



# IN NOMINE™

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Derek Pearcy based on an original  
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# A VERY NYBBAS CHRISTMAS



AN e23 ADVENTURE  
FOR *IN NOMINE*® FROM  
STEVE JACKSON GAMES  
FOR 3 TO 6 PLAYERS

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**CONVERSIONS BY**  
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*“Oh come, all ye faithful, to the HUGE ‘Christmas in July’ SALE going on RIGHT NOW at BLUMENFIELD’S!!! Hark! I hear prices dropping! Spread peace and joy all year ‘round. Why wait for December? Start buying now! Nothing shows how much you care like a present from Blumenfield’s! Away in a manger? Order from our catalog! Operators are waiting for your call!!!”*

*Beneath reflections of Santas dancing on his glasses, Nybbas smiled. “Oh yeah. Now this has potential.”*



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## GURPS IN NOMINE

This adventure can be played with both the traditional *In Nomine* rules, or *GURPS In Nomine*. The converted characters have been only slightly “normalized” – they are straight conversions, using the rules in Chapter 9 of *GURPS In Nomine*. The only exception is in levels of Discord; in a normal conversion, an adapted Frequency of Submission table (pp. CI10-11) would be used. For simplicity, Discord has been taken “straight,” with the default *GURPS Basic Set* or *GURPS Compendium I* mechanics. Human characters have also been rounded or approximated in some cases.

### *Extra Hit Points and Reduced Hit Points*

Many of the converted *GURPS* characters have Extra Hit Points for physical, mental, and celestial combat. The physical advantage is written as Extra Hit Points for the vessel in question. Extra Hit Points (Mind) are bought with the -50% Limitation, “Only for mental combat,” and Extra Hit Points (Soul) are bought with the -20% Limitation, “Only for celestial combat.” Reduced Hit Points for Mind Hits and Soul Hits have the same Limitations. See pages 27 and 28 in *GURPS In Nomine* for more information.

### *Seneschals*

All the Seneschals in this adventure are Word-bound to their Tethers. The benefits that Word-binding grants are typically deter-

mined by the GM, and so have not been added to the Seneschals’ point totals. Instead, they are all presumed to have an additional level of Celestial Rank, for 5 points.

### *Power Investiture and Essence Control*

The *GURPS In Nomine* advantages Power Investiture (p. IN27), and Essence Control (p. IN31) are both included in the Basic Celestial Template (pp. IN9-10). Non-player celestials are assumed to have the default 9 levels of Essence Control, and have allocated their initial Power Investiture levels to Power Investiture (Corporeal) 3, Power Investiture (Ethereal) 3, and Power Investiture (Celestial) 3. Any totals listed in the descriptions include these levels plus any additional purchased.

### *Page References*

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, BE to *GURPS Bestiary*, and IN to *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).

The Demon Prince of the Media has a great idea. Why not complete the secularization of Christmas in one fell swoop? Get stores to start decorating for Christmas before Halloween; hell, before Labor Day, and suck the last drops of religious meaning from Christ’s birthday. Promote

getting above giving. Selfishness and guilt everywhere! And put the last nail in St. Nicholas’ coffin by making his namesake a pitchman. That even beats having Fred Astaire sell vacuum cleaners from the grave.

Now for some good P.R.



# THE AD MEN

Nybbas doesn't want to entrust his brain child to amateurs, so he calls in some heavy hitters to organize his campaign. Of course, any of his servants will be told to cooperate with the plan, which he is launching nationwide in the United States.

He wants to use the Blumenfield's chain as a starting place for the "Christmas in July" media blitz, then use their success to pressure other stores into following suit. He then plans to continue his media Christmas until he has destroyed the sanctity of the holiday. Jezreel is all set to give Blumenfield's the full Madison Avenue treatment, and Rex is along to ensure that every segment of society laps it up.

## JEZREEL

### *Balseraph Knight of the Media*

**Corporeal Forces – 2**

Strength 3      Agility 5

**Ethereal Forces – 4**

Intelligence 10      Precision 6

**Celestial Forces – 4**

Will 8      Perception 8

*Vessel:* Human/3 (Charisma +1)

*Role:* "Jessica Meyers," Advertising Executive/4, Status/4

*Skills:* Artistry/6 (Graphic Arts), Computer Operation/3, Driving/2, Fast-Talk/6, Knowledge/6 (Advertising), Savoir-Faire/4

*Songs:* Charm (Celestial/4), Motion (Celestial/5), Thunder/3, Tongues (Corporeal/6, Ethereal/4, Celestial/3)

**Attunements:** Balseraph of the Media, Knight of Influence, Subliminal

Jezreel is a highly successful advertising executive working for the firm of Brown & Samuels, one of the hottest ad agencies in New York. Not only could she sell a refrigerator to an Eskimo, she could get him to pay extra for an ice dispenser. She currently enjoys great favor with Nybbas and she wants to keep it that way.

He has asked her to get the Blumenfield's account and clean it up – less tacky hard-sell, more palatable and marketable. She'll have to steal it from one of her competitors, but she's got no problem with that. She plans to go to the Blumenfield's execs and pitch her ideas until they sign on with her. From that point it's in the bag. Christmas practically sells itself.

In person, Jezreel likes to go for the severe, board-room look. She loves the trappings of success and always wears the best of everything, but never to tacky excess. She goes for \$150 haircuts and \$150,000 automobiles. She can easily afford both.

## MORE ON THE POWERS THAT BE

More about Andrealphus, Nybbas, and Rex can be found in *Superiors 2: Pleasures of the Flesh*. Malphas' extended write-up is in *The Final Trumpet*, while Mammon, Demon Prince of Greed, is in *Superiors 4: Rogues to Riches*. For more about the Archangels, consult *Superiors 1: War and Honor* for Laurence and Dominic. Christopher, Archangel of Children, is found in *Night Music*.





# JEZREEL, BALSERAPH KNIGHT OF THE MEDIA

## 800 1/2 POINTS

ST 8 [-50]; DX 11 [-20]; IQ 22 [125]; HT 8 [-50].

Speed 4.75; Move 4.

Dodge 4.

**Advantages:** Band (Balsraph) [26]; Band Attunement (Balsraph of the Media) [30]; Basic Celestial Template [480]; Distinction: Knight of Influence [21]; Essence Control 10\* [1]; Extra Hit Points (Mind) 3 [8]; Extra Hit Points (Soul) 3 [12]; Manual Dexterity +1 [3]; Power Investiture (Ethereal) 4 [10], Power Investiture (Celestial) 4 [10] Role (Advertising Executive; Wealthy; Status +1) [40]; Servitor Attunement (Subliminal) [35]; Servitor of the Media [4]; Vessel (Woman; Attractive, Extra Hit Points +12) [95].

\* Bought up from the Basic Celestial Template.

**Disadvantages:** Power Investiture (Corporeal) 2 [-10]; Reduced Alertness -4 [-20]; Weak Will -4 [-32].

**Quirks:** Always wears the best in quality – and price. [-1]

**Skills:** Artist (Graphic Arts)-23/29; Computer Operation/TL7-23 [2]; Electronics Operation (Computers)/TL7-20 [1/2]; Driving (Car)-17 [1]; Fast-Talk-25 [8]; Professional Skill (Advertising)-25 [8]; Savoir-Faire-26 [4].

**Songs:** Charm (Celestial)-21 [8]; Motion (Celestial)-22 [12]; Tongues (Celestial)-20 [4]; Tongues (Corporeal)-21 [16]; Tongues (Ethereal)-21 [8]; Thunder-21 [4].

## REX

### *Demon of Cool* *Balsraph Baron of the Media*

**Corporeal Forces – 6**

Strength 12      Agility 12

**Ethereal Forces – 3**

Intelligence 6      Precision 6

**Celestial Forces – 6**

Will 12      Perception 12

*Vessel:* Human male/5 (Charisma +3)

*Suggested Word Forces:* 14

*Skills:* Dodge/3, Driving/5, Fighting/5, Knowledge/6 (What's Currently Cool), Savoir-Faire/6, Seduction/6

*Songs:* Attraction (Ethereal/6), Charm (Corporeal/5, Ethereal/4, Celestial/5), Form (Celestial/6), Light (Corporeal/6)

**Attunements:** Balsraph of the Media, Baron of the Fourth Estate, Balsraph of Lust, Balsraph of

Dark Humor, Dark Desire, *all* of Nybbas' Servitor Attunements, the Demon of Cool.

