the museum are effectively exiting the scenario. The Templars' attack on the other Nephilim of London is outside the scope of this scenario. It can be assumed that the Templars' plan for the museum succeeds if the characters leave, and their Stases are locked away in Orichalka warded rooms.

Incidents

The following incidents can be used whenever the game-master feels they are most needed. These events may result from the Nephilims' exploration of the museum, or be used to prompt them to action, whichever works best for the scenario. Gamemasters should add additional incidents to this list, as seems appropriate.

Meeting Smirke

A figure lunges out from the shadows. Its face and hands are covered in grime, its clothes ragged and torn in places. A pair of wild eyes peer out from beneath a tangled mass of hair, darting first to the left then to the right, warily. It takes a moment or two to realize that the figure is greeting the Nephilim not just with an outstretched hand, but also with a strong Enochian greeting. The ragged man introduces himself as Sir Robert Smirke, formerly the architect of the British Museum.

Smirke

Nephilim Architect

Simulacrum Identity: Horace Grisom, Head Librarian for the King's Library, previously was Sir Robert Smirke, architect.

Major Arcanum: X. Wheel of Fortune

Age: 43

Social Status: 14 Opportunity: 42

Education: 20 (Ph.D. History)

Life Experience: 77

Culture: Modern English, Academic

Residence: single bedroom cottage, Watford

Family Relationship: 10 (father in a nursing home)

Appearance: portly, bespectacled, thin, gray hair

Previous Incarnations: Philosopher in Alexandria, Egypt 350 B.C. - died in Greece where he spent a lot of his life, learning from other Nephilim the ways of the Wheel of Fortune Arcana; Architect in London 1900 AD - spent his life incorporating his Arcanum knowledge into permanent structures for the benefit of all Nephilim, his crowning achievement was The British Museum, a Nephilim Haven.

Stasis: Grecian marble statue of Apollo; Air 10, Water 9, Fire 19, Earth 19, Moon 3

Metamorphosis: Angel

STR 11	CON 15	INT 21	
DEX 13	CHA 11	Solar-Ka 10	
HP 15	Actions 3	DB +0	Ch'awe 17

Ka: Air 14, Water 11, Fire 8, Earth 6, Moon 3

Skills (Nephilim/Simulacrum): Architecture 90%/-, Astrological Lore 80%/-, Business 20%/-, Computer -40%, Hermetic Lore 80%/-, History -85%, Life Experience (Alexander's Greece) 75%/-, Life Experience (19th Century London) 55%/-, Natural Lore 60%/-, Read/Write (Classical Greek) 70%/30%, Read/Write (English) 60%/80%, Read/Write (German) 10%/-, Read/Write (Hebrew) -/20%, Read/Write (Latin) 40%/60%, Research 10%/85%, Speak (Classical Greek) 64%/-, Speak (English) 60%/80%, Speak (German) 40%/-, Wheel Of Fortune Lore 50%/-

Magic: Seals 90%, Black Stone 20%

Spells Inscribed: The Shadow-Cloaked Sages from the White Mountains across the Misty Shores

Possessions: Reading Room Pass, Mont Blanc fountain pen, Timex watch

Smirke has managed to elude the Templars again, and has been searching for the player character Nephilim. He no longer has free reign, as there are groups actively combing the building for him. For that reason, he has chosen to approach the characters while they are in a remote, largely deserted part of the museum.

A successful Ka-Vision roll verifies that the figure is a Nephilim, and he produces a finely-worked wheel-shaped medallion to prove his Arcanum ties. He reveals that he took their Stases to the Nexus where they awakened, but had to flee before their Stases had absorbed sufficient Ka.

