

# Nymphaea

Φύσις κρύπτεσθαι φιλεί. - Nature is wont to hide herself. — Heraclitus  
My wish is to stay always like this, living quietly in a corner of nature. – Claude Monet

**Quote:** Hail, Mortal. The grove in which you tread was once sacred to the Theoi and is now so to me. You have but three tics to pack up the picnic and leave these grounds.... Or else you will carry it out by sandwiches wedged in nether passage. One... Two....

The Nymphaea are unknown. Most of the Changeling Kingdoms of the world view them as a long-forgotten family of Inanimae; antiquated relics of a bygone age to be remembered fondly if remembered at all. Even most Changelings of the Greek Speaking World barely comprehend what the Nymphaea were, let alone are. Only the Neráidais (Greek Changelings) can boast knowledge of this wild Fylí (Kith).

Where the Inanimae cease and the Dreaming families begin is the narrow existence where-in Nymphaea dwell. Wild streams, beautiful sunsets seen from a cliff, ivy thickets that cover a forgotten glade; these liminal times and areas are the last remaining locii of the once prolific Fylí. While they still exist, their numbers dwindle day by day. Perhaps this is why so few of the other Neráidais open up when pressed for information.

Female to a one of them, the insular Nymphaea maintain their sacred places - Eking out their wild existence far from prying eyes. These places dwindle so quickly, and soon enough there will be no wild places at all. The Nymphaea are aware of this and struggle ceaselessly as stewards until that day.

**Appearance:** The Nymphaea are beautiful. There is no need to mince words. They are beautiful like a sunset is beautiful. Like a night sky. Like a mountain, like a wild forest.... In Andros Metamfiesi (Mortal Mien) they appear as wild women with large bright eyes in colors to match their chosen elements... rock grey for the lampades, sunset amber for the Hesperides, ocean blue for the Oceanids, etc...

The Neráidais Metamfiesi manifests in much the same, but now the whole loci are manifested. The lampades have dark grey skin, thick spiky hair and deep black eyes the color of a hole. The Hesperides glow with all the colors of the sunset with eyes that are the green flash of the sun's last goodbye on the horizon... Few can see the Nymphaea's Neráidais Metamfiesi and not fall in love

**Lifestyle:** The outside world has little truck with the Nymphaea, who in turn are just fine with that. The outside world is polluted and loud and angry and miserable. However, with the intrusion of the modern into the wild places, they may have to make occasional ventures to defend their own, even so far as to team up with others (*If not other Nymphaea, than other Fylí*) The wise Neráidais knows not to underestimate an angry Nymph on a mission.

*Ápeiros Nymphaea* are rare creatures. Painfully shy, they never leave their grotto without an aunt to protect them from the horrors of the outside world.

## OIKOGÉNEIA: The Families of Nymphaea

Here are just a few of the different families of the Nymphaea, known as Oikogéneia to those Neráidais of Olympos and Cloud Cuckoo Land both. Those in the know (*with a roll of Wits + Occult difficulty 8*) may recognize the elements associated with each Nymphaea, which may score them a few brownie points. Others will still be at the mercy of this xenophobic Fylí.

- Alseides: (Groves)
- Anthousai (Flowers)
- Asteriae (Stars),
- Auloniades (Pastures For Grazing)
- Aurae (Wind)
- Crinaeae (Fountains)
- Dryades (Groves Of Oak)
- Eleionomae (Swamps)
- Epimeliades (Apple Orchards)
- Haliae (Seashores)
- Hesperides (Sunsets)
- Hyades (Rain)
- Hyleoroi (Deep Forests)
- Kissiae (Ivy Thickets)
- Lampades (Underground Caves) -
- Leimakides (Meadows)
- Limnatides (Lakes)
- Naiads or Naides (Fresh Water Pools)
- Napaeae (Valleys)
- Nephele (Clouds)
- Oceanids (The Deep Ocean)
- Oreads (Mountains),
- Pegaeae (Small Fresh-Water Springs)
- Potameides (Rivers)



*Epanastátis Nymphaea* have been exposed to some of the concerns of the outside world. Pollution, crime, anger, and war have all raised their ugly heads. This may drive some *Epanastátis Nymphaea* into deeper hiding, others are driven to war themselves.