**Special Rite:** Rex gains 1 Essence every time he starts a trend.

**Special Ability:** The Demon of Cool can *create* cool – or at least make people think that whatever he is doing or saying is cool. In person, he can affect 10 people for each Essence he spends, making them believe that one thing he has said or done is cool. However, the real power of this attunement works through visual media. When he is seen on screen (TV, movies, photographs, etc.), his attunement affects ten percent of his audience per Essence spent. Either in the flesh or seen through a lens, his victim may make a Will roll to resist him; celestials add their Celestial Forces to the roll.

Just as visual media gave birth to the image of cool, the Prince of the Media gave life to the Demon of Cool, and Nybbas is a very proud parent. Not surprisingly, Rex's Word goes hand in hand with his father's. Cool would be nowhere without the media,





## REX, BALSERAPH BARON OF THE MEDIA, DEMON OF COOL 2,493 1/2 POINTS

ST 26 [225]; DX 28 [275], IQ 14 [0]; HT 26 [225].

Speed 13.5; Move 13.

Dodge 17; Parry (Judo) 13.

**Advantages:** Alertness +12 [60]; Ally Group (His servants; 15 or less) [60]; Basic Celestial Template [480]; Band (Balsraph) [26]; Band Attunement (Balsraph of Dark Humor) [4]; Band Attunement (Balsraph of Lust) [43]; Band Attunement (Balsraph of the Media) [30]; Combat Reflexes [15]; Demon of Cool [86]\*\*; Distinction: Knight of Influence [21]; Distinction: Captain of Swank [15]; Distinction: Baron of the Fourth Estate [40]; Essence Control 29 [20]\*; Extra Hit Points (Soul) +15 [60]; Fashion Sense [5]\*\*; Power Investiture (Corporeal) 6 [30]\*; Power Investiture (Celestial) 6 [30]\*; Power Investiture (Word-Forces) 14 [140]\*\*; Rite: Start a Trend [2]\*\*; Secret Advantage (Word-related powers) [100]\*\*; Servitor Attunement (Dark Desire) [47]; Servitor Attunement (Soundtrack) [10]; Servitor Attunement (Subliminal) [35]; Servitor of the Media [4]; Strong Will +12 [48]; Vessel (Very Handsome; Zeroed; Extra Hit Points +41) [265].

\* Bought up from the Basic Celestial Template.

\*\* The Special Ability of Rex's Word is built as Symphonic Influence [30] with the modifiers Multiple Targets [+30%], No Roll Required [+66%], Enhanced through Media [+100%], and Costs Essence [-10%]. His Word also gives him Power Investiture (Word-Forces), which allows him to manipulate extra Essence and serves as optional Extra Hit Points (Soul) in combat, as well as adds to disturbance when he goes celestial; Rite: Start a Trend; Fashion Sense; and . . . a Secret Advantage, representing any further powers the GM deems appropriate.

**Disadvantages:** Reduced Manual Dexterity -6 [-18]; Short Attention Span [-10].

**Skills:** Brawling-27 [1/2]; Boxing-26 [1/2]; Driving (Car)-30 [8]; Judo-25 [1/2]; Karate-29 [8]; Motorcycle (Scooter/Light)-27 [1/2]; Motorcycle (Medium/Heavy)-27 [1/2]; Savoir-Faire-18 [8]; Sex Appeal-29 [8]; What's Currently Cool-17 [8].\*

\*What's Currently Cool is a Mental/Average skill, like Streetwise only . . . Cool.

**Songs:** Attraction (Ethereal)-14 [16]; Charm (Corporeal)-16 [12]; Charm (Ethereal)-12 [8]; Charm (Celestial)-16 [12]; Form (Celestial)-17 [16]; Light (Corporeal)-17 [16].

but the media would have far less influence without the attraction of being hip.

Rex is simply the embodiment of all that is cool. He always seems to be doing, wearing, or smoking the latest thing, just before everyone else discovers it. He makes James Bond look like a bum. He also enjoys seeing what extreme or unhealthy act he can persuade humanity to undertake just because it has his stamp of approval on it. Smoking, drinking to excess, one night stands, stealing; Rex has successfully promoted all of these activities as cool.

Kobal gets along with him extremely well. Decorative branding is the result of the latest bet

between them, and the Prince paid up by giving Rex the Balsraph of Dark Humor attunement.

However, Rex's favorite Prince (aside from his father, of course) is Andrealphus. They enjoy being around each other almost as much as they enjoy being around themselves. Over the years, Rex has done as much to promote the Word of Lust as his own Word, considering them to be inseparable. Andrealphus has rewarded him with a couple of attunements, and in other ways which neither of them will discuss.

Rex's personality and appearance are as changeable as fashion. One minute he's brooding around





in a leather jacket, the next he's raving in a polyester shirt and tattoos. He learned the Corporeal Song of Light for the sole purpose of keeping himself in the spotlight, and the Celestial Song of Form so that he could change his body type as easily as he changes his clothes. His servants (and he has many of them) are his fawning, sycophantic hangers-on.

Whenever Nybbas wants Rex to perform a specific task, he teams him up with a very organized Servitor (such as Jezreel, above). Nybbas is aware of the necessity for both great ideas and detailed planning, the latter not being Rex's strong suit. He has the attention span of a teenager on eXtasy.

## BLUMENFIELD'S

Blumenfield's started in the late 1800s as a department store in New York run by immigrants from Germany. Sales from their popular catalogues helped them expand into other cities, and their growth exploded in the '50s as parents bought more and more for their baby boom children. Blumenfield's has stores in more than half the country, but they are currently facing a financial crisis which leaves them vulnerable to takeover bids by other conglomerates.

The Blumenfield's executives were a little overwhelmed by Jezreel's onslaught, but they quickly realized that she would make them a great deal of money with her skill and ideas. Not being stupid, they have thrown the weight of their approval behind the Christmas campaign.

## LES CALDWELL

### *Blumenfield's CEO*

#### **Corporeal Forces – 1**

Strength 2      Agility 2

#### **Ethereal Forces – 2**

Intelligence 6      Precision 2

#### **Celestial Forces – 2**

Will 4      Perception 4

Toughness: 2

Status: 5

Skills: Computer Operations/2, Driving/3, Detect Lies/4, Fast-Talk/2, Knowledge/4 (Business Operations)

Les Caldwell is a tough, savvy businessman whose skills haven't been quite enough to halt Blumenfield's slow decline. He is originally from Brooklyn, a local kid making good by getting through Harvard, and then an M.B.A. from the University of Chicago. After a few noteworthy successes in bailing out companies with problems, he decided to take on the task of restoring Blumenfield's to its former glory.

The shareholders were glad to see him, but in the three years he has been at the company's helm, he has still not managed to produce a complete turnaround in its fortune. He regards Jessica and her ad campaign as promising for the company, however he is reserving judgment until solid proof arrives of her plan's effectiveness.

## NATALIA PEJOVIC

### *Blumenfield's Sales Associate*

#### **Corporeal Forces – 2**

Strength 3      Agility 5

#### **Ethereal Forces – 2**

Intelligence 4      Precision 4

#### **Celestial Forces – 1**

Will 2      Perception 2

Toughness: 1

Status: 2

Skills: Fast-Talk/1, Knowledge (Fashion/4), Languages (Serbo-Croatian/3, Italian/2, French/2), Savoir-Faire/3

Natalia is a 23-year-old sales associate who has worked for Blumenfield's for a year. In keeping with her line of work, she is outgoing and talkative, not to mention extremely good looking. She thinks that the "Christmas in July" theme is rather tasteless, but she won't complain about making more commissions if the advertisements work.

She is an average member of the Blumenfield's sales force, although slightly more cosmopolitan than the norm. The GM can have her working in any city where the players are operating.





## LES CALDWELL

### 46 POINTS

**ST** 7 [-20]; **DX** 8 [-15]; **IQ** 15 [60]; **HT** 7 [-20].

Speed 3.5; Move 3.

Dodge 3.

**Advantages:** Extra Hit Points +1 [5]; Extra Hit Points (Mind) +4 [10]; Extra Hit Points (Soul) +2 [8]; Reputation +3 (Bail-out CEO; high-ranking businessmen, 10 or less) [3]; Status 5 [20 Very Wealthy [30].

\* One free level of Status from Wealth.

**Disadvantages:** Reduced Alertness -2 [-10]; Weak Will -4 [-32].

**Quirks:** Demands proof, not words; Distractible. [-2]

**Skills:** Administration-16 [4]; Computer Operations/TL7-15 [1]; Driving (Car)-10\* [0]; Detect Lies-15 [4]; Fast-Talk-14 [1]; Savoir-Faire-15\*\* [0].

