



IN NOMINE™

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CITY ON FIRE

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

BY GENEVIEVE R. COGMAN



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**GURPS CHARACTER
CONVERSIONS BY
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A city in a state of cold war is tipped over the edge by the rampage of an obsessive Cherub of War. Desperate to find a missing manual of fighting techniques, the Michaelite is searching all the demonic Tethers in town – with the help of some heavy ordinance. Unknown to him, the book was taken by a Seraph of the Wind; the demons have no idea what is going on, and they are striking back at the angelic Tethers. Can the characters resolve the situation before open war breaks out on the streets?

This scenario is set in a generic city, which could be anywhere in the Western world. The Tethers are in defined areas, such as the police station, the IRS office, and the local radio station offices.

The scenario can be worked into a current campaign by having the group of characters visit the area by coincidence, or by having them called in very early in the scenario to provide backup for one side or the other. This might be done officially, as the result of one of the Seneschals requesting backup, or unofficially, if one of the celestials in town should be a friend. Should the characters be in disgrace for some reason, then this mission may be a punishment. Should they be in favor, then it is a mission worthy of their talents. Either way, they're in trouble.

The PCs can be long-term residents of town, or they may just have blown in that morning – or they can be called in by a local. Be careful not to use characters that have no connection to the town – if the scenario is being played as a one-shot, they may feel less pressure to avoid making a lot of disturbance and generally causing havoc. Seneschals most likely to call for backup are War, Stone, and Judgment, on the angelic side, and the Game or the War on the demonic side. If the group is not quite what was *asked* for by the celestials in trouble – well, requesting help always carries a certain element of risk.

Angels can expect briefing and assistance from other angels in town, regardless of Superior, given that they're all pulling together in the crisis. Demons will get a briefing from whoever ordered or dragged them into the situation, and possibly some local resources, but are likely to have problems with other local demons with differing objectives or opposed Superiors. Really unlucky demons may find the locals banding together to ensure that they, as outsiders, get blamed for the crisis . . .

THE BACKGROUND

Karomiel, Cherub of War, was a good angel to have at your back – his comrades all agreed on that. He was steadfast, stubborn, reckless, and had a nicely judged sense of where personal pride ended and professional pride began (an important distinction for Michaelites). His main duty on Earth, besides serving in a Tether of War, was the guardianship of a scroll containing classical Michaelite battle techniques, dating back to ancient China. While the scroll held no secret powers, it was a dearly treasured relic of the angels of War. Karomiel is an old angel, and could actually remember when it was first inscribed: he was proud to have been named as the scroll's keeper, and guarded it faithfully.

Saiyel, Seraph of Wind, was just . . . passing through. He noticed the well-disciplined and orderly

ADDITIONAL RESOURCES

- The *Liber Castellorum* provides details about Tethers and Seneschals, which the Game Master may find helpful.

- The *Liber Servitorum* provides additional NPCs (and potential pre-generated player characters), to add if matters escalate to open warfare.

- *Superiors 1: War and Honor* provides information about Servitors of Stone, Judgment, the Sword, and War, including their tricks and training, and new attunements for each. *Superiors 2: Pleasures of the Flesh* is equally useful for detailing Servitors of Lust, Gluttony, and the Media.

- For more details about the Game and Fate, consult *Heaven and Hell*; for Baal's Servitors see *The Final Trumpet*; and additional information about Nightmares can be found in *The Marches*.



GURPS IN NOMINE

This adventure can be played with both the traditional *In Nomine* rules, or *GURPS In Nomine*. It could also be a frightening backdrop for a *GURPS Horror* or *Cops* campaign, with characters who have no awareness of the celestial War!

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.

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.

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 characters 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.

Seneschals

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



GURPS 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*. Other references are C for *GURPS Cops* and IN for *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.



state of the Tether of War (in which he was temporarily hiding, after a little escapade involving the city's tax office) and Karomiel's strong devotion to his duty. As many Servitors of Wind in his position might have done, he decided to bring some change to the situation. However, very few of them would have used the variant on Djinn Fuzz (*Liber Reliquarum*, p. 58), which he had removed from a Vapulan laboratory three weeks ago, to steal the Scroll. (The variant Fuzz can be attuned to an object, in order to hide it from the resonance of any Cherub or Djinn currently attuned to it.)

When his precious charge vanished from his perception – and from the safe where it was kept – Karomiel went over the edge. He became convinced, in a calm and professional way, that demons must have been involved in the theft, and that someone else in the Tether must have turned traitor for the theft to take place. In a similarly calm and professional spirit, he looted the Tether's armory (well, it is a Tether of War) and went out to ask the local demonic Tethers whether they knew anything about the matter.

Saiyel is wandering around town at the moment, with the Scroll in his backpack. From time to time the Variant Fuzz glitches (after all, it's a new Vapulan invention) and gives Karomiel brief directional flashes. Unfortunately, they haven't yet lasted long enough for Karomiel to be able to track it reliably. The Cherub has come to the conclusion that the demons who stole the Scroll are moving it between Tethers, in an attempt to hide it from him. No problem – all he has to do is to deal with every single demonic Tether in town. And by “deal with,” we mean the good old Michaelite “destroy with extreme prejudice.”

No doubt this wasn't quite what Saiyel had in mind. Fortunately for him, the Seraph of the Wind doesn't know about it yet.

The first Tether that Karomiel visited was the local Tether of the Game, situated in the city's main tax offices. Given the current state of celestial cold war in the area, the Asmodeans present were not expecting an obsessive Michaelite with far too much weaponry to show up and mount a professional assault. After establishing to his satisfaction that they

knew nothing about the Scroll, Karomiel trashed the place with some hand grenades on general principles.

The Gamesters took the incident as proof that the angels were attacking demonic Tethers throughout the city. (Those who heard Karomiel's questions about the Scroll are currently in Trauma.) They contacted the local Tether of the War – and the Baalites feel that the best defense is a good offense.

The local Michaelites are uncertain what to do. As they know of the theft of the Scroll (and want it back themselves) and are aware of Karomiel's departure with most of the contents of their armory, it doesn't take long to deduce who is behind the seemingly random attacks on demonic Tethers. On the one hand, the situation descending into a state of war, which might result in angelic control of the city, is good. On the other hand, it wasn't authorized, Karomiel is an extremely loose cannon – and the strategic position is fluid enough that the demons might get the advantage. There is also the fact that other angels might be critical of Karomiel's actions (especially the Dominicans) and blame the Michaelites as a whole for touching the whole matter off. Ideally, the angels of War want to get Karomiel in custody, and resolve the situation without his actions becoming a matter for public blame – or, failing that, at least have the Michaelites be the ones to judge and punish him.

WHERE DO
WE GO FROM
HERE?

The scenario, for the characters, might begin with word of the assault on the Asmodean Tether, followed shortly by an attack on the local Tether of Trade by the demons of the War. Matters will shortly degenerate into further attacks and counterattacks, as described in the Timeline (p. 4). Game Masters are encouraged to change the entry of the characters into the situation, should they desire – it might be inter-





esting to start the adventure earlier, and to let them meet Saiyel before all hell breaks loose.

Whether characters are demons or angels, they will be sure to have an interest in how matters progress. For the town to be in a state of cold-war stalemate is (barely) tolerable to most Superiors; for it to fall into the power of the Other Side is unacceptable. If the characters are interested in minimizing the havoc and bloodshed, then they may want to restore the state of truce. This will require finding and stopping Karomiel, and possibly negotiating with celestials on both sides. If, on the other hand, they want to help their own camp gain control of town, and take advantage of the situation – well, such things do often bring rewards from Superiors . . .

KAROMIEL

This Cherub of War is an easy-going, pleasant person, who is capable of seeing both sides of most problems. He has a friendly and outgoing air, with an honest sincerity about him, which often makes other angels assume on first sight that he serves some other Word. An ample sufficiency of demonic trophies ornaments his tent in the Groves. He could almost be an ideal Servitor of War.

There's just one little problem.

Karomiel is old, and has spent a lot of time on Earth, but for some reason he's never risen to a position of serious responsibility. This doesn't worry him – he's never had any urges for command, and he's quite certain that Michael knows best. It does worry his old friends, because it painfully demonstrates a significant flaw in the Cherub's character. To be frank, Karomiel has no sense of proportion, and no particular concern about collateral damage. (It's all the demons' fault if other people get hurt. No question about that, in his mind.) This means that while he makes an excellent solo operative in certain types of mission, he isn't particularly suited to team efforts, and certainly isn't a good leader.

Karomiel's tenure in this city has been quiet, thus far, because there hasn't been any significant threat to the Scroll, or to the Tether of War – the cold-war conditions have seen to that. Given this, none of the demons have ever realized the potential danger which he represents. Of the local angels, only Lalin


(the Cherub of Stone) and the other angels of War are aware of the sort of damage he might do. He is obsessed by the Scroll, now Discordant (Paranoia) due to his failure to guard it, and suspects treachery among the other angels. He's also got guns, ammo, and grenades. (It seemed like such a *good* idea to let the Cherub take care of the armory . . .) If characters aren't prepared to act as though they believe his version of the story, and join in attempts to find the Scroll, then at best he'll try to escape from their company – and at worse he'll suspect that they're involved in the demonic conspiracy. (After all, it has to be a big demonic conspiracy – the demons managed to get into a Michaelite Tether, and nobody in town even suspected such a conspiracy existed!)

Karomiel's Tactics

Hunting down Karomiel isn't easy. He's combat trained, he *expects* to be dodging demons – or the hyenas of Judgment – and he's got a lot of weaponry. Worse still, he's got a spare vessel in a Body Bag. It used to be stored at the Tether, but it's currently hidden in the back of a van on the fifth floor of the local high-rise parking garage, with a few spare guns. Should his first vessel be killed, he'll be back . . . He's currently moving around town, and will be stopping off at particular locations as detailed in the Timeline (p. 8), unless the characters significantly affect events. Producing the Scroll and handing it over will persuade him to temporarily cease hostilities and return to the Michaelite Tether. Attempts to blackmail him with threats to the Scroll are not a good idea – he'll assume that this is more demonic treachery, and react appropriately.

Karomiel is a trained Michaelite, and will not fight stupidly – nor will he insist on closing for hand-to-hand assaults when gunfire from a distance will do the job, unless the circumstances are extraordinary. (Examples include a direct challenge from a demon of the War, a threat to the Scroll – though in that case he'll be prepared to cheat – or a situation when gunfire would harm innocents.) His favored tactic for assaulting demonic Tethers is to enter the place anonymously, lure guards away from the center and quietly neutralize them (killing demons, knocking out humans). He then heads for the locus of the Tether with guns blazing, and attempts to interrogate





the Seneschal about the Scroll, before killing him and doing his best to destroy the place with a few explosives.

Being paranoid and not stupid, he plans his assaults to allow limited “retreat and reassessment” if he encounters more defenses than expected. He’s not running away, after all; he’s just going back for more firepower.

KAROMIEL

Cherub of War

Corporeal Forces – 5 Strength 11 Agility 9
Ethereal Forces – 4 Intelligence 6 Precision 10
Celestial Forces – 4 Will 9 Perception 7

Vessels: Human Male/3 (Middle-aged and tough-looking); Human Male/3 (Older but similar-looking man)

Role: “Karl Rubens,” Janitor/2, Status/2

Skills: Acrobatics/2, Dodge/3, Driving/3, Fighting/4 (Hung Gar Fist), Knowledge (Chinese History/3, Local Area/2), Move Silently/1, Ranged Weapon (Handgun/2, Rifle/2, Shotgun/2), Throw/3

Songs: Charm (Celestial/3), Form (All/2), Healing (Corporeal/3), Motion (All/2), Shields (All/2)

Attunements: Cherub of War, Proficiency (Hung Gar Fist), Friend of the Fighters

Discord: Paranoia/2

KAROMIEL, CHERUB FRIEND OF WAR

1,546 1/2 POINTS

ST 24 [175]; **DX** 21 [100]; **IQ** 14 [0]; **HT** 24 [175].

