

LIST OF THINGS AND TERMS

THE AGENCY – private security forces and enforcement arm of The Cabal. They also hire out operational forces for private or public security in areas that may prove profitable to the Cabal's own interests. Main operational centres based in Munich, Prague and Paris. All are under the overall control of Joachim Karel, but run by Marten Gunderson.

ALCHEMY GLOVE – a protective device of wires, straps and rods Eckhardt uses when transmuting elements. Used in conjunction with the keys of Prima Materia pure elements which he wears on a kind of key ring.

THE AMULET – a talisman given to Lara by the Shaman who tutors her in the deserts after Egypt. It enables Lara to call on and enhance her natural skills and strengths.

THE CABAL (five alchemist Cabal) – a powerful alliance of five self serving individuals. Descended from the original Five Alchemists, the **Cabal of Five**. After Eckhardt's betrayal of his guild brother alchemists back in the 1400's the survivors formed the cabal for purposes of revenge. Present day members of the Cabal have no interest in revenge and have been seduced by Eckhardt's promise of longevity. The Cabal have also been infiltrated by one of the Nephilim – Shapeshifter in the persona of Joachim Karel.

THE FIVE OBSCURA PAINTINGS – originally five images created by Eckhardt, the Black Alchemist, in the late 1300's to early 1400's. Each Painting is like a Russian icon on a thick wooden base and contains one of five separate metal symbols of occult power. These alchemically refined metal symbols are embedded in the thick wood. When they are fused together they form the Sanglyph.

When Eckhardt was defeated by the Lux Veritatis the five Paintings were dispersed to Christian strongholds throughout Europe where they were overpainted with suitable Christian imagery. This was done by a deaf mute monk on the orders of the Lux Veritatis. Because the originals date from the late 1300's but the eventual approved images date from the mid 1400's scholars debate whether the Paintings should be classed as 14th or 15th century.

OBSCURA ENGRAVINGS AND MAPS – a series of engravings based on the forbidden sketches of Brother Obscura, a deaf-mute 15th century monk who was ordered to paint over the original images of Eckhardt's evil works. Brother Obscura made records of the original five images of the Paintings and their hidden metallic symbols in the Nephilim alphabet. These sketched records were tracked down and three sets of Engravings were produced. Each Engraving contains an encoded map showing the location of the Painting it relates to.

KRIEGLER CASTLE – original location of one of Eckhardt's 14th century subterranean labs. Then it became the stronghold of the Lux Veritatis where Eckhardt was kept confined by them until 1945. Present day it appears as ruins though secretly the deepest levels are partially intact.

KURTIS' FLYING BLADE – The Chirugai - A Lux Veritatis discus weapon which can be controlled in flight by the telekinetic powers of any sufficiently trained LV adept.

LUX VERITATIS – ‘Light of Truth’. A sub order of the Knights Templar, founded in 1176. Fanatics dedicated to combating the forces of darkness. They became Eckhardt’s guardians during his prolonged confinement below Castle Kriegler from 1445 until 1945. Kind of ecclesiastical storm troopers. All remaining members get hunted down and eliminated by Eckhardt and the Cabal after 1945.

MONSTRUM – the serial killer terrorising European cities. Leaves a trail of grisly murders ripping the victims apart and removing body parts. Crime scenes are always left daubed with arcane symbols.

NEPHILIM – an ancient race mentioned in the gospels of Enoch. Also recorded as The Watchers, the Grigori and the Enluminated. They were the hybrid descendents of angels and mortals. The race was almost wiped out in pre-biblical times. A dozen or so survivors living in the desert plains of Anatolia were sought out by Pieter Van Eckhardt in the 1300’s. They entered a pact with Eckhardt by which he would use his alchemic skills to enable the Nephilim to flourish again and inherit their rightful domain on the earth.

PROTO NEPHILIM – one of the many unsuccessful attempts by Eckhardt to breed an improved human ready for interbreeding with Nephilim. The experiment went wrong and Eckhardt ordered it put down by Boaz. She disobeyed and kept it locked up in the labyrinth beneath the Strahov for her own use.

PRIMA MATERIA – ‘first matter’ - the quintessentially purified form of any element achieved by prolonged alchemical processes. Eckhardt carries a set of Prima Materia Keys, samples of these pure elements. He uses them to transmute organic elements in his victims into the ones he needs for maintaining his withering body and for use in his alchemical work.

SANGLYPH – literally the ‘Blood sign’. A discus like object consisting of five interlocking metallic Symbols of Occult Power. These metal symbols were made from ‘purest’ metals of Nephilim origin stolen from the dying race. The Symbols were divided and hidden inside five Paintings. These Paintings later became known as the Obscura Paintings when they were dispersed to secret sites and overpainted with Christian imagery between 1445 and 1447.

The Sanglyph was a dark masterwork of alchemic skill using the black arts and human sacrifice. It was created by Eckhardt during his 100 years grace to defeat and dominate the Nephilim. Along with the Glove it is essential for his plan to awaken the Sleeper and restart the Nephilim race.

SHARDS - THE THREE PERIAPT SHARDS – Three crystal Shards originally belonging to the Nephilim race. Capable of bestowing great power on anyone with the knowledge to use them properly. All three were stolen by Crusaders in the 1200’s and brought back to Europe. Disappeared in the Languedoc region of France.

Used to keep Eckhardt prisoner from 1445 until 1945. Kurtis inherited two of them after his father's murder by the Cabal.

THE SLEEPER – the Cubiculum Nephili. A dormant Nephilim which has been dug up from the subterranean levels of an ancient city in Turkey and brought to Prague by the Cabal. It is protected by some impenetrable coating that Eckhardt needs to transmute alchemically before the Sleeper can be awakened and used in Eckhardt's plan to restart the Nephilim race.

STRAHOV COMPLEX – sprawling monstrosity of a building in Prague. One of the central strongholds of The Cabal housing their main medical and experimental facilities. Honeycombed by subterranean layers of tunnels. Main work station of Kristina Boaz and Grant Muller.

TRANCING ROOM – a chamber beneath Castle Kreigler used by the Lux Veritatis for 'far viewing'. Involves deep trance techniques taught only to initiates. [Game II.]

VAULT OF TROPHIES – a hidden Lux Veritatis vault containing weapons, secrets, and records from the centuries long battle with the Cabal and Eckhardt. The fifth and last Painting is hidden there. Eckhardt has located the Vault but been unable to gain entry.

VITA MORTUA – 'the living death'. A curse of unending confinement that cannot be lifted by death. The victim is conscious but tormented by the inability to move or act. Eckhardt had to endure this from 1445 until 1945 when he was 'sprung' by the intervention of the Cabal who diverted Allied bombers to destroy Castle Kriegler. He was kept powerless and in pain by the Lux Veritatis with the three Periapt Shards inserted in his abdomen, chest and third eye.