Smirke explains the situation as best he is able, covering the following topics:

- ☆ *In the 1800s, when he was incarnated in the body of Sir Robert Smirke, he designed the British Museum as a Haven for Nephilim in Stasis. The building is designed to promote Nexuses, although not in sufficient numbers that a lot of Nephilim are regularly awakened. The museum primarily provides a convenient way to gather Stases and occult tomes, and protect them from those who threaten the Nephilim. At least until recently.*
- ☆ *Smirke's current Simulacrum is Horace Grison, the Head Librarian for the King's Library. He has only been free of his Stasis for a matter of days.*
- ☆ *For as long as Smirke has been here, the Templars have been in control of the building. He is not exactly sure how they managed to gain such complete control, but he has been unable to contact the members of his Arcana in London, and fears that a massive Templar operation must be underway.*
- ☆ *The Templars, and their workers, are proceeding room by room through the museum, warding each gallery with Orichalka and putting the artifacts through a cleaning process that destroys any Nephilim within and drains the Stases of stored Ka. A Nephilim is utterly destroyed if its Simulacrum dies when its Stasis is in a warded room.*
- ☆ *There are about twenty Templars in the building, and a rotating staff of at least five times that number of workers. Most of them are loyal to the Templars, and have been warned to watch for any sign of Nephilim, although only a few of the Templars actually have trained their Ka-Vision to the point where they can spot Nephilim.*
- ☆ *An extensive network of secret passages makes it possible for Smirke to get around most of the museum without running into Templars. The original maps of the museum, in the Manuscript Map Room, show the passages.*
- ☆ *Smirke's Stasis is the famous statue of Apollo. It is kept in the Archaic Greek Room, which the Templars are set to ward next. Smirke is spending his time trying to break his bond with his Stasis, in the hope that when the warding is put into place he will no longer be drawn to the statue, and can instead set about creating a new Stasis. According to very old reports he read from a Chariot Arcanum, such a feat is possible, but it is highly unlikely to succeed in the amount of time he has available.*
- ☆ *Smirke can also answer any architectural questions the characters have (e.g. he can tell them about the protection from Orichalka afforded by the specially-constructed Round Reading Room).*
- ☆ *He recommends making a complete study of the libraries, searching for useful occult tomes. He strongly recommends *On Stellar Rays, or the Theory of the Magic Art, Liber Sacratius* (Sworn Book of Honorius), and *De Occulta Philosophia Libri Tres* (3 Books of Occult Philosophy). He suggests the Arch Room as a good starting point for research.*

Smirke is willing to help the characters in whatever way possible, as long as they have a plan. He points out that he has been recognized now, and is likely to be a liability as long as they are in a public place. He hopes that they can work out a way to stop the Templars' work, but he has not been able to come up with a feasible plan himself.

What to Do?

The Nephilim should realize that they must:

- ☆ get their Stases away from the Templars, so they have time to...
- ☆ neutralize the Templars within the building, save the structure and other Stases and therefore, perhaps, any other Nephilim within the museum,
- ☆ escape from the building and destroy the warding around it, and
- ☆ contact the Arcana to warn them about what has happened, and find out what has happened in the rest of London.

Gaining Access to the Reading Room

While there are no especially useful books in the collection which is housed in the Reading Room, the special properties of the Room may attract the characters - within its walls they are protected from Orichalka.

Gaining admittance to the Reading Room is not simple; only those with a special pass are allowed access. The Professor and the Assistant Librarian already have such passes, and Smirke might be willing to lend his to the characters, but applications for passes take 24 hours to process, so the others are going to have to resort to underhanded means to get inside.

Smirke, as head librarian of the King's Library, could simply walk guests in, were he not currently in such a disheveled state and in hiding from the Templars.

It might seem that the simplest way to get inside is to use the secret passages, but this is not possible, as the passages do not connect to the Reading Room. Any such breach in the structure of the Room would have reduced the protective powers of the place.

The staff who guard the Reading Room doors are vigilant, and there is little cover to allow one to sneak up on them. It is very unlikely that anyone could slip past unnoticed.

It might be possible to convince one of the staff that a pass has been misplaced, however, particularly if the researcher has a reasonable story. The staff are too experienced to be taken in by a Fast Talk attempt, but a good Persuade roll, coupled with a plausible story might win one individual entry. It is not difficult to waylay another researcher and take his or her pass. A Hide roll allows one to set up an ambush, and any simple combat skill can be used to disable the victim (Grapple is perfect for this purpose).

