

A Quick Guide To Every-where & Everything

Firstly, as described in the Oft Asked Questions, there are two views of reality; Mythic and Prosaic. Most mortals can only perceive one or the other. With the merest effort of will, Nobles can move from Prosaic to Mythic and back again.

Getting around Prosaic Reality is easy but unrewarding. The gulfs between the stars can be crossed by a Noble, but unless you like dead rocks, there's not much Out There. There are far more interesting places in Mythic Reality. Everything, or everything in this universe anyway, can be reached by means of the World Ash. Unless you're blessed with the Gifts of Worldwalking or Gatemaking, you'll have to wander around Mythic Earth until you find a place where the World Ash's branches touch the world. Once you're on the Ash, going up will bring you to Heaven and down leads to Hell. They're easy enough to find, but tricky to actually get into. Finding worlds within the thick foliage of the Ash is easy enough, especially if you hire a guide or stick to the main roads (yes, there are roads in (or on) the Ash, and kingdoms too. Do not light a fire or set axe to wood on the Ash.

For a new Noble out and about, I recommend a visit to Arcadia, or possibly the Nevermorn Realms, depending on your tastes. Both of these worlds are quite close to Earth.

Chancels can be found throughout Creation, but are most common on Earth. A Chancel is an Emperor's fortress and home; a little pocket world; a fenced enclosure walled against the mundane. Most Chancels have a handful of entrances on both Mythic and Prosaic Earth, although some Chancels have only one way in (and others can be entered from any point on or in the globe). Be polite, and have yourself announced by the door wardens. Attempting to breach the walls of a chancel or bypass the Borderguard is a major faux pas, not to mention an act of war.

More information on travelling the worlds can be found by enquiring at Locus Mercat, home of the Power of Maps. The Power of Maps welcomes visitors, but please write ahead and make an appointment.

A Handy Glossary of Common Noble Terms

Aaron's Serpent: Really, really big serpent Emperor born from the World Ash.

Anchor: Mortal linked to a Noble.

Angelic Emperor: Emperor from Heaven.

Auctoritas: Mystical defences of a Power.

Celestial Family/Familia Celestis: Collective noun for the Powers who serve an Emperor.

Chancel: Mystic stronghold of an Emperor, home to an Emperor and associated Nobles.

Darklord: Emperor of the Dark. Hates humanity.

Dementia Animus: What happens to humans who see too much of Mythic Reality. Generally bad for them. Don't work Miracles in front of humans if you can avoid it.

Diabolic Emperor: Emperor from Hell.

Dominus: The person in charge of a thing is called the Dominus of that Thing. Dominus of Night, Dominus of Glory, Dominus of Glossaries, whatever.

Estate: What a Noble is responsible for.

Execrucian: A being from outside Reality, who wishes to destroy it. These people are officially Not Your Friends.

Flowers: Physical channel for powerful Miracles.

Emperor: Quasi-divine embodiment of aspects of reality. Or Vice Versa. Bigger cheese.

Lightlord: Emperor of the Light. Likes humanity.

Lord Entropy: the leader of the Council of Four, the Emperors who rule the Earth. Very big cheese indeed.

Miracle: Pretty much what it sounds like. You can do them now.

Mythic Reality: A perspective on reality where Earth hangs from the branches of the World Ash, gravity talks back to you, and things work the way humans thought they did before they got all sciencey. I blame the Greeks.

Noble: Mortal given a shard of an Emperor's Soul. Big cheese

Prosaic Reality: A perspective on reality where Earth rotates around the sun, gravity goes down, and things work the way modern humans think they do.

Rites: Magical rituals used by Nobles.

True God: Emperor Who Formed From The Universe

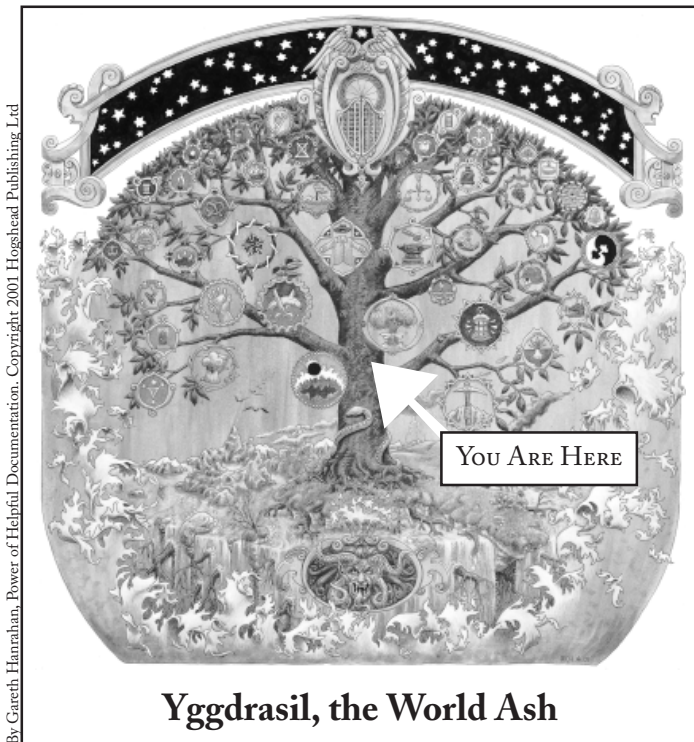
Valde Bellum: the war against the Execrucians, the 'unending war'.

World Ash: Yggdrasil, a really really really big tree in the centre of the universe, its roots in Hell, its uppermost branches reaching Heaven, and all that.

Ymera: Another term for Emperor.

So You've Been EnNobled

*a Helpful Guide for
the Newly Exalted*



So you've become a Noble! Well done, it's a career move that opens up a wide field of exciting opportunities. However, many newly ennobled people have trouble coping with this move. This handy flyer is written with the intent of answering any niggling questions you may have, and making the transition that little bit easier.

(In case you're a little confused about this ennoblement thing, what just happened – with the quasi-divine being appearing in front of you, implanting a shard of its soul in your heart and conferring part of its powers and responsibilities onto you – that was it. It probably came as a bit of a surprise to you, but congratulations and welcome to the Nobilis all the same.)

Oft Asked Questions

WHAT'S A NOBLE?

A servant of an Emperor, given a shard of the Emperor's soul and jurisdiction over an aspect of reality.

CLEAR AS MUD. WHAT'S AN EMPEROR?

This is a little more complicated. The Emperors are entities which control or define aspects of reality. Each Emperor has domain over some concept or group of concepts.

WHAT ARE THESE ASPECTS OF REALITY?

They're the building-blocks of the worlds. Depending on the Emperor who just ennobled you, you may have just become the Power of War, or Geometry, or Decay, or Gold, or Abstract Thought, or Minor Harmonies, or Spiders, or any of an infinite number of possibilities. It is your Estate. Its powers are yours. You are responsible for seeing it comes to no harm.

SO WHERE DO THESE EMPERORS COME FROM?

All over the place. Some Emperors come from Heaven, or Hell. Others are born of the World Ash, like the Aaron's Ser-

pents, or come from outside, like the Wildlords. Others form when the concepts they embody appear in reality.

HEAVEN? HELL? WORLD ASH?

Right. There are two ways of looking at pretty much everything. There's what's called Prosaic Reality – that's what you think of as reality. Planets and cities and gravity and laws of science and shoe stores and normal things. Then there's Mythic Reality. In Mythic Reality, Earth hangs from the branches of this really, really, really really big tree called Yggdrasil, the World Ash. The Ash is rooted in Hell, and Heaven sits on top like a shiny Christmas tree ornament. Surrounding the Tree is the Weirding Wall. Beyond that is Outside.

ARE YOU MAD?

You may want to hold off on that question until after I tell you that Prosaic and Mythic reality are both right, and both real.

ARE YOU MAD?

No.

OKAY. SO THESE EMPERORS RULE ALL OF PROSAIC REALITY?

Not quite. Firstly, they don't rule so much as define. Secondly, their influence extends over both perspectives.

IF THESE GUYS ARE SO POWERFUL, WHY DO THEY NEED ME?

To put it bluntly, you've been drafted. There's a war going on between the Emperors and the Excrucians. While the Emperors are off in the higher planes fighting this war, they need some people to hold down the fort and maintain pretty much everything.

WHAT'S A CHANCEL?

An Emperor's Stronghold on Earth. Probably where you are now. Emperors choose their Nobles from mortals who hap-

pened to be in the area claimed as a Chancel. As a Noble, your Chancel is your home and your refuge and your fortress, not to mention a great place to have fun in.

WHAT'S A CELESTIAL FAMILY ?

The other Nobles who serve your Emperor. You're all in the same boat, so learn to work together. The way it works is this: Each Emperor embodies several concepts, and in general each Noble serving that Emperor gets one of these concepts to manage. Delegation's the name of the game... which leads on to...

WHAT'S AN ANCHOR?

Anchors are the next level down from Nobles. They're mortals – people – who have a special relationship with a Noble, and who can be used as “channels” for that Noble's power. Think of them as proxy Nobles. You can create them and use them as your agents, which is useful.

ANYONE ELSE I SHOULD KNOW ABOUT?

Lots of people. There's the Cammora, who are sort of the Noble civil service. They've been around since the middle ages, and will give you whatever help you need. The Cammora work for the Council of Four, the Emperors who have jurisdiction over Earth. As a new Noble, you'll probably hear from a representative of the Council very soon. Do try not to annoy them.

SO WHAT DO THE NOBILIS ACTUALLY, WELL, DO?

Well, you must maintain your Estate (the bit of reality you're responsible for) and your Chancel. And help in the war against the Excrucians. You must follow your Emperor's bidding. But beyond that, you can do pretty much what you want. Attending balls, unearthing subterfuges, performing arcane rites, fighting blood-feuds, fleeing extra-dimensional assassins, creating Anchors, changing reality – you name it, you'll probably find yourself doing it. But never forget: the one thing that is utterly forbidden to you is falling in love.