\* Default from IQ.

\*\* Free from Status.

**Languages:** English (native)-15 [0].

## NATALIA PEJOVIC

### 30 1/2 POINTS

**ST** 9 [-10]; **DX** 13 [30]; **IQ** 11 [10]; **HT** 9 [-10].

Speed 5.5; Move 5.

Dodge 5.

**Advantages:** Beautiful [15]; Extra Hit Points +3 [15]; Fashion Sense [5].

**Disadvantages:** Reduced Alertness -2 [-10]; Weak Will -3 [-24].

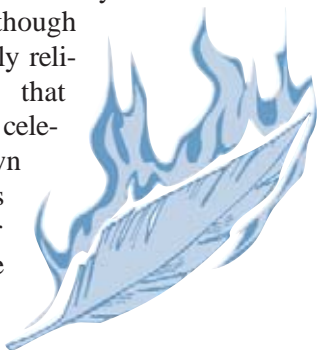
**Quirks:** Talkative. [-1]

**Skills:** Fast-Talk-10 [1/2]; Merchant (Fashion)-11/17 [4]; Savoir-Faire-12 [2].

**Languages:** English (native)-11 [0]; French-10 [1]; Italian-10 [1]; Serbo-Croatian-11 [2].

# SCROOGE

Nybbas isn't the only Prince of Hell who thinks year-round Christmas is a good idea. Malphas is delighted with the concept. What better way to drive a wedge between Christianity and all the other religions? Act as though Christmas is the only religious holiday that Americans want to celebrate, ram it down everyone's throats regardless of their beliefs, encourage non-Christian children to beg their



parents for Christmas presents, then sit back and watch the fun. This could make the Middle East look like a schoolyard scuffle.

Malphas has assigned his Servitors to support Nybbas' campaign any way they can. First, they should encourage Blumenfield's competitors to fight back with their own Christmas campaigns, and second, they should stir up resentment among other faiths. There's nothing that servants of Factions do so well as setting groups against each other.

Unbeknownst to Nybbas, Malphas has sent one Servitor to Earth in order to spread a rumor that the angels are behind this Christmas nonsense. Some demons are bound to believe it and try to stop Nybbas' plan, but hell, they don't call Malphas the Prince of Factions for nothing.





## HAZAEEL

### *Impudite Servitor of Factions*

#### Corporeal Forces – 3

Strength 4      Agility 8

#### Ethereal Forces – 3

Intelligence 5      Precision 7

#### Celestial Forces – 3

Will 6      Perception 6

*Vessel:* Human male/3

*Role:* Journalist/3, Status/3

*Skills:* Computer Operation/4, Dodge/2, Escape/2, Fast-Talk/5, Lying/3, Move Silently/2

*Songs:* Attraction (Ethereal/3), Motion (Corporeal/3), Possession/2

**Attunements:** Impudite of Factions, Imbroglia

Hazael is a smooth operator. He is very skilled at leading people down the path he chooses for them, convincing them at every turn that it is their own idea. Creating a war of niceness between retail conglomerates is just the sort of big job he has been dying to oversee. If he does his job well, he might even get a Distinction out of it.

In preparation for his current assignment, he watched *A Miracle on 34th Street* over a hundred times. His favorite moment is when the competing department stores become outwardly altruistic in order to make more money. Not being a very original thinker, he plans to use the same tactics to get

other chains besides Blumenfield's into the Christmas spirit.

He has assumed the Role of a well-known columnist, and he will use the national forum of newspapers to trumpet the joy and goodwill of Blumenfield's, "as they keep the spirit of Christmas alive all through the year." Traveling around the country, he will interview the management of other large chains, asking for their response to Blumenfield's campaign and trying to goad them into defending themselves in the media.

## JEHOZABAD

### *Shedite Knight of Deception*

#### Corporeal Forces – 4

Strength 10      Agility 6

#### Ethereal Forces – 3

Intelligence 6      Precision 6

#### Celestial Forces – 3

Will 8      Perception 4

*Skills:* Dodge/4, Emote/3, Fast-Talk/2, Move Silently/6

*Songs:* Entropy (Ethereal/3, Celestial/1), Possession/4, Shields (Corporeal/5)

**Attunements:** Shedite of Factions, Knight of Factions, Imbroglia, Polarize

Shedim are generators of chaos and Jehozabad is no exception. It sows dissent wherever it goes,

## HAZAEEL, IMPUDITE OF FACTIONS

## 701 1/2 POINTS

**ST** 10 [-30]; **DX** 17 [30]; **IQ** 12 [-15]; **HT** 10 [-30].

Speed 6.75; Move 6.

Dodge 7.

**Advantages:** Alertness +2 [10]; Basic Celestial Template [480]; Band (Impudite) [34]; Band Attunement (Impudite of Factions) [21]; Combat Reflexes [15]; Extra Hit Points (Soul) +1 [3]; Role (Journalist) 3 [15]; Servitor Attunement (Imbroglia) [52]; Strong Will +2

[8]; Vessel (Human Male; Extra Hit Points +13) [95].

**Disadvantages:** Reduced Manual Dexterity -1 [-3]; Servitor of Factions [-8].

**Skills:** Acting-12 [2]; Computer Operation/TL7-14 [4]; Electronics Operation/TL7-10 [1/2]; Escape-15 [1]; Fast-Talk-14 [6]; Stealth-16 [1].

**Songs:** Attraction (Ethereal)-9 [4]; Motion (Corporeal)-9 [4]; Possession-8 [2].

**Languages:** English (native)-12 [0]; Helltongue (native)-12 [0].



including Hell. Demons are not safe from its machinations any more than humans or angels. It hates everybody.

Malphas has charged Jehozabad with spreading rumors, creating a false trail to connect the early Christmas season with angelic interference. It is not on Earth to promote a particular outcome but to create suspicion and, ultimately, conflict. It would be perfectly willing to point out a demon to an angel simply to start a fight between them, thus lending credence to its murmurs of an angelic plot. It has even been known to possess weak and inexperienced

angels (by using the Song of Possession) and get them into loads of trouble with friends and enemies alike.

Once set into motion, Jehozabad will continue to widen any distance between two groups and inflame any tensions it can discover until Malphas recalls it. The only way to stop it is to deprive it of a host, expose its lies, or get it in trouble with the Prince of Factions. Even then, it may return to continue its work. Like a bad check, Jehozabad keeps coming back.

## JEHOZABAD, SHEDITE KNIGHT OF DECEPTION

1,107 POINTS

ST 22 [125]; DX 15 [10]; IQ 14 [0]; HT 22 [125].

Speed 9.25; Move 9.  
Dodge 11.

**Advantages:** Basic Celestial Template [480]; Band (Shedite) [76]; Band Attunement (Shedite of Factions) [24]; Combat Reflexes [15]; Distinction (Knight of Deception) [25]; Enhanced Dodge [15]; Essence Control 10 [1]\*; Extra Hit Points +18 [90]; Servitor Attunement (Imbrogio) [52]; Strong Will +4 [16].

\* Bought up from the Basic Celestial Template.

**Disadvantages:** Reduced Alertness -4 [-20]; Reduced Hit Points (Soul) -1 [-4]; Servitor of Factions [-8].

**Skills:** Acting-14 [2]; Fast-Talk-13 [1]; Stealth-18 [16].

**Songs:** Entropy (Ethereal)-11 [4]; Entropy (Celestial)-9 [1]; Possession-12 [8]; Shields (Corporeal)-14 [12].

**Languages:** English (native)-14 [0]; Helltongue (native)-14 [0].

## THE MORE THE MERRIER

Andrealphus is not all that turned on by Nybbas' plan, but he definitely likes media exposure, and Rex has also requested that Nybbas work with the Prince of Lust to spice up his campaign. "It's summer, so people want to think about being cold. And what do you want to do when it's cold? Have sex! I'm telling you, dad . . . ouch! . . . I mean, Sir."

Andre has agreed to lend some of his Servitors for the purpose of making Christmas sexy. The Lilim do look cute in those fur bikinis . . .