Speed 11.25; Move 11.

Dodge 12; Parry 11.

Advantages: Alertness +2 [10]; Basic Celestial Template [480]; Choir (Cherub) [26]; Choir Attunement (Cherub of War) [43]; Combat Reflexes [15]; Distinction (Friend of the Fighters) [16]; Distinction (Vassal of War) [13]; Essence Control 13 [4]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Manual Dexterity +1 [3]; Power Investiture (Corporeal) 5 [20]*; Power Investiture (Ethereal) 4 [10]*; Power Investiture (Celestial) 4 [10]*; Role 2 (Janitor) [10]; Servitor Attunement (Proficiency: Karate) [20]; Single-Minded [5]; Strong Will +6 [24]; Vessel (Middle-aged man; Extra Hit Points +24) [155]; Vessel (Older man; Extra Hit Points +24) [150].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Discord (Linked to Paranoia) 2 [-10]; Paranoia [-10]; Servitor of War [-8].

Quirks: No sense of proportion. [-1]

Skills: Acrobatics-19 [1]; Area Knowledge (Local)-14 [1]; Driving/TL7 (Car)-22 [4]; Karate-21 [4]; Guns/TL7 (Pistol)-27 [16]; Guns/TL7 (Rifle)-27 [16]; Guns/TL7 (Shotgun)-27 [16]; History (Chinese)-12/18 [2]; Motorcycle/TL7-21 [1]; Stealth-19 [1/2]; Throwing-21 [4].

Songs: Charm (Corporeal)-13 [4]; Form (Corporeal)-13 [4]; Form (Ethereal)-11 [2]; Form (Celestial)-11 [2]; Motion (Corporeal)-12 [2]; Motion (Ethereal)-11 [2]; Motion (Celestial)-11 [2]; Shields (Corporeal)-12 [2]; Shields (Ethereal)-11 [2]; Shields (Celestial)-11 [2].

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



SAIYEL

It all seemed so simple to Saiyel when he got his first vessel, a few years ago. Unfortunately for those around him, it *still* seems that simple. Change is good, life is for enjoying, and everyone will enjoy it more if forced to undergo chaos and mayhem. It's a good thing his dissonance conditions force him to move on every three days – otherwise, he'd be thrown out of most towns by the local angelic population. To have him in the vicinity usually results in incidental stress . . . to have him actually attempting to “brighten up your life” is even worse.

When he blew into town two days ago, the Tether of War was a logical place for him to stay. Unfortunately, the local Michaelites had no personal knowledge of how far his enthusiasm for chaos went. He fully intends to give the Scroll back . . . well, sometime . . . well, to some angels of War somewhere . . . at some point. But hey, it's just a thing – why should anybody be so attached to it? It's True – he's a Seraph, remember? – that change is good. His Archangel says so. Anybody else had better get out of the way.

If he'd anticipated the current situation, he probably wouldn't have stolen the Scroll. However, he won't simply hand it back once he finds out what's going on. Change has come to town – this is good, and if angels are getting killed and humans are getting killed too, well, it's ultimately for the greater good. He's sure Janus would agree . . .

Saiyel is annoyingly self-righteous, and flippant with it. He's currently spending time wandering around town on his motorbike, hanging out in coffee shops, and engaging in petty theft in second-hand jewelry stores. If encountered by other celestials, he'll pleasantly explain that it's all really for the best, and then make a run for it. He might be defined as slightly psychopathic, in the way that only a Seraph can be – devoted to the betterment of souls and humanity in the abstract, but unable to quite realize that anything happening in the physical world is permanently bad or wrong. They'll go to Heaven if they did the right thing, won't they? And Change is good! That's the Truth. No problem.

Saiyel's Tactics

Saiyel will attempt to flee from confrontations, preferably via motorcycle; he is not the sort to try to fight it out. If someone tries to take the Scroll from him, he'll make a run for it, and will do his best to lead pursuers on an “interesting” chase. He's not particularly concerned if angelic vessels die during such a chase, either – they'll be back after Trauma, won't they? He won't actively fight aggressive angels, but will do his utmost to escape from them. If confronted with demons, he will either try to steal all their possessions and leave them in a humiliating position, such as glued naked to a flagpole, or will display an astonishing bloodlust and attempt to kill them on the spot. Balseraphs will *always* be attacked.

At all costs, he'll try to avoid the police station – he knows that it's the Dominican Tether, and has no interest in going anywhere near it. He currently has some stolen property in his backpack – several gemstones and pieces of jewelry – which could be used as the basis for a warrant. (The police haven't yet linked the recent petty thefts from jewelry stores to him, but could do so quite easily given this evidence.) As he's quite handsome, he usually has several hangers-on five minutes after arriving at coffee shops; if he's accosted by celestials or Soldiers, he will have no qualms about using his new mortal acquaintances as a distraction, or even as cover. He may take shelter on the university campus, as there are no Tethers there.

SAIYEL

Seraph of the Wind

Corporeal Forces – 3 Strength 4 Agility 8

Ethereal Forces – 3 Intelligence 4 Precision 8

Celestial Forces – 3 Will 7 Perception 5

Vessel: Human male/3 (Handsome blond, young “rebel-without-a-cause” look), Charisma +2, Sex Appeal +1

Role: “Sam Brothers,” Student/3, Status/2

Skills: Acrobatics/2, Climbing/3, Dodge/3, Driving/2, Escape/2, Fast-Talk/2, Lockpicking/2, Running/1, Small Weapon/2 (Knife)

Songs: Motion (All/2), Thunder/2





Attunements: Seraph of the Wind, Passage, Swipe

Artifacts: Djinn Fuzz Variant (Roll 1d6 each hour; on a roll of 2-6, the protected object cannot be tracked by Djinn or Cherubic resonance, or by the Song of Attraction, but on a roll of 1 any previously attuned celestials get a momentary flash of its direction and distance.)

TIMELINE

All times given below are liable to change, if character action or GM fiat requires it. They are merely a guideline about what may occur if there is no outside interference.

Yesterday: Saiyel arrives in town, and goes to the Michaelite Tether (p. 14). He gambles at the casino (the Tether of Gluttony, p. 21) and wins a noticeable amount at poker. The demons there suspect he is an angel of the Wind, but he leaves before they can investigate. He also visits the Tether of Stone (p. 11).

Last night: Saiyel steals some precious stones and small pieces of jewelry from several jewelry shops, intending to later present them to homeless street people and children eating ice cream. He then returns to the Tether of War (p. 14).

Late morning: Saiyel steals the Scroll and leaves the Tether. Karomiel notices the theft immediately, and alerts the other Michaelites while searching the Tether. He fails to convince them that it is demonic work – but no one connects the matter with Saiyel (yet), as they didn't notice him leaving. Karomiel stocks up with weapons and leaves the Tether.

Midday: Karomiel lays waste to the Tether of the Game (p. 17), sends its two Djinn guards to Trauma, and nearly kills Jimson (p. 18), the Seneschal, before blowing the place up.

1:00 PM: Jimson contacts the local Baalites, and informs them that the angels have started indiscriminate attacks. He is very rattled, and neglects to mention the angelic attacker's half-heard questions about a missing something-or-other. Police investigate the violence at the IRS offices, and the angels of Judgment realize that something is going on. The local demons of the Media start making sensationalist speculations on their radio station.

Early afternoon: Demons of the War mount a gang assault on the Tether of Trade (p. 13), led by Katshiki (p. 19), with a disguised Lana (p. 19) using her guns from a distance on anybody who demonstrates angelic powers. Shu Lien (p. 14) has her arm broken, Mubiel (p. 14) is sent to Trauma by Lana,

SAIYEL, SERAPH OF THE WIND

687 1/2 POINTS

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

Speed 6.75; Move 7.

Dodge 8; Parry 9.

Advantages: Alertness +2 [10]; Basic Celestial Template [480]; Choir (Seraph) [26]; Choir Attunement (Seraph of the Wind) [3]; Combat Reflexes [15]; Extra Hit Points (Mind) +1 [3]; Role 3 (Student) [15]; Servitor Attunement (Passage) [15]; Servitor Attunement (Swipe) [35]; Single-Minded [5]; Strong Will +6 [24]; Vessel (Young human male; Very Handsome, Extra Hit Points +13) [120].

Disadvantages: Servitor of the Wind [-10].

Quirks: Self-righteous, and flippantly so. [-1]

Skills: Acrobatics-15 [1]; Climbing-17 [2]; Driving (Car)-15 [1/2]; Escape-15 [1]; Fast-Talk-9 [1]; Knife-17 [1]; Lockpicking/TL7-12 [6]; Motorcycle (Scooter/Light)-19 [6]; Motorcycle (Medium/Heavy)-16 [1/2]; Running-7 [1/2].

Songs: Motion (Corporeal)-6 [2]; Motion (Ethereal)-6 [2]; Motion (Celestial)-6 [2]; Thunder-6 [2].

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

Equipment: Djinn Variant Fuzz.*

*Saiyel is not attuned to the Fuzz, so it does not cost him any points (p. IN169).





Sonia (p. 14) has severe head injuries, and the restaurant is trashed.

Mid-afternoon: Karomiel assaults the Tether of Nightmares (p. 20), and incidentally blows up several of the rooms around it, leaving the Tether barely standing. Both Belethians barely survive. They contact the Baalites, who provide a dozen gang-members for protection. The police also arrive shortly afterward. The Seneschal of Nightmares mentions Karomiel's questions about the Scroll to the Baalites. Elsewhere, the angels of War realize what's going on and begin a frantic hunt to find and stop Karomiel.

Late afternoon: The angels of Judgment, currently unaware that Karomiel is behind the attacks on demonic Tethers, believe the activity to be wholly demonic in cause. Police presence in the gang area increases. Another team, inspired by evidence faked by Tarrath (p. 13), temporarily closes and investigates the Tether of Gluttony for illegal gambling.

Early evening: A demonic assault is staged at the Tether of Stone, with Astrid of Lust (p. 27) personally taking on Lalin (p. 11). She loses, but keeps him busy while the gang of 15 attacks the evening class that was taking place. Juliel, the Mercurian of Stone (p. 11), is Traumatized.

Further events: By now, there will be a lot of Symphonic disturbance. Karomiel will continue visiting demonic Tethers: the Baalite one will be his last stop, as even he respects the size of their forces. Saiyel continues to roam the city, though once he finds out about the violence, he'll make frequent phone calls to local angelic Tethers (primarily War or Stone) to find out what's going on. Demonic attacks will follow on the Tethers of Flowers (p. 15), War (which will be extremely costly), and finally Judgment (a better-planned assault, with some explosives). Angelic reprisals will take place, with the Michaelites attacking the radio station of the Media (p. 23), the Dominicans then using police influence to shut the entire place down, and a final large-scale police move to arrest all the local gang members. Should the police station cells be overcrowded (and they will be), a riot in the jail may result. There will be a high toll of innocent bystanders throughout – mostly from the demons, as they won't care about humans who happen to be in the way. If matters continue into the next day, both sides will contact their

Superiors for help. More celestials will enter the city, both to defend their own Tethers, and to attack those of the other side.

