



IN NOMINE

STRANGE BEDFELLOWS

In Nomine was written by Derek Percy based on an original game by CROC, under license from Asmodée

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

AN ADVENTURE IN
FOUR SCENES



BY ELIZABETH MCCOY

EDITED BY JEFF ROSE

ILLUSTRATIONS BY DAN SMITH

PLAYTESTERS: BRIAN HOGUE, CHRIS ANTHONY, PRODIGAL, AND S. DIGIOVANNI.



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This is an expansion of the adventure seed, "Strange Bedfellows," from *Superiors 1: War & Honor*, pp. 136-137. It supplies NPCs and pregenerated PCs with both *GURPS In Nomine* and *In Nomine* character stats, allowing a GM to run it as a quick one-shot or a short campaign. This isn't the only way the adventure seed could be fleshed out, of course!

Each scene of the adventure lists a goal, some possible solutions, and complications. If the GM desires, the urgency of the main goal can be toned down, and *all* the complications used, to make a complete campaign.

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The premise – for those without *Superiors I: War & Honor* – is that a Cherub Vassal of War, Ziba, has hidden his Heart and gone to Earth. A Dominican triad discovered that he was AWOL before it could be dealt with “internally,” and the agreement is that a mixed team of Judgment and War angels will be sent to get Ziba back. Since Judgment and War mix together about as well as nitro and glycerin, one Judge has sensibly called in some favors to get other angels assigned to the team as well – Servitors of Stone and/or the Sword. (Of course, the GM can allow other kinds in, but the pregenerated characters will be Servitors of the Archangels from *Superiors I*.)

These characters are designed to be accessible to those who have not played *In Nomine* before. The pregenerated PCs are relatively new-to-Earth angels, assigned to this hunt for some “seasoning.” The GM

can explain most things as the plot goes along. A quick overview of the group’s Archangels, Bands, and Princes is in order, with the most attention being paid to Lilim, Lilith, and Baal. The other Princes can be given one-sentence overviews, such as, “Haagenti is the Calabite Prince of Gluttony, and is not known to be a heavy thinker. He’s allied with Kobal, Impudite Prince of Dark Humor, whose job is to make suffering funny.” GMs who don’t want to reveal that a Lilim is relevant to the adventure may simply state that Lilith is a human (“and no one knows how Lucifer made her a Princess”), while Baal is Michael’s opposite number. This may cause the PCs to excuse the expansion on Lilim as a digression because of Lilith’s unique nature.

The players should know that some of the “meat” of this adventure is roleplaying the hostility of Michaelites toward Dominicans, and the determined, annoyed neutrality-if-it-kills-us (mostly) of the

GURPS IN NOMINE

This adventure can be played with either the traditional *In Nomine* rules or *GURPS In Nomine*.

Note that Songs have had the -5 applied for use outside the celestial realm. If these characters go to Hell or Heaven, they will have +5 to all Songs.

Extra Hit Points and Reduced Hit Points

Converted *GURPS* characters may 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 pp. 27-28 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). All nonplayer and pre-generated celestials are assumed to have the default 9 levels of Essence Control, and have allocated their initial Power Investiture levels to Power Investiture (Corporeal) 3, Power Investiture (Ethereal) 3, and Power Investiture (Celestial) 3. Any totals listed in the descriptions include these levels plus any additional purchased – or any subtracted!

Page References

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





Judgment triad toward the War angels – while the Stone and/or Sword Servitors work on keeping the peace.

The senior member of the team is Parnach, Cherub of War. Technically, he's in charge of the mission, since he's got the most Forces and is a friend of Ziba's. Michaelite characters should (theoretically) follow his lead.

The Judgment team consists of a Seraph, Cherub, and Elohite. Naturally, the Seraph (Sophereth) is in charge of the triad, but can be overruled if both of her partners vote against her. Any of them may be NPCs – if Sophie is, the GM may have her and Parnach argue frequently, to force the PCs to work together. If used as a PC, Sophie sets the tone while her NPC partner(s) follow her lead. (They'd be a bit passive, to save the GM's sanity.)

The two other angels keep the peace. Vaniah is a Malakite of Stone while Minni is a Mercurian of the Sword.

GMs who wish to cut the number of characters should know that Dominic is unlikely to send two angels on Ziba's trail; he'll probably send a full triad. So Parnach could be dropped and Sophie made the theoretical leader of this mission, possibly with more than 9 Forces in this role. There should be at least one Michaelite – for tension – with Vaniah or Minni to act as a buffer.

STARTING OUT

The team is assembled, equipped, and may exchange opening shots. They're then sent to the site of Ziba's last known location on Earth: his apartment. Unfortunately, no one has a key . . .

Goal: Break into Ziba's third-story apartment and search it for something personal so that Parnach can use his Song of Affinity to locate Ziba. Try to avoid excessive Symphonic disturbance or even getting arrested.

Possible Solutions: Convince the next-door neighbor to relinquish the spare key – or at least to accompany someone in. Sneak in the window (Corporeal Healing *will* work on windows, if they're not totally smashed). Pick the lock and get away before a nosy neighbor calls the police. Go celestial and zip inside the room, despite the disturbance.

Complications:

- The next-door neighbor, Chris McClough, is a mundane, an atheist, and a UFO nut. (He's perfectly functional and normal, save on that one topic.) He might be fooled by someone impersonating Ziba (e.g., Corporeal Song of Form), or successfully convincing him that they need to get something Ziba borrowed. However, he's sensitive to "lights from the sky," and would respond to supernatural phenomena by grabbing his camcorder and filming it all with as much stealth as possible (so the aliens won't turn their anti-tech rays against him!). Of course, he'd respond to a mere burglary by calling the cops.

- A couple with marital problems owns the apartment immediately below Ziba's. While Mr. George Smithsen is on a business trip, Mrs. Linda Smithsen is at home and frequently tipsy from drinking George's prized wine collection. If contacted by the PCs, she makes a reaction roll to each one. If she gets a Good reaction/check digit 4+ to one of the male-vesteled ones, she'll make a pass. If she gets an excellent reaction/check digit 6 to one, she'll make a pass no matter the gender! She wants revenge on her husband for having an affair. She would, afterward, feel guilty that she broke her marriage vows.


- If Linda sees someone breaking into the apartment above, make the reaction roll – on a Very Good/check digit 5+, the GM should assume that she's tipsy-to-drunk and will invite the burglar in! (She might threaten to call the police if refused, or offer sanctuary if the police are already on the way.) Otherwise, she just calls the cops.

ON THE TRAIL

Once the PCs have acquired some hair from Ziba's hairbrush, or other personal effect, Parnach can use his Song of Affinity (with extra time or extra Essence) to start tracking Ziba. Clever use of triangulation – if the PCs think of it, because Parnach won't – will find Ziba stationary. He's left town. Now they just have to follow. (This should take at least a full 24 hours, which will restore 1 Essence to everyone at dawn.)

If the GM wants to be kind, the group has two cars, and can separate the Dominicans and Michaelites. For more opportunities to snipe, they have a minivan.





Goal: Getting from point A to point B, staying together (if with two cars), and negotiating the hazards of pump-your-own gas stations and late night biker gangs. As usual, Symphonic disturbance is frowned upon.

Possible Solutions: Carefully read the car manual regarding gas tanks, and the instructions on the gas pumps. Fight or evade any hostile mundanes.

Complications:

- Running out of gas in the middle of the night, or other car trouble. At the least, an annoyance as the group must decide whether to push the van to a gas station, or divide the group to send someone (or two) for gas while the rest wait. If there are no all-night gas stations nearby, or the complication below shows up, it can be a major delay.

- A nasty breed of biker gang, looking for trouble. If the PCs are in their cars or van, ignoring the gang will work – after a few attacks with crowbars or chains, which will dent cars or crack windshields. Convincing Michaelites not to retaliate may be difficult; appealing to Parnach’s sense of urgency about the mission will work.

If the group is pushing the van, or waiting at the side of the road for someone to get back (such as Parnach), the gang stops to offer “rides” to female PCs and/or be generally insulting. Careful diplomacy or fast-talk can clear them off without violence (if the PCs are determined to avoid fighting), and supernatural displays may convince the bikers that something was in their beer, but it’s far more likely that there’ll be a rumble.

- If the fight goes against the PCs too severely, a second biker group will show up – and aid the PCs. At least one has a cell phone to call police. (Not all bikers are violent bullies – just the NPCs when a combat is desired.)

OLLIE, OLLIE, OXENFREE

Eventually, the group arrives at the warehouse where Ziba is holed up. Here, the primary threat becomes Ziba, until the group can prove their identities. Unfortunately, Ziba has fortified the place . . .

GANG MEMBERS

For each PC, there will be one biker thug. This encounter will probably provide a straight-up rumble, where the players can figure out what their strengths and weaknesses are in combat. The thugs are not detailed beyond basic combat-data. The GM will have to flesh out the gang if the PCs decide to get to know the members personally. The *In Nomine* target numbers for their skills are in brackets.

Mercurian resonance can identify the leader, the pecking order, and that this group views the angels as targets. Slums, broken families, and gang activity characterize the rest of the information an Intercessionist may get.

Malakite resonance will get deeds of honor that are selfishly benefiting the individual rather than the group (e.g., stealing five bucks from someone else in the gang; cheating on three different girlfriends and not getting caught), and deeds of dishonor from getting caught attempting to screw each other over. Good Stone Servitors may be offended.

Elohite resonance will pick up that the gang is spoiling for a fight.

GURPS Version

ST 11; DX 11; IQ 10; HT 10.

Advantages: Toughness +1 or High Pain Threshold.

Disadvantages: Bad Temper; Bully.

Skills: Motorcycle-14; Brawling-12; and one of Broadsword-12 (used with crowbars, not swords), Flail-10 (with chains), or Knife-12.

In Nomine Version

Corporeal Forces 2	Strength 5	Agility 3
Ethereal Forces 2	Intelligence 3	Precision 5
Celestial Forces 1	Will 3	Perception 1

Advantages: Toughness +1. (Body Hits: 15.)

Disadvantage: Angry/1.

Skills: Driving/5 [10]; Fighting/3 [8]; and one of (Large Weapon/3 (Crowbar) [10], Small Weapon/2 (Chain) [9], or Small Weapon/3 (Knife) [10]).



Goal: Get to Ziba without getting caught by a deathtrap, nailed by friendly fire from Ziba (under the assumption that the group are demons), or causing too much Symphonic disturbance.

Possible Solutions: Send someone celestial and ignore the disturbance. Sneak through the deathtraps in a dungeon-crawl. Get a message to Ziba somehow.

Complications:

- Ziba's had over a week to fortify his position as only an attuned Cherub Vassal of War can. He started with a three-part warehouse in an L-shape (see map, below). The "I" of the warehouse is 300'×100', and the "stem" is 200'×75'. The division at the corner is 100'×75'. The large doors to the dock for semi-trucks are in the inner part of the L, and are about five to six feet above the ground.