## LOLA

### *Lilim Servitor of Lust*

**Corporeal Forces – 3**

Strength 3      Agility 9

**Ethereal Forces – 5**

Intelligence 9      Precision 11

**Celestial Forces – 2**

Will 3      Perception 5

*Vessel:* Human female/3, Charisma +2

*Role:* TV Personality/4, Status/4

*Skills:* Emote/5, Move Silently/3, Savoir-Faire/4, Seduction/5

*Songs:* Attraction (Ethereal/4, Celestial/2), Charm (Corporeal/2, Ethereal/3, Celestial/4), Numinous Corpus (Fangs/2)

**Attunements:** Lilim of Lust, Dark Desire



**Discord:** A level/5 Geas owed to Andrealphus  
**Artifact:** Seduction Talisman/6 (a ruby pendant)

Lola is an average Lilim in most ways (turn ons: red hair, control; turn offs: angels, losing . . .) but she has more than her fair share of street smarts. Her brightest move lately has been to shack up with Rex. Not only is he a big shot in Hell, he's killer handsome and in favor with her Prince. She can't lose. Now if she could just get a Geas on him, things would be perfect.

She is Rex's ulterior motive for including Andrealphus in the Christmas plan, and she's thrilled to be along for the ride. Her bombshell looks and long red hair are going to be a main focus of the TV and print ad campaign, along with Rex and his sex appeal. Like any demon, particularly a Lilim, she loves to be the center of attention.

Andrealphus himself gave her the ruby pendant she wears in exchange for her Geas. He encouraged her to use the artifact on Rex so that he would become attached to her, thus giving Andrealphus a hold over a high-ranking demon in Nybbas' organization. The Prince of Lust would also like to see her get a Geas on Rex, which is why he sent her for this particular assignment.

# GREED IS GOOD

Hazael has a buddy who just happens to work for Mammon, Balsraph Prince of Greed (*Superiors 4: Rogues to Riches*), and he's asked her to join in the fun. Mammon himself has given her his approval to run amok. She wants to use the festivities to promote credit card debt, shoplifting, squabbling over fad toys – in short, greed. 'Tis the season to dip into your kids' college fund and get a second mortgage.

## TABITHA

### *Habbalite Knight of Greed*

**Corporeal Forces – 3**

Strength 5      Agility 7

**Ethereal Forces – 4**

Intelligence 8      Precision 8

**Celestial Forces – 4**

Will 10      Perception 6

*Vessel:* Human female/2

## LOLA, LILIM OF LUST

693 POINTS

**ST** 8 [-50]; **DX** 19 [60]; **IQ** 20 [80]; **HT** 8 [-50].  
 Speed 6.75; Move 6.

Dodge 6.

**Advantages:** Artifact (Sex Appeal Talisman [8]) [4]; Band (Lilim) [34]; Band Attunement (Lilim of Lust) [20]; Basic Celestial Template [480]; Essence Control 10 [1]\*; Extra Hit Points (Mind) 8 [20]; Manual Dexterity +2 [6]; Power Investiture (Ethereal) 5 [20]\*; Role (TV Personality; Comfortable Wealth; Status 1) 4 [35]; Servitor Attunement (Dark Desire) [47]; Vessel (Red-haired woman; Beautiful; Extra Hit Points 13) [110].

\* Bought up from the Basic Celestial Template.

**Disadvantages:** Geas (Owed to Andrealphus) 5 [-10]; Power Investiture (Celestial) 2 [-10]\*;

Reduced Alertness -8 [-40]; Servitor of Lust [-12]; Weak Will -12 [-96].

\* Bought down from the Basic Celestial Template.

**Skills:** Acting-22 [6]; Performance-20\* [0]; Savoir-Faire-24 [5]; Sex Appeal-10/14\*\* [6]; Stealth-19 [2].


\* Acting-based default.

\*\* Wearing her Sex Appeal talisman, she has 8 additional points in Sex Appeal, and thus a skill of 14.

**Songs:** Attraction (Ethereal)-20 [8]; Attraction (Celestial)-15 [2]; Charm (Corporeal)-16 [2]; Charm (Ethereal)-19 [4]; Charm (Celestial)-17 [8]; Numinous Corpus (Fangs)-16 [2].

**Languages:** English (native)-20 [0]; Helltongue (native)-20 [0].





**Skills:** Computer Operation/4, Driving/2, Emote/6, Fast-Talk/6, Knowledge/5 (Contract Law), Lying/4

**Songs:** Charm (Celestial/3), Form (Celestial/3), Projection (Corporeal/4), Thunder/2

**Attunements:** Habbalite of Greed, Knight of Treasure, Art of the Deal, Only the Best

Tabitha considers it her life's work to teach people a lesson about greed. In her opinion, the only way to renounce greed honestly is to embrace it and lose everything. She works tirelessly to sink people into debt, and nothing pleases her more than an eviction or a broken marriage caused by her efforts. Even a panhandling homeless person raises her ire. The only way to escape her influence is to be broke and happy to stay that way. In her eyes, that is a blessed state.

In person, Tabitha exudes a quiet aura of dedication and (in loftier moments), piety. This serves her well, since her usual method of bilking her victims is through bogus charities. She is quite adept at mail fraud and especially proud when she bankrupts senior citizens, leaving their children a legacy of debt.

She is going to do her damndest to ensure that people spend money like water during the extended Christmas season. Her goal is to make people's normal January financial hangover look like chump change.

## FAITH, HOPE AND CHARITY

In order to achieve her goal, Tabitha will use her own tried and true method: bleed the suckers dry through a very worthwhile (and fake) charity.

She has set up the Have-a-Heart Foundation, a charity which claims to help disadvantaged people, build hospitals, distribute toys to homeless children and food to homeless families, airlift drugs and farming tools to third-world nations and anything else that Tabitha could dream up. Usually she works on a small scale, but Hazael has been writing glowing tributes to Have-a-Heart in his column. He also put her in touch with Jezreel who immediately saw the

### TABITHA, HABBALITE KNIGHT OF GREED

794 POINTS

**ST** 12 [-15]; **DX** 16 [20]; **IQ** 18 [45]; **HT** 12 [-15].

Speed 7; Move 7.

Dodge 7.

**Advantages:** Band (Habbalite) [25]; Band Attunement (Habbalite of Greed\*) [4]; Basic Celestial Template [480]; Essence Control 11\*\* [2]; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Distinction (Knight of Treasure\*) [29]; Manual Dexterity +1 [3]; Power Investiture (Ethereal) 4\*\* [10]; Power Investiture (Celestial) 4\*\* [10]; Servitor Attunement (Art of the Deal\*) [15]; Servitor Attunement (Only the Best\*) [47]; Strong Will +4 [16]; Vessel (Human female; Zeroed; Extra Hit Points +8) [75].

**Disadvantages:** Reduced Alertness -4 [-20]; Servitor of Greed\* [-6].

**Quirks:** Believes that the happily penniless are "blessed." [-1]


**Skills:** Acting-23 [12]; Computer Operation/TL7-20 [4]; Driving (Car)-15 [1]; Electronics Operation (Computers)/TL7-17 [1]; Fast-Talk-22 [8]; Law (Contract Law)-18/24 [6].

**Languages:** English (native)-18 [0]; Helltongue (native)-18 [0].

**Songs:** Charm (Celestial)-16 [4]; Form (Celestial)-16 [4]; Projection (Corporeal)-16 [8]; Thunder-14 [2].

\* See the box *Getting Greedy for GURPS*, p. 13.

\*\* Bought up from the Basic Celestial Template.



potential of Have-a-Heart and launched it with its own national campaign.

The ads pull at people's heartstrings and purse strings by trumpeting a few very splashy good deeds that Tabitha actually engineered. Plus, every time people give, they get a chance to win \$100,000. It's the Publishers Clearinghouse of charities. The money thus raised is used to bribe government investigators to give Have-a-Heart a clean bill of health. Any inspectors who hold out are coerced in a less friendly way by the slew of demons and Soldiers working to support "Christmas in July."

## RIGHT NOW

The rest of the money goes to setting up a new credit card company called Right Now, Incorporated. Unlike Have-a-Heart, the Right Now card is real, but with such a (literally) diabolical contract that it siphons away money while it promotes more spending. The higher the balance, the lower the interest payment, but the card holder must charge up the balance each month in order to get low interest for that month. Deep in the fine print Tabitha has buried penalties for prompt payment, a zero balance, or canceling an account. It's the perfect card for people who are into instant gratification. It also offers ten percent off at any store that has joined in the "Christmas in July" campaign.