POSSIBLE RESOLUTIONS

If there is no character interference, then the city will be swept by "gang wars" and police action, eventually resulting in a state of cold war again. Karomiel will eventually be taken down by demonic firepower, and will answer to Michael when he turns up at his Heart. Saiyel will manage to escape town, but will have Judgment on his heels. However, the Tethers of Flowers and Nightmares will both have been destroyed, their Seneschals killed, and all the other Tethers in town will have been attacked. Several of the Soldiers on both sides will have died, and all of the Tethers will be hosting temporary human reinforcements. Hundreds of humans will have died, there will have been significant property damage, and the whole affair will become a nationwide scandal.

If the characters find out about the Scroll rapidly, and attempt to locate Karomiel to stop him, they may be able to stop the violence before significant reprisals are taken. Alternatively, should they manage to find Saiyel and get the Scroll off him, they can try to broadcast some sort of message to Karomiel (who has his radio on) or contact him with the Song of Tongues. (Note that Cherubim of Eli can find an example of Saiyel's artwork at the Tether of the Game; see p. 17.) Generally speaking, the longer they take before they start searching for Karomiel, the more dangerous the streets will become for celestials, as angry angels and demons assault any potential enemies from the other side. The War's area of town will become *extremely* dangerous as soon as the Seneschal there hears about Karomiel's first assault.

Should the characters be practicing peace through superior firepower, destroying the other side's major strong points is a logical action. For demons, the Tethers of Judgment – and, to a lesser extent, War – need to be dealt with. For angels, the War's Tether in the gang district is the primary target, followed by the Tethers of the Game and the Media. Removing





these strong points will allow angels a commanding position in town, and permit them to bring in sufficient forces – and keep them there – to hold the town for their side. Of course, they will need to protect their own Tethers as well as staging strikes on the other side.

If the cold war is resumed, both sides are reinforced (and the player characters may be stationed in the area for a while to help support their side) and both sides use their resources to stop the other side from reestablishing any destroyed Tethers (such as Flowers or Nightmares, if they go down). If the angels win, they close down the casino, harass the radio station, struggle with the IRS office, and police-gang clashes are constant. If the demons win, the Stone Tether is harassed by gangs to the point that its effectiveness is severely reduced, the police station sees constant attempts to corrupt the cops there, the Michaelite Tether is given wary respect and watched, the Flowers Tether is up in smoke, and the Trade Tether is hit with gang interference to reduce its power. Any angels or demons recognized by the other side are liable to be stalked and attacked. Most celestials on both sides will attempt to camouflage their actions – the Judgment Tether will use the “gang war” story as cover, while the Media Tether will do its best to portray it as purely human action (however sensationally they may paint it). Player characters are expected to keep their own actions low-key and out of public view, and will be reprimanded at the end of the scenario if they were too careless. They may also find themselves targeted by the hostile members of the opposite side, if they become too obvious . . .

Superiors will be paying attention to a struggle of this size, and Servitors will find their actions rewarded – or punished. Militant Superiors from both sides will be free with rewards if the scenario results in full control of the city for their side, and even more generous with punishments if the other side seizes control – particularly if this can be traced to the characters. (In such a position, all the demons in town will

be attempting to shift the blame to some other party, and player-character Diabolicals will likely be backstabbing with the best of them.) If the situation merely results in a continuation of the cold-war status quo, militant Superiors will give some kind of reward (such as Songs, Rites, or attunements) if the PCs can show that it is due to their actions that matters did not degenerate further.

Pacifist Superiors from both sides will expect their Servitors to minimize damage to humans, and seek a truce as rapidly as possible. Total control of the town is only worthwhile if it was achieved with a minimum of destruction – which is highly unlikely in this case. (However, having the opposite side control the town is definitely worse.) Angels will be rewarded if they strove to resolve the matter, and punished if they ignored the violence, or if they didn’t do their best to prevent open war. Demons will be rewarded if they acted to protect their Princes’ interests by safeguarding the human cattle and defusing a dangerous situation – and punished if their Princes dislike the final situation in any way which can be blamed on the characters. (Demons who are in Trauma or soul-dead by the end of the scenario make useful scapegoats.)



LOCAL TETHERS

The following Tethers are described using approximate locations, so they can be assigned to whatever site a GM wishes in a particular city or town. Should a GM wish to use this scenario in the main city of his own campaign, he may modify these Tethers to fit, or substitute in ones he has already established. It should be noted that all of the following Tethers know about the others, and know at least who the Seneschal is, though not necessarily all the Tether staff. New arrivals in town will be given a briefing and local map as soon as they speak to an affiliated local angel or Seneschal. This is partly in case they need help, and partly to make sure that they don’t accidentally touch off violence or get into trouble.





ANGELIC TETHERS

Stone (David)

Location: This Tether is quite recent, and has its locus at a martial arts school (specializing in Wing Chun kung fu, though teaching other types as well). It is located in a residential district of town; the school owns the entire building, and the upper rooms are used to house angels or Soldiers passing through. There are plenty of hand-to-hand weapons throughout the building, many of them on display or used in practice sessions, but no guns or other projectile weapons.

Inhabitants: Lalin, Cherub of Stone and an old friend of Karomiel's, is the Seneschal of this Tether. His Role-name is Laurie Jones, but few people tease him about it. He works as one of the martial-arts teachers, and takes a great deal of quiet pleasure from helping the students learn to defend themselves. His assistant is Juliel, a perky redheaded Mercurian who works as "Julie," the school's receptionist and book-keeper, and who is kept far too busy doing this to help out with lessons. Two female Soldiers of Stone are also affiliated with the Tether: Karen Martin, a calm blonde who takes children's classes, and Barbara Sims, an architect with a tendency to day-dream. The Tether has a lot of local influence, with many students from the neighborhood. All four of them know the Scroll exists – Lalin has actually seen it a few times, and spoke about it to Saiyel when he dropped by the Tether briefly. If they find out about the theft, they will be disgusted but not overwhelmingly surprised.

Policy: Lalin is all in favor of taking this opportunity to deal with some of the demons once and for all – unfortunately, he hasn't much in the way of mobile resources to commit. If and when he finds out about Karomiel's involvement, he'll want his friend stopped, but non-fatally. Juliel is more worried about the potential damage to local humans, but is of the opinion that having demons nearby is more dangerous to their souls. However, both of them will give way and agree to truce conditions if angels of War or the Sword give their strategic opinion that open war is a bad idea. Karen is fully behind Lalin – whatever his opinion is – and Barbara is terrified.

LALIN

Seneschal of the Martial Arts School Tether

Cherub of Stone

Corporeal Forces – 5 Strength 10 Agility 10

Ethereal Forces – 4 Intelligence 7 Precision 9

Celestial Forces – 3 Will 5 Perception 7

Vessel: Human Male/4 (Stocky forty-year-old black man), Charisma + 1

Role: "Laurie Jones," Martial Arts Teacher/4, Status/3

Skills: Climbing/2, Detect Lies/2, Dodge/3, Driving/1, Fast-Talk/2, Fighting/4 (Wing Chun), Knowledge/3 (Gemstones), Medicine/1, Move Silently/2, Seduction/3

Songs: Form (All/1), Healing (All/2), Thunder/4

Attunements: Cherub of Stone, Cold Touch, Vassal of Stone

Judgment (Dominic)

Location: The locus of this Tether is a particular office in the local police station, which was used by an incorruptible sergeant during the 1930s. These days, the Seneschal of the Tether (a Kyriotate) usually ends up possessing whoever the room's current occupant is. The station is thoroughly infiltrated by Dominicans and Soldiers of God, and they've done their best to spread their views on morality, law, and judgment. They also exploit their position to the utmost. It isn't a good idea to be caught breaking the law if you're a demon in this town. Accidents happen. And not just physical ones – files can be lost, fingerprints can be misfiled, computer errors can occur, evidence can be misplaced . . . This is the angelic Tether that local demons loathe most. The police station is situated near the center of town, and 911 calls (barring overwhelming cross-town crises) are answered quickly.

Inhabitants: The Seneschal of the Tether is Tarrath, a Kyriotate who shifts constantly between the available police officers – or, failing that, possesses one of the station's pet goldfish. (After all, it reasons, any human servant of the law would no



LALIN, CHERUB SENESCHAL OF STONE

1,315 POINTS

ST 22 [125]; **DX** 23 [150]; **IQ** 16 [20]; **HT** 22 [125].

Speed 11.25; Move 11.

Dodge 12; Parry 12.

Advantages: Basic Celestial Template [480]; Charisma +1 [5]; Choir (Cherub) [26]; Choir Attunement (Cherub of Stone) [50]; Combat Reflexes [15]; Distinction (Vassal of Stone) [80]; Essence Control 12 [3]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +1 [4]; Power Investiture (Corporeal) 5 [20]*; Power Investiture (Ethereal) [10]*; Role (Martial Arts Teacher) 4 [20]; Seneschal [5]; Servitor Attunement (Cold Touch) [20]; Vessel (Human male, Extra Hit Points +28) [170].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Servitor of Stone [-18]; Weak Will -4 [32].

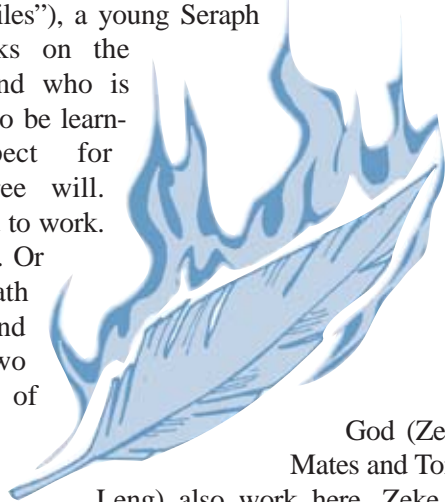
Quirks: Attentive. [-1]

Skills: Climbing-22 [1]; Detect Lies-14 [1]; Driving (Car)-21 [1/2]; Fast-Talk-15 [1]; First Aid/TL7-15 [1/2]; Jeweler/TL7-15 [2]; Karate-23 [4]; Stealth-22 [1]; Sex Appeal-22 [2].

Songs: Form (Corporeal)-13 [1]; Form (Ethereal)-12 [1]; Form (Celestial)-11 [1]; Healing (Corporeal)-14 [2]; Healing (Ethereal)-13 [2]; Healing (Celestial)-12 [2]; Thunder-16 [8].

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

doubt be willing to provide a temporary vessel for an angel, if the poor mortals knew what was going on.) He is acerbic, precise, and efficient – and has the Incarnate Law attunement. While he hardly pretends to like the current state of cold war, he prefers it to demonic control of the town. There is another local Servitor of Judgment: Nilan (a.k.a. “Daniel Niles”), a young Seraph who works on the phones, and who is supposed to be learning respect for human free will. (It’s bound to work. Eventually. Or so Tarrath hopes and prays.) Two Soldiers of



God (Zeke Mates and Tony

Leng) also work here. Zeke is Desk Sergeant, and a 20-year veteran, with a placid turn of mind. Tony is an undercover officer, recently

recruited as a Soldier, and prone to taking risks to get information for Tarrath. Tarrath and Nilan both know of the Scroll’s existence, and know that Saiyel is in town (and are only too happy that he hasn’t come anywhere near them). They will not become aware of Karomiel’s reasons unless Jimson contacts Tarrath (a possibility if things get worse, given the relationship between Judgment and the Game) – or if Nilan gets a lucky roll regarding the Truth of matters.