*Sofós (also called Hamadryads) Nymphaea* steel themselves away into their little glades or grottos. They are regal queens, stately and beautiful, but tired, jaded and cold. They may instruct a group of *Ápeiros Nymphaea* in all her secrets, or she may just turn her back on the world. Whatever path she chooses, she will make herself comfortable as possible while she fades away into her element....

**Affinity:** Nature

**Glamour Ways:** Nymphaea can only regain Megaleío from their own natural world, harvesting this wellspring of wyld Glamour in the same manner as the Nunnehi and other elemental Fae. They never ravage or reap these places.

**Unleashing:** Cantrips cast by the Nymphaea are accompanied by waves of their elemental ties. For instance *Anthousai* Cantrips are accompanied by the fragrance of flowers, while *Lampade* Cantrips bring with them a darkening of the scene and lengthening of shadows that play across the area....

### Birthrights

**Beauty of Nature (*Omorfiá Tis Fýsis*):** The Nymphaea are tied to their habitat in a way that few outside the *Inanimae* can reckon. The beauty of these wild places is mirrored in the countenance of the *Fylí*, and the other way around. At Character Creation a Nymph gains +3 free points to Appearance, even if, and usually if, this takes them above 5. They can never botch a roll that involves appearance.

**One with the Realm (*Éna Me Ti Sfaíra*):** The Nymph is so bound to her *locii*, that she can swim through it as if it were the clearest water. Be it the sunset, the clouds, the night-sky, or even the rocks of her underground cave... It costs no *Megaleío* to swim through her own. If attempting to use the *loci* of her sisters (Such as a *Lampades* visiting her *Pegaeae* sister) it costs one point of *Megaleío*. While immersed thusly, the Nymph is invisible to all others. Though other Nymphaea may see her, others cannot hope to even sense her without magic aid.

In addition, the Nymph may enact small changes in the natural environment through force of will. Waves may grow choppy, the earth may rumble, the sunset can darken, the stars can twinkle harder, the trees may shake violently... while simply small cosmetic changes, they can prove threatening if used imaginatively. It takes a willpower roll, difficulty 7 to manifest these effects.

### Frailties

**Bound by Elements (*Desmevméno Apó Stoicheía*):** The Nymphaea Families are bound to their elements and cannot be away overlong. For every few days (Equal to stamina) that the Nymphaea are away, they lose one die to any roll. Each day thereafter they continue to lose one a day. When they no longer have any die to roll, they collapse into themselves, and lose their *Fae mien*. They become perfectly normal mortals, who wonder who they are, and where their clothes are.

They can slow this by immersing themselves into any natural source of Glamour (even if it's not their own). But once they leave this spot, the countdown will continue. The only way to completely counteract this loss is to find their own element and taking at least 24 hours to replenish.

In addition, they can only regain spent *Megaleío* by immersing in this their natural element and mediating.

**Burnt by the Banal (*Kaméni Apó To Koinótopo*):** The Nymphaea are doubly harmed by the banal trappings of the modern world. Any points of banality that they would normally receive from the real-world count as two. In addition, this also deals physical damage to them, on a one for one basis - A point of *Apogniktikós* (Banality) also does one point of bashing damage. It should also be noted that overly polluted elements (Smog, Industrial dumping, land-fills) deal damage akin to banality. When exposed to such pollutants, the Nymphaea treat them the same as banality.

### Amarantos, Auloniades of Kea- conveys secrets of the *Fylí* while hiding somewhere in her pasture...

**Automatae:** I suppose there is something to be said about seeking solace in duty. As long as there is time to find solace in all the rest as well...

**Cyanocephali:** We all need our villains I suppose.

**Graeae:** One day. Soon perhaps. But not now.

**Kéntauros:** In times long past, they would chase us and play love games with us. Now they cannot run as they use to, and play the games so rarely... I wonder if that is our future as well?

**Keteas:** They serve their roles well and should be left to do so. But that role has nothing to do with me, regardless of similarities.

**Maenads:** Passion is a fickle thing.... It is a dog that often bites its owner. I feel that Maenads are that dog.

**Melissae:** No one of us is more honest. No one is more determined. No one is more loved.

**Onocentaur:** Is it really that bad? To be someplace small and tight? I know many men would disagree...

**Strix:** As bloody as the Maenads, as determined as the *Melissae*, as fearsome as the *Graeae*. It is a blessing that they are our protectors...

**Teumessian:** Liars and cheats. They often pass through our realms. We do not make our presence known when they do so. They are always bearers of ill happenings.