# AND THEY'RE OFF!

## JEZREEL AND THE PUBLIC RELATIONS MACHINE

As the main organizer of this plot, Jezreel will be directing Rex and Lola as well as selling both of Tabitha's going concerns. Her files at Brown & Samuels have almost every detail of the campaign, including the planned duration. Jezreel has solid outlines for July and August, and projections that extend into the next year. Her records will look innocuous to any casual observer, but just in case, she keeps them locked in her office at Brown & Samuels.


She will be present at most of the commercial shoots for Blumenfield's and promotional appearances by Rex and Lola. She will also be consulting with Tabitha at the offices of Have-a-Heart and Right Now, Incorporated.

## JEHOZABAD

The Shedite will be busy planting rumors that Nybbas' campaign is an angelic hoax. It may blow the party's cover to an angel just to make its story sound good. If it comes upon any demonstrators against "Christmas in July," it will try to create a mob mentality and goad the crowd into violent confrontation. It doesn't care who it sets against whom, just that it leaves fighting in its wake.

## HAZAEEL

He will be running around the country, firing off columns from his laptop. His writing will eulogize



the early Christmas movement and all stores which support it, while accusing its detractors of being selfish and un-American. He will also plug Have-a-Heart, giving the address where to send donations in every column.

## THE MAN

Nybbas is being very hands-on with this campaign. He will occasionally show up at Brown & Samuels to talk with Jezreel, where he will be distinguishable by his bad suit and his glasses, which seem to reflect TV screens at all times. He may appear briefly at random promotional events to monitor the audience's interest level. "It's all in the demographics, baby!"

### GETTING GREEDY FOR GURPS

Mammon, Balsraph Prince of Greed, is detailed in *Superiors 4: Rogues to Riches* – not *GURPS In Nomine*. While Tabitha (p. 11) could become a Habbalite of Gluttony instead, certain nuances might be lost. The point costs to convert her are thus:

- *Servitor of Greed*: Dissonance Conditions (Code of Honor and Dissonance Condition) [-10]; Duty [-15]; Basic Rites [6]; Invocation Base: 4 [13]. Total: -6 points.

- *Habbalite of Greed*: resonance bonus averaging +3 (Touch Only, -20%) [4].

- *Art of the Deal*: new power, roughly based on Abracadabra and Incarnate Law [15].

- *Only the Best*: Symphonic Knowledge: Highest Quality Item (No Roll Required, +66%; Restricted scope, -50% [35]); Modified Merchant skill (pays 3/4 asking price for anything thus detected, +20% [12]) Total: 47 points.

- *Knight of Treasure*: Celestial Rank 1 [5]; Symphonic Influence: Signatures (Affects multiple targets, +30%; only signature forgery, -30%; costs 2 Essence, -20%) [24]. Total: 29 points.

## THE PLAYERS

The demons have an opportunity to cause major havoc by backing Nybbas' idea. How many people would go postal if they heard "Jingle Bells" every day for six months? The general opinion amongst the Princes is that at the very least, this will irritate the Host, and at best it might cause the bloodiest religious war in history. Servitors of Nybbas and Malphas will be in on the plan from the beginning; others may join in as they discover what's happening. Even Asmodeus approves, mostly because it will keep Earth-side demons busy and out of mischief (the wrong kind of mischief, that is).

The real problem for demons will be putting up with all of the good cheer. Fake or not, tidings of comfort and joy make greed more palatable for humans, but the Diabolicals (except for the Balsraphs) will have to grit their teeth and avoid television if they want to stay sane. How many demons would go postal if they heard "Joy to the World" every day for six months?

## "CHRISTMAS IN JULY"

Jezreel has carefully orchestrated all of the elements of the campaign to launch at precisely the right time. She has commercials aimed at the entire demographic spread, TV shows, appearances, tree-lighting ceremonies, books, talk show bookings – anything a good Servitor of the Media can think up.

Except for the first one on the fourth of July, the tree-lighting ceremonies may take place anywhere the GM decides to put them, although Jezreel would never schedule one in some one-horse town. They should be held in an urban setting.



**July 1st:** Commercials aimed at adults begin airing, starring Rex and Lola. Simultaneously, Jezreel has arranged reruns of all the classic children’s holiday specials, one a day for the next month, interspersed with commercials promoting Have-a-Heart and the Right Now card.

**July 4th:** Rex, Lola, and Jezreel will be on hand for the first tree-lighting ceremony outside of the Blumenfield’s in Los Angeles. They will light 100 palm trees with red, white and blue lights, then set off fireworks and sign autographs. Nybbas will drop by to admire his work.

**July 8th:** An original cartoon series, created to sell “Christmas in July” and lots of toys, will premier. Blumenfield’s commercials with tie-ins to the cartoon will also premier. “The Miracle of Christmas in July” articles start running in the tabloids.

**July 11th & 12th:** Tree-lighting ceremonies.

**July 17th:** Scheduled debut of a pop-theological book called 365 Days of Christmas. It is schmaltzy drivel about feeling the spirit of Christmas every day, with not one genuine sentiment in the whole book. If not blocked or discredited, it will immediately go on the bestseller list.

**July 18th & 19th:** Tree-lighting ceremonies.

**July 20th–24th:** More commercials will be shot in New York and Florida.

**July 25th & 26th:** Tree-lighting ceremonies.

**July 31st:** If “Christmas in July” is still generating money, Les Caldwell will go on TV and thank his loyal clients, inducing other stores to follow suit.

**August 1st:** Christmas goes to Japan.

## LOCATION, LOCATION, LOCATION

This adventure is based on a national (potentially international) campaign which is supported by

four Princes – Nybbas, Malphas, Andrealphus and Mammon – and encouraged by all of the others except Saminga, who couldn’t care less. The game may be played out in one location, or the group may travel to different places and still be involved. “Christmas in July” is ubiquitous.

If “Christmas in July” lasts until August in the United States, Nybbas will import it to Japan, one of Rex’s favorite places. If his plan folds in the U.S., he won’t bother to expand into new territories.

## THE GRINCHES

Obviously, Nybbas cannot launch such a grandiose plan without heavenly interference. Unfortunately for him, the forces of good are close at hand. The advertising firm of Brown & Samuels is home not only to a demon, but to an alert Soldier of God with an even more alert angelic patron. If either of them catch a whiff of demonic activity they will try to shut it down. Failing that, they’ll call in reinforcements.

## MARCEL KIM

### *Soldier of God*

**Corporeal Forces – 2**

Strength 4      Agility 4

**Ethereal Forces – 2**

Intelligence 6      Precision 2

**Celestial Forces – 2**

Will 3      Perception 5

Status: 3

Skills: Computer Operation/3, Dodge/1, Driving/2, Knowledge/2 (Advertising), Languages (English/3, Korean/4)

Songs: Healing (Corporeal/3), Shields (Corporeal/3)

Marcel is a first-generation American from a Eurasian family. His parents raised him to strive for





two things: faith and success. His faith is decidedly Catholic, and his success is coming along nicely. He is the first person in his family to graduate from college (on a full scholarship), and from there he went to work for Brown & Samuels.

At work he made the acquaintance of Deborah, a Servitor of Marc and a client of the firm. She was struck by his kindness and honesty, rare qualities in the advertising business, and recently recruited him.

Marcel is a personable young man, handsome in a collegiate way, and painfully earnest. His style of dress is pure yuppie. He lives in a tiny apartment in Manhattan.

He has no idea that Jessica Meyers is the demon Jezreel, but she does rub him the wrong way. He dislikes her way of selling and doing business and he would be happy to put her out of commission.

When he hears of the “Christmas in July” campaign he is deeply offended and suspicious. He thinks that Something Must Be Done about this bastardization of his religion and he pleads with his angelic superior to put a stop to it.

## DEBORAH

### *Elohite Vassal of Trade*

#### Corporeal Forces – 3

Strength 3      Agility 9

#### Ethereal Forces – 4

Intelligence 8      Precision 8

#### Celestial Forces – 3

Will 4      Perception 8

*Vessel:* Human female/3

*Role:* Entrepreneur/4, Status/4

*Skills:* Computer Operation/4, Driving/2, Dodge/3, Fast-Talk/3, Knowledge/5 (Business Management), Language (English/3, Japanese/3)

*Songs:* Harmony (Ethereal/4), Healing (Corporeal/3, Ethereal/2), Tongues (Corporeal/3, Ethereal/4)

**Attunements:** Elohite of Trade, Vassal of Trade, Divine Contract, Head of a PIN

Deborah is a young angel (just under a century), quite at home in the modern world of finance. As an Elohite, she finds the logic of numbers more to her liking than the erratic humans behind them, but she enjoys the added challenge that emotions bring to doing business. They are a variable, affecting business transactions the way luck affects poker.