Policy: Tarrath wants the shooting stopped, right now. He is not in favor of open war. It doesn’t surprise him at all that a Michaelite touched the whole thing off, and he’d report every single angel of War to Dominic if he could. However, given his location, he has to do his best to cover matters up as “gang warfare” or “lunatics with grudges.” The only glimmer of light on the horizon is that the police station is about the least likely Tether in town to be attacked. Nilan is on the verge of panicking, resonating every statement he hears for truths about demonic activity. Zeke and Tony are both confused; all Tarrath has told them so far is that the demons seem to be going on the offensive. They will, however, assist angels who identify themselves.





TARRATH

Seneschal of the Police Station Tether

Kyriotate of Judgment

Corporeal Forces – 3 Strength 5 Agility 7

Ethereal Forces – 5 Intelligence 10 Precision 10

Celestial Forces – 5 Will 12 Perception 8

Skills: Computer Operation/4, Detect Lies/3, Dodge/2, Driving/1, Escape/1, Fighting/2 (Karate), Knowledge/4 (Police Procedure), Lying/2, Medicine/1, Ranged Weapon (Pistol/3, Shotgun/2)

Songs: Form (All/2), Shields (All/1)

Attunements: Kyriotate of Judgment, EloHITE of Judgment, Incarnate Law, Vassal of Conscience

Trade (Marc)

Location: The locus of this Tether, somewhat to the annoyance of Traders who prefer stocks and bonds, is in the city's largest Chinese vegetable shop,

in the city's Chinatown area (or equivalent). The place is run by the Wang family, and has been known for several generations as a local community center; it also sells good-quality vegetables at a very reasonable price. While the Tether here might have been acquired by Flowers or Destiny, in the end Trade got there first. Marc accepted it as an excellent example of good business practice and community give-and-take. As the place is constantly full of customers, it can be hard to ascend discreetly, though the Seneschal has done her best to help by stacking crates and stands to make a clear line-of-sight through the shop impossible. The restaurant upstairs is a convenient place for local angels to meet and negotiate.

Inhabitants: The Seneschal, Sonia, is an EloHITE of Trade, owns the restaurant upstairs, and has the vessel of a middle-aged Chinese woman. Since she can't gain the title to the shop downstairs or otherwise manage to control it without endangering what it is that makes it a Tether, she's settled for being as close to it as she can. She is calm and unflappable, and has even managed to broker a couple of

TARRATH, KYRIOTATE SENESCHAL OF JUDGMENT 1,017 POINTS

ST 12 [-15]; **DX** 16 [20]; **IQ** 22 [125]; **HT** 12 [-15].

Speed 7; Move 7.

Dodge 8; Parry 8.

Advantages: Basic Celestial Template [480]; Choir (Kyriotate) [175]; Choir Attunement (EloHITE of Judgment) [20]; Choir Attunement (Kyriotate of Judgment) [3]; Combat Reflexes [15]; Distinction (Vassal of Conscience) [30]; Essence Control 13 [4]*; Extra Hit Points +3 [15]; Extra Hit Points (Mind) +8 [20]; Extra Hit Points (Soul) +9 [36]; Manual Dexterity +3 [9]; Power Investiture (Ethereal) 5 [20]*; Power Investiture (Celestial) 5 [20]*; Seneschal [5].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -4 [-20];

Servitor of Judgment [-10].

Quirks: Acerbic, precise, and efficient. [-1]

Skills: Acting-21 [1]; Computer Operation/TL7-24 [4]; Detect Lies-21 [2]; Driving (Car)-20 [20]; Electronics Operation (Computers)/TL7-21 [1]; Escape-16 [4]; First Aid/TL7-19 [2]; Guns (Pistol)/TL7-19 [2]; Guns (Shotgun)/TL7-18 [1]; Law Enforcement (Local police department)-23* [4]; Karate-14 [1]; Motorcycle (Medium/Heavy)-17 [1/2].

* See p. C58.

Songs: Form (Corporeal)-18 [2]; Form (Ethereal)-20 [2]; Form (Celestial)-20 [2]; Shields (Corporeal)-17 [1]; Shields (Ethereal)-19 [1]; Shields (Celestial)-19 [1].

Languages: Angelic (native)-22 [0]; English (native)-22 [0].



inter-demon disputes in order to minimize the danger to nearby humans. (The information on the demons which she gained was, of course, passed directly to Heaven.) Mubiel, an enthusiastic young Ofanite of Trade, has a job as the restaurant’s delivery boy, “Mu Chung,” and helps out in the vegetable shop, too. Shu Lien, the youngest daughter of the Wang family, is 21 – and a Soldier of Trade. She “minds the shop” and keeps an eye on it for the angels from the ground floor. Sonia knows that the Scroll exists, though the other two don’t, and is aware of Karomiel’s excessive devotion to it – in fact, when she hears that he’s on a rampage, she will suspect that something must have happened to the Scroll. They have all met Saiyel briefly, but did not particularly like him – he flirted with Shu Lien, beat Mubiel in a short motorcycle race, and stiffed Sonia on the bill for dinner.

Policy: Sonia and Mubiel are vocally against the war escalating – particularly after the attack on their Tether. Once that occurs, Sonia will only mediate any sort of truce if the negotiations take place *at* her Tether, and even if the characters save Mubiel, he isn’t qualified to deal with demons. Shu Lien has a broken arm and several minor injuries, and is in a state of shock for a while. She would find it helpful to talk to a more experienced Soldier of God, should anyone think of this.

SONIA

Seneschal of the Tether of Trade

Elohite of Trade

Corporeal Forces – 3 Strength 7 Agility 5

Ethereal Forces – 5 Intelligence 10 Precision 10

Celestial Forces – 4 Will 9 Perception 7

Vessel: Human female/3 (middle-aged Chinese woman)

Role: “Sonia Chung,” Restaurant Owner/4, Status/3

Skills: Artistry/2 (Painting), Computer Operation/3, Detect Lies/2, Dodge/1, Driving/2, Emote/3, Fast-Talk/1, Fighting/1 (Tai Chi),

Knowledge/3 (Local Area), Language (Cantonese/2, English/3, Mandarin/2), Lying/3, Savoir-Faire/2

Songs: Harmony (All/2), Shields (All/2)

Attunements: Elohite of Trade, Divine Contract, Vassal of Trade

War (Michael)

Location: The locus of this Tether is the rather ugly monument for the local soldiers who died in the First World War. The Michaelites own a small office building across the street, which they use for headquarters and armament storage. Despite Karomiel looting the best specimens, they still have a lot of guns. The Scroll was kept in a safe, in a downstairs cellar, under conditions that should have deterred anybody – except possibly a demon of Theft, or an angel of the Wind.

Inhabitants: The Seneschal of the Tether is Dometh, a Mercurian and an excellent negotiator. He is one of the reasons that the town is currently in a state of truce rather than outright war. Dometh is on excellent terms with the other local angelic Tethers, even the Tether of Flowers, and he only goes on the offensive if he is absolutely certain that it will result in overall gain. Michael seems pleased enough with this state of affairs, even though more aggressive angels of War have been known to grumble under Dometh’s leadership. Also present on the regular Tether staff are Sara, an Elohite of War with a dispassionate fondness for war games, and Alan, a young Malakite of War who was supposed to be getting some training in handling truce conditions, but who privately yearns for a chance at heroism. The caretaker of the building, Joan Toms, is a Soldier of War; she is aware of the Scroll’s theft and Karomiel’s disappearance, but will not discuss it except with angels of War, unless actually ordered to do so. All of them have deduced that Saiyel is without a doubt the one who stole the scroll, and can give his name and description to investigators.

Policy: Starting a local turf war without Michael’s permission, and without a definite plan in view, is *not* part of Dometh’s mission statement. Though it might seem unusual for a Michaelite, he wants the current situation sorted out and the state of truce resumed – unless, of course, Heaven’s forces should suddenly be at a major advantage, in which case he’s





SONIA, ELOHITE SENESCHAL OF TRADE

963 1/2 POINTS

ST 16 [20]; DX 12 [-15]; IQ 22 [125]; HT 16 [20].

Speed 7; Move 7.

Dodge 8; Parry 5.

Advantages: Basic Celestial Template [480]; Choir (Elohite) [20]; Choir Attunement (Elohite of Trade) [15]; Combat Reflexes [15]; Distinction (Vassal of Trade) [35]; Essence Control 12 [3]*; Extra Hit Points (Mind) +8 [20]; Extra Hit Points (Soul) +3 [12]; Manual Dexterity +5 [15]; Power Investiture (Ethereal) 5 [20]*; Power Investiture (Celestial) 4 [10]*; Role (Restaurant Owner) 4 [20]; Seneschal [5]; Servitor Attunement (Divine Contract) [34]; Vessel (Middle-aged woman; Extra Hit Points +13) [95].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -6 [-30]; Servitor of Trade [-6]; Weak Will -2 [-16].

Skills: Acting-24 [6]; Area Knowledge (local)-23 [2]; Artist-20 [1]; Computer Operation/TL7-23 [2]; Detect Lies-20 [1]; Driving (Car)-22 [40]; Electronics Operation (Computer)/TL7-20 [1/2]; Fast-Talk-20 [1/2]; Karate-9 [1/2]; Savoir-Faire-22 [1].

Songs: Harmony (Corporeal)-18 [2]; Harmony (Ethereal)-20 [2]; Harmony (Celestial)-19 [2]; Shields (Corporeal)-18 [2]; Shields (Ethereal)-20 [2]; Shields (Celestial)-19 [2].

Languages: Angelic (native)-22 [0]; Cantonese-21 [1]; English (native)-22 [0]; Mandarin-21 [1].

decidedly pro-war. Sara will support the Seneschal, but wouldn't object to seeing the Baalite Tether destroyed before things are resolved. Alan's yearning for a chance to prove himself, and may be reckless. Joan is convinced that demons *were* involved with Saiyel in the Scroll's theft (she has a soft spot for Karomiel), expects further demonic infiltration, and is somewhat trigger-happy.

DOMETH

Seneschal of the WWI Monument Tether

Mercurian of War

Corporeal Forces - 4 Strength 8 Agility 8

Ethereal Forces - 4 Intelligence 10 Precision 6

Celestial Forces - 4 Will 7 Perception 9

Vessel: Human male/3 (Young and thin), Charisma + 3

Role: "Dominic Miles," Office Worker/3, Status/3

Skills: Computer Operation/2, Detect Lies/2, Dodge/3, Fast-Talk/2, Fighting/1 (Shaolin Mantis Kung Fu), Lying/1, Ranged Weapon/3 (Pistol), Tactics/2

Songs: Motion (All/3), Possession/2, Projection (Corporeal/2)

Attunements: Mercurian of War, Proficiency (Pistol), Friend of the Fighters

Flowers (Novalis)

Location: This Tether is in a rose garden at the local park. The care and devotion of one of the gardeners formed Tether potential 70 years ago, and angels of Flowers were quick to accept the link to Heaven. The only building is the gardener's shed, where the Seneschal lives, and where he stocks a wide array of medical supplies. He has an apartment elsewhere in his Role's name, but rarely uses it. The garden is in the center of the park, and is surrounded





DOMETH, MERCURIAN SENESCHAL OF WAR 1,067 POINTS

ST 18 [45]; **DX** 19 [60]; **IQ** 22 [125]; **HT** 18 [45].

Speed 9.25; Move 9.

Dodge 10; Parry 9.