- The first level of security is: locks on all the doors, with a burglar alarm that alerts the police. This is all that's in section A – the bottom of the L – which is rented out. (The GM may find amusement by having it full of pallets of gaming material, such as *Kult*, *White Wolf*, or *GURPS* books, *d20* material, or even good ol' *Dungeons & Dragons*.) The security here is

lax enough that Ziba's managed to rig the boxes into defensive "lines of fire" and even has a deadfall or two that can be triggered with a good, ST 16/Strength 8 shove. So far, no one's noticed, and recently Ziba appropriated some boxes to rig deadfalls in Section B.

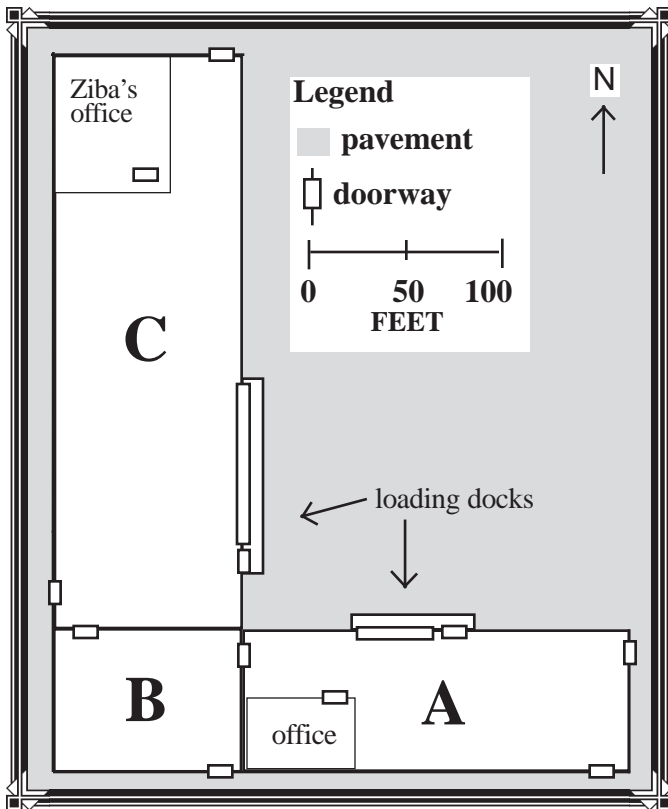
- The corner of the L, section B, is primarily offices on the second floor, with much less storage space than the other two wings of the building. Section C, the upper part of the L, has a loft on the far end with office space there, and Section A has its offices in a loft, and on the bottom of the side nearest the corner.


- Since it has more rooms, Section B is where Ziba initially set up shop. A bit of "surgery" to one of the walls added a "secret door" into the loft-office in Section C. The offices have windows to the outside – which Ziba has covered with "mirrored glass" film. (This keeps it cooler inside, too.)

- The second tier of traps involves tripwires – baling wire at ankle height on some doors, and head height at others. There are also a few tripwires at various heights, anchored in corners and around pillars, in the large, empty areas of the warehouse. Many of these have metal scrap and/or paper cups tied to them at the anchor points (where it won't reveal their location too much), so that the rattling will alert Ziba. In Section B, some boxes are stacked so that anyone who trips the wire will get a box on the head. After that, extension cords have been taken, stripped at the ends, and the bare wires wrapped around door-knobs. Small spy-holes cut in walls and floors are at angles appropriate for rifle fire, too.

- Unfortunately, Ziba has to keep a fairly close watch on things, so that he can disengage the deathtraps if someone shows up to rent Section B or C. Fortunately, his charge is relatively sensible and doesn't go wandering about in the death-trapped area.

- The head-height wires will do no damage unless someone runs into one, at which point it does 1d6/2 Body hits of damage. The deadfalls will do (1d6 minus the check digit of a successful Dodge) × 10 Body hits! The electrocution door-knobs require a Strength roll from the person grasping the knob; a success does 7 - check digit Body hits, while a failure is 7 + check digit hits. *GURPS* damage should be assigned according to





pp. CII40-41 for wire-traps, p. B131 for deadfalls, and pp. CII138-139 for electricity.

Ziba will detect the group if they approach from the front driveway, since he's watching the windows. (The inner part of the L has no windows or easily accessed walls for drilling, so he must trust in his tripwires.) Ziba has left waysigns (*Superiors I: War & Honor*, p. 121) around the warehouse, indicating, "Attuned Cherub; fortified position." If the War-angels are alert for waysigns, they'll notice them and, hopefully, not walk into the deathtraps.

CRASHING THE PARTY

Once Ziba has been contacted, the situation with the kid can be explained – or at least dragged out of him. Ziba had a geas (p. IN88) called in by a Lilim to protect a young child without contacting Heaven about it, he's been doing so, and he thinks the girl is a redeemable demoning! (See Ziba's character, p. 16, for more details.)

At that point, things get more interesting from a combat point of view.

Whoever is standing guard (there are Michaelites in the group; *someone* should stand guard) should notice a car coming up the drive. (If it's night, the car will have its lights off, and require a Perception roll to spot, with penalties if there are lights on in the same room as the lookout.) It's moving fast, heading for the access road around the warehouse, to the truck dock. The sequence of events is as follows (until the PCs interfere, that is):

- The car drives up and screeches to a halt in front of the dock. The door opens and a woman falls out, power-crawling for the stairs up to the ramp. Clearly, one of her legs is unusable, broken, and bloody. Also clearly, she's not human, from the way she's ignoring this. Ziba, if there, can identify her as "Lee," the Lilim who geased him. (Since there are no windows here, slow PCs may not get to see this part.) As soon as she gets to a door, she enters (if it's unlocked) or bangs on it frantically.

- Two SUVs enter the front parking lot, headlights on. One stops in the driveway, sideways to block it, while the other heads for the back lot.

- Two humanoids carrying rifles get out of the stopped SUV. They are Habbalah named Enoch and Gareb). The driver, a Habbalite named Gether, remains at the wheel, while a teenaged Impudite, Chidon, also stays inside.

- The second one smashes into the woman's car. Two Calabim, Eshek and Cabul, climb out of this one, too – one is the driver – while a Balsraph, Bizjothjah, takes the wheel. Two teenaged Impudites Elam and Gaal are left in the back seat. Eshek and Cabul track the blood trail of the woman into the building.

- The goal of the Lilim's pursuers is to seize her and drag her back to Hell, and either kill or capture the child who calls her Daddy. (Kill, if they think the

HEY, IT'S JUST A LILIM

War angels, Sword angels, and Malakim (even of Stone) are unlikely to back down from a fight with demons, so a battle outside the warehouse should be unavoidable.

However, PCs can be surprising. If they decide that their mission -- to recover Ziba -- is going to be compromised by having a grand brawl with the bad guys, the PCs might decide to hand over this Lilim they've never met before, and hope the demons go away.

Should this happen, and the Lilim finds out about it in time, she will use her last Essence to change to her mortally wounded male vessel in a form of suicide. Fast action with a Song of Healing will thwart this – but probably heal her enough to grab for a weapon and either fight her way out or suicide more effectively.

If the Gamesters get Leshem – or she suicides – make a reaction roll for "Bizzy," the Balsraph, to whichever of the angels (PC or NPC) have been the most vocal. Positive reactions will result in the Gamesters trying to withdraw, though this will be a tricky thing, considering Baalite opinions . . .

Erica, the child, will have a screaming fit, naturally. That's her *Daddy*, after all. (She's very clear on this, despite Leshem's female vessel.) If Leshem changes form and dies, Erica will be upset and shocked. If the PCs try handing the Lilim over, the child's face turns to a mask of fury. She will, if not knocked unconscious, start yelling something about, or to, her Grandmother. If the players are trying to skip the battle royale, it's only fair to skip to *Princess on Deck!* (p. 7).



girl's a human. Capture, if they realize she's celestial.) They're perfectly willing to try to convince the angels to hand Leshem (and kid) over by telling them what crimes she's committed – of which, only "treason to Hell" is likely to stick. If talking won't get them what they want, the battle will be joined. For the demons' character stats, see pp. 21-30.

GMs may wish to add more Impudites or Habbalah as needed to challenge the angelic party sufficiently; an additional SUV of demons can arrive late if the PCs aren't breaking a sweat, but such an obvious fudge should be avoided if possible – if they're that lucky or tactically good, let them win.

- Once the shooting starts, Chidon, Enoch, and Gareb may attack the front of the building, while the Calabim, Bizzy, Elam, and Gaal take the back. The tactical leader of the demonic group, Eshek, is a known murderer (p. 26), so the Heavenly Judgment attunement will affect him. If it is used, Bizjothjah will be more than happy to order Eshek to retreat and tell his troops to fall back and regroup before he flees to Hell.

PRINCESS ON DECK!

This element, though useful for "It Just Keeps Getting WORSE" effects, is purely optional. If the players show signs of wanting to wrap things up with a brawling bang, don't use this last scene. (Instead, try to let the Lilim escape, as a "The End(?)" or "I Thought *You* Were Watching Them!" finale.)

Either when the PCs are losing the battle, when they're in the middle of winning, or after they've mostly wrapped things up – someone strolls through the middle of the battlefield. She is about five feet tall, dark-haired, medium-dark-skinned, female . . . and a Superior, after one gets a clear look at her. Fortunately, Lilith is in a nonhostile mood – accidental and deliberate attacks alike will be deflected by a Corporeal Song of Shields, and otherwise coolly and elegantly ignored.

If any demons have been captured, Lilith asks them what their freedom is worth to them, then asks the angels if they'd like to make a counteroffer. (She'll go back and forth till someone stands pat – sensible angels won't get involved in the bidding war in the first place.) If angels have been captured, Lilith simply frees them, smiling enigmatically while the

demons mutter ineffectively. Now the PCs can worry about what they owe her.

What Lilith is really there for, though, is her Daughter, Leshem. The discussion will be entirely in Helltongue, permitting the GM to avoid "talking to himself," winding up with Leshem getting some Essence to heal herself (if still wounded). Depending on how obnoxious the angels have been to her, Leshem will explain a few details of the mission her Mother has just given her. (See her character, p. 19, for those details.)

By now, Lilith has slipped away – only to be discovered curled up on some pillows on the floor, reading storybooks (in Helltongue) with Erica. Upon discovery, she looks up and asks, "Haven't you ever seen someone reading to her granddaughter?"

And that's probably a good place for the GM to snap books closed and announce, "The end."

A DIFFERENT APPROACH

In a police campaign, such as *GURPS Cops*, mundane humans could be involved when a report of a murder/kidnapping comes in. Anna Kelley's body was found on the scene; lots of blood from at least two other people was there as well, and there are reports of unmarked cars being driven off. The Kelley car is reported at a hotel on the outskirts of town, with a girl (matching the Kelley child's description) and a woman in it. In this version, celestial complications are 1-3 angels on Ziba's trail (probably Sophie, Minni, and Parnach), and 2-4 demons (mostly lower-powered ones) likewise.

This could also be used for Soldiers, Saints, or undead who have appropriate jobs – if they haven't been informed that it's definitely supernatural, they could get tangled up in cross-plotting. Alternatively, their celestial (or ethereal) contacts might send them to scout around before the nonhumans move in.





