

# Tiber Ka

By *John R. Sneed*

INTERIOR ARTIST: *Heather McKinney*

COVER ARTWORK and DESIGN: *Sam Shirley*

PROJECT and EDITORIAL: *Kenneth Hite, Sam Shirley*

GRAPHIC DESIGN/LAYOUT: *Sheila Ralston, Kenneth Hite*

PROOFREADING: *Sheila Ralston*



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## Nephilim Resources

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

**THE CHAOSIUM DIGEST** is an electronic digest which presents fully developed articles on all of Chaosium's games, including *Nephilim*. You can subscribe to it by mailing [appel@erzo.org](mailto:appel@erzo.org).

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

**ESOTERICA** is a paper British *Nephilim* fanzine. The first issue is to be published in January, 1997. You can receive more information on *Esoterica* by emailing [Adam\\_Crossingham@octavian.cmail.compuserve.com](mailto:Adam_Crossingham@octavian.cmail.compuserve.com).

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**INTRODUCTION** ..... 4

**PART I: A BRIEF HISTORY OF SORCERY** ..... 7

**PART II: SORCERY IN THE MODERN ERA.** .... 19

**PART III: THE RULES OF SORCERY** ..... 37

*Rules of Sorcery Summary (Box)* ..... 38

**FIRST CIRCLE SORCERY: CASUAL MAGIC** ..... 40

*An Example of Casual Magic (Box)* ..... 40

**FIRST CIRCLE SPELLS** ..... 42

*Aura Colors (Table)* ..... 44

**MAGICAL DUELS** ..... 49

**MAGICAL RITUALS** ..... 50

*Traditional Magical Tools and Attributes (Table)* ..... 52

*Ritual Component Bonuses (Table)* ..... 55

*Example: Rituals Involving Multiple Assistants (Box)* ..... 59

**SECOND CIRCLE SORCERY: RITUAL MAGIC** ..... 60

*An Example of Ritual Magic (Box)* ..... 62

**SECOND CIRCLE SPELLS** ..... 64

**THIRD CIRCLE SORCERY: HIGH MAGIC** ..... 74

*An Example of High Magic (Box)* ..... 74

**THIRD CIRCLE SPELLS** ..... 76

**ADDITIONAL RULES FOR THE NEW SORCERY SYSTEM** ..... 84

Creating New Sorcery Spells ..... 84

Using Grimoires ..... 85

Inscribing Spells ..... 85

**SUGGESTIONS FOR THE GAMEMASTER** ..... 86

**GLOSSARY** ..... 87

**BIBLIOGRAPHY** ..... 91

**INDEX** ..... 93

Sample file

CONTENTS





# INTRODUCTION

This book details a new Sorcery system for *Nephilim*. This new system is designed to entirely replace the system of Sorcery described in the *Nephilim* rulebook. This new system of Sorcery is fully compatible with the rest of the *Nephilim* rulebook.

In addition, this book contains details of the history and origin of Sorcery, as well as descriptions of the uses and varieties of Sorcery in the modern era. These details and descriptions will all be told from the point of view of *Nephilim* who are attempting to understand the mysteries of Sorcery.

Part One contains an excerpt from a book on the history of Sorcery that the Magician Arcanum gives to newly initiated Sorcerers. Part Two is an excerpt from an article on the varieties of modern Sorcerous practice, with notes on how Sorcery can be safely and effectively used in the modern era. Part Three holds the new system of Sorcery, as well as a new grimoire and examples of Sorcery being used in play. At the end of this book, there is an extensive bibliography for those who are interested in learning more about the Western occult tradition.

Why revise the Sorcery system?

*Nephilim* is a game of occult role-playing. The old system of Sorcery had little in common with traditional ideas of magic. The new Sorcery system attempts to describe and model a type of magic that resembles the magic described and practiced in the actual Western occult tradition. This magic is not the magic of fantasy novels and traditional gaming, where brave wizards incinerate fierce attackers with balls of fire. Instead, sorcerers work carefully planned rituals that may result in their enemies dying in a car accident or in some other seemingly unrelated fashion.

In the real world, people have been practicing magic as long as there have been people. The ancient Egyptians made charms to bless their households or to protect themselves from harm. Even today, in this seemingly rational age, witches and magicians still perform magic all over the world. In North America and Europe, most modern occultists practice magic that derives from Classical and Medieval sources. This same tradition of magic, the Western occult tradition, is the basis for the magic system in this book. The magic described in this book will not be identical to that performed by actual Wiccans and ceremonial magicians, but it will be similar, and it can be considered as the version of Western magic that is practiced in the world of the *Nephilim* game. This type of magic is quite subtle and indirect.

In the world of *Nephilim* the majority of people do not believe in the existence of Sorcery. If people were regularly or even occasionally carried aloft by magical winds or protected by armor of magical fire, then someone somewhere would likely capture these events on video and the spectacle would be shown on the nightly news. This type of obvious magic does not fit the mood or the setting of *Nephilim*.

Instead, this new system of Sorcery works in the same fashion as practitioners of magic believe magic works in our own world. This magic involves the Sorcerers performing a ritual to focus their will and their power to accomplish a given result, and if the ritual is successful, the result occurs by seemingly natural means. Nothing obviously magical happens, and yet the desired result of the ritual occurs at the appropriate time and place.

In addition to being subtle, this magic is extremely unstructured. There



is no set list of spells. Instead, spells can be created for each specific occasion. Under this system, grimoires become records of useful and powerful spells that others have performed. They can be used to augment a Sorcerer's magic. Within the guidelines provided in Part Three, Nephilim Sorcerers can create any spell they can imagine.

As is the case with the previous system of Sorcery, this new Sorcery is divided into three circles of increasing power.

First Circle Sorcery is now referred to as Casual Magic. Casual Magic is extremely subtle and quite limited in power, but it requires no rituals or preparations to use. To use Casual Magic, the Nephilim must first successfully use Ka-vision. Casual Magic is, in many senses, merely an extension of Ka-vision. Nephilim see this type of magic as manipulating the magical fields in a direct but limited fashion.

Second Circle Sorcery is now referred to as Ritual Magic. Ritual Magic requires about an hour to perform and usually requires specialized paraphernalia. It may be performed alone or in groups. Ritual Magic may be attempted at any time, but unless the Sorcerer is using a grimoire, the ritual must be designed before it is actually performed. Ritual Magic can be used to do a wide variety of powerful but non-obvious magical effects.

Third Circle Magic is now referred to as High Magic. High Magic also requires extensive ritual and paraphernalia; in addition it may only be performed at certain times, and all but the most powerful Nephilim will need to work together to perform magic of this scale. High Magic can be used to cause extremely powerful and wide-ranging effects. However, the intrinsic difficulty of casting such spells makes their casting a rare and important event.

### Compatibility

As stated above, this system of magic is fully compatible with all of the other existing *Nephilim* rules. The rules for inscribing spells and using astrological modifiers are unchanged.

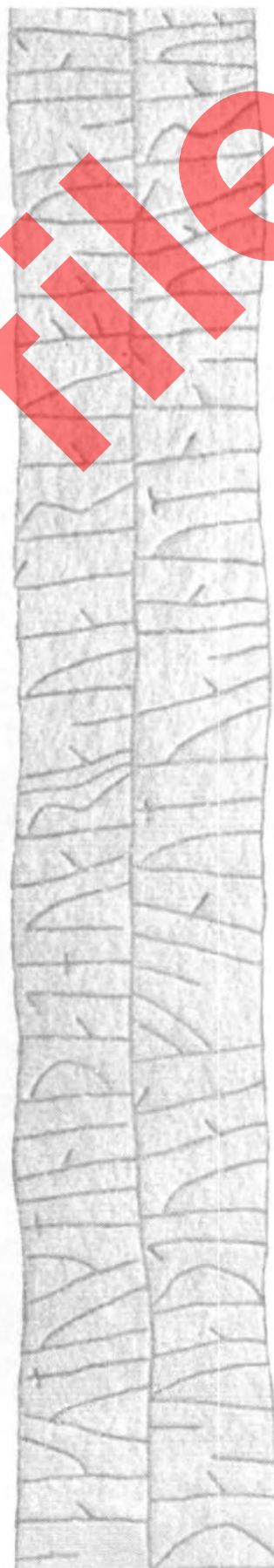
When generating a new character using these new Sorcery rules, no changes need to be made. You should refer to the spell lists in Part Three of this book instead of the spell lists in the main *Nephilim* rulebook when choosing inscribed Sorcery spells. Existing characters may be converted to the new rules simply by using the new system and replacing any inscribed Sorcery spells they possess with spells taken from Part Three of this book.

This book is not a text on how to practice magic in our world, but is based closely on the ideas and concepts used by real-world occultists. The bibliography at the end of this sourcebook is designed to both add to the enjoyment of this book, and to direct prospective students of the occult to further information. The Western occult tradition is both very rich and very demanding. As in the game *Nephilim*, occult practice requires much occult study.

It is my hope that this book will be equally enjoyable and useful to players and gamemasters who are serious students of the occult, and also to those who are unfamiliar with the Western occult tradition.

*Blessed Be.*

– Heron (John Snead) Priest of The Dragon Path

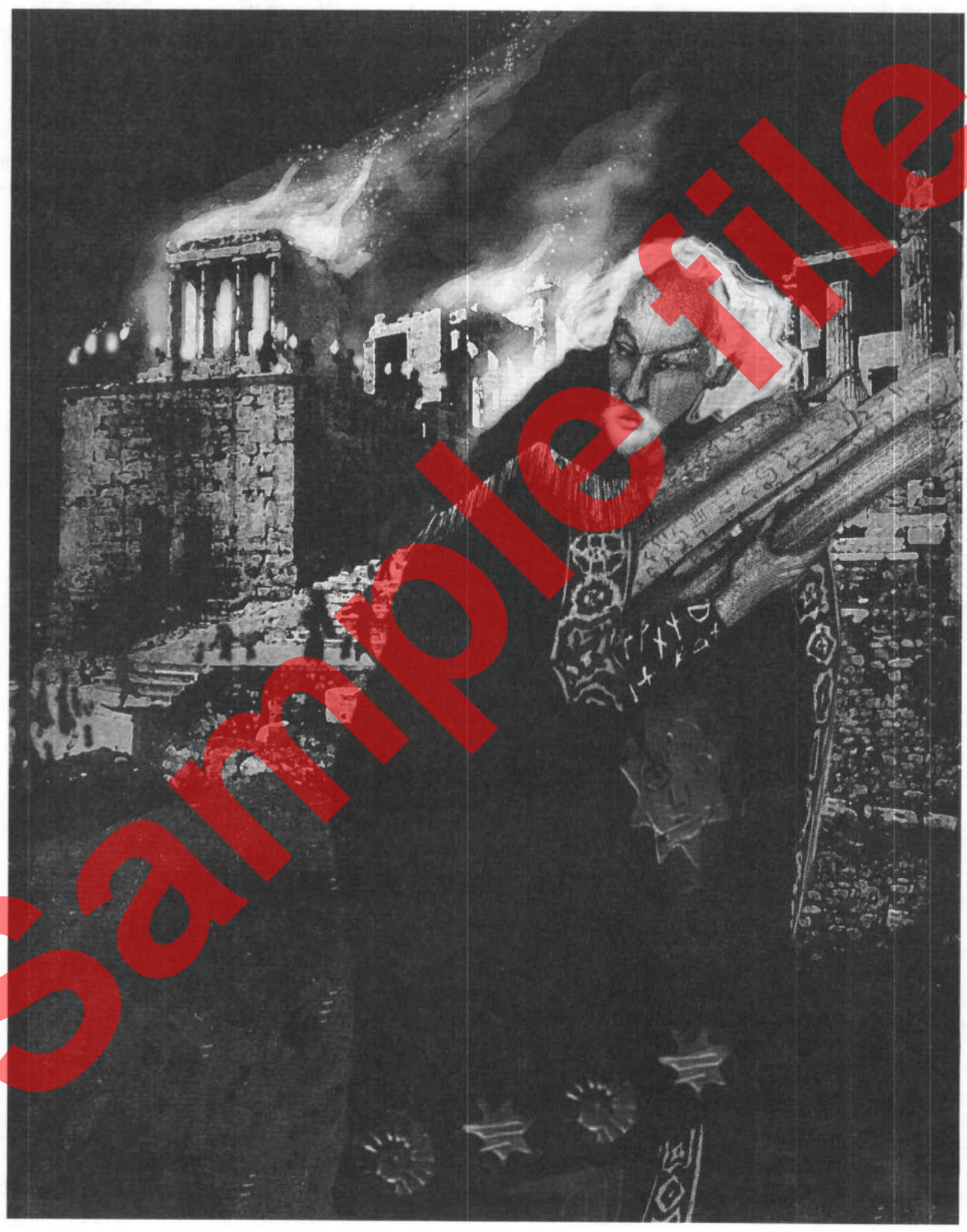






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