Advantages: Basic Celestial Template [480]; Charisma +3 [15]; Choir (Mercurian) [10]; Choir Attunement (Mercurian of War) [60]; Combat Reflexes [15]; Distinction (Friend of the Fighters) [16]; Distinction (Vassal of War) [13]; Essence Control 12 [3]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Power Investiture (Corporeal) 4 [10]*; Power Investiture (Ethereal) 4 [10]*; Power Investiture (Celestial) 4 [10]*; Role (Office Worker) 3 [15]; Seneschal [5]; Servitor Attunement (Sharpshooter) [45]; Vessel (Young Man; Extra Hit Points +17) [115].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -2 [-10]; Reduced Manual Dexterity -2 [-6]; Servitor of War [-8]; Weak Will -6 [-48].

Quirks: Prefers the local “cold war” to open war. [-1]

Skills: Computer Operation/TL7-22 [1]; Detect Lies-20 [1]; Fast-Talk-21 [1]; Karate-16 [1/2]; Acting-20 [1/2]; Guns (Pistol)/TL7-22 [2]; Tactics-20 [1].

Songs: Motion (Corporeal)-20 [4]; Motion (Ethereal)-20 [4]; Motion (Celestial)-20 [4]; Projection (Corporeal)-19 [2]; Possession-19 [2].

Languages: Angelic (native)-22 [0]; English (native)-22 [0].

by ornamental trees. It is very popular with local families, especially courting couples in the summer.

Inhabitants: This is not a heavily staffed Tether; the Seneschal only has one Soldier, and no angelic servitors. The Seneschal is Joram, a Seraph of Flowers who is mildly fascinated by human romances. He has an elderly male vessel, and a Role as the park gardener; most of the day he can be found around the park, tending the plants and shrubs. His Soldier is Mark Davies, a paramedic at the local hospital, who is unfortunately far too busy there to be able to visit the Tether very often. However, he may be an invaluable contact for any angel whose vessel is injured. Joram knows of the Scroll’s existence, and that Saiyel was recently at the Tether of the War, but has not connected these facts to the current situation. He has not personally met Saiyel.

Policy: It hardly needs to be said that the local Servitors of Novalis don’t want an open turf war. However, Joram won’t leave his Tether and Mark is very busy – especially once the shooting’s started and incidental casualties start to mount. Joram

will appeal to any angels who come by to try to find the cause of these sudden hostilities, and to remove it. The Tether of Flowers is badly exposed in the event of an attack, and could be taken down without much difficulty by rifle-equipped demons, if Joram isn’t given the chance to appeal for help. However, local demons don’t think of it as an important target. Mark is a peaceful, kind-hearted man, and finds it hard to believe that angels can be as violent as demons; if he comes through this affair alive, he will be all the more grounded in his belief that peace is vital.





JORAM

Seneschal of the Rose Garden Tether

Seraph of Flowers

Corporeal Forces – 4 Strength 8 Agility 8

Ethereal Forces – 5 Intelligence 12 Precision 8

Celestial Forces – 4 Will 8 Perception 8

Vessel: Human male/3 (Fifty-year-old, gray-haired), Charisma +2

Role: “Joseph Aspar,” Park Gardener/6, Status/3

Skills: Artistry/4 (Gardening), Detect Lies/3, Dodge/4, Driving/2, Emote/3, Knowledge/4 (Area Knowledge), Medicine/5, Singing/3, Tracking/2

Songs: Charm (All/2), Dreams (Corporeal/3), Healing (All/3)

Attunements: Seraph of Flowers, Nothing But Flowers, Vassal of Flowers

DEMONIC TETHERS

The Game (Asmodeus)

Location: This Tether is in a place that many mortals already believe to be a nexus of infernal activity – the local Internal Revenue Services office. The actual locus of the Tether is in one office, which – 20 years ago – was used by an auditor who truly loved watching “clients” squirm during the slow torture of interviews, and prolonged his investigations as they desperately wriggled further into trouble. Though he has been gone for a decade, his name is still a local legend, and the demon who now occupies his office sees to it that the retired auditor is invited to all the departmental Christmas parties. The IRS occupies the entire floor of the government building where it is housed, and is bureaucratically attempting to expand further.

Inhabitants: The Seneschal is a Habbalite of the Game, Jimson by name, who truly enjoys his daily work as an auditor. It’s almost as good as being in

JORAM, SERAPH SENESCHAL OF FLOWERS

1,170 POINTS

ST 18 [45]; **DX** 19 [60]; **IQ** 26 [225]; **HT** 18 [45].

Speed 9.25; Move 9.

Dodge 11.

Advantages: Basic Celestial Template [480]; Charisma +2 [10]; Choir (Seraph) [26]; Choir Attunement (Seraph of Flowers) [65]; Combat Reflexes [15]; Distinction (Vassal of Flowers) [15]; Enhanced Dodge [15]; Essence Control 13 [4]*; Extra Hit Points (Mind) +9 [23]; Extra Hit Points (Soul) +3 [12]; Power Investiture (Corporeal) 4 [10]*; Power Investiture (Ethereal) 5 [20]*; Power Investiture (Celestial) 4 [10]*; Role (Park Gardener) 6 [30]; Seneschal [5]; Servitor Attunement (Nothing But Flowers) [15]; Vessel (Older male; Extra Hit Points +17) [115].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -8 [-40]; Servitor of Flowers [-16]; Weak Will -8 [-64].

Quirks: Mildly fascinated by human romance. [-1]

Skills: Area Knowledge (local)-28 [4]; Detect Lies-25 [2]; Diagnosis/TL7-25 [2]; Driving (Car)-21 [1]; Flower Arranging-22* [0]; Gardening-28 [4]; Performance-26 [2]; Physician/TL7-27 [6]; Surgery-23 [1/2]; Singing-19 [2]; Tracking-25 [1].

* Default from IQ.

Songs: Charm (Corporeal)-23 [2]; Charm (Ethereal)-24 [2]; Charm (Celestial)-23 [2]; Dreams (Corporeal)-24 [4]; Healing (Corporeal)-24 [4]; Healing (Celestial)-24 [4]; Healing (Ethereal)-25 [4].

Languages: Angelic (native)-26 [0]; English (native)-26 [0].



Hades, except that he can't use thumbscrews. Jimson is caustically efficient, and carries out his duties and the upkeep of the Tether with painstaking meticulousness and a pleasant smile. He is served by two obedient Djinn, Grommeth and Eusetach, who have found a comfortable niche here and will resist any attempt to move them to another post. "Ronald G. Meth" and "Eustace Smith" both have minor clerical Roles in the department, and do most of the legwork for Jimson in his attempts to keep informed on local activities. As such, they are known and loathed by most of the local demons, but cherished on account of their predictability and comparative laziness. Jimson is vaguely aware that the Scroll exists, but never considered it important. He does know about Saiyel – the Seraph visited the IRS office two nights ago, and spent an amusing hour with some paint on the office walls. Admittedly, it wouldn't have been identifiable as Heavenly work if he hadn't signed it with his name, Choir, and Archangel in Enochian script. This didn't quite count as a direct assault on the Tether, so Jimson hadn't gotten around to making a more than cursory investigation. However, the signature is still there – despite the havoc created by Karomiel.

Policy: Jimson is in an awkward position; he has always been in favor of the local cold war, but at the same time he's had to appeal to the Baalites for help (who are in favor of open war) and his Tether has been severely damaged (though not destroyed). Ideally, he'd like to be able to blame the whole matter on the angels, but he'd also like to see enough angelic firepower in the city to force the Baalites to stand down from open war. He'll want to contact the local Dominicans for negotiations – preferably without the demons of the War finding out. On the other hand, getting the Dominicans *out* of the police station and getting rid of their Tether is a long-held dream of his. Decisions, decisions . . . Oh, and if the local Servitor of Fate, Videns (p. 28), were to meet with a gory and unpleasant death – or be convicted of treason in some way – he would be extremely grateful to any demon who made it possible. Grommeth and Eusetach are both in Trauma after the attack on the Tether, but will be back with new vessels within two days.

JIMSON

Seneschal of the IRS Office

Habbalite of the Game

Corporeal Forces – 3 Strength 6 Agility 6

Ethereal Forces – 5 Intelligence 12 Precision 8

Celestial Forces – 5 Will 10 Perception 10

Vessel: Human male/3 (Fifty-year-old, balding, and sweaty)

Role: "Joseph Anderson," IRS Officer/5, Status/4

Skills: Computer Operations/4, Detect Lies/4, Dodge/1, Emote/1, Fast-Talk/2, Knowledge/4 (Tax Laws), Lying/3, Ranged Weapon/2 (Pistol)

Songs: Charm (All/2), Healing (All/3), Motion (Celestial/2), Thunder/2

Attunements: Habbalite of the Game, Dissonance Binding, Knight of Judgment

The War (Baal)

Location: This Tether is located in a gang-ridden area of town, with its locus in a back alley where a particularly nasty little execution-style shooting took place. Conveniently for recruitment, the gangs still continue their petty warfare, and the whole area is unsafe at night – and not much better by day. It isn't advisable to look rich and helpless while walking through – while passers-by aren't likely to get killed, a quick mugging is bad enough. The Seneschal has legal title to the old warehouse next to the alley in question, and it's used as crash space by the Wireheads gang, as well as any Baalites passing through. The local gangs don't mess with the Seneschal – he's tougher than any of them, and he runs an illegal bar where several "peace conferences" have been held. (Oddly enough, the peace never seems to last very long . . .) If he suggests that they should go cause some trouble somewhere in town, they'll pay attention.

Inhabitants: The Seneschal of this Tether is Crastid, a rough Calabite who keeps the respect of the local gangs with an extremely heavy hand. He has been yearning to heat up the local cold war for *decades*. Local demons of the War either fall in with his line of thinking, leave town, or suffer fatal accidents. The other Seneschals agree with him, or stay





JIMSON, HABBALITE SENESCHAL

OF THE GAME

1,022 1/2 POINTS

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

Speed 7; Move 7.

Dodge 8.

Advantages: Basic Celestial Template [480]; Band (Habbalite) [26]; Band Attunement (Habbalite of the Game) [10]; Combat Reflexes [15]; Extra Hit Points (Mind) +9 [23]; Extra Hit Points (Soul) +8 [32]; Role (IRS Officer) 5 [5 Distinction (Knight of Judgment) [28]; Essence Control 13 [4]**; Power Investiture (Ethereal) 5 [20]**; Power Investiture (Celestial) 5 [20]**; Seneschal [5]; Servitor of the Game [21]; Servitor Attunement (Dissonance Binding) [25]; Vessel (Middle-aged man; Extra Hit Points +13) [95].

* Includes 4 levels from the Servitor of the Game advantage.

** Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -4 [-20]; Weak Will -4 [-32].

Quirks: Hates Videns, although their Princes are technically friendly. [-1]

Skills: Computer Operation/TL7-28 [4]; Electronics Operation (Computers)/TL7-24 [1/2]; Detect Lies-26 [4]; Acting-27 [4]; Fast-Talk-25 [1]; Accounting-23 [1/2]; Professional Skill (IRS Agent)-24 [1/2]; Law (Tax Law)-25/31 [4]; Guns (Pistol)/TL7-16 [1].

Songs: Charm (Corporeal)-22 [2]; Charm (Ethereal)-24 [2]; Charm (Celestial)-24 [2]; Healing (Corporeal)-23 [4]; Healing (Ethereal)-24 [2]; Healing (Celestial)-24 [2]; Motion (Celestial)-24 [2]; Thunder-22 [2].