HI, BOSS!

If Lilith shows up, the PCs may invoke one of their Superiors: Michael, David, Laurence, or, with the Celestial Song of Tongues, Dominic.

Michael (pp. IN130-131) will have a short discussion with Ziba, Parnach, or one of the War-PCs, getting up to date on the situation as quickly as possible. (This may include temporary granting of the powers of the Vassal of War Distinction!) Then he'll discuss the matter with Lilith and Leshem over a drink.

David (pp. IN112-113) will, well, stonewall. Eventually, barring great efforts by the PCs, he'll let Lilith take Leshem and Erica. They are, after all, Lilim. He's mildly approving of the pair. Through shared hardship, they have forged a strong relationship with each other. If the GM wishes additional sessions, David will request Ziba from Michael, to track the girl. If the Cherub of Judgment has attuned to either Lilim as subjects of investigation, he'll be recruited as well.

Laurence (pp. IN126-127) will immediately snarl a demand for Lilith to surrender herself, duel honorably, or flee; she'll pick the latter, using Celestial Motion to grab Leshem first. If Erica's not right next to her "Daddy," she'll be left behind, and be vastly upset by this, accusing the angels of scaring off Grandma and Daddy and being meanies. Laurence will be taken aback by a Lilim who thinks she's human and has only human levels of selfishness, and can hardly smite such a child (save in the darkest of campaigns; not recommended).

Dominic (pp. IN114-115) will tell Lilith that she is summoned for trial, which will get roughly the same result as Laurence's ultimatums. He, too, will be nonplussed by Erica.

If the demons are still around due to stupidity or captivity, they won't get into an invoking war. After all, the Princess will call for help if necessary, right? This is a tactical error. Lilith will abandon them without hesitation, and whichever Archangel is involved will use Songs to keep any invocations from getting through.





THE CHARACTERS

The *GURPS* character stats presume the Basic Celestial Template, p. IN9, and are built according to the default guidelines on p. IN16: Choir and Choir Attunement are “free,” while the Duty and Superior Invocation package are bought separately (usually as a disadvantage). However, their actual total character point cost is included for GMs who want more “absolute” costing. The *In Nomine* sheets have the target numbers in square brackets, for ease of reference.

tends to view it as yet another vehicle to drive. He’s on a fast track to being a covert warrior, and thus has had a *little* training at restraining his natural Ofanite impulsiveness. A little. Ozem had never met Judgment Servitors before, but he’s expecting them to be just as annoying, pedantic, hidebound, and supercilious as his fellow Michaelites seem to believe. (He’s a good character for anyone who’s already impulsive!)

PREGENERATED PLAYER CHARACTERS

These 9-Force angels are too new to modern Earth to have been given Roles yet. (Unless Zeroed, they do have drivers’ licenses, though, with sufficient backing to withstand a traffic ticket or two – but not a higher-level investigation.) All have variable genders – alter the default one as desired.

The *GURPS* versions, as noted before, are not straight conversions. They have been altered to make them 100-point (plus racial template, Choir template, and Choir Attunement) characters – suitable starting characters for any *GURPS In Nomine* game. All have Literacy, Essence Control 9, and 5 points from Quirks (some left blank for players to define). All vessels are assumed to have false ID – Alternate Identity – unless designated Zeroed.

OZEM, OFANITE OF WAR

Ozem is first in his age-set classes, a young prodigy of motion (if prone to daydreaming during Earth studies). He’s quite unaware that his vessel is attractive – he just thinks it’s decently streamlined, and

OZEM, OFANITE OF WAR

690 POINTS

ST 12 [-15]; DX 16 [20]; IQ 12 [-15]; HT 13 [-10].

Speed 7.25; Move 8.

Dodge 8.

Advantages: Alertness +4 [20]; Basic Celestial Template [480]; Choir (Ofanite) [25]; Choir Attunement (Ofanite of War) [85]; Combat Reflexes [15]; Vessel (Attractive, Extra Hit Points +7, Zeroed) [75].

Disadvantages: Servitor of War [-8].

Quirks: Clueless about Earth – except cars; 4 to be selected by the player. [-5]

Skills: Acrobatics-14 [1]; Brawling-16 [1]; Climbing-15 [1]; Driving/TL7 (Car)-15 [1]; Driving/TL7 (Truck)-15 [1]; Escape-13 [1/2]; Fast-Draw (Knife)-17 [1]; Fast-Draw (Pistol)-17 [1]; Guns/TL7 (Pistol)-19 [2]; Holdout-10 [1/2]; Knife-18 [4]; Mechanic/TL7 (Gasoline Engines)-11 [1]; Running-11 [1]; Shadowing-11 [1/2]; Stealth-15 [1]; Swimming-15 [1/2]; Tactics-10 [1].

Song: Numinous Corpus (Wings)-9 [4].

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



Corporeal Forces 3 Strength 5 Agility 7
Ethereal Forces 3 Intelligence 5 Precision 7
Celestial Forces 3 Will 5 Perception 7
(Mind Hits: 15; Soul Hits: 15.)

Vessel: Human/2, Charisma +1 (Body Hits: 25).

Skills: Acrobatics/2 [9], Climbing/2 [9], Driving/2 [9], Escape/1 [8], Fighting/2 [10], Move Silently/2, [9], Ranged Weapon/3 (Pistol) [10], Running/2 [9], Small Weapon/4 (Knife) [14], Swimming/1 [8], Tactics/2 [7]

Song: Wings/3 [6]

Attunement: Ofanite of War

KEHELAHATH, KYRIOTATE OF WAR

Kehelahath, “Kel” for short, has been down to Earth a few times – enough to get used to the concept of lying to cover for one’s host-body. Since her Will is so weak for one of the Dominations, she’s not likely to do much possessing of animals (let alone humans) unless she gets lucky or spends Essence to boost her Will. Still, Kel’s happy enough in the ves-

KEHELAHATH, KYRIOTATE OF WAR

805 POINTS

ST 18 [45]; **DX** 17 [30]; **IQ** 14 [0]; **HT** 14 [0].
Speed 7.25; Move 8.
Dodge 8.

Advantages: Basic Celestial Template [480]; Choir (Kyriotate) [175]; Choir Attunement (Kyriotate of War) [40]; Combat Reflexes [15]; Power Investiture (Corporeal) 4 [10]; Vessel (Extra Hit Points +1, Zeroed) [40].

Disadvantages: Power Investiture (Celestial) 2 [-10]; Servitor of War [-8]; Weak Will-4 [-32].

Quirks: 5 to be selected by the player. [-5]

Skills: Acrobatics-14 [1/2]; Acting-13 [1]; Axe-17 [2]; Brawling-17 [1]; Climbing-15 [1/2]; Driving/TL7 (Car)-15 [1/2]; Fast-Draw (Pistol)-18 [1]; Fast-Talk-14 [2]; Guns/TL7 (Pistol)-19 [1]; Stealth-16 [1]; Throwing-15 [1/2]; Two-Handed Axe-17 [2].

Songs: Healing (Corporeal)-12 [6]; Motion (Corporeal)-12 [6].

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

SOPHEREETH, SERAPH OF JUDGMENT

583 POINTS

ST 11 [-20]; **DX** 11 [-20]; **IQ** 16 [20]; **HT** 12 [-15].
Speed 5.75; Move 5.
Dodge 5.

Advantages: Basic Celestial Template [480]; Charisma +2 [10]; Choir (Seraph) [26]; Choir Attunement (Seraph of Judgment) [4]; Power Investiture (Celestial) 4 [10]; Servitor Attunement (Heavenly Judgment) [45]; Vessel [30].

Disadvantages: Curious [-5]; Power Investiture (Corporeal) 2 [-10]; Servitor of Judgment [-10].

Quirks: Ivory Tower Naiveté; 4 to be selected by the player. [-5]

Skills: Artist-13 [1/2]; Brawling-10 [1/2];

Computer Operation/TL7-16 [1]; Criminology/TL7-16 [2]; Detect Lies-13 [1/2]; Guns/TL7 (Pistol)-13 [1]; Interrogation*-16 [2]; Law-16 [4]; Leadership-16 [1/2]; Research-16 [2]; Singing-14 [4]; Stealth-11 [1/2]; Tactics-13 [1/2]; Typing-14 [8]; Writing*-16 [2].

Songs: Form (Ethereal)-13 [6]; Motion (Celestial)-13 [2]; Possession-13 [2]; Shields (Celestial)-14 [4].

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

* Sophie’s Interrogation skill is geared toward effective use of the Seraph resonance and Detect Lies. Writing is technical writing, to take efficient notes and write reports.

sel her Kyriotate of War attunement gives her – so long as she has her Big Honkin’ Axe around. Like Ozem, her opinions of Judgment are thoroughly steeped in Michaelite “bad attitude,” though she’s had little actual experience with triads. Despite being a Kyriotate, her Will is low enough that she would be a good character for someone who doesn’t want to worry about resonances or less-human Choir attitudes.

CLEMENT, CHERUB OF JUDGMENT

624 POINTS

ST 16 [20]; **DX** 17 [30]; **IQ** 10 [-30]; **HT** 16 [20].

Speed 8.25; Move 9.

Dodge 8.

Advantages: Alertness +2 [10]; Artifact Bastard Sword (Corporeal 1, Summonable for 0 Essence, Immediately recognizable as an artifact) [18]; Basic Celestial Template [480]; Charisma +2 [10]; Choir (Cherub) [26]; Choir Attunement (Cherub of Judgment) [3]; Power Investiture (Corporeal) 4 [10]; Strong Will +2 [8]; Vessel (Extra Hit Points +2) [50].

Disadvantages: Chummy [-5]; Honesty [-10]; Overconfidence [-10]; Power Investiture (Ethereal) 2 [-10]; Servitor of Judgment [-10].

Quirks: 5 to be selected by the player. [-5]

Skills: Acting-8 [1/2]; Artist-7 [1/2]; Broadsword-17 [2]; Brawling-16 [1/2]; Detect Lies-7 [1/2]; Driving/TL7 (Car)-15 [1/2]; Fast-Draw (Rifle)-16 [1/2]; Guns/TL7 (Rifle)-17 [1/2]; Running-13 [1/2]; Swimming-16 [1/2]; Two-Handed Sword-15 [1/2].

Songs: Healing (Corporeal)-7 [2]; Healing (Ethereal)-4 [1]; Healing (Celestial)-5 [1]; Shields (Corporeal)-7 [2]; Numinous Corpus (Claws)-8 [6].

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

Corporeal Forces 4 Strength 9 Agility 7
Ethereal Forces 3 Intelligence 6 Precision 6
Celestial Forces 2 Will 4 Perception 4

(Mind Hits: 18; Soul Hits: 8.)

Vessel: Human/1 (Body Hits: 45).

Skills: Acrobatics/1 [8], Climbing/1 [8], Dodge/5 [12], Driving/1 [7], Emote/2 [6], Fast-Talk/3 [7], Fighting/2 [15], Large Weapon/3 (Battleaxe) [16]; Lying/2 [8], Move Silently/2, [9], Ranged Weapon/2 (Pistol) [8], Throwing/1 [8].