On Earth she acts as a white knight – a literal “angel investor” – bailing out or protecting companies which Marc feels are deserving. Underdogs are glad to see her, empire-builders wish that she would fall off the face of the planet.

She is fond of Marcel, considering him to be her discovery, but she tends to patronize him. She thinks his point of view is too narrow, chalking it up to inexperience and not being able to see the Symphony for the notes. However, she does try to accommodate his requests so as not to discourage him and ruin his impressive zeal for his job as a Soldier.

<h2>MARCEL KIM</h2> <p><b>ST</b> 11 [10]; <b>DX</b> 12 [20]; <b>IQ</b> 15 [60]; <b>HT</b> 11 [10]. Speed 5.75; Move 5. Dodge 6.</p> <p><b>Advantages:</b> Awareness (Symphonic) [15]; Combat Reflexes [15]; Comfortable [15]; Essence Control 6 [22]; Patron (Deborah; powerful individual, 12 or less) [30]; Power Investiture (Corporeal) 1 [10]; Status 1 [5].</p> <p><b>Disadvantages:</b> Reduced Alertness -2 [-10]; Weak Will -4 [-32].</p>	<h2>186 POINTS</h2> <p><b>Quirks:</b> Dresses very yuppie; Always enthusiastic. [-2]</p> <p><b>Skills:</b> Computer Operations/TL7-16 [2]; Driving (Car)-11 [1]; Merchant-14 [1]; Professional Skill (Advertising)-14 [1].</p> <p><b>Songs:</b> Healing (Corporeal)-14 [4]; Shields (Corporeal)-14 [4].</p> <p><b>Languages:</b> English-15 [2]; Korean (native)-19 [4].</p>
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## DEBORAH, ELOHITE VASSAL OF TRADE

733 1/2 POINTS

ST 8 [-50]; DX 19 [60]; IQ 18 [45]; HT 8 [-50].  
Speed 6.75; Move 6.  
Dodge 7.

**Advantages:** Basic Celestial Template [480]; Choir (Elohite) [20]; Choir Attunement (Elohite of Trade) [15]; Combat Reflexes [15]; Distinction (Vassal of Trade) [35]; Essence Control 10\* [1]; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +1 [4]; Power Investiture (Ethereal) 4 [10]; Role (Entrepreneur; Comfortable Wealth) [30]; Servitor Attunement (Divine Contract) [34]; Servitor Attunement (Head of a PIN) [14]; Vessel (Human Female; Extra Hit Points +13) [95].

\* Bought up from the Basic Celestial Template.

**Disadvantages:** Reduced Manual Dexterity -1 [-3]; Servitor of Trade [-6]; Weak Will -8 [-64].

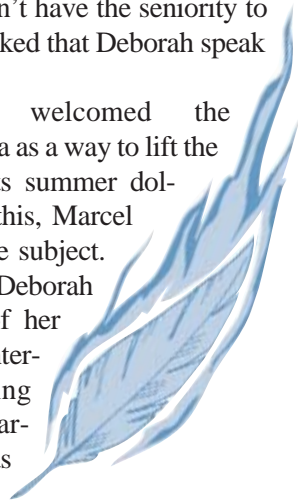
**Skills:** Computer Operation/TL7-20 [4]; Electronics Operation (Computers)/TL7-16 [1/2]; Driving (Car)-18 [1]; Fast-Talk-18 [2]; Administration-20 [6].

**Songs:** Harmony (Ethereal)-17 [8]; Healing (Corporeal)-15 [4]; Healing (Ethereal)-15 [2]; Tongues (Corporeal)-15 [4]; Tongues (Ethereal)-17 [8].

## PASSING THE BUCK

Marcel has hounded Deborah relentlessly to interfere with "Christmas in July." He has no proof that it is a demonic plot, he simply believes that it is harmful to the sanctity of Christmas and must be stopped. Since he doesn't have the seniority to block Jezreel, he has asked that Deborah speak to Marc about it.

However, Marc welcomed the "Christmas in July" idea as a way to lift the retail market out of its summer doldrums. Upon hearing this, Marcel still refused to drop the subject. To keep him happy, Deborah agreed to tell some of her friends who might be interested in sparing Christianity the embarrassment of "Christmas in July."



## JEHOIAKIM

### *Malakite Servitor of the Sword*

**Corporeal Forces – 4**

Strength 10      Agility 6

**Ethereal Forces – 2**

Intelligence 4      Precision 4

**Celestial Forces – 3**

Will 8      Perception 4

**Vessels:** Human male/4, Dog/2

**Skills:** Dodge/3, Fighting/3, Large Weapon/2 (Sword), Tactics/2

**Songs:** Numinous Corpus (Claws/2), Thunder/3

**Attunements:** Malakite of the Sword, Hunt, Holy Fortitude

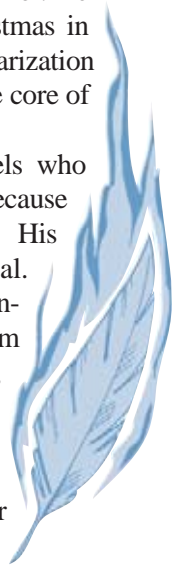
Jehoiakim is one of the more fervent supporters of Christianity in Laurence's ranks. He firmly believes that the key to the Symphony is getting all of humanity thinking in one direction, and if Laurence thinks that Christianity is a good direction, who would he be to argue?





Along with his single-minded devotion, he is notoriously devoid of a sense of humor. He sees nothing amusing about “Christmas in July.” In fact, he dislikes any secularization of Christmas because it is part of the core of Christian belief.

Jehoiakim is one of those angels who doesn’t spend much time on Earth because he takes everything too seriously. His *faux pas* potential is astronomical. Laurence uses him for specific, dangerous assignments and then calls him back to Heaven. However, Jehoiakim has earned some autonomy and he is happy to respond to Deborah’s request. He is eager for any opportunity to strike a blow for his favorite religion.



## AND HE TOLD TWO FRIENDS . . .

After scoping out the problem, Jehoiakim decides that he can’t handle the enormity of “Christmas in July” by himself. Because of the national scope of the advertising campaign, he has enlisted the help of two of his comrades. He knows that he is in over his head, and that his suspicions are unproven. Without further evidence he doesn’t want to ask Laurence for help, but like Marcel he smells a rat and he refuses to drop his investigation.

### JEHOIAKIM, MALAKITE OF THE SWORD

1,097 POINTS

ST 22 [125]; DX 15 [10]; IQ 10 [-30]; HT 22 [125].

Speed 9.25; Move 9.

Dodge 10; Parry (broadsword) 8.

**Advantages:** Basic Celestial Template [480]; Choir (Malakite) [35]; Choir Attunement (Malakite of the Sword) [4]; Combat Reflexes [15]; Power Investiture (Corporeal) 4\* [10]; Servitor Attunement (Holy Fortitude) [25]\*\*; Servitor Attunement (Hunt) [20]; Servitor of the Sword [1]; Strong Will +8 [32]; Vessel (Dog; Extra Hit Points +13) [109]; † Vessel (Human male; Extra Hit Points +23) [150].

\* Bought up from the Basic Celestial Template.

\*\* Holy Fortitude is a new Servitor Attunement, roughly comparable to Extra Life (p. CI36); see p. 73 of *Superiors 1: War & Honor* for the mechanics, substituting degree of success (minimum 1) for the check digit, and 5 seconds for “combat rounds.” Thus, anyone who benefits from

this attunement will remain alive and invulnerable for at least 10 seconds.

† Jehoiakim’s dog vessel was priced according to p. BE108, excluding advantages and disadvantages that do not apply to celestial canines. Of note is that he does not gain a +5 to Alertness, but instead has Acute Hearing and Acute Taste and Smell +8. His Brawling skill applies in both forms. (Yes, he does tend to bite, even as a human . . .)

**Disadvantages:** Power Investiture (Ethereal) 2\* [-10]; Reduced Hit Points (Mind) -1 [-3]; Reduced Hit Points (Soul) -1 [-4]; Reduced Manual Dexterity -2 [-8].


\* Bought down from the Basic Celestial Template.

**Quirks:** Takes Earthly life too seriously. [-1]

**Skills:** Brawling-16 [2]; Broadsword-14 [1]; Tactics-8 [1].

**Songs:** Numinous Corpus: Claws-7 [2]; Thunder-8 [4].

**Languages:** English (native)-10 [0]; Angelic (native)-10 [0].



He has asked angels of a more subtle persuasion than himself to confirm his fears before he voices them to a higher authority.