Languages: English (native)-26 [0]; Helltongue (native)-26 [0].

out of his “territory.” While his influence over the gangs gives him a great deal of potential power, open use of it may bring a police crackdown. He is assisted by Katshiki, a young, 8-Force Balseph of the War who genuinely respects Crastid’s strategic knowledge and experience. (Give it another ten years, though . . .) “Shiki” has a young male Asian vessel, and has taken care not to affiliate himself openly with any of the gangs – though most of them are quite sure that he’s really on their side. A frequent visitor to the Tether is Lana Jeffers, a Soldier of the War who works as a freelance assassin, and who finds the Tether a useful place to hide when in town. She’s fond of dark glasses, sniper rifles, automatic pistols, and clinical violence, and she expresses her loyalty to Hell by providing free service whenever any demons of the War call for it. She has, however, picked up something of the War’s general prejudices toward other demonic Words. (She’s actually skilled and intelligent enough to have garnered a bit of gen-

uine respect from Crastid and Katshiki, pitiful human though she is, and she isn’t treated as an expendable resource.) Crastid and Katshiki both know of the Scroll, though Lana doesn’t, and all three are unaware that Saiyel is in town.

Policy: Need there be any question? This is the Lucifer-sent opportunity to get the angels out of the city. Jimson’s report of an open attack on his Tether is all the excuse that Crastid needs to mobilize Katshiki, Lana, and his gangs, and to contact other local demons. The Tether of Trade was chosen as the first target in order to give his forces some *esprit de corps* and confidence in victory, and to make the state of affairs quite plain to the angels. Crastid knows of the Scroll, and has frequently regretted that the odds were unfavorable for an attack on the Michaelite Tether – he would be delighted to present the Scroll to his superiors as a trophy.

It will be difficult to make him back down and return to the previous state of affairs: this would





require a strategic analysis showing that his forces were *drastically* outnumbered, a lack of support from most other local demons, and a direct threat to his own Tether. Katshiki is fine with the whole open-war concept, and plans to blame everything on Crastid if matters go wrong and guilt needs to be assigned. Lana’s just following orders, but will remove herself from any fights that seem to be losing propositions, and use her skills at disguise to evade pursuit; she prefers to snipe from a distance, or leave bombs. She will obey orders from the Baalites (and Crastid in preference to Katshiki) but will politely request that any other local demons clear their orders through the War – unless the situation is obviously desperate, such as in the middle of a firefight. (And of course, if they don’t know that she’s a Soldier – well, they won’t give her any orders.)

CRASTID

Seneschal of the Back Alley Tether

Calabite of the War

Corporeal Forces – 5 Strength 12 Agility 8
Ethereal Forces – 4 Intelligence 7 Precision 9
Celestial Forces – 5 Will 12 Perception 8
Vessel: Human male/3 (Rough, thuggish, and middle-aged)
Role: “Charles Doms,” Vagrant/2, Status/2
Skills: Chemistry/2, Detect Lies/2, Dodge/3, Driving/1, Fast-Talk/1, Fighting/4 (Brawling), Knowledge/3 (Local Gangs), Medicine/1, Ranged Weapon/3 (Shotgun), Tactics/3
Songs: Entropy (All/3), Form (Corporeal/3), Healing (All/1), Thunder/4
Attunements: Calabite of the War, Art of Combat, Knight of the Black Order
Discord: Murderous/3

Nightmares (Beleth)

Location: The Tether of Nightmares is an apartment, once used by a serial killer, who raped and murdered at least six young men in 1907 before he was arrested and executed. These days, it’s a local

curiosity, with the legend of “old man James” kept alive among the local children, though often forgotten as they grow older. The Tether itself is weakening with public forgetfulness, which is seriously worrying the Seneschal. The apartment itself is situated in an old tenement building. The rooms to either side, directly above, and below are permanently rented by the Seneschal, who allows other demons of Nightmares – or allies – to lodge there temporarily.

Inhabitants: The Seneschal of this Tether is Jenna, a Lilim of Nightmares. (Yes, she does extract Geases in payment for allowing other demons to stay in the rooms she leases.) When she first became Seneschal, she saw it as the opportunity of a lifetime, but now she’s desperately trying to find a way to keep the Tether functioning and strong. At people’s current rate of forgetfulness, the events that inspired it will barely be remembered in two decades’ time – and the Tether itself will fade with those memories. She’s courteous to other demons, but always with an eye for what they can do for her; humans get a smiling face in public, and a horrifying visitation by night. She’s particularly fond of taking Geases to leave them alone while in their nightmares, and then calling them in later. Her assistant is Taendoka, an older Shedite with a sincere admiration for her determination and skill, and a similarly sincere lust to possess her as a slave. Fortunately for her, he is far weaker, even without her position as Seneschal, and far less imaginative in nightmares. Neither of them knows about the Scroll, or about Saiyel.

Policy: Jenna’s first thought is that if she sides with the Baalites, they’ll owe her one – and right now, her Tether needs help. As she has a number of Geases on humans in useful positions in the city bureaucracy, her influence may show up in subtle ways. Besides, fighting in the streets sounds *good* for Nightmares in general . . . Taendoka will obey her orders, using human hosts to harass angelic targets or Tethers, but is a coward at heart, and will flee if he’s spotted as a Shedite or seriously endangered.





CRASTID, CALABITE SENESCHAL OF THE WAR

1,474 POINTS

ST 26 [225]; **DX** 20 [80]; **IQ** 16 [20]; **HT** 26 [225].

Speed 11.5; Move 11.

Dodge 12; Parry 12.

Advantages: Alertness +2 [10]; Band (Calabite) [28]; Band Attunement (Calabite of the War) [5]; Basic Celestial Template [480]; Combat Reflexes [15]; Distinction (Knight of the Black Order) [25]; Essence Control 14 [5]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) 9 [36]; Power Investiture (Corporeal) 5 [20]*; Power Investiture (Ethereal) 4 [10]*; Power Investiture (Celestial) 5 [20]*; Role (Vagrant) 2 [10]; Seneschal [5]; Servitor Attunement (Art of Combat) [50]; Strong Will +10 [40]; Vessel (Human male; Extra Hit Points +25) [155].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Discord (Bloodlust; Celestial Discord) [-15]; Bloodlust [-10]; Servitor of the War [-6]; Status -1 [-5].

Skills: Brawling-22 [4]; Chemistry/TL7-14 [1]; Demolitions/TL7-14 [1/2]; Detect Lies-14 [1]; Driving (Car)-15 [0]; Fast-Talk-14 [1/2]; First Aid/TL7-15 [1/2]; Guns (Shotgun)/TL7-23 [2]; Motorcycle (Medium/Heavy)-19 [1/2]; Streetwise-16 [2]; Tactics-15 [2].

Songs: Entropy (Corporeal)-16 [4]; Entropy (Ethereal)-15 [4]; Entropy (Celestial)-16 [4]; Form (Corporeal)-15 [4]; Healing (Corporeal)-13 [1]; Healing (Ethereal)-12 [1]; Healing (Celestial)-13 [1]; Thunder-15 [6].

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

JENNA

Seneschal of Old Man James' Apartment

Lilim of Nightmares

Corporeal Forces – 3 Strength 5 Agility 7

Ethereal Forces – 5 Intelligence 10 Precision 10

Celestial Forces – 5 Will 10 Perception 10

Vessel: Human female/3 (Eighteen-year-old redhead), Charisma +3

Role: “Jane Mithis,” Student/3, Status/2

Skills: Dodge/3, Driving/2, Emote/2, Fast-Talk/2, Lockpicking/1, Ranged Weapon/2 (Pistol), Seduction/2, Small Weapon/1 (Knife)

Songs: Charm (Celestial/3), Dreams (All/3), Motion (All/2)

Attunements: Lilim of Nightmares, Lilim of Theft, Dream Walking, Knight of Restlessness

Gluttony (Haagenti)

Location: The locus of this Tether is in an illegal casino near the heart of town, where housewives pull the levers of slot machines and the would-be-wealthy slap down cards on the poker table. Nobody who gambles here is truly rich, but their desperate hunger for a win is perhaps all the more intense for it. Once a speakeasy and gambling den during Prohibition, it went legit in the 1940s, and was snatched from interested Mammonites by a sharp-eyed Impudite of Gluttony who saw its Tether-potential. These days, it's still tawdry and battered, with the gilt on the sign patchy and the carpets threadbare, but the machinery of the casino ticks as smoothly as a heartbeat, drawing in money and hunger alike with every passing day. As might be expected in a Tether of Gluttony, the place includes a very busy restaurant.

Inhabitants: Clarenne, Impudite of Gluttony, is the blandly friendly Seneschal of this Tether, and manager of the casino. She frequently circulates around the building, smiling at all those she encoun-





ters, and filling up on Essence. Her demonic assistant is Herith, a.k.a. “Hermione deWitt,” a sharp-tongued Habbalite of Gluttony in a short-skirted female vessel, who loathes her immediate superior with a hatred that goes beyond words. Clarenne is quite aware of this, and enjoys humiliating Herith with petty tasks. A human Soldier of Hell works as one of the dealers – Adrian Byrn – and does his best to avoid being drawn into the struggle between the two demons. (He

hasn’t got a chance – sooner or later, all the Soldiers there end up being involved, and either meet a nasty death or get transferred out.) He is newly sworn to Hell, and dreams of wealth and luxury. None of them is aware of the Scroll’s existence. However, they have Saiyel on film – he visited the casino briefly and won quite a bit at the poker table – and suspect that he’s an angel of Wind, should someone bring up the topic of Servitors of Janus.

Policy: While Clarenne agrees with demonic domination of the area in principle, she’s not too worried about it in practice; none of the local angels give her much trouble. (They see her as the least of the local evils.) She will, therefore, provide vague and unspecific support to the Baalite party line of wiping out any angels in town, but will be among the first to support a truce if there’s plausible evidence that this is the best course – especially if her Tether is threatened. Naturally, Herith takes the opposite position, and talks loudly about the opportunity to claim the whole city for Hell! Adrian, being as new to the War as he is, believes Herith when she tells him that this is the perfect opportunity for advancement, and supports her utterly – unless Clarenne finds out.

JENNA, LILIM SENESCHAL OF NIGHTMARES

959 POINTS

ST 12 [-15]; **DX** 16 [20]; **IQ** 22 [125]; **HT** 12 [-15].

Speed 7; Move 7.

Dodge 8; Parry 8.

Advantages: Band (Lilim) [34]; Band Attunement (Lilim of Nightmares) [15]; Band Attunement (Lilim of Theft) [3]; Basic Celestial Template [480]; Combat Reflexes [15]; Distinction (Knight of Restlessness) [10]; Essence Control 13 [4]*; Extra Hit Points (Mind) +8 [20]; Extra Hit Points (Soul) +8 [32]; Manual Dexterity +3 [9]; Power Investiture (Ethereal) 5 [20]*; Power Investiture (Celestial) 5 [20]*; Role (Student) 3 [15]; Seneschal [5]; Servitor Attunement (Dream Walking) [15]; Vessel (Young

Woman; Very Beautiful, Extra Hit Points +13) [120].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Servitor of Nightmares [-10].

Skills: Acting-21 [1]; Driving (Car)-17 [1]; Fast-Talk-21 [1]; Guns (Pistol)/TL7-18 [1]; Knife-15 [1/2]; Lockpicking/TL7-20 [1/2]; Sex Appeal-15 [10].

Songs: Charm (Celestial)-21 [4]; Dreams (Corporeal)-20 [4]; Dreams (Ethereal)-22 [4]; Dreams (Celestial)-22 [4]; Motion (Corporeal)-18 [2]; Motion (Ethereal)-20 [2]; Motion (Celestial)-20 [2].

Languages: English (native)-22 [0]; Helltongue (native)-22 [0].