Songs: Healing (Corporeal/4 [8]), Motion (Corporeal/4 [8]).

Attunement: Kyriotate of War.

SOPHEREETH, SERAPH OF JUDGMENT

“Sophie” has been on exactly one Earth mission, and takes her job very, very seriously. She leans slightly toward the “Mercy” faction in Judgment – but is naively unaware that Judgment *has* factions. As Dominican Most Holy go, she can be reasoned with surprisingly well; she won’t let people get away with things, but she will delay the lecture if it seems prudent. She’s not thrilled to be working with Michaelites – they’re always so “disorganized and irrationally rude” (sung in the strong opinion chord) – but she will do her duty and retrieve the AWOL Cherub before he Falls! From a more War-like point of view, she’s nosy, ivory tower, and can barely hold her own in a firefight – a total civilian. (Her curiosity may well increase the friction between herself and Parnach . . .) Sophie’s probably best for someone with previous roleplaying experience, being by turns softhearted, intellectual, or stern.

Corporeal Forces 2 Strength 4 Agility 4
Ethereal Forces 3 Intelligence 7 Precision 5
Celestial Forces 4 Will 8 Perception 8

(Mind Hits: 21; Soul Hits: 32.)

Vessel: Human/1, Charisma +1 (Body Hits: 10).

Skills: Artistry/1 (Drawing) [9], Computer Operation/2 [9], Detect Lies/1 [9], Fighting/1 [7], Move Silently/1 [5], Ranged Weapon/2 (Pistol) [7], Singing/1 [9], Tactics/1 [8].

Songs: Form (Ethereal/4 [7]), Motion (Celestial/2 [6]), Possession/2 [6], Shields (Celestial/3 [7]).

Attunements: Seraph of Judgment, Heavenly Judgment.

CLEMENT, CHERUB OF JUDGMENT

Clement is firmly in the “Mercy” camp of Judgment. He’s sweet, easy-going, and tries to explain to subjects that Judgment’s only harassing them because they’re all angels, and even Judges care about people. He’s the sort to request that the Seraph ask if a subject has learned from his mistakes and is truly repentant, so they can avoid overworking the Celestial Tribunal. Michaelite hostility still strains his laid-back temper. (Parnach is likely to especially annoy him, since Clement’s original assumption is “we’re both Cherubim together, so we should get along.”) As soon as he summons his Big Honkin’ Sword, he’ll garner some envy from the Michaelites, though. Naturally, he’s attuned to Sophie. (He may also be attuned to Ebed-dan, the EloHITE of the triad; this is up to the player.) His Earth experience is minimal – two missions. Clement is a peacemaker character, suitable for players who avoid getting involved with in-character strife.

Corporeal Forces 4 Strength 8 Agility 8
Ethereal Forces 2 Intelligence 3 Precision 5
Celestial Forces 3 Will 6 Perception 6
 (Mind Hits: 6; Soul Hits: 18).

Vessel: Human/2 (Body Hits: 48).

Skills: Artistry/1 (Drawing) [7], Detect Lies/1 [7], Dodge/1 [9], Driving/3 [8], Fighting/2 [14], Large Weapon/3 (Broadsword) [15]; Lying/1 [7], Ranged Weapon/1 (Rifle) [6], Running/1 [9], Swimming/1 [9].

Songs: Claws/4 [8], Healing (Corporeal/2 [6], Ethereal/1 [3], Celestial/1 [4]), Shields (Corporeal/2 [6]).

Attunement: Cherub of Judgment.

Artifact: Broadsword/1 (Summonable for 0 Essence, Obviously a Relic, 5 points).

EBED-DAN, ELOHITE OF JUDGMENT

As a direct counter to Clement, Ebed-dan is an old-school EloHITE who believes the Symphony is well-served by a bit of inflexible, inexorable Justice. If he didn’t also believe in advising – rather than overruling – the Seraph of the triad, he’d be horribly

EBED-DAN, ELOHITE OF JUDGMENT

603 POINTS

ST 10 [-30]; **DX** 12 [-15]; **IQ** 19 [60]; **HT** 13 [-10].

Speed 6.25; Move 6.

Dodge 7.

Advantages: Basic Celestial Template [480]; Choir (Cherub) [26]; Choir Attunement (Cherub of Judgment) [3]; Common Sense [10]; Combat Reflexes [15]; Musical Ability +3 [3]; Power Investiture (Ethereal) 4 [10]; Rapier Wit [5]; Servitor Attunement (Incarnate Law) [15]; Vessel (Extra Hit Points +1) [35].

Disadvantages: Power Investiture (Corporeal) 2 [-10]; Reduced Alertness 1 [-5]; Servitor of Judgment [-10]; Weak Will-3 [-24].

Quirks: 5 to be selected by the player. [-5]

Skills: Acting-20 [4]; Animal Handling-17 [1]; Area Knowledge (1400s Italy)-19 [1]; Artist-16 [1/2]; Beverage-Making-20 [2]; Brawling-11 [1/2]; Cartography/TL3-18 [1/2]; Cooking/TL3-20 [2]; Cooperage-20 [2]; Crossbow-14 [4]; Detect Lies-16 [1/2]; Diplomacy-16 [1/2]; Fast-Draw (Arrow)-12 [1/2]; Escape-12 [4]; Fire-Making (Flint Sparking)-14 [4]; First Aid/TL3-20 [2]; Forensics/TL3-16 [1/2]; Games (Chess)-20 [2]; Holdout-17 [1/2]; Interrogation-17 [1/2]; Knife-14 [4]; Knife Throwing-12 [1]; Law*-18 [2]; Lockpicking/TL3-17 [1/2]; Psychology-16 [1/2]; Research-17 [1/2]; Riding (Horse)-14 [1]; Savoir-Faire-18 [1/2]; Singing-17 [2]; Stealth-14 [1]; Tactics-16 [1/2]; Veterinary/TL3-16 [1/2].

Song: Shields (Ethereal)-16 [2].

Languages: Angelic (native)-19 [0]; English (native)-19 [0] Italian (1400s)-19 [2].

* Besides being outdated, Ebed-dan’s Law skill (1400s Italy) is now subsumed by his Incarnate Law attunement.

annoying at best. He was last on Earth in the days of horses and crossbows, with a Role as a seaport tavern owner, and is suffering a bit of culture shock. (Naturally, he doesn't express it overmuch, lest it unsettle his Seraph, but pretending that he's perfectly fine would only lead to grief as well, in his objective opinion.) He's encountered enough hostility from Servitors of War to return it – though typically only as aloofness and the occasional snide remark. (He did get his crossbow, since the Michaelites have *their* weapons.) Like Sophie, Ebed-dan is better for players with previous roleplaying experience.

Corporeal Forces 2 Strength 3 Agility 5
Ethereal Forces 4 Intelligence 8 Precision 8
Celestial Forces 3 Will 5 Perception 7
(Mind Hits: 32; Soul Hits: 15)

Vessel: Human/2. (Body Hits: 12.)

Skills: Artistry/1 (Drawing) [8], Detect Lies/1 [8], Dodge/1 [6], Riding/1* (Horse) [6], Emote/2 [9], Escape/1 [9], Fighting/1 [6], Lockpicking/1 [9], Lying/1 [9], Medicine/1 [9], Move Silently/2 [7], Ranged Weapon/1 (Crossbow) [9], Savoir-Faire/1 [9], Small Weapon/1 (Knife) [11], Tactics/1 [9].

Song: Shields (Ethereal/2 [6]).

Attunements: EloHITE of Judgment, Incarnate Law.

* Riding (Horse) is based on Agility.

VANIAH, MALAKITE OF STONE

While not the brightest gem in the quarry, Vaniah is good-hearted and devoted to the concept of UNITY DAMMIT (though it isn't uppercase or profanity-laced until three minutes after she meets the group she is supposed to keep together – Dominicans and War-angels). Though she's strong and sturdy, her mind often wanders when matters aren't immediately interesting. She has a very simple fighting style – wade in swinging. This makes her easy to dodge, but once she connects with something, the something is pretty well smote. (Vaniah is for players who like smiting – in moderation, as Stone's dissonance conditions forbid hitting first.)

Corporeal Forces 4 Strength 10 Agility 6
Ethereal Forces 2 Intelligence 4 Precision 4
Celestial Forces 3 Will 7 Perception 5
(Mind Hits: 8; Soul Hits: 21.)

Vessel: Human/1, Charisma +1 (Body Hits: 50).

Skills: Acrobatics/1 [7], Climbing/1 [7], Detect Lies/1 [6], Emote/3 [8], Fighting/2 [16], Large Weapon/1 (Staff) [15], Medicine/1 [5], Move Silently/2 [8], Running/1 [11].

Song: Form (Corporeal/6 [10]), Tongues (Corporeal/1 [5]), Wings/3 [7].

Attunements: Malakite of Stone, Mercurian of Stone.

VANIAH, MALAKITE OF STONE

644 POINTS

ST 17 [30]; **DX** 15 [10]; **IQ** 10 [-30]; **HT** 16 [20].

Speed 7.75; Move 9.

Dodge 8; Parry 10.

Advantages: Alertness +1 [5] Basic Celestial Template [480]; Choir (Malakite) [35]; Choir Attunement (Malakite of Stone) [50]; Choir Attunement (Mercurian of Stone) [30]; Strong Will +2 [8]; Vessel (Attractive) [35].

Disadvantages: Absent-Mindedness [-15]; Easy to Read [-10]; Power Investiture (Ethereal) 2 [-10]; Reduced Alertness -1 [-5]; Servitor of Stone [-18].

Quirks: 5 to be selected by the player. [-5]

Skills: Acrobatics-12 [1/2]; Acting-10 [2]; Brawling-15 [1]; Climbing-13 [1/2]; First Aid/TL7-9 [1/2]; Running-13 [1/2]; Staff-15 [3]; Stealth-14 [1].

Songs: Form (Corporeal)-13 [20]; Tongues (Corporeal)-7 [1], Numinous Corpus (Wings)-9 [4].

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

MINNI, MERCURIAN OF THE SWORD

Minni is pert, perky, cute, and not what one would expect of a demonbane Laurencian. She's barely even excellent (by Sword standards) with her saber. On the other hand, her ability to dodge is boggling, especially when she feels like being acrobatic. She's looking forward to more Earth experience, and a Role as a bounty hunter. Now, if only War and Judgment could settle their differences and work together as God's Plan asks of angels. Sheesh!

Minni's name – despite probable jokes about rodents – means “prepared,” and she is as proud of it as an angel can be without the sin of pride.

(Minni's a good character for someone who wants to play up the religious and faith aspects of *In Nomine*, or simply be an acrobat.)

Corporeal Forces 3 Strength 5 Agility 7
Ethereal Forces 3 Intelligence 6 Precision 6
Celestial Forces 3 Will 6 Perception 6
 (Mind Hits: 18; Soul Hits: 18.)

Vessel: Human/1, Charisma +1 (Body Hits: 20).