Similarly, it might be possible to use Fast Talk and/or Bargain to convince a scholar to part with their pass.

Encountering the Templars

The Nephilim are bound to run afoul of the Templars at some point. There are a number of ways this is likely to occur.

Meeting in the Corridor

Unlucky or careless Nephilim might stumble upon a group of Templars before they realize what is happening. There are twenty Templars patrolling the museum, each in the company of a handful of Companions. There is a 5% chance that any group exploring the inhabited halls and galleries will encounter such a group at some time during their excursion. That chance rises to 15% should they venture into territory which is off-limits to the public (a determination that is largely left to the gamemaster).

The characters have a chance to detect the Templar party before it arrives: either a Listen or Scan roll is appropriate. If the party has advance warning, they may attempt to Hide, prepare for an encounter, or simply flee (a successful Agility roll to lose the pursuers).

Three of the Templars available for patrol have awakened their Ka and can thus use Ka-Vision. Whether one is in a given patrol group is up to the gamemaster. Once the two groups can see each other, there is a 48% chance (the Templar's Ka-Vision) that the Nephilim are recognized. Once the Templars spot a Nephilim, they pursue it until the Simulacrum is dead or they lose track of it all together.

Even if they don't notice the Nephilim, the Templar groups challenge any groups of wanderers they find in the closed parts of the museum. A bad story and a failed Persuade or Fast Talk roll, and the Templar will try his Ka-Vision again, otherwise the characters are escorted, politely but firmly, to the one of the public galleries or libraries.

Smirke is Discovered

The Templars do track down Smirke. When this event occurs can be left to a die roll (they have a 20% chance to find him each hour), or determined by the gamemaster to suit the session.

The group which locates Smirke is twice the size of a normal Templar patrol, and they are prepared for him. If they are with Smirke, the characters have a single Listen chance (at -20%) to detect the approach of the patrol. If they succeed, they are permitted an Agility roll (at -20%) to escape, or they can prepare for combat (allow the characters to surprise the Templars in such a situation).

If Smirke is alone when he is discovered, the characters may hear his desperate Ka-Vision language cry for help. All characters currently in Ka-Vision receive a Ka-Vision roll to recognize the call amidst the splendor of the museum. Unless they are quite close, however, they are unable to reach Smirke before he is overwhelmed by the patrol. When his Simulacrum dies, he is returned to the statue of Apollo, an event the Templars are able to discern, and soon a team of workers is moving the piece to the cleaning room, where Smirke is destroyed.

Tracking the Templars

Particularly ambitious Nephilim may decide to follow the Templars, and even attack them on their home ground. Either Hunt or Listen can conceivably be used to track the Templars. Give the tracked group a single Listen or Scan roll (on the Resistance Table, against the lowest Hide in the Nephilim party) to realize they are being followed.

The Templar operations are coordinated from the Director's Room. The Knights plan and rest in the Trustees' Rooms, and the Keepers' Houses. None of these rooms are warded, although the only entrance to the area, the Old First Greco-Roman Room, has been warded; the only way in is through the secret passages, one of which opens into the Director's Room through a false wall panel.

Though there are often a dangerous number of Templars in these rooms, they are caught off-guard if threatened here — the characters receive a full round of attacks before the Templars have a chance to react.

It may be that the characters prefer to spy on the Templars. Listen, Scan and Scrutinize rolls are all useful in such cases, and the gamemaster may demand Hide rolls if the characters are in danger of discovery.

Characters searching around in the Keepers' Houses may stumble upon the bodies of the Nephilim Simulacra the Templars have already killed. The corpses are being stored in a large walk-in refrigerator prior to their surreptitious disposal. A series of 3 successful Scrutinize rolls are required to locate the bodies. If the public was informed that the bodies existed, the Templars would have a hard time maintaining their power in the museum.

Templar Knights

The Knights in the museum are not the most experienced Templars in London. Most of the senior Templars have other responsibilities in the current wave of operations. There are twenty Knights in the museum, and only 3 of them can use Ka-Vision. Reuse these statistics as required.