CLARENNE

Seneschal of the Gambling Den Tether

Impudite of Gluttony

Corporeal Forces – 3 Strength 6 Agility 6
Ethereal Forces – 4 Intelligence 10 Precision 6
Celestial Forces – 4 Will 9 Perception 7

Vessel: Human female/3 (bleached blonde in thirties), Charisma + 1

Role: “Clarice Duquesne,” Casino Owner/3, Status/3

Skills: Computer Operations/1, Detect Lies/2, Dodge/3, Emote/3, Fast-Talk/3, Knowledge/3 (Cheating at Gambling), Lying/1, Savoir-Faire/2, Small Weapon/2 (Knife)

Songs: Charm (All/2), Harmony (All/1), Shields (All/2)

Attunements: Impudite of Gluttony, Consume, Devour

The Media (Nybbas)

Location: This Tether is at the local radio station, in the main studio, created five years ago when a politician confessed all his affairs and speculations in gory detail, and then shot himself while still on the air. (Children claim, incorrectly, that the bloodstain is still visible on the carpet.) Highest ratings ever! The place boasts several other studios, as well as offices, waiting rooms, reception rooms, and all the other requirements of a moderately successful radio station. Security is heavy; it is not easy to smuggle in weapons. The actual broadcasting is neutral in political tone, but very sensational as to subject matter, and mixes current music hits with sound bites, gutter press news reports, and dramatic interviews. It isn’t the only local radio station – just the most popular. Occasionally, coded messages are issued to local demons over the open radio, but this isn’t done often, as the angels might figure it out.

Inhabitants: Mentis, a Balseph of the Media, is the Seneschal of this Tether, and runs it with blood-chilling enthusiasm. He has a Role as the station’s manager, having arranged for the previous manager

to “accidentally” overdose. His secretary is a cold-blooded Lilim of the Media, Junitia (a.k.a. “Rosita J. Hernandez”), with the Lilim of Lust attunement, who has an excellent track record in “persuading” local celebrities that they want to give the station a personal interview. Strabos, a Calabite of Nybbas with the Role of “Todd McGraw,” runs Security with a more-than-brutal hand, and attempts to master karaoke in his spare time. Security is constantly looking for new employees; the only reason it gets them is that the pay is good. All three know of the Scroll’s existence, but their only interest in it would be for some sort of sensationalist martial-arts documentary. None of them know about Saiyel.

Policy: On the one hand, the outbreak of violence makes for great news. On the other hand, they might come after the Tether of the Media next. Mentis is undecided – but in the meantime, he’s staying on the air. The radio station will keep delivering colorful accounts of any violence that occurs, with the occasional odd comment that will only make sense to listening celestials. Any significant threats to Mentis from the angelic side will make him vote in favor of the previous state of cold war. As he has a few reporters on the streets, he may be able to help locate Karomiel. Junitia isn’t particularly concerned either way, but will gladly take Geases on anybody who’s prepared to trade them for her support. Strabos (who has the Discord of Paranoia/3) will be on the lookout for any unknown celestials (angels or demons) who might be in the radio station, and will have Security on the alert – he’s more concerned for his own hide and Tether than for the rest of town.





CLARENNE, IMPUDITE SENESCHAL OF GLUTTONY

845 POINTS

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

Speed 7; Move 7.

Dodge 8; Parry 8.

Advantages: Band (Impudite) [34]; Band Attunement (Impudite of Gluttony) [3]; Basic Celestial Template [480]; Combat Reflexes [15]; Essence Control 11 [2]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Power Investiture (Ethereal) 4 [10]*; Power Investiture (Celestial) [10]*; Role (Casino Owner) 3 [15]; Seneschal [5]; Servitor Attunement (Consume) [35]; Servitor Attunement (Devour) [15]; Vessel (Human female; Attractive, Extra Hit Points +13) [100].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -6 [-30];

Servitor of Gluttony [-4]; Weak Will -2 [-16].

Quirks: Enjoys pettily tormenting her Habbalite minion. [-1]

Skills: Acting-23 [4]; Computer Operation/TL7-21 [1/2]; Detect Lies-20 [1]; Fast-Talk-22 [2]; Gambling-22 [2]; Knife-14 [1]; Savior-Faire-22 [1]; Sleight of Hand-11 [1/2].

Songs: Charm (Corporeal)-18 [2]; Charm (Ethereal)-19 [2]; Charm (Celestial)-19 [2]; Harmony (Corporeal)-17 [1]; Harmony (Ethereal)-18 [1]; Harmony (Celestial)-18 [1]; Shields (Corporeal)-18 [2]; Shields (Ethereal)-19 [2]; Shields (Celestial)-19 [2].

Languages: English (native)-22 [0]; Helltongue (native)-22 [0].

MENTIS

Seneschal of the Radio Station Tether

Balseraph of the Media

Corporeal Forces - 4 Strength 8 Agility 8

Ethereal Forces - 4 Intelligence 8 Precision 8

Celestial Forces - 4 Will 11 Perception 5

Vessel: Human male/3 (Handsome, middle-aged blond), Charisma +2, Sex Appeal +1

Role: "Michael Mems," Radio Station Owner/4, Status/3

Skills: Detect Lies/3, Dodge/3, Driving/3, Emote/4, Fast-Talk/1, Fighting/2 (Brawling), Seduction/2

Songs: Charm (All/2), Entropy (All/3)

Attunements: Balseraph of the Media, Soundtrack, Knight of Influence

LOOSE CANNONS

A few local celestials live outside the Tethers, or serve Superiors without a Tether nearby. They are described in some detail, since they are likely to be moving around the city rather than fixed at a Tether, and may well interact with investigators.

ANGELS

Chiniel, Seraph of the Sword

Chiniel is the only angel of the Sword in town. From time to time, he gives lessons in katana at the martial-arts school run by the angels of Stone, but his main focus is at a small Catholic church near the center of town, where he sings in the choir, attends every





MENTIS, BALSERAPH SENESCHAL OF THE MEDIA

1,026 POINTS

ST 18 [45]; **DX** 19 [60]; **IQ** 18 [45]; **HT** 18 [45].

Speed 9.25; Move 9.

Dodge 10; Parry 10.

Advantages: Band (Balsraph) [26]; Band Attunement (Balsraph of the Media) [30]; Basic Celestial Template [480]; Combat Reflexes [15]; Distinction (Knight of Influence) [21]; Essence Control 12 [3]*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Power Investiture (Corporeal) 4 [10]*; Power Investiture (Ethereal) 4 [10]*; Power Investiture (Celestial) 4 [10]*; Role (Radio Station Owner) 4 [20]; Seneschal [5]; Servitor Attunement (Soundtrack)

[10]; Servitor of the Media [4]; Strong Will +6 [24]; Vessel (Young man; Very Handsome, Extra Hit Points +17) [140].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Alertness -6 [-30].

Skills: Acting-19 [2]; Brawling-19 [1]; Detect Lies-17 [2]; Driving (Car)-19 [2]; Fast-Talk-16 [1/2]; Sex Appeal-17 [1].

Songs: Charm (Corporeal)-15 [2]; Charm (Ethereal)-15 [2]; Charm (Celestial)-15 [2]; Entropy (Corporeal)-16 [4]; Entropy (Ethereal)-16 [4]; Entropy (Celestial)-16 [4].

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

service, and watches over the priest. He does this on orders from Laurence (who feels that the site has future potential as a Tether) but also for his own reasons. Not only is he a committed Catholic, but he also has a very personal responsibility.

Chiniel is an honorable angel – one who fulfills his responsibilities. When a Soldier of God died 15 years ago in the line of duty, he gave his word to the dying man that he would take care of the Soldier's five-year-old daughter, Jenna Fath. He's still doing it. Sonia at the Trade Tether was very helpful about arranging some documentation (painful as the near-deception of being the girl's "next of kin" was to Chiniel), and Jenna grew up in a virtuous, healthy atmosphere. She got everything that Chiniel could give her – a Catholic upbringing, a good education, flute lessons, and a lot of time spent helping in various charitable causes. Unlikely as it might seem, the bonding process actually worked, and Jenna blossomed into the sort of 20-year-old that most angels of the Sword only wish they could meet. She regularly plays the flute while Chiniel practices sword katas in their loft. While he has never told her about the War, he hopes that she may eventually have the potential to become a Soldier like her father. She is currently studying chemistry at the local university. (It is

unknown why Laurence permitted the guardianship; a popular theory among angels who know about it is that he respected the Seraph's oath.)

Unfortunately, their relationship is growing strained; Jenna is beginning to harbor what she considers improper thoughts about her "uncle," and Chiniel has begun to notice that his ward is no longer a child. Their situation may resolve into a romantic relationship (though it would be inappropriate for Chiniel to have an affair with a human) or into eventual separation and work elsewhere.

Chiniel will be in favor of immediate surgical strikes on local demonic Tethers, and will be glad to offer his assistance. He will, however, attempt to keep Jenna out of the picture. Should she be accidentally hurt in a demonic attack, the Seraph will be out for blood – and yes, he does have the Hunt attunement. Jenna has no idea what is going on, but has been trained in karate, and has both common sense and the ability to accept the impossible. She will be studying on the university campus for most of the period when this takes place. Chiniel knows that the Scroll exists, and if he learns of Saiyel's action, he will be furious at the theft in itself – let alone the consequences.





CHINIEL

Seraph of the Sword

Corporeal Forces – 4 Strength 8 Agility 8
Ethereal Forces – 3 Intelligence 5 Precision 7
Celestial Forces – 3 Will 5 Perception 7
Vessel: Human male/4 (Young, dark-haired), Charisma +2
Role: “James King,” Church Worker/3, Status/3
Skills: Acrobatics/2, Detect Lies/2, Dodge/1, Large Weapon/4 (Katana), Medicine/1, Running/2
Songs: Light (Corporeal/3), Shields (All/1)
Attunements: Seraph of the Sword, Hunt

Meredith, Mercurian of Lightning

Not all angels of Lightning work in high-tech institutes and universities, inspiring humans to genius, or guarding them from inappropriate knowledge. Some of them work in other areas. Some of them get assigned to primary schools.

Meredith is a Mercurian of Lightning who thought that her faith in humanity could never be shaken. Over the last six years, she’s discovered that it does have limits, and that being confronted daily

with screaming little brats can shake one’s love for human beings more than the personal appearance of a Demon Prince. Although her temper is still remarkably good for a human, it’s decidedly below par for a Mercurian, and Tarrath (at the Tether of Judgment, p. 11) is beginning to wonder if she might be courting dissonance. Jean, however, is of the opinion that her work is extremely useful, and that she is quite capable of functioning where she is. (Certain bizarre episodes on her record, classified as “inefficient conduct for an angel,” such as the notorious Black Petunia incident, leave her little space to argue with her Archangel.)

Meredith has the vessel of a brisk young woman, and works at a very modern primary school near the center of town. She is appreciated by her colleagues and loved by her pupils – not that this in any way inhibits their merry, childish behavior. Her personal urges toward efficiency, and the fact that as an angel she needs no sleep, have been driving her to what would be dubbed insane amounts of overwork in a human. If she doesn’t cut back on her involvement, or at least prioritize it somewhat within the next few years, she is liable to push herself over the edge and burn out. Unfortunately, no other angels of Lightning have spent enough time with her recently to realize how far she has stretched herself.

CHINIEL, SERAPH OF THE SWORD

910 1/2 POINTS

ST 18 [45]; **DX** 19 [60]; **IQ** 12 [-15]; **HT** 18 [45].

Speed 9.25; Move 11.

Dodge 10; Parry 11 (One-handed katana).

Advantages: Alertness +4 [20]; Basic Celestial Template [480]; Charisma +1 [5]; Choir (Seraph) [26]; Choir Attunement (Seraph of the Sword) [20]; Combat Reflexes [15]; Essence Control 10 [1]*; Extra Hit Points (Mind) +1 [3]; Extra Hit Points (Soul) +1 [4]; Power Investiture (Corporeal) 4 [10]*; Role (Church Worker) 3 [15]; Servitor Attunement (Hunt) [20]; Servitor of the

Sword [1]; Vessel (Middle-aged man; Attractive, Extra Hit Points +22) [145].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Reduced Manual Dexterity -1 [-3].

Skills: Acrobatics-17 [1]; Detect Lies-10 [1]; First Aid/TL7-11 [1/2]; Katana-20 [4]; Running-16 [1].

Songs: Light (Corporeal)-10 [4]; Shields (Corporeal)-8 [1]; Shields (Ethereal)-7 [1]; Shields (Celestial)-7 [1].

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

As far as Meredith is concerned, the city doesn't need open war. It's inefficient, and there's far too much chance of humans being hurt in the crossfire. She wants to know what precisely is going on, why it all blew up, and how it can be stopped, and will roam around town visiting the angelic Tethers to investigate this. She knows that the Scroll exists, and is aware that Saiyel was staying at the Tether of War – if anyone tells her that a Windy and a missing Scroll were so close together, she's perfectly capable of adding 2 and 2.

MEREDITH

Mercurian of Lightning

Corporeal Forces – 2 Strength 4 Agility 4

Ethereal Forces – 4 Intelligence 10 Precision 6

Celestial Forces – 3 Will 5 Perception 7

Vessel: Human female/3 (cute young blonde)

Role: “Mary Nunson,” Primary School Teacher/4, Status/3

Skills: Computer Operation/2, Detect Lies/2, Dodge/1, Emote/1, Fighting/1 (Tai Chi), Knowledge/4 (Teaching)

Songs: Shields (All/3)

Attunements: Mercurian of Lightning, Generator, Remote Control

DEMONS

Astrid, Calabite of Lust

Astrid is a vicious and destructive Calabite of Lust, though few would suspect it to meet her – she's small, slender, delicately made up, and her nails are always perfectly filed and polished, while her black leather jacket would win a commission in the army for its perfect shine. She sees no reason why she should be less than beautiful while she destroys – people for preference, but things on occasion, and cute fuzzy pet animals if she's feeling really bored. She spends a *lot* of time primping, and if she has to stay in public long enough for her Calabite aura of entropy to start dulling her jacket and chipping her nails, her temper will become even more hair-trigger.

She isn't one of the seductive demons of Lust who lures mortals to their fate. Oh, no – Astrid's into self-gratification, and self-gratification *now*. She justifies it to her superiors by her willingness to lend some

MEREDITH, MERCURIAN OF LIGHTNING

652 POINTS

ST 10 [-30]; **DX** 9 [-40]; **IQ** 22 [125]; **HT** 10 [-30].

Speed 4.75; Move 4.

Dodge 5; Parry 4.

Advantages: Basic Celestial Template [480]; Choir (Mercurian) [10]; Choir Attunement (Mercurian of Lightning) [15]; Combat Reflexes [15]; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +1 [4]; Manual Dexterity +2 [6]; Power Investiture (Ethereal) 4 [10]*; Servitor Attunement (Generator) [20]; Servitor Attunement (Remote Control) [50]; Servitor of Lightning [6]; Role (Schoolteacher) 4 [20]; Vessel (Frazzled young woman; Extra Hit Points +11) [85].

* Bought up from the Basic Celestial Template (see box, p. 3).

Disadvantages: Power Investiture (Corporeal) 2 [-10]*; Reduced Alertness -6 [-30]; Weak Will -10 [-80].

* Bought down from the Basic Celestial Template (see box, p. 3).

Quirks: Close to burnout and temperamental for a Mercurian. [-1]

Skills: Acting-20 [1/2]; Computer Operation/TL8-22 [1]; Detect Lies-20 [1]; Judo-6 [1/2]; Teaching-23 [4].

Songs: Shields (Corporeal)-18 [4]; Shields (Ethereal)-20 [4]; Shields (Celestial)-19 [4].

Languages: Angelic (native)-22 [0]; English (native)-22 [0].



aggressive assistance whenever offense is required, and she stays out of the Game’s hands by claiming she’s contributing to humanity’s moral downfall by having sex with as many people as possible. But generally speaking, she’s just plain having fun.

Astrid frequents the city’s S&M clubs, or on occasion the seedier singles bars, and takes pleasure in pushing people to their limit – or beyond. While she’s acquired something of a reputation among the more experienced members of the community, there are always new people joining it who don’t believe what they hear about her. She has the body of a 20-year-old model, and the mind of an ancient sadist. It’s a good combination for an Andrealphite. However, she has a very bad track record with subordinates – her natural tendency toward entropy and destruction tends to work itself off on them, and then she has to explain the vessel wastage. She has an apartment in town (with excellent soundproofing) but frequently drops by the Tether of the War to pick up news. Given her temperament and attitude, the Baalites find her less objectionable than most demons of Lust, and she’s helped out in their operations a few times.

When Astrid learns about current events (probably when notified by the demons of the War) she’ll throw in with the assault faction. She would probably be most effective as an unobtrusive assassin, or as a distraction (using the Dark Desire attunement). Astrid will also help defend the Tether of the Media, if necessary. Should the War drop out of the struggle, or

should someone convincingly threaten to inform senior Andrealphites about the amount of corporeal damage she’s doing – and the humans that she’s helping kill – she’ll back down and return to her normal lifestyle, though she’ll bear a grudge. She has no knowledge of the Scroll, or of Saiyel’s existence.

ASTRID

Calabite of Lust

Corporeal Forces - 3 Strength 7 Agility 5

Ethereal Forces - 3 Intelligence 6 Precision 6

Celestial Forces - 3 Will 7 Perception 5

Vessel: Human female/3 (Attractive brunette, mid-twenties), Sex Appeal +3

Role: “Astra Shadow,” Prostitute/2, Status/2

Skills: Dodge/3, Driving/3, Fast-Talk/1, Fighting/2 (Brawling), Lying/2, Seduction/3

Songs: Form (All/2), Numinous Corpus (Claws/4)

Attunements: Calabite of Lust, Dark Desire

Discord: Lustful/3

Videns, Impudite of Fate

Videns is something of a loner in town – he has no strong affiliations with any of the demonic Tethers, and is on bad terms with Jimson of the Game, resulting in a frosty relationship between two demons whose Princes are otherwise allies. (Videns feels that Jimson is too fond of torturing his “clients,” rather than spending time and effort in helping Videns bring





ASTRID, CALABITE OF LUST 700 1/2 POINTS

ST 16 [20]; **DX** 12 [-15]; **IQ** 14 [0]; **HT** 16 [20].

Speed 7; Move 7.

Dodge 8; Parry 7.

Advantages: Band (Calabite) [28]; Band Attunement (Calabite of Lust) [7]; Basic Celestial Template [480]; Combat Reflexes [15]; Manual Dexterity +1 [3]; Role (Prostitute) 2 [10]; Servitor Attunement (Dark Desire) [47]; Strong Will +2 [8]; Vessel (Human Female; Very Beautiful, Extra Hit Points +13) [120].

Disadvantages: Discord (Lecherous; Celestial Discord) [-15]; Lecherousness

[-15]; Reduced Alertness -2 [-10]; Reduced Hit Points (Soul) -1 [-4]; Servitor of Lust [-12]; Status -1 [-5].

Quirks: Friendly with Baalites; Hates being imperfect in public. [-2]

Skills: Acting-13 [1]; Brawling-12 [1]; Driving (Car)-12 [2]; Fast-Talk-12 [1/2]; Sex Appeal-16 [2].

Songs: Form (Corporeal)-10 [2]; Form (Ethereal)-10 [2]; Form (Celestial)-10 [2]; Numinous Corpus (Claws)-12 [8].

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

them to their fates. Jimson is dammed if he's going to let a snot-nosed Impudite of Fate tell him what to do.) Fortunately for Videns, he has rarely been in need of direct help, as most of the angels in town don't know about him – yet.

Videns has a role as a junior lecturer at the local university, teaching modern languages, and a young male vessel. With his Impudite of Fate attunement (he's a very touchy-feely sort, and has only narrowly escaped a recent accusation of sexual harassment) he's able to see the past of a lot of his students. He then uses the Fated Future attunement to try to steer them in the "right" direction. When he thinks about the help that vicious tax auditing could be in this process, he curses Jimson even more vehemently. The fact that none of the local angels have a particular interest in the university is mostly what has kept him safe so far – he's not overwhelmingly subtle, and often spends Essence to boost his abilities, resulting in Symphonic disturbance. He's been around for two years, and has a few success stories to his name, enough that Jimson doesn't have any really good reason to bring the Game down on his head.

When the shooting starts, Videns will panic. He's not interested in getting involved in open war, even though he'll gladly take credit for it later, if feasible. Since the shooting doesn't seem to be coming near campus, he'll hide out there. However, his nature

will spur him into trying to make matters worse, by encouraging general confusion and worry among the students. He may visit the IRS offices to gloat. If drafted to help other demons, he'll flee the scene if he can find a suitable excuse, or stab his own side in the back with glee. He's not interested in helping to negotiate a truce – it'd put him in far too dangerous a position. He doesn't know about the Scroll, or about Saiyel.

VIDENS

Impudite of Fate

Corporeal Forces – 3 Strength 5 Agility 7

Ethereal Forces – 3 Intelligence 8 Precision 4

Celestial Forces – 3 Will 6 Perception 6

Vessel: Human male/3 (scruffy, brown-haired man in thirties)

Role: "Will Fitcher," Junior Lecturer/3, Status/3

Skills: Computer Operation/1, Dodge/2, Driving/1, Fast-Talk/2, Knowledge/3 (Modern Languages), Lying/1, Running/4, Small Weapon/1 (Knife)

Songs: Attraction (Ethereal/3), Healing (Corporeal/2), Motion (All/1)

Attunements: Impudite of Fate, Fated Future



VIDENS, IMPUDITE OF FATE

666 POINTS

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

Speed 7; Move 8.

Dodge 8; Parry 8.

Advantages: Band (Impudite) [34]; Band Attunement (Impudite of Fate) [24]; Basic Celestial Template [480]; Combat Reflexes [15]; Role (Junior Lecturer) 3 [15]; Servitor Attunement (Fated Future) [21]; Vessel (Older man; Extra Hit Points +13) [95].

Disadvantages: Reduced Alertness -4 [-20]; Reduced Hit Points (Mind) -1 [-3]; Reduced Manual Dexterity -3 [-9]; Servitor of Fate [-2]; Weak Will -4 [-32].

Quirks: Causes Symphonic disturbances readily; Panics in the face of violence; Touchy-feely; "Religious" jogger; Willing to backstab his own side even during combat. [-5]

Skills: Acting-16 [1/2]; Computer Operation/TL7-17 [1/2]; Driving (Car)-14 [1/2]; Fast-Talk-17 [1]; Knife-15 [1/2]; Linguistics-16 [2]; Running-12 [4].

Songs: Attraction (Ethereal)-15 [4]; Healing (Corporeal)-14 [2]; Motion (Corporeal)-13 [1]; Motion (Ethereal)-13 [1]; Motion (Celestial)-13 [1].

Languages: English (native)-19 [0]; Helltongue (native)-19 [0].



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