Skills: Acrobatics/1 [11], Climbing/1 [8], Detect Lies/1 [7], Dodge/6 [13], Fast-Talk/1 [7], Medicine/1 [7], Move Silently/1 [8], Ranged Weapon/1 (Pistol) [7], Savoir-Faire/1 [7], Small Weapon/4 (Saber)* [13].

Songs: Charm (Corporeal/5 [8]), Wings/3 [6].

Attunement: Mercurian of the Sword.

* Use Shortsword values (*In Nomine*, p. 65) for a saber.

MINNI, MERCURIAN OF THE SWORD 589 POINTS

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

Speed 7.5; Move 7.

Dodge 9; Parry 12.

Advantages: Basic Celestial Template [480]; Choir (Mercurian) [10]; Choir Attunement (Mercurian of the Sword) [4]; Combat Reflexes [15]; Enhanced Dodge [15]; Sanctity [5]; Servitor of Laurence [1]; Vessel (Attractive) [35].

Disadvantages: Broad-Minded [-1]; Imaginative [-1].

Quirks: 5 to be selected by the player. [-5]

Skills: Acrobatics-16 [4]; Climbing-14 [1/2]; Dancing-14 [1/2]; Detect Lies-11 [1/2]; Diplomacy-11 [1/2]; Driving (Car)-14 [1/2]; Fast-Draw (Sword)-16 [1/2]; Fast-Talk-12 [1/2]; Fencing-17 [4]; First Aid/TL7-13 [1/2]; Guns/TL7 (Pistol)-17 [1/2]; Judo-14 [1]; Stealth-14 [1/2].

Songs: Charm (Corporeal)-12 [8]; Numinous Corpus (Wings)-11 [4].

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

NONPLAYER CHARACTERS

The NPCs below are listed in the rough order that the PCs are expected to encounter them. As with the PCs above, these are not straight conversions; they have been adapted as though they had been created in *GURPS* in the first place.

Further, like the pregenerated PCs, and per p. IN10, they default to Power Investiture (Corporeal) 3, Power Investiture (Ethereal) 3, Power Investiture (Celestial) 3, and 9 levels of Essence Control; any deviations are noted as advantages or disadvantages. Vessels have Alternate Identity (attached to a Role, if the character has one) unless specified to be zeroed.

They also include resonance information for Malakite, Mercurian, and Lilim resonances. The GM is, of course, free to alter these or decide which option is the *most* likely to come up.

PARNACH, CHERUB OF WAR

Parnach is an older Cherub, and a bit hidebound – he's unlikely to investigate unusual happenings unless ordered to do so, figuring that it's “just life.”

(This is why Ziba is a Vassal of War, and Parnach isn't.) Still, he is steady and reliable, has decent leadership skills, and is a surprisingly gentle soul for a minion of War – he goes out of his way to make sure that innocent bystanders aren't damaged, and becomes morose if they are. He's also a sucker for soulful canine eyes, despite being a winged bull in celestial form, and keeps dog biscuits in his coat pockets in case he runs across a stray. Parnach has

been in Heaven for a while, but isn't totally out of date.

Parnach's role in this adventure is to provide focus – his goal is to find Ziba, without spending a long time on the various distractions provided. (If the GM runs this as a short campaign arc, he may be less impatient – or the GM can use any loose ends as *Possible Sequels*, p. 30.) If he's not used, the GM should either give the Ethereal Song of Affinity to someone else, or provide a loaner-relic.

PARNACH, CHERUB OF WAR 647 POINTS

ST 15 [10]; **DX** 15 [10]; **IQ** 13 [-10]; **HT** 14 [0].

Speed 7.25; Move 7.

Dodge 7.

Advantages: Alertness +1 [5]; Basic Celestial Template [480]; Choir (Cherub) [26]; Choir Attunement (Cherub of War) [43]; Essence Control 11 [2]; Power Investiture (Corporeal) 4 [10]; Power Investiture (Celestial) 4 [10]; Servitor Attunement (Howl) [20]; Vessel (Zeroed) [35].

Disadvantages: Incurious [-5]; Pacifism: Cannot Harm Innocents [-10]; Servitor of War [-8].

Quirks: Likes dogs; 4 to be selected by the GM to help or annoy the PCs. [-5]

Skills: Animal Handling-10 [1/2]; Axe-16 [4]; Brawling-16 [2]; Climbing-13 [1/2]; Diplomacy-10 [1/2]; Fast-Draw (Pistol)-14 [1/2]; First Aid/TL7-12 [1/2]; Guns/TL7 (Pistol)-16 [1/2]; Leadership-12 [1]; Motorcycle (Medium/Heavy)-14 [1/2]; Orienteering-12 [1]; Savoir-Faire (Military)-12 [1/2]; Scrounging-12 [1/2]; Stealth-15 [2]; Survival (Urban)-12 [1]; Tactics-14 [2]; Traps/TL7-11 [1/2]; Two-Handed Axe-15 [2]; Teaching-12 [1].

Songs: Affinity (Ethereal)-10 [4]; Form (Corporeal)-11 [4]; Healing (Corporeal)-9 [1]; Light (Celestial)-11 [4].

Languages: Angelic (native)-13 [0]; English (native)-13 [0].

Corporeal Forces 4 Strength 8 Agility 8
Ethereal Forces 3 Intelligence 5 Precision 7
Celestial Forces 4 Will 7 Perception 9
(Mind Hits: 15; Soul Hits: 28.)

Vessel: Human/2 (Body Hits: 48).

Skills: Climbing/1 [9], Driving/1 [1], Fighting/3 [15], Knowledge/1 (Animal Handling) [6], Large Weapon/5 (Axe) [17], Medicine/1 [8], Move Silently/3 [11], Ranged Weapon/1 (Pistol) [8], Survival/2 (Urban) [11], Tactics/3 [8], Tracking/4 [13].

Songs: Affinity* (Ethereal/3 [6]), Form (Corporeal/3 [7]), Healing (Corporeal/1 [5]), Light (Celestial/3 [7]).

Attunements: Cherub of War, Howl.

* The Songs of Affinity, for those without the *Liber Canticorum*, are akin to the Corporeal Song of Attraction. Ethereal Affinity requires some hair or blood.

Resonance Information

Malakite:

Within the last week, most noble: Agreeing to this joint mission, despite considering Judgmenters somewhere on the level of pond scum.

Within the last week, most ignoble: Letting some students off easy in training, because he didn't want them to look bad in front of a roving triad.

Within the last year, most noble: This mission; patiently training a group of Mercurians and other Archangels in the most nondamaging self-defense methods possible, instead of pushing them "just in case they encounter a demon," as many Michaelites would; and sneaking into a hospital to heal some victims of a car-chase between him and a couple of Calabim of Belial.



Within the last year, most ignoble: Letting students off easy, not thinking of investigating some suspicious (in retrospect) fires that turned out to be caused by the Fire Calabim, and allowing bystanders to be damaged during the Calabim’s attack.

Most noble: Entering Trauma in a kamikaze strike against a hostage-holding demon (successfully eliminating the danger to the innocent bystanders).

Most ignoble: While chasing a Baalite, not noticing when a mortal lover followed and was killed attempting to protect him.

Mercurian: Parnach considers himself immensely superior to the Judgment Servitors, more experienced than the other Michaelites, equal to Vaniah, and slightly superior to the Mercurian of the Sword – this is enhanced by being the nominal leader of the expedition. The name most people call him is “Parn.” His geographic origins are North American; his cultural origins read as somewhat dated British (a contradictory combination that hints at his celestial nature, though a suitably quirky home life could also result in such readings). His job is “Teacher and Lead Troubleshooter of a Troubleshooting Team,” and his hobbies are watching motorcycle races and attending dog shows. His relationships are teacher-to-student (none currently present), leader of the current team, and subordinate to his Boss (whom he basically worships without question). The importance of these relationships is: his Boss, then his role as leader, and and then his role as teacher.

When they catch up with Ziba, Mercurians may note that Parnach deems Ziba superior to him (though that won’t stop the other Cherub from acknowledging that Ziba shouldn’t have just vanished).

Lilim: Show up the Dominicans so that they understand who’s the better angel (Geas/2); find Ziba (Geas/3); save Ziba’s fuzzy butt from the Dominicans (for Michaelite justice) (Geas/4); get a Role that permits him to have a dog (Geas/5).

ZIBA, CHERUB VASSAL OF WAR

When Ziba received a phone call from an old Lilim acquaintance, his first plan was to get close enough to separate her head from her body with as

little fuss as possible. Then she explained that she needed a child protected, and negotiations went much more peacefully than Ziba had planned.

Now Ziba’s protecting the “imp,” Erica, while trying to convince her that she needs to redeem. As if this passive approach to demon-management weren’t hard enough for an old warhorse like Ziba, Erica doesn’t even know she’s a demon. It’s very perplexing. However, by now he’s willing to accept some help – and if he didn’t go looking for it, he’s not against the terms of the geas. (He’ll even resist the temptation to smack around Judgmenters and try claiming it was due to being geased – though he’ll think about it.)

He’s honestly sorry that he was missed in Heaven, and holding a note of dissonance for not telling anyone where he was (betraying the trust of his Boss and fellow Servitors). He’s also guilty of abandoning his job teaching self-defense through martial arts. But he’s proud of Erica, the “redeemable imp”; it’s as if *he’d* hatched her. When Leshem shows up, he’ll defend her – if only to receive permission to take Erica to a Heaven-Tether for more protection. (Once she’s given that permission – which she quickly will – he’ll shift his focus toward defending Erica, possibly by attempting to commandeer a car from the demons out front. They’ll resist this.)

Since Ziba is a Vassal of War, he is *very* combat-capable and likely to overshadow PCs. The GM can prevent this by keeping him busy defending Erica and possibly Leshem, and by restricting his access to weaponry and/or ammunition. If necessary, a lucky shot to the leg or gut might even cripple him sufficiently to keep him from defending PCs. (Or the Habbalah could afflict him with depression – his attunement to Erica would keep that defense up, but everything else would be too much trouble.)

Corporeal Forces 5 Strength 10 Agility 10
Ethereal Forces 3 Intelligence 5 Precision 7
Celestial Forces 4 Will 8 Perception 8

(Mind Hits: 15; Soul Hits: 32.)

Vessel: Human/4 (Body Hits: 90).

Role: Zachary Barns, Martial Arts Instructor/4, Status/3.

Skills: Acrobatics/1 [11], Detect Lies/1 [9], Dodge/2 [12], Driving/1 [8], Emote/1 [9], Fighting/6 [21], Knowledge/3 (Teaching) [8], Large Weapon (Sword/4 [19], Axe/1 [16],





Spear/1 [16], Lockpicking/3 [10], Medicine/2 [9], Move Silently/2 [12], Ranged Weapons (Pistol/1, Rifle/1) [8], Savoir-Faire/4 (Martial Arts) [11], Small Weapon/2 (Knife) [14], Tactics/6 [1], Throwing/1 [11].

Songs: Form (Corporeal/4 [9]), Healing (Corporeal/3 [8]), Light (Corporeal/3 [8]), Motion (Ethereal/2 [5]), Shields (Celestial/5 [9]), Wings/6 [11].

Attunements: Cherub of War, Howl, Vassal of War.

Resonance Information

Malakite:

Within the last week, most noble: Has kept this high-potential child protected and safe.

Within the last week, most ignoble: Has not checked in with his Boss.

Within the last year, most noble: Protecting this high-potential child, killing a servant of Hell, and

helping a handicapped child overcome his disabilities.

Within the last year, most ignoble: Not checking in with his Boss, allowing himself to be geased, and not being able to talk two kids (and their respective parents) into sticking with his martial arts classes.

Most noble: Got the drop on a demon with a redeemable captive and the captive's Servant, rescuing the Renegade and Servant for Heaven's glory.

Most ignoble: Got killed because he accidentally attuned to a demon.

Mercurian: Ziba considers himself "in charge" of Erica, outranking Parnach (somewhat tainted by knowing he should have told someone where he was), and if not directly in charge of the PCs, certainly the more experienced member if things get down and dirty. He also considers himself superior to

ZIBA, CHERUB VASSAL OF WAR 919 POINTS

ST 18 [45]; **DX** 17 [30]; **IQ** 12 [-15]; **HT** 18 [45].

Speed 8.75; Move 8.

Dodge 9; Parry 9.

Advantages: Alertness +4 [20]; Basic Celestial Template [480]; Choir (Cherub) [26]; Choir Attunement (Cherub of War) [43]; Combat Reflexes [15]; Distinction (Vassal of War) [13]; Essence Control 12 [3]; Power Investiture (Corporeal) 5 [20]; Power Investiture (Celestial) 4 [10]; Role 4 (Zachary Barns, Martial Arts Instructor) [20]; Servitor Attunement (Howl) [20]; Strong Will +4 [16]; Vessel (Extra Hit Points +15) [105].

Disadvantages: Dissonance 1 [-3]; Duty (the Geas: Extremely Hazardous) [-20]; Edgy [-5]; Geas 4 (Protect Erica) [-5]; Overconfidence [-10]; Reduced Manual Dexterity -1 [-3]; Servitor of War [-8]; Stubbornness [-5].

Quirks: 5 to be selected by the GM to annoy or help the players. [-5]

Skills: Acrobatics-14 [1/2]; Acting-10 [1/2];

Axe-15 [1/2]; Broadsword-18 [4]; Detect Lies-11 [2]; Driving (Car)-15 [1/2]; Fast-Draw (Knife)-17 [1/2]; Fast-Draw (Pistol)-18 [1]; Fast-Draw (Rifle)-17 [1/2]; Fast-Draw (Sword)-17 [1/2]; Fight Choreography-10 [1/2]; First Aid/TL7-12 [1]; Guns/TL7 (Pistol)-18 [1/2]; Guns (Rifle)-18 [1/2]; Judo-16 [2]; Karate-16 [2]; Knife-17 [1]; Lockpicking/TL7-11* [2]; Mechanic/TL7 (Small Gadgets)-11* [2]; Piloting/TL7 (Hang Gilder)-15 [1/2]; Piloting/TL4 (Manned Kite)-17 [2]; Riding (Horse)-15 [1/2]; Savior-Faire (Dojo)-14 [4]; Spear-15 [1/2]; Stealth-16 [1]; Tactics-14 [8]; Teaching-12 [2]; Throwing-14 [1/2]; Traps/TL7-13 [4].

Songs: Form (Corporeal)-12 [8]; Healing (Corporeal)-11 [4]; Light (Corporeal)-11 [4]; Motion (Ethereal)-8 [2]; Shields (Celestial)-11 [8]; Numinous Corpus: Wings-14 [16].

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

* Reduced Manual Dexterity has been subtracted from these skills.





Leshem (even if he is allowing the geas). Most people call him “Zee-san,” and his cultural and geographic origins are American “lower-middle class,” with implications of a rough-but-loving childhood. He was a teacher of martial arts. His hobbies include arcade games and Chinese calligraphy. He’s prone to vigilantism (which he also considers a hobby). His relationships are with his students, his attuned, and his Boss – his Boss is the most important, but his attuned is a close second, even unto surpassing his Boss in small things.

Lilim: Get Erica to redeem (Geas/6); protect Erica (Geas/4); don’t embarrass War (Geas/2).

ERICA, LILIM CHILD

Erica Kelley’s origins are shrouded in mystery. Leshem – her Lilim parent (p. 19) – doesn’t want to talk about it, and even Seraphim of Judgment are not likely to get much beyond the aura of Lilith’s involvement. In essence, Erica is the celestial child of Leshem

(as “Lee Shen”) and Anna Kelley – and Leshem believes Anna was human. (Indeed, there was disturbance at Anna’s death.) Don’t ask if Anna donated a Force to Erica, or darker components, because Leshem won’t talk and Erica doesn’t know. Erica herself is cute, half-Asian, half-black, and – even at only 7 Forces – all Lilim. She doesn’t know anything about Hell, or demons, or angels, save what’s in popular culture. She has some rudimentary concept that there’s an afterlife, and reincarnation, but calls her Songs “maaaaagic.” She knows that mean people killed Mommy and hurt Daddy real bad and Daddy’s now a girl who said that Ziba would protect her. Erica misses her friends. She doesn’t sleep. She displays – and feels – real grief and trauma about the recent tragedy, but is slightly more distractible than a human child might be, if presented with diversion. Since she’s unaware of her Band and hasn’t made any comments about Ziba’s needs, he’s decided that she’s an imp and he’s trying to get the concept of “redemption” across despite Erica’s ignorance of celestial matters.

<h3>ERICA, LILIM CHILD</h3>	<h3>512 POINTS</h3>
<p>ST 6 [-70]; DX 7 [-60]; IQ 8 [-50]; HT 7 [-60]. Speed 3.5; Move 3. Dodge 3.</p> <p>Advantages: Alertness +8 [40]; Band (Lilim) [34]; Basic Celestial Template [480]; Charisma +1 [5]; Extra Hit Points (Soul Hits) +3 [12]; Luck [15]; Patron (Leshem, Extremely powerful individual, Almost all the time) [45]; Power Investiture (Celestial) 4 [10]; Role 6 (Erica Kelley, Schoolgirl) [30]; Secret Advantage (Patron: Lilith, Rarely)* [15]; Strong Will +8 [32]; Vessel (Attractive, Extra Hit Points +5) [60].</p> <p>Disadvantages: Curious [-5]; Essence Control 7 [-2]; Phobia (Spiders) [-5]; Power Investiture (Corporeal) 1 [-20]; Power Investiture (Ethereal) 2 [-10]; Shyness (Mild) [-5]; Stubbornness [-5]; Youth [-6].</p> <p>Quirks: Believes she is a <i>human</i> mage; 4 to be selected by the GM to annoy or help the players [-5].</p>	<p>Skills: Acting-6 [1/2]; Computer Operation/TL7-8 [1]; Bicycling-10 [10]; Fast-Talk-6 [1/2]; Games (Cards: Go Fish, Crazy Eights, Etc.)-11 [6]; History-6 [1]; Hobby Skill (d20)-7 [1]; Kite Flying-8 [2]; Literature-6 [1]; Mathematics-6 [1]; Musical Composition-7 [1]; Musical Instrument (Violin)-8 [4]; Musical Notation-8 [1]; Needlecraft-6 [1]; Poetry-6 [1/2]; Scrounging-8 [1]; Singing-6 [1/2]; Stealth-6 [1].</p> <p>Songs: Light (Ethereal)-3 [2]; Tongues (Celestial)-4 [1].</p> <p>Languages: English (native)-8 [0].</p> <p>* Erica does not have Lilith’s Rites and Dissonance Conditions, but neither does she owe any geases to her “Grandmother.” Further, if Erica happens to invoke Lilith, the Princess will be inclined to arrive and help <i>without</i> charging Erica the normal price (p. IN70, <i>Lilim Band Summary</i>). This may change when Erica is grown up and aware of her nature.</p>





(If Erica’s life is put into serious danger, she might spontaneously go celestial to escape – and is much tougher that way! If things go *very* badly for the PCs and/or Erica, the GM might have her call for her Grandmother, unwittingly invoking Lilith.)

Corporeal Forces 1 Strength 2 Agility 2
Ethereal Forces 2 Intelligence 3 Precision 5
Celestial Forces 4 Will 8 Perception 8
 (Mind Hits: 6; Soul Hits: 32.)

Vessel: Human/6, Charisma +2 (Body Hits: 14).

Role: Erica Kelley, Schoolkid/6, Status/1.

Skills: Computer Operation/2 [5], Dodge/1 [3], Emote/1 [9], Fast-Talk/1 [9], Move Silently/4 [2], Singing/1 [9].

Songs: Affinity (Celestial/3 [6]), Attraction (Ethereal/2 [6]), Form (Ethereal/2 [6]), Healing (Corporeal/1 [5]), Light (Celestial/2 [5]), Shields (Celestial/3 [6]), Tongues (Corporeal/1 [5]), Acid/6 [10], Claws/1 [5].

Resonance Information

Malakite:

Within the last week, most noble: Obeying her guard like Daddy told her to do, and hasn’t tried to call any of her friends even though she’s lonely and a little bored.

Within the last week, most ignoble: Couldn’t stop the bad people from killing Mommy.

Within the last year, most noble: Helping a schoolmate pass five tests in a row, without actually cheating; studied really hard instead of going to a party; donated all her allowance for five weeks to the local humane society.

Within the last year, most ignoble: Couldn’t stop the bad people from killing Mommy; contracted to sell her homework answers to three kids and wasn’t able to deliver; didn’t rat on the kids out back smoking pot.

Most noble: This is Superior-fuzzed (i.e., it concerns an Archangel or Demon Prince, somehow), but has to do with her family.

Most ignoble: Couldn’t stop the bad people from killing Mommy.

Mercurian: Erica considers herself a child, and therefore potentially subordinate to any adults – but potentially superior to them if they behave stupidly or abusively. When the bad people show up, she’s scared of them. She thinks of Ziba as a teacher and

authority figure, second only to Daddy. Most people call her Erica. Her origins are local, and her “job” is going to school. She likes rabbits, cats, dogs, mice, horses, dinosaurs, and penguins – and collects examples of each – especially on stickers. She has several school-friends and an email “penpal,” is on friendly terms with a few teachers, and has a close relationship with her Daddy. Daddy is the most important of these, with the penpal the least important. There is also a relationship which is Superior-fuzzed, which rates somewhat above the teachers and below Daddy (if the *Princess on Deck!* (p. 8) scene is used, that connection will be fairly obvious when Erica addresses her “Grandmother”).

Lilim: Erica wants her Daddy back (Geas/6); wants her Mommy back (Geas/6); wants the people who killed Mommy to be *dead* (Geas/5); wants to get her homework answers to the kids as she promised (Geas/3); wants to go back to school and see her friends (Geas/2).

LESHEM, RENEGADE FREE LILIM

Leshem is an older Lilim, and quite powerful, with many Songs and attunements from Valefor and Baal. (She’s unlikely to overshadow the PCs, though, because she’s currently wounded and out of Essence.) Leshem “recently” settled down in his Role of Lee Shen Kelley (he took Anna’s last name), Japanese-American artist. With mighty geases to Lilith, he and Anna had a child: Erica.

Unfortunately, Leshem was suspected of treason – selling Baalite secrets – and evidence (circumstantial or otherwise) was sufficient that the Game and the War attempted to take him into custody. He dodged them, but they showed up at his house before he did. Anna was killed, and Leshem’s male vessel seriously wounded, but he got Erica away and changed into his more powerful female vessel. Then she got in touch with Ziba, and ran off to talk to contacts, find out why the Game and War were after her, and see if she could get any allies.

She’s found out why they’re after her, but wasn’t able to find any affordable allies before they caught up with her again, crippling *this* vessel, too. She’s not sure how much longer Ziba will babysit, and is on





her way back to tell him to get Erica to safety – even an angel-Tether. (Previously, she hadn’t given permission for him to take Erica to one.) Then she’s planning to use her last Essence to change to her mortally wounded male vessel and perish, entering Limbo. Leshem hopes that Ziba will send his friends back to ambush any demons lying in wait for her to get out of Limbo. She is, alas, unarmed – though she might use the Song of Acid with her last Essence instead, once she sees the PC reinforcements.

If Lilith arrives, she will ask Leshem for “a little favor.” This can be anything, as determined by the GM: for example, breaking into a Tether (Leshem doesn’t know whose it is, angelic or demonic) and retrieving an artifact sword with a pearl set into the hilt. Lilith won’t give Leshem a more thorough briefing until she’s out of angelic proximity, so the Lilim doesn’t know anything else about the target’s nature, location, or why her mother would want it. Considering that Lilith’s offered to exchange everything Leshem owes from Erica’s creation, whatever the favor it’s going to be a tough nut to crack.

Leshem cared for Anna, and cares for Erica. Her current state is close to human averages of selfishness and selflessness, though there are a few atrocities in her past. (And she’s not inclined to dwell upon those to the extent of repenting.) Her worst sin, though, was being unable to save Anna, and she’s been relatively heroic trying to protect Erica. She’s not likely to drive Malakim nuts immediately, till her unwillingness to repent and consider redemption comes up. She also believes the Hell party line that Lilim fry in Heaven, and will want to protect Erica from *that*, if not from mild “indoctrination in angel-think.”

Corporeal Forces 4 Strength 8 Agility 8
Ethereal Forces 4 Intelligence 7 Precision 9
Celestial Forces 3 Will 6 Perception 6
(Mind Hits: 28; Soul Hits: 18.)

Vessels: Human Male/1, Sex Appeal +1 (Body Hits: 40; currently mortally wounded); Human Female/3, Charisma +1, Sex Appeal +2 (Body Hits: 56; currently suffering from a broken leg – treat as a Crippled/4 Discord).

Role: Lee Shen Kelley, Artist/4, Status/3.

Skills: Acrobatics/1 [9], Artistry/4 (Painting) [10], Computer Operation/2 [9], Detect Lies/2 [8],

Dodge/3 [11], Driving/1 [10], Electronics/1 [10], Emote/2 [8], Escape/1 [10], Fast-Talk/2 [8], Fighting/6 [18], Language/1 (Japanese) [8], Large Weapon/1 (Club) [13], Lockpicking/1 [10], Lying/2 [9], Medicine/1 [10], Move Silently/4 [12], Ranged Weapons/1 (Pistol) [10], Savoir-Faire/1 [10], Seduction/2 [8], Singing/1 [7], Small Weapon/3 (Knife) [16].

Songs: Affinity (Celestial/3 [6]), Attraction (Ethereal/2 [6]), Form (Ethereal/2 [6]), Healing (Corporeal/1 [5]), Light (Celestial/2 [5]), Shields (Celestial/3 [6]), Tongues (Corporeal/1 [5]), Acid/6 [10], Claws/1 [5].

Attunements: Lilim of the War, Passage (from Theft).

Resonance Information

Malakite:

Within the last week, most noble: Deciding to sacrifice herself, her beliefs about Heaven, and just about anything to get Erica to safety.

Within the last week, most ignoble: Failing to save her wife.

Within the last year, most noble: Having done, and decided to do, a great deal to keep Erica safe; killing one of the demons who killed her wife; and donating time to Erica’s school to paint a mural in their cafeteria.

Within the last year, most ignoble: Failing to save her wife, getting caught by demons and wounded *twice*, being unable to handle this problem without recourse to angels, and selling an entire tank of fish back to a pet store while telling her family they’d all just died.

Most noble: Vowing to love, honor, and protect her wife, till death did they part.

Most ignoble: Failing to save Anna.

Mercurian: Leshem considers herself to be Erica’s parent, and warily superior to Ziba due to the geas. She would consider herself superior to Parnach and the player characters, and believes that she is the equal of any one of the demons chasing her – but also believes she is their prey, and they are her hated quarry as well. She is most commonly called Lee. She paints for fun and on commission, and likes computer painting and graphics programs as well as traditional media. She also had a job of “house-husband,” since Anna’s job was the steadier source of



income. Her geographic and cultural origins point toward impoverished Japanese-American, with hints of her true Shal-Mari "birthplace," if a Mercurian is knowledgeable and perceptive enough. She has various relationships relating to her (his) Role: parents of Erica's friends, clients, schoolteachers, etc. Most important to Leshem is her relationship with Erica. Poetically, there may be a great, gaping hole where her relationship with Anna should have been. After that, comes her relationship with her Mother, Lilith.

Lilim: Protect Erica (Geas/6); avenge Anna (Geas/5).

CABUL, CALABITE OF FIRE

Cabul joined this mission because he was hanging around in the right place at the right time, and because Bizjothjah and Eshek both believe in the theory of "expendable front-line troops." Cabul alternately

LESHEM, RENEGADE FREE LILIM

803 POINTS

ST 17 [30]; **DX** 18 [45]; **IQ** 16 [20];
HT 16 [20].
Speed 8.5; Move 10.
Dodge 10.

Advantages: Band (Lilim) [34]; Band Attunement (Lilim of the War) [15]; Basic Celestial Template [480]; Combat Reflexes [15]; Essence Control 11 [2]; Power Investiture (Corporeal) 4 [10]; Power Investiture (Ethereal) 4 [10]; Role 3 (Lee Shen Kelley, Artist) [15]; Servitor Attunement (Passage) [15]; Vessel (Female, Beautiful, Extra Hit Points +10, Zeroed) [100]; Vessel (Male, Attractive) [35].

Disadvantages: Disfavored (Renegade)* [-30]; 2 Geas 6 (Both owed to Lilith) [-30]; 5 Geas 1 (Owed to various Lilim) [-5]; On the Edge [-15]; Reduced Alertness -2 [-10]; Sense of Duty (Family) [-5]; Stubbornness [-5]; Weak Will -2 [-16].

Quirks: Code of Honor: Stays Bought; 4 to be selected by the GM to annoy or help the players. [-5]

Skills: Acrobatics-15 [1/2]; Acting-17 [4]; Artist-16 [4]; Axe/Mace-16 [1/2]; Computer Operation/TL7-16 [1]; Detect Lies-14 [1]; Driving (Car)-16 [1/2]; Electronics/TL7 (Security Systems)-13 [1/2]; Escape-15 [1/2]; Fast-Draw (Knife)-

18 [1/2]; Fast-Talk-15 [1]; First Aid/TL7-15 [1]; Guns/TL7 (Pistol)-19 [1/2]; History-13 [1/2]; Hobby Skill (d20)-14 [1/2]; Holdout-14 [1/2]; Judo-15 [1/2]; Karate-16 [20]; Knife-19 [2]; Lockpicking/TL7-14 [1/2]; Merchant-14 [1/2]; Pickpocket-15 [1/2]; Riding (Horse)-16 [1/2]; Running-13 [1/2]; Savoir-Faire-15 [1/2]; Scrounging-15 [1/2]; Sex Appeal-15 [1]; Stealth-19 [4]; Streetwise-14 [1/2].

Songs: Affinity** (Celestial)-13 [4]; Attraction (Ethereal)-13 [2]; Form (Ethereal)-13 [2]; Healing (Corporeal)-12 [1]; Light (Celestial)-12 [2]; Shields (Celestial)-13 [4]; Tongues (Corporeal)-12 [1]; Numinous Corpus: Acid-16 [12]; Numinous Corpus: Claws-12 [1].

Languages: English (native)-16 [0]; Helltongue (native)-16 [0]; Japanese-14 [1/2].

* Note that despite being a Free Lilim, Leshem has *not* taken Lilith's Rites and Dissonance Conditions; if she had, she would retain them, even as a Renegade.

** The Songs of Affinity, for those without the *Liber Canticorum*, are akin to the Corporeal Song of Attraction. Celestial Affinity requires a geas-hook on the target, or an artifact owned (bought with character points) by the target.

admires Eshek for his brutality, and sneers at him for his “softness” regarding humans. Cabul himself would cheerfully pull the wings off flies, and otherwise torment other living beings, just to get reactions. He’s not up on more subtle torments (Bizjothjah’s the one for psychological torture), but vaguely understands that these are potent and would like to learn – even from an annoyingly snooty Balsraph. He thinks of the lesser Baalites as cowardly and cannon fodder, while he is *obviously* showing them what true warrior spirit is! (In truth, his combat tactics are simplistic: find enemy, shoot rifle at enemy till out of bullets, throw anything available, use resonance on enemy till enemy resists, use Balsraph of Fire attunement to make enemy drop metal things, Sing Horns and Feet, close with enemy and pound enemy into dirt. Find another enemy. Repeat.)

Note that wooden weapons or hafts are immune to the Balsraph of Fire attunement. Note further that Parnach has a certain antipathy toward Calabim of Fire. (This is a way to get Parnach out of the brawl, if he overextends himself in an attack and gets severely injured, or just fixates on fighting with Cabul.)

Corporeal Forces 4 Strength 9 Agility 7
Ethereal Forces 2 Intelligence 3 Precision 5
Celestial Forces 3 Will 8 Perception 4
(Mind Hits: 6; Soul Hits: 24.)

Vessel: Human/3, Charisma -1 (Body Hits: 63).
Skills: Dodge/1 [8], Driving/4 [9], Fighting/3 [16],
Ranged Weapon/2 (Rifle) [7], Throwing/4 [11].
Songs: Numinous Corpus (Feet/4 [8], Horns/5 [9]).
Discord: Twitchy/4.

Attunements: Calabite of Fire, Balsraph of Fire.

Resonance Information

Malakite:

Within the last week, most noble: Helping out the War and the Game, violently, and therefore sucking up to possible mentors.

Within the last week, most ignoble: Not killing a human (Erica’s mother).

Within the last year, most noble: Hiding gasoline where kids could find it, acting like a jerk to a convenience store clerk, and leaving out the ingredients of arson for when the clerk snapped.

CABUL, CALABITE OF FIRE 711 POINTS

ST 18 [45]; **DX** 17 [30]; **IQ** 8 [-50]; **HT** 18 [45].

Speed 8.75; Move 8.

Dodge 9.

Advantages: Alertness +1 [5]; Band (Calabite) [28]; Band Attunement (Balsraph of Fire) [20]; Band Attunement (Calabite of Fire) [15]; Basic Celestial Template [480]; Combat Reflexes [15]; Power Investiture (Corporeal) 4 [10]; Strong Will +8 [32]; Vessel (Unattractive, Zeroed) [30].

Disadvantages: Discord 4 (Corporeal, linked to Klutz) [-20]; Klutz* [-15]; Power Investiture (Ethereal) 2 [-10]; Servitor of Belial [-3].

Quirks: 5 to be selected by the GM to annoy or help the players. [-5]

Skills: Brawling-18 [2]; Driving (Car)-15 [1/2]; Guns/TL7 (Rifle)-16 [1/2]; Throwing-17 [4].

Songs: Numinous Corpus (Feet)-11 [24]; Numinous Corpus (Horns)-12 [28].

Languages: English (native)-8 [0]; Helltongue (native)-8 [0].

* Cabul has Klutz without the normal DX requirements; it’s a Discord.

Within the last year, most ignoble: Getting jumped by a bunch of mortal street thugs and not killing them all, has been letting someone else call the shots in combat (Eshek), and has been paying too much for gasoline.

Most noble: Killed a bigger demon in Sheol.

Most ignoble: Licked the boots of a bigger Impudite, in Sheol, due to the Taker’s resonance.

Mercurian: Naturally, Cabul sees himself as superior to everyone around him – with the paradoxical combination of also being lower-status than Eshek and Bizjothjah. He’s contemptuous of angels, views Leshem as prey, and would see Erica as a potential

amusement. He is mostly called Cabul or “Bull,” and his origins are that particular flavor of violence and lawlessness that suggest the nastier parts of Hell or a few hellholes on Earth. (Since the Symphony doesn’t protest when he’s harmed, the average Mercurian will pick “Hell.”) His job includes arson, inciting people to arson, and petty thuggery. His hobbies include assault and battery, kidnapping, torture, skipping rocks, and graffiti. He’s a demon of few relationships – his (scary! awesome!) Boss is the most important, he’s got a favorite in Shal-Mari, and he’s *trying* to suck up to Eshek and Bizjothjah. He’s more interested in what Bizjothjah has to teach than staying on Eshek’s good side, though, and his Boss trumps everything.

Lilim: Learn this “psychological” stuff (Geas/5); show Eshek that he’s the better Calabite (Geas/4); catch Leshem and break all his/her limbs (Geas/3); beat somebody up (Geas/2).

GETHER, DJINN OF THE GAME

Gether attuned to Leshem during the fight where Leshem’s human spouse was killed, and is still a bit battered from being unable to fight back when Leshem reacted violently. (Thus, it took a while for the Game to catch up – Gether had to recover.) So long as it’s only Leshem in danger, Gether’s hoping to sit in the car. He’ll be last into any brawl, considering it his job to keep Leshem from getting away again. Indeed, he’ll quietly drive away if the angels take control of combat dramatically enough.

Corporeal Forces 3 Strength 7 Agility 5
Ethereal Forces 2 Intelligence 4 Precision 4
Celestial Forces 4 Will 10 Perception 6

(Mind Hits: 4; Soul Hits: 40.)

Vessel: Human/1 (Body Hits: 28).

Role: Jeff, Thug Enforcer/6, Status/2.

Skills: Detect Lies/2 [8], Dodge/3 [8], Driving/4 [8], Emote/1 [7], Escape/4 [9], Fighting/2 [12], Lockpicking/3 [7], Lying/1 [7], Move Silently/3 [8], Savoir-Faire/3 [7], Tactics/4 [8], Tracking/1 [7].

Songs: Attraction (Corporeal/2 [5], Ethereal/3 [5], Celestial/3 [7]).

Attunement: Djinn of the Game.

GETHER, DJINN OF THE GAME

660 POINTS

ST 16 [20]; **DX** 12 [-15]; **IQ** 10 [-30]; **HT** 15 [10].

Speed 6.75; Move 6.

Dodge 7.

Advantages: Alertness +1 [5]; Band (Djinn) [10]; Band Attunement (Djinn of the Game) [10]; Basic Celestial Template [480]; Combat Reflexes [15]; Power Investiture (Celestial) 4 [10]; Role 6 (“Jeff,” Enforcer Thug) [30]; Servitor of the Game [21]; Strong Will +10 [40]; Vessel [30].

Disadvantage: Laziness [-10].

Quirks: Self-Defense Only, Unless Ordered (because he Can’t Be Bothered); 4 to be selected by the GM to annoy or help the players. [-5]

Skills: Acting-9 [1]; Brawling-14 [4]; Detect Lies-10 [4]; Driving (Car)-12 [2]; Escape-12 [4]; Holdout-10 [2]; Lockpicking/TL7-10 [2]; Savoir-Faire (Servant)-10 [1]; Shadowing-10 [2]; Stealth-12 [2]; Tactics-10 [4]; Tracking-9 [1/2]; Traps/TL7-8 [1/2].

Songs: Attraction (Corporeal)-6 [2]; Attraction (Ethereal)-6 [4]; Attraction (Celestial)-8 [4].

Languages: English (native)-8 [0]; Helltongue (native)-8 [0].

Resonance Information

Malakite:

Within the last week, most noble: Attuned to target despite provocation, and has not smashed in the brains of either of the Habbalah – despite provocation.

Within the last week, most ignoble: Did not manage to restrain the target, or acquire target’s Role-child.

Within the last year, most noble: Met quota for Renegade apprehension, secured the “assistance” of a more powerful demon with a Distinction, and did the research that found the target’s Role and headquarters.



Within the last year, most ignoble: Developed an inconvenient attachment to a loyal stoolie in the War, pretended to be a Balsraph, and has not gathered enough blackmail on his partner to secure a good report.

Most noble: Gathered information on disloyal Servitors sufficient to secure fledging-Forces from his Boss.

Most ignoble: Was sent into Trauma by a Renegade, who subsequently may have redeemed.

Mercurian: Gether considers himself superior to everything, as a good demon should – but Bizjothjah is his superior officer. Eshek is also near equal, due to competence, and the pair of Habbalah are particularly despised. Most people call him Jeff (his Role-name). His background is a combination of violent and manipulative; unless his Role is pierced, it will point more to an inner-city gang situation than to Hell. His major hobbies include watching television and reading the *Weekly World News* and other tabloids; if his Role is not penetrated, he will seem to be a mildly obsessive conspiracy theorist. His most important relationship is with his employer (the Prince), and a close second is his partner. Running a distant third is a military background boyfriend (a low-Force Balsraph). He also has a scattering of informants, prior partners, and other assigned acquaintances (such as the current crop of Baalites).

Lilim: Get blackmail information on Bizjothjah (Geas/5); become disentangled from his Baalite stoolie (Geas/4); get Erica (Geas/3); get the Habbalah killed (Geas/2).

BIZJOTHJAH, BALSERAPH OF THE GAME

Known as “Bizzy” behind his back, Bizjothjah is technically in charge of the Asmodean-Baalite mission. Being a Balsraph, it’s unclear how much *he* knows about why they’re after Leshem, since he’ll invent any number of plausible reasons why Baal and Asmodeus want Leshem captured. He has no orders about Erica, but will tie up loose ends by killing her in front of Leshem (if he thinks Erica’s human) or capturing her as well (if he realizes she’s celestial). All in

all, he’s a thoroughly sadistic specimen of Balsraph, which any Malakite would delight in smiting.

He’ll order nearby demons to capture the weakest-looking angel(s) – one or more of the PCs – so that he can exchange hostages for Leshem and Erica. He’ll be happy to torture any hostages in front of Ziba to convince him to relinquish Leshem. If he gets Leshem, he won’t try too hard for Erica, unless he discovers she’s not human.

Corporeal Forces 3 Strength 7 Agility 5
Ethereal Forces 4 Intelligence 9 Precision 7
Celestial Forces 4 Will 10 Perception 6
 (Mind Hits: 36; Soul Hits: 40.)

Vessel: Human/1, Sex Appeal +2 (Body Hits: 28).

Role: Benedict Joseph Jamesson, Private Investigator/4, Status/3.

Skills: Computer Operation/1 [10], Detect Lies/1 [7], Dodge/1 [6], Driving/1 [8], Emote/2 [8], Escape/1 [8], Fast-Talk/1 [11], Knowledge/2 (Torture) [11], Lockpicking/1 [8], Medicine/1 [8], Move Silently/2 [7], Ranged Weapon/1 (Pistol) [8], Running/1 [8], Savoir-Faire/1 [10], Seduction/1 [11], Singing/1 [7], Tactics/1 [10], Tracking/3 [9].

Songs: Attraction (Ethereal/1 [5]), Harmony (Ethereal/1 [5]), Tongues (Corporeal/2 [5]), Wings/6 [9].

Attunements: Balsraph of the Game, Dissonance Binding.

Resonance Information

Malakite:

Within the last week, most noble: Finding target’s home and family.


Within the last week, most ignoble: Failing to obtain useful information from target’s mortal wife and child.

Within the last year, most noble: Finding a cheap, but appropriate, “birthday” gift for his superior, bringing in a Renegade seeking Heaven and debriefed it; executing a traitorous partner.

Within the last year, most ignoble: Killing a Renegade too quickly; allowing a Renegade (Leshem) to slip through his grasp at the first snatch, and losing half his notes on the current operation.

Most noble: Executed his Superior for treason, personally.





Most ignoble: Stood by and kept silence when a more powerful demon of another Prince took possession of the damned souls he was supposed to claim.

Mercurian: Of course, Bizjothjah occupies the central point of the universe. It revolves around him. He is superior to everyone in whatever room he's in (though if he were exposed to a Superior, he would be simultaneously superior to that Superior and deathly afraid of him or her). Leshem is his target, and Erica is an annoying loose end that needs to be tied up . . . perhaps literally, with some amusing activities to follow. Most people address him as Mr. Jamesson. His geographic origins are North American – though his cultural origins are “organized crime family.” His major interests are his job and his hobbies, including collecting “wallet-photo” snapshots of all his clients and targets, appreciation of fine wines, and torture. He maintains few relationships: primarily his Boss and his partner, although he has a few “stoolies” he corresponds with and blackmails. His current “play-thing” is one of the Baalite Impudites (Gaal). His rela-

tionship with his Boss is most important to him, followed by a banker he's blackmailing for funds and physical favors. Everyone else is . . . incidental.

Lilim: Gain blackmail on his superior (Geas/6); catch Leshem and haul her down to Hades (Geas/4); catch Erica for personal entertainment (Geas/2); have the blame for losing Leshem fall upon the Baalites, or the Fire-demon, and not him (Geas/1).

ESHEK, CALABITE OF THE WAR

Eshek was placed under Bizjothjah's command by his immediate Superior, and is somewhat grumpy about it – but obedient. He killed Leshem's wife. The only point in his favor is that he did it quickly because he (unlike Cabul and Bizjothjah) doesn't approve of hostages and torture, thinking them decadent and unbecoming to demons. Further, aside from thinking torture beneath him – “that's for Habbalite morons” – Eshek fