

Nobilis: Antithesis

Minibook 1i

A Diary of Deceivers

Sample file

Jenna Katerin Moran



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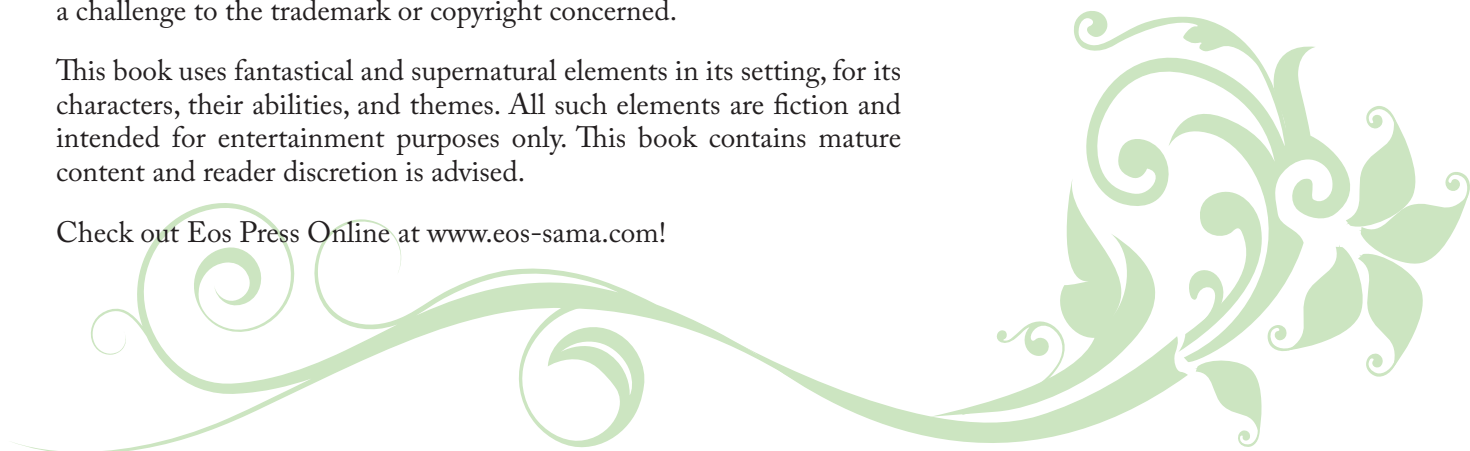
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...

The Deceivers live outside the world; they think that we have built the world out of lies. They think the whole of Creation is a jungle of deceit that we have put up to keep from seeing ourselves the way we really are.

They love us but they love not that lie.

They come to unmake the world for us. They come to help you forget the Eyes and Ears and Nose, the Work and Home and School, the Trees and Wind and Laughter and Pleasures and Hope. . . .

— Nobilis: the Essentials, Volume 1 (Kindle Locations 4145-4157)



Dedication



For Cync Brantley, Rand Brittain, Hsin Chen, Cheryl & Joseph Couvillion, Jesse Covner, Anthony Damiani, John Eure, Dara & Anna Korra'ti, Kevin Maginn, Gregory Rapawy, Alexis Siemon, Charles Spaulding, Amy Sutedja, Chrysoula Tzavelas, James Wallis, and Raymond Wood.

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Credits

Written and Conceived by: Jenna Katerin Moran

Edited by: Jenna Katerin Moran with the assistance of Sarah Newton

Cover Art by: Bethany Westmoreland

Interior Art by: Miranda Harrell *et al.*

Layout by: Jenna Katerin Moran and Charles H. Spaulding

Special Thanks: Matt Bockasma for assistance with transliteration.

Specific Art Credits

Alexander Bersekos: “Milkmay” (pg. 78, and detail on pg. 79), “Chibi-Imperator” (pg. 112), “Phoenix Posy” (pg. 127), “Welken-Rose” (pg. 175)

Anthony Damiani: “Deru-Deru” (pg. 23), “Jasmine Apocynum’s Story” (pg. 120)

Ciaoffen 师晓蒙: “Excrucian at School” (pg. 27)

CQ: footnote girls (except on ppg. 124-126) (pg. 20, &c.), “A Truth Preceding Form” (pg. 51), “Scelto of the Provenance” (pg. 14)

Heed: “No Home in Worlds” (pg. 50), “Chancel” (pg. 92)

Miranda Harrell: footnote girls and flowers on ppg. 124-126, art credits plate, all remaining internal art for **Nobilis: Antithesis** (including “the Game” on pg. D, “The Scourging of the Sinners” on pg. 10, the Morrowen Hollow and Adoration of Phasael art on 104-107 and 154-157, and much more), excerpts from the Chibi-Ex webcomic by Jenna Katerin Moran and Miranda Harrell (pg. 19, 37, 40, 45, 72 ...)

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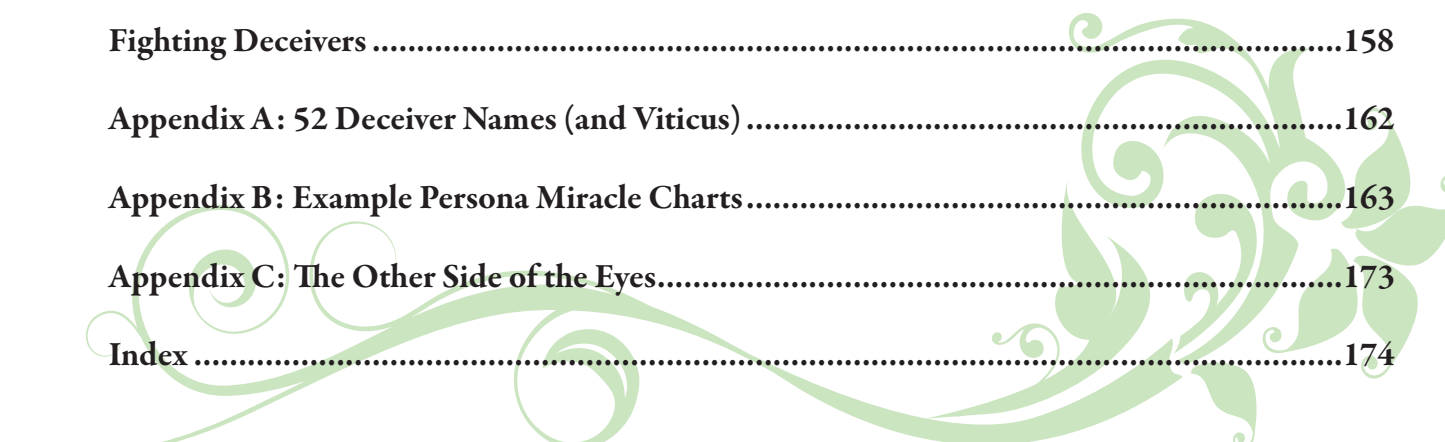
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Author's Note

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This is a mini-book for the game **Nobilis**. It talks about the Excrucian Deceivers — one of the kinds of enemies that the world has.

I'm writing this because it's been a while since I've updated the Nobilis RPG.

Also I've just released a novel, *Fable of the Swan*, with some serious Excrucian Deceiver mileage in it, and I wanted to write something RPGish that tied into it. I thought that would be a good thing for me and a good thing for the fans of the Nobilis RPG.

Anyway,

This book tells you what the Deceivers are about.

It tells you some of their stories and it tells you a bunch of useful stuff for creating and playing them in your game. The biggest thing is a lifepath system for them; if you're ever wondering, "Hey, what kind of antagonist can I throw at my Nobilis characters?" you can just pick two Keys, run through the lifepath, and have an interesting character with interesting plans. There's also a bunch of rules explication and neat stuff!



Names and Faces



I want to familiarize you with the names and faces of a few of the Deceivers that we're going to be talking about. A lot of this next section appeared in **Nobilis: the Essentials**, and you will just have to forgive me for that, because I wrote this whole book and then came back up here to the top and decided I needed to put it in here *anyway*.

So!

There are five characters that we're going to be talking about a lot, and five more that I plan to namedrop. That's not counting Ian the Falls-Short and Lord Entropy and other people serving on behalf of Creation who aren't really directly relevant to this book.

These ten Deceivers are . . .

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“The Scourging of the Sinners”
(Coriander Hasp,
from the Cathedral St. Guillame, circa 1884)

Coriander Hasp

also appearing in Nobilis: the Essentials and the webcomic “Chibi-Ex”

This Deceiver wields Ritho, the unmatched rifle — the only rifle ever numbered among the Abhorrent Weapons of the Excrucians. Its bullets are incendiary charges that set the target on fire; anything those bullets hit will keep burning until it dies. Coriander will kill you with that fire, if you get in his way, and then he will tell your corpse, “*It was not so.*”

It was not so! You did not die!

It will be tempting, but you must not believe.

No good can come of getting up again once you’ve died at Coriander’s hands, particularly if you are still on fire.

Key Game Traits

- Persona 2 (Those who Listen to Coriander Hasp)
- Treasure 5

Iolithae Septimian

also appearing in Nobilis: the Essentials and the webcomic “Chibi-Ex”

This Deceiver told the seas that they were salt; and they were thus; and strangled then the fish of all fresh waters that swam within. If you see her you must not allow her to speak. I do not know how you can possibly prevent it but even if it means your life *you must not allow Iolithae Septimian to speak.*

Key Game Traits

- Persona 5 (The Lies of Iolithae Septimian)

Jasmine Apocynum

also appearing in the novel “Fable of the Swan”

From the fabulous novel, *Fable of the Swan*, this Deceiver strides on to the stage of Principal Entropy’s School. Her eyes are night and falling stars. Her story echoes through the ages! You’re in it too, you know. It says right there! You’re one of her adoring fans.

So salute!

You know you want to. *Salute! Apocynum!*

Key Game Traits

- Persona 0 (Jasmine Apocynum’s Story)
- Shapeshifting

Phasael mery-Harumaph

also appearing in Nobilis: the Essentials

I adore this Deceiver. You’ll adore this Deceiver. *Hukkok the Angel* adores this Deceiver, and Phasael burned down Hukkok’s library, scarred him with those flames, and absconded with Hukkok’s sigil and his seal. But even so — I mean, it’s just — how can you *not* love this guy? It simply can’t be done. So I cannot save you from being hurt by him. I cannot stop you from forgiving him. But I can tell you, I can promise you, that if that happens, if he hurts you, if you let him hurt you, if you forgive him afterwards, and you’re wondering if that makes you weak and dumb, a fool: it doesn’t. You aren’t. It isn’t actually your fault.

Key Game Traits

- Persona 4 (The Adoration of Phasael)