## MISHAEL

### *Seraph Vassal of the Sword*

#### Corporeal Forces – 3

Strength 5      Agility 7

#### Ethereal Forces – 4

Intelligence 7      Precision 9

#### Celestial Forces – 4

Will 8      Perception 8

*Vessel:* Human female/4

*Skills:* Acrobatics/2, Detect Lies/4, Dodge/4, Fighting/3, Large Weapon/6 (Sword), Tracking/4, Savior-Faire/1, Emote/1

*Songs:* Harmony (Ethereal/3), Healing (Corporeal/2, Ethereal/3, Celestial/3), Light (Celestial/4)

*Artifact:* Fiery Sword/3

**Attunements:** Seraph of the Sword, Vassal of the Sword, The Blade Blessing of Laurence, Scabbard, Purity of Purpose

Mishael is an investigator *par excellence*. She is a diplomat by nature, but once she has enough evidence to indicate a course of action, she acts without hesitation. She is the embodiment of the phrase “cooler heads shall prevail.”

Laurence entrusts her with assignments in which the truth is obscure and subtlety is required, but she is no spy. All of her investigations take place in the open, though she has no problem with telling people only what they need to know. In fact, Mishael prefers

## MISHAEL, SERAPH VASSAL OF THE SWORD

## 982 POINTS

ST 12 [-15]; DX 16 [20]; IQ 16 [20]; HT 12 [-15].  
Speed 7; Move 7.

Dodge 8; Parry (broadsword) 11.

**Advantages:** Alertness +2 [10]; Artifact (Fiery Sword) [15]; Basic Celestial Template [480]; Choir (Seraph) [26]; Choir Attunement (Seraph of the Sword) [20]; Combat Reflexes [15]; Distinction (Vassal of the Sword) [30]; Enhanced Parry [10]; Essence Control 11 [2]\*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Manual Dexterity +2 [6]; Power Investiture (Ethereal) 4 [10]\*; Power Investiture (Celestial) 4 [10]\*; Servitor Attunement (Blade Blessing) [25]; Servitor Attunement (Purity of Purpose) [56]\*\*; Servitor Attunement (Scabbard) [70]; † Servitor of the Sword [1]; Strong Will +2 [8]; Vessel (Human female; Zeroed; Extra Hit Points 18) [125].

\* Bought up from the Basic Celestial Template.

\*\* Purity of Purpose is Symphonic Influence: Listen to Me, with the

Enhancements: No Roll Required (+66%), Affects Groups (+30%), and the Limitation, Only While Talking (-10%). It costs 56 points.

† Scabbard is a new power, inspired by Snatcher (p. CI45); it is also comparable to Claws (long talons) (p. CI67) and ranged Natural Attacks (pp. CI72-73), plus Transformation (p. CI68).

**Disadvantages:** Pacifism (Self-Defense Only) [-15]

**Quirks:** Sense of Duty toward Jehoiakim; Quiet listener [-2].

**Skills:** Acrobatics-14 [1]; Acting-15 [1/2]; Broadsword-19 [16]; Detect Lies-16 [4]; Karate-15 [2]; Savoir-Faire-15 [1/2]; Tracking-19 [4].

**Songs:** Harmony (Ethereal)-14 [4]; Healing (Corporeal)-12 [2]; Healing (Ethereal)-14 [4]; Healing (Celestial)-14 [4]; Light (Celestial)-15 [8].

**Languages:** English (native)-16 [0]; Angelic (native)-16 [0].



to listen rather than talk, and more than one person has made the mistake of forgetting she was around.

In combat, Mishael is formidable. Demons have been known to flee at the sight of her ruthless expression, illuminated by her flaming sword. Despite her abilities, she prefers to avoid violence unless she has no choice. When she has no choice, she fights to win.

She has had to baby-sit Jehoiakim in the past and she is fond of him in a motherly fashion. His simplistic worldview refreshes her, although she finds him a bit too rambunctious. However, she does not patronize his extreme dedication and she is happy to help him with his current problem.

## AZARIAH

### *Ofanite Servitor of Judgment*

#### Corporeal Forces – 3

Strength 4      Agility 8

#### Ethereal Forces – 3

Intelligence 6      Precision 6

#### Celestial Forces – 4

Will 5      Perception 11

*Vessel:* Human female/3, Horse/2

*Skills:* Acrobatics/3, Dodge/3, Driving/5, Escape/4, Knowledge/5 (United States Geography), Tracking/3

*Songs:* Light (Ethereal/4), Motion (Corporeal/3, Ethereal/2, Celestial/3), Shields (Celestial/3)

*Artifact:* Stunt Cycle/4

*Attunements:* Ofanite of Judgment, Incarnate Law

Cruising the highways and byways of America, Azariah only slows down for one thing: Discord. She uses her Choir Attunement like a cop uses a radar gun, except she is moving and her targets are (usually) stationary. She likes big, crowded cities teeming with people, because the larger and denser the population, the more likely she is to find the shriek of Discord within it. As a Servitor of Dominic, angels are her main focus, but she certainly won't ignore any source of Discord she may stumble across.

Confrontation is not her style. When she discovers a Discordant being, she passes along the information to one of Dominic's servants more specialized in investigation. She earmarks potential problems so that Dominic can check them out in their early stages, but she never hangs around to find out what happens.

## AZARIAH, OFANITE OF JUDGMENT

## 868 POINTS

**ST** 10 [-30]; **DX** 17 [30]; **IQ** 14 [0]; **HT** 10 [-30].

Speed 7; Move 7.

Dodge 8.

**Advantages:** Alertness +10 [50]; Artifact (Stunt Cycle) [21]; Basic Celestial Template [480]; Choir (Ofanite) [25]; Choir Attunement (Ofanite of Judgment) [15]; Combat Reflexes [15]; Essence Control 10 [1]; Power Investiture (Celestial) 4 [10]\*; Servitor Attunement (Incarnate Law) [15]; Vessel (Horse;\* Extra Hit Points 8) [127]; Vessel (Human; Zeroed; Extra Hit Points 13) [100].

**Disadvantages:** Reduced Manual Dexterity -2 [-6]; Servitor of Judgment [-10]; Weak Will -2 [-16].

**Quirks:** Likes relaxing as a horse [-1].

**Skills:** Acrobatics-17 [2]; Area Knowledge (United States)-17 [6]; Driving (Car)-20 [8]; Escape-18 [4]; Motorcycle (Scooter/Light)-17 [1/2]; Motorcycle (Medium/Heavy)-17 [1/2]; Tracking-24 [2].

**Songs:** Light (Ethereal)-12 [8]; Motion (Corporeal)-11 [4]; Motion (Ethereal)-10 [2]; Motion (Celestial)-12 [4]; Shields (Celestial)-12 [4].

**Languages:** Angelic (native)-14 [0]; English (native)-14 [0].





In person she looks petite, blonde, and wiry, with a short, spiky haircut apparently styled by 100 mile an hour winds. She will occasionally manifest as a palomino quarter horse, but this is more for relaxation than pursuit.

Azariah is friendly with Mishael, the Servitor of Laurence having performed mop-up duty for her on more than one occasion. Azariah finds Mishael's stillness fascinating, but the urge to move on prevents her from becoming very close to the Seraph. They do touch base from time to time, and Mishael hopes that with some direction, the Ofanite might be useful in uncovering a diabolical presence amongst the "Christmas in July" team.

# THE CHILDREN'S CRUSADE

Christopher (Cherub Archangel of Children; *Night Music*, pp. 16-18) doesn't care who is behind the Christmas media blitz, he just wants it stopped. The Christmas cartoon and the ads are targeting children's innocence and love of the holiday, twisting the youngsters' point of view until they can only be satisfied with toys.

The Archangel of Children has started fighting fire with fire. He has assigned a Soldier to take the battle to the enemy – in other words, to go on TV.

## JOSE MARTINEZ

### *Soldier of God*

**Corporeal Forces – 2**

Strength 4      Agility 4

**Ethereal Forces – 2**

Intelligence 5      Precision 3

**Celestial Forces – 2**

Will 3      Perception 5

Status: 5

*Skills:* Artistry/4 (Script Writing), Driving/3, Knowledge/3 (TV Production), Language (English/3, Spanish/4)

*Songs:* Healing (Corporeal/2)

Born in Nicaragua, Jose's family emigrated to the United States to avoid the fighting and bloodshed during the eighties. Adjusting to their newly adopted country proved to be difficult as they were overwhelmed by information, and often they wasted their little money on worthless junk that looked good on TV. His parents had never had so many choices before and their naiveté often got them in trouble or cost them their hard-earned wages.