STR 18	CON 16	INT 16
DEX 15	CHA 15	Sun Ka 16
HP 16	Actions 4	DB +1d6

Skills: Bargain 45%, Climb 65%, Conceal 50%, Dodge 55%, Electronics 40%, First Aid 40%, Fist/ Punch 65%, Grapple 50%, Handgun 45%, Hide 65%, Hunt 65%, Kick 45%, Listen 55%, Mechanics 55%, Rifle 65%, Scan 55%, Scrutinize 45%, Speak (Modern English) 50%, Submachine Gun 55% Swim 65%

Weapons: Fist 65%, Damage 1D3+1d6
Kick 45%, Damage 1d6+1d6

.357 Magnum Revolver
45%, Damage
1D8+1D4
Garand M2 Rifle 65%,
Damage 2d6+2
M16A2 Submachine Gun
55%, Damage 2D8
Magic: None, but three
can use Ka-Vision

Observing the Process

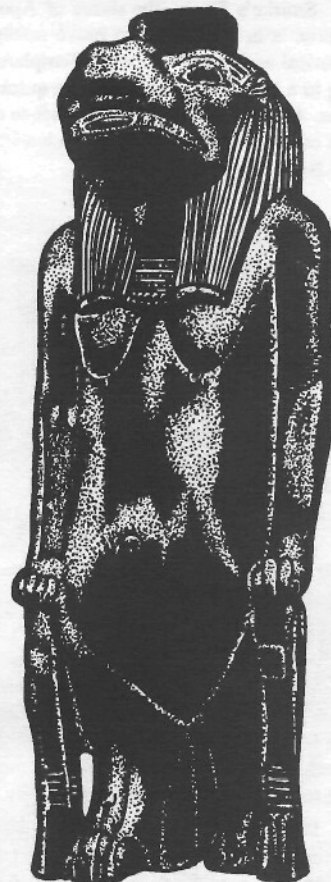
The Nephilim may decide to observe the Templar's plan in action, and even attempt to disrupt it. As most of the tasks are carried out by workers who are unschooled in the magic arts, this should not prove too difficult a task. There are, however, a large number of workers, and a relatively small number of Nephilim.

Simple observation (a Hide roll may be required to ensure the character is not detected) reveals the different parts of the Templars' plan:

- ☆ All the portable artifacts in a gallery are placed onto trolleys and moved to an empty hall for temporary storage while the warding is put into place. Large objects are simply covered with sheets.
- ☆ The warding process itself takes several hours. Small talismans of Orichalka-bearing iron are embedded in the walls of the room to be warded, and a complex ritual is enacted. The process requires precise positioning of the talismans. At the completion of the ritual the room is cut off from Ka-Vision. A brief, bright Ka flash just as the warding is complete heralds the destruction of any Nephilim trapped in Stasis within the room.
- ☆ While the warding ritual is in progress, a selection of the removed artifacts are taken to the Bronze Age Room for cleaning. The items are chosen largely at random, although it is clear that the workers are attempting to chose likely Stasis items. The cleaning process takes place within a carefully guarded room, so it is difficult for the Nephilim to gain entrance. Should they make their way past the three Templar guards, armed with M16A2 submachine guns (see Templar Knights, above), they will discover two technicians inside, bathing the stasis objects in a pool of blood. As the ritual progresses and the stasis are repeatedly dipped and removed, the Ka energies slowly leak out. Viewed with Ka-Vision, the blood contains trace amounts of Orichalka. It is fresh, and human.

Special Artifacts

The characters are likely to be particularly interested in the whereabouts of their Stases if museum security took them away at the start of the scenario. The Templars have not singled the artifacts out for special treatment. They have been moved to the Assyrian Gallery for storage, until it can be determined where they came from. Despite the fact that they are reasonably accessible, it is not a simple matter for the characters to obtain them; the fact remains that they are valuable historical artifacts, and not easy to conceal.



Smirke's Stasis (the statue of Apollo) is even more difficult to obtain. It is impossible to move safely without some form of mechanical assistance. Once the Templars have identified it as belonging to a Nephilim, they take it as quickly as possible to the cleaning area. Attempts to stop them are left to the gamemaster to adjudicate, but one has to wonder where such a statue could be hidden, even in the British Museum.