Jose learned to be cynical very early in life because of such experiences and focused his indignation at the huge media machine that controls America's information. He ended up majoring in communications at UCLA, driven by a desire to interject some truth and balance into the television medium.

Ahijah, a Mercurian of Children, first noticed Jose when he quit a lucrative children's show to protest against the producer's ethics. The angel was impressed by Jose's rapport with kids and knowledge

## JOSE MARTINEZ 107 POINTS

**ST** 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 11 [10].

Speed 5.75; Move 5.

Dodge 5.

*Advantages:* Awareness (Symphonic) [15]; Charisma +1 [5]; Essence Control 6 [21]; Power Investiture (Corporeal) 1 [10]; Reputation +2 (Honest TV show host; followers of *Tell It Like It Is*, 10 or less) [2]; Status 2 [10].

*Disadvantages:* Reduced Alertness -2 [-10]; Weak Will -4 [-32].

*Skills:* Driving (Car)-12 [2]; Professional Skill (TV Production)-13 [2]; Writing-14 [4].

*Songs:* Healing (Corporeal)-11 [2].

*Languages:* English-13 [2]; Spanish (native)-17 [4].





of television production. He recruited Jose as a Soldier and with encouragement from Christopher, he found Jose another job, producing his own children's show for public television.

The show, *Tell It Like It Is*, began airing in June and immediately picked up a cult of approving critics, college students, and parents, but more importantly, kids love it. At home with a shoestring budget, Jose uses great writing, curiosity and honesty to keep his audience interested. His topics range from scientific to social to religious, but his main message to his viewers is "think for yourself." He does on-air consumer testing and deconstructs an advertisement so that kids can see the exaggeration in the ad's claims.

Sadly, like most public TV shows, *Tell It Like It Is* doesn't get the attention it deserves from mainstream viewers, but little by little it is gaining ground, helping a few more children think for themselves every day.

Christopher has sent word to Jose that the "Christmas in July" campaign is false and pernicious. Demons or no demons, he wants some kind of balance for the lure of the ads. Jose is to provide that balance, using his show to help kids separate the hype from the holiday.

## REACTIONS UPSTAIRS

Upon receiving any serious proof of "Christmas in July's" demonic connection, Laurence and Dominic will act, sending down reinforcements for their Servitors already on the scene and authorizing them to recruit other angels to the cause.

Even if the angels don't find anything concrete, when "Christmas in July" turns into "Christmas in August," Laurence will mobilize his available Earthly servants to combat this menace to Christianity.

On first inspection, Marc thought "Christmas in July" would benefit the economy and (from a human perspective) he will be slow to change his mind. It goes without saying that if he discovers Nybbas'

hand manipulating the campaign he will have an abrupt change of opinion. If Jezreel's long-term plans are brought to light he will also take action to stop them. A brief rise in spending is good, but prolonged spending and debt can only hurt the economy and possibly trigger a recession. When he realizes that "Christmas in July" is not scheduled to end *ever*, he will stop thinking that it's a good idea.

Of all the Superiors, Marc has the best chance of combating "Christmas in July" effectively and quietly. Nybbas is waging a very public campaign, but it will die like a fish in the Sahara if no money comes rolling in. Marc and his angels can undermine Nybbas' whole plan by financial strangulation, but first they must be convinced that "Christmas in July" is detrimental to trade.

Christopher is unlikely to urge his Servitors into a direct confrontation with Nybbas' henchmen, but he will be very interested in damage control. Any way his angels can teach children about the true meaning of Christmas or how to resist the advertisements will be much appreciated. Better still, Christopher would like to see the Christmas cartoon and all its tie-ins bumped from syndication or sabotaged.

Les Caldwell, Blumenfield's CEO (see "A Very Nybbas Christmas, Part One") is only interested in getting his company into the black. He has no attachment to Jezreel's ad campaign, and he would be happy to try something else if he thinks it will work better or if "Christmas in July" bombs.

## THE PLAYERS

Angels can get involved with Nybbas' plans several ways:

- Nybbas himself will show up at Brown & Samuels to consult with Jezreel, and may pop up at random during the commercial shoots and promotional appearances. (This often creates a lot of disturbance, which angels might investigate; he's also potentially visible during the promotional appearances.)





- Jezreel, Rex, and Lola will be appearing around the country, performing tree-lighting ceremonies and promoting the Blumenfield's ad campaign. (Rex, at the least, is hardly inconspicuous; angels might notice him.)

- Either Marcel or the angels could sneak a look at Jezreel's files.

- Servants of Dominic and Laurence will be told in no uncertain terms that they must prevent this perversion of the Christian faith.

- Other Superiors – Christopher in particular – may instruct them to put a stop to the advertisements.

- Anyone involved can call on an ally (i.e. the angels) for help.

- Jehozabad might try to possess a weak angel in an attempt to confuse and mislead other demons into thinking the angels are to blame for “Christmas in July.”

- Angels may have to defuse tensions between different religious groups who are incensed about the offensive Christmas campaign.

Even if they receive no orders, neither angels nor demons will be able to escape the ads, the Christmas muzak, the fake trees, and reruns of *It's A Wonderful Life*. Out of a regard for the sanctity of the holiday, a fear of interfaith turmoil, or perhaps in self-defense, angels will have to do something if they want the elves and the “Ho-ho-ho”-ing to go away.

## BALANCING THE ADVENTURE

In a demonic campaign, the powerful angels should be played up, constantly nipping at the player demons' heels. The angels serving Dominic and Laurence can call in hefty backup if they are harassed, providing possible combat and face-to-face encounters. Servitors of Marc are subtle: the demons may not know someone is working against them until things start to go wrong.

Conversely, Jehozabad could convince them that the angels are behind this early Christmas, leading to mass confusion as they scheme against their own hellish brethren. And if they get really confused about their role in this adventure, there are plenty of high-ranking demons to give them a kick in the right direction.

In an angelic campaign, the balancing factor is the fact that the demons have a head start. They've been planning their moves for weeks and the angels will have to play catch-up. There are enough demons with enough agendas to keep any group busy.

If the characters are not very powerful, the Game Master can clue them in to Nybbas' involvement before actually starts, giving them more time to stop it. If they are feeling overwhelmed, strengthen the angelic NPCs' support or provide some convenient backup from an alert Superior.

## THE OUTCOME


### HELLSPAWN

The demonic goal is to prolong the fake Christmas season for as long as possible. Each week the characters help this goal should net them extra character points in addition to points awarded for individual gaming sessions. If Nybbas' plan makes it until August, the GM should give them another bonus.

In game terms, demons have plenty of opportunity for advancement if they prolong “Christmas in July.” Four Princes are heavily involved in this adventure, so good roleplaying should meet with fast rewards. If the demons made a contribution above and beyond merely supporting “Christmas in July”, they could be in for an attunement or Distinction. They can also make connections to some of Hell's high fliers, especially Rex, who isn't picky about his friends as long as they admire him.

If “Christmas in July” failed, the Princes will probably focus their wrath on the plot's organizers, letting off the little guys. However, important





demons anxious to cover their butts will be looking for dupes and fall-guys, so the lower-ranking demons should make themselves scarce if they are smart.

If the party fell for Jehozabad's lies and interfered with "Christmas in July", there won't be a hole deep enough to hide them from Nybbas. However, if they went after a real angel successfully they can parlay that achievement into a reward, even if they were suckered.

## HEAVEN SENT

The angels are trying to block the myriad facets of "Christmas in July". They should get extra points for each branch of Nybbas' plan they shut down or cripple. This award should increase or decrease according to how much they disturbed the Symphony in pursuit of their goal.

Laurence, Marc, and Christopher are the most likely Superiors to take notice of their angelic agents' successes, although if they did something spectacular their own Superiors will take note, even if they weren't on assignment.

If the angels were working on their own recognition, failing to slow Nybbas' campaign will earn them neither reward nor censure. However, if their Superior gave them orders to stop "Christmas in July" and they failed, they will have to explain what went wrong and may be punished.

In the event that Jehozabad took over one of the angels and incriminated him, their Superior may have to investigate what happened before letting him off the hook. This could lead to more adventures as the angels track down the Shedite and stop it.



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