Disrupting the Process

It is not difficult to disrupt the second part of the Templar plan. The workers, although burly men, are not trained to stand up to magical opponents, and are most likely to retreat rather than defend a slab of marble or an ancient vase. On the other hand, even if a single trolley of items is rescued, there are many more awaiting treatment, and still more which are ready to return to the warded rooms. The characters simply do not have the resources to steal most of the British Museum's collection from the workmen, especially as they are unable to leave the building.

An attempt to disrupt the warding ritual is quite feasible. The positioning of the talismans is critical, and the process takes a long time. Any action which shifts a talisman even slightly ruins the warding attempt, and if it is achieved in a subtle manner the workers may not be aware that the process is doomed to fail until it is complete, or later.

It is unlikely that the characters can muster sufficient resources to make an attack on the cleaning operation. If they are that bold, it is left to the gamemaster to determine the outcome. Innovative play should be rewarded, however, and it might be possible for the characters to effectively halt the cleaning process if they are clever.

If an attack is made on any part of the renovation process, the Templars respond by increasing the number of workers on duty, and assigning a Templar or two to keep an eye on the situation. It should be considerably more difficult to interrupt the process a second and third time. The frequency of the normal patrols might be increased as well, if the situation seems to warrant it, increasing the chances of being spotted by a patrol by 5% or even 10%.

Museum Workers

There are around one hundred hired hands working for the Templars in the museum. Not even the most senior of them knows what is really going on. They have been told to keep an eye out for criminals, and believe that the artifacts may be stolen while the renovations are underway. Most of the workers are not brave enough to face anything that is obviously extraordinary. Reuse these statistics as required.

STR 16	CON 15	INT 12
DEX 10	CHA 13	Solar-Ka 14
HP 15	Actions 3	DB +1D4

Skills: Build 40%, Drive (Motorbike) 40%, Fist/Punch 60%, Mechanics 20%, Read/Write (Modern English) 10%, Speak (Modern English) 25%

Weapons: Fist 60%, Damage 1D3+1d4
Kick 40%, Damage 1d6+1d4

Contacting the Arcana

A successful roll on a character's Arcanum Lore can be used to work out how to contact the Arcanum organization. There are certain key phrases which the different Arcanum use to flag their messages. Such messages are often found in the public notices or personal ads section of the local print media.

Characters anxious to locate their Arcanum should check the newspapers available in the Round Reading Room for relevant messages. Such messages are present in recent papers, and provide the character with a phone number to contact.

No help is available from the Arcanum, however. The Templars have effectively tied up the Arcanum system in London in a simultaneous operation that is outside the scope of this scenario. The characters are able to leave messages for their brethren, but no assistance is immediately forthcoming.

Resolution

Exactly what the characters achieve in this scenario is largely a function of their perception of the situation. Below are some suggestions for resolutions to some of the problems the characters may try to overcome. These should not be considered to be the only possible solutions - innovative ideas should be rewarded.

Reversing the Warding

Perhaps the most significant problem the characters face is that of the Orichalka wardings. Several rooms have already been warded, and if unchecked, the Templars might destroy dozens of Nephilim. In addition, there is the matter of the warding surrounding the museum.

Brute Force

Physical disruption of the talismans used to ward a room, after the warding ritual has been completed, has little effect. The talismans must actually be destroyed to break the warding. In this situation, where the talismans are mounted on the inner walls of the warded rooms, the Nephilim are not going to have an easy time getting to the talismans to destroy them.

Serious structural damage to the walls where the talismans are placed has a 60% chance of loosening the talismans. If the walls are actually breached, it may be possible to reach the objects without entering the warded area. The talismans are made of iron, however, and thus are difficult to damage - each talisman can take 10 points of damage before ceasing to function. Treat each talisman as though it has 4 points of armor, for the purposes of dealing damage. If even one talisman is damaged, the warding on the room fails.

But there are quite a few rooms, and the Templars increase the number of guards dramatically each time a warding is damaged. In addition, some Nephilim may feel that the damage to the museum itself is reprehensible.

Using Elixirs

The Templars have several containers of Elixir which, if the Nephilim had access to them, they might be able to apply directly to the warding talismans, to cancel the Orichalka within them. Again, if one talisman in a room is damaged, the warding in the whole room fails, allowing access for the destruction of the remaining Orichalka talismans. Each talisman requires the expenditure of 10 points of Ka from an Elixir to destroy it.

Gaining access to the talismans may prove difficult. It is possible, as described in the previous section, to break through the walls to reach the talismans. In some situations the Gamemaster may rule that the museum's secret passages provide convenient access to the location of a talisman. However, an Idea roll should be required to ensure that the correct passages are located.

The Elixirs themselves are kept in the Director's Office, under lock and key (see below). Deciding to use Elixirs may be difficult for some Nephilim, as they do contain the life-essence of their Nephilim siblings, although in a hideous binding. Applying the Elixir to the Orichalka talismans destroys the Talisman as well as the Elixir, preventing the Ka-elements from ever rejoining the elemental fields.

The Outer Warding

There is no practical way for the Nephilim, from the inside, to break the warding which surrounds the whole museum. The outer walls are too solid to breach, and the talismans to complete that warding were placed more carefully than those placed in the rooms of the museum have been.

Once the Nephilim are outside the museum they can attempt to break the outer warding. There are eighteen talismans around the perimeter of the building. It takes a successful Ka-Vision roll to locate each one. Most have been placed so that they are not easily accessible, and the Gamemaster should require Climb and Search rolls from the Nephilim to reach them. The careful planning taken in the creation of the outer warding means that breaking it requires the destruction of six of the talismans. The characters may wish to seek help from other Nephilim in this undertaking, a course of action left to the Gamemaster to adjudicate.

Stealing Elixirs from the Director

As mentioned above (see Tracking the Templars), it is possible to use the secret passages to reach the Director's Office, even though the only hallway leading to that portion of the museum has been warded.

The secret passage ends in a false wall panel in the Director's Office. The Office is empty when the characters arrive there. It is an easy task for them to locate the cupboard where the Director has placed the precious containers, as the accumulated Ka is quite bright when Ka-Vision is used (no roll required).

The Director has carefully warded the cabinet, so that when it is touched he is informed. He rushes to the Office as fast as he can, accompanied by three of the other Knights. Such is the nature of the warding, that the Nephilim cannot take even a single container without losing at least a point of Ka; for each container taken, the Nephilim loses 1D2 Ka. Each container holds a total of 3d20 points of Ka. There are only three vials of Elixir in the cabinet.

If the Director has not previously been alerted that his daughter has been taken as a Simulacrum, it is possible for resourceful groups to negotiate with him (a Persuade roll is required). While he believes his daughter is being held hostage, he is willing to agree to the Nephilim's demands, even to the point of handing over Elixirs to them. The instant he has a chance to strike, though, he withdraws his promises. When they figure they have the upper hand, the Templars attack mercilessly.

It may be possible for the Nephilim to convince a human to assist them in retrieving the Elixirs. What Museum staff member would not be outraged to discover that the Director has vials of what appear to be blood in his cabinet? Humans do trigger the wardings, however, and alert the Director that the cabinet has been tampered with. Once the Templars are out of the way, though, a human can remove the vials of Elixir safely.

Andrew Wilson

Templar and Director of the British Museum

Andrew Wilson is a White Coat Templar Commander. He is an accomplished tactician, a competent magician, and a good shot. The plan to shut down the British Museum Haven is largely his design.

Age: 47

Social Status: 17

Opportunity: 51

Education: 19 (Ph.D. Ancient History)

Life Experience: 60

Culture: Modern British.

Profession: Templar Commander / Director of the British Museum

Income: £150,000 per year, plus expenses

Residence: Nice House in Primrose Hill.

Family Relationship: 12 (loves only daughter dearly)

Appearance: Clean cut, carefully dressed.

STR 16	CON 14	INT 17
DEX 15	CHA 17	Sun Ka 18 (awakened)
HP 14	Actions 4	DB +1d6 Ch'awe 12

Skills: Archaeology 70%, Bargain 80%, Business 65%, Climb 55%, Conceal 60%, Dodge 65%, Drive (Car) 70%, First Aid 50%, Fist/Punch 90%, Grapple 80%, Handgun 75%, Hide 75%, Hunt 85%, Kick 70%, Listen 60%, Melee (Swords) 95%, Research 45%, Rifle 75%, Scan 85%, Scrutinize 75%, Speak (Modern English) 95%, Speak (Modern Russian) 65%, Speak (Modern German) 85%, Survival 65%, Swim 55%

Weapons: Fist 90%, Damage 1D3+1d6

Kick 70%, Damage 1d6+1d6

Broadsword 95%, Damage 1D10+1+1d6

.357 Magnum Revolver 75%, Damage 1D8+1D4

Magic: Lower Magic 90%, Higher Magic 40%

Has two Elixirs: Air Ka 21, Earth Ka 8, Fire Ka 26, Water Ka 18, and Moon Ka 24, total.

He has focuses for the following spells: Pyretic Fortitude, Choking Vapor, Translucent Veil, Purify Air, Spleen, Hidden Flow.

He is able to use Ka-Vision.

Leaving the Museum

If the characters manage to destroy enough of the Orichalka talismans, the Templars' plan is foiled, as without the Orichalka talismans they cannot isolate all of the Stases. The Arcana in London are soon able to strike back against the Templars, and some semblance of balance is restored. Many Nephilim have been lost, but many more have been saved, and a major Templar operation has been disrupted.

A Desperate Escape

It is possible that the characters are unable to best the Templars, and find themselves on the run. In such a situation their only means of escape from the museum is through the dome of the Round Reading Room. In any case, in order to break the outer wardings, the Nephilim will have to leave through the museum in this manner.

Reaching the top of the copper dome is not easy, and must be done in plain sight of any who are in the Room. For that reason it is likely that the characters wait until the Reading Room is closed before attempting to leave. Hide rolls are required to avoid the careful eyes of the attendants as they close up, but once they are gone, all is quiet.

Those with flying magic should find the ascent easy, but the others must use a long trail of hand-holds which lead to an access hatch high above the floor. Climb rolls are in order to avoid a nasty fall. Once on the roof, the characters must work out a way to reach the ground. Climb rolls may again be useful, as are the flying spells.

Once safely on the ground, they are free to leave the museum behind them. Abandoning the museum while the wardings are still in place ensures the success of the Templars' plans. The characters' Stases are locked away, along with those of many other Nephilim. But fear not, for the day will come when the Nephilim break those wards and free their Stases. But that is a story for another day.

Nephilim Weapons List

Melee Weapons

Name	Skill	Damage	Hit Points	Hands
Blackjack	Small Club	1d8+db	4	1
Bullwhip	Whip	1d3 or grapple	4	1
Cavalry Lance	Lance	1d8+1+1d6*	15	1
Claws	Fist/Punch	1d6+db	-	1
Fist	Fist/Punch	1d3+db	-	1
Foot	Kick	1d6+db	-	0
Garrote	Grapple	Strangle**	1	2
Grapple	Grapple	special	-	2
Brass Knuckles	Fist/Punch	1d3+3+db	-	1
Pocket Knife	Knife	1d3+db	6	1
Small Knife (switchblade, etc)	Knife	1d4+db	8	1
Butcher's knife	Knife	1d6+db	12	1
Fighting Knife (dirk, etc)	Knife	1d4+2+db	16	1
Mace (spray on attacker)	DEX x5	stun 2d10 minutes***	-	1
Spear	Spear	1d8+db	12	1
Fencing Foil, Sharpened	1H Sword	1d6+1+db	10	1
Rapier/Heavy Epee	1H Sword	1d6+1+db	12	1
Sword cane	1H Sword	1d6+db	16	1
Sword	1H Sword	1d8+1+db	20	1
Great Sword	2H Sword	2d8+db	24	2
Hatchet/Sickle	1H Axe	1d6+1+db	12	1
Taser (contact)	Fist/Punch	stun 1d6 rounds***	3	1
Taser (dart)	Taser	stun 1d6 rounds***	3	1
Wood Axe	2H Axe	1d8+2+db	20	2
Small Club / Nightstick	Small Club	1d6+db	8	1
Large Club / Baseball bat	Large Club	1d8+db	12	2

Sample Explosives

Explosive	Damage	Radius
81mm Mortar	6d6	6m
Ap Mine	4d6	5m
Blasting Cap	2d6	1m
Claymore Mine	6d6+6	10m
Dynamite Stick	5d6	2m
Hand Grenade	4d6	4m
Pipe Bomb	4d6	3m
Plastique (C-4), .5kg	6d6	3m
Tank Round	15d6	4m

Thrown Weapons

Name	Skill	Damage	Medium Range	Long Range
Axe	Throw	1d6	10m	20m
Javelin	Throw	1d6	20m	40m
Knife	Throw	1d4	10m	20m
Molotov Cocktail	Throw	2d6 + Ka x3 to burn	10m	20m
Spear	Throw	1d8	20m	40m
Rock	Throw	1d3	10m	20m

Handguns

Name	Skill	Damage	Ammo	Hands	Rate of Fire	Medium Range	Long Range
.22 Revolver	Handgun	1d6	6	1	1	10m	20m
.32 or 7.65mm Revolver	Handgun	1d6	6	1	1	15m	40m
.357 Magnum Revolver	Handgun	1d8+1d4	6	1	1	20m	50m
.38 or 9mm Revolver	Handgun	1d10	6	1	2	15m	40m
9mm Automatic	Handgun	1d10	17	1	2	20m	50m
.45 Revolver	Handgun	1d10+2	6	1	1	15m	40m
.45 Automatic	Handgun	1d10+2	7	1	2	15m	40m

Rifles, Shotguns, etc

Name	Skill	Damage	Ammo	Hands	Rate of Fire	Medium Range	Long Range
.58 Springfield Rifle Musket	Musket	1d10+4	1	2	1/4	60m	140m
.22 Bolt Action Rifle	Rifle	1d6+2	6	2	1	30m	60m
Garand M1, M2 Rifle	Rifle	2d6+2	8	2	1/2	110m	200m
.30-06 Bolt-Action Rifle	Rifle	2d6+4	5	2	1/2	110m	200m
.444 Marlin Rifle	Rifle	1d8+1d6+4	5	1	1	90m	150m
Elephant Gun (2B)	Rifle	3d6+4	2	2	1 or 2	100m	180m
12-Gauge Shotgun (2B)	Shotgun	4d6/2d6/1d6	2	2	1 or 2	20m	50m
12-G. Shotgun (pump)	Shotgun	4d6/2d6/1d6	5	2	1	10m	50m
12-G. Shotgun (automatic)	Shotgun	4d6/2d6/1d6	5	2	1	10m	50m
12-G. Shotgun (sawed-off)	Shotgun	4d6/1d6/1d6	5	2	1	10m	30m
AK-47 or AKM	Submachine Gun	2d6+1	30	2	2 or burst	90m	140m
M16A2	Submachine Gun	2d8	30	2	1 or burst of 3	130m	220m
Ingram Mac11	Submachine Gun	1d8	32	2	3 or burst	20m	50m
Skorpion SMG	Submachine Gun	1d8	20	2	3 or burst	20m	50m
Uzi SMG	Submachine Gun	1d10	32	2	2 or burst	40m	80m
Bazooka	Heavy Weapon	4d8	1	2	1	30m	50m

* — The listed damage bonus assumes use from horseback

** — Use rules book drowning procedure to determine hit point loss or death.

*** — Target is stunned and unable to initiate an action for specified time. Target may still parry or dodge.

+db — plus damage bonus, which varies by character.

Special — see the Grapple rules in the skill section for possibilities.

1/2 (1/4) — Can be accurately fired once every second (or fourth) action phase.

1 or 2 — One or both barrels can be fired in the same round.

Burst — Burst capacity unavailable to civilians. Must be modified or purchased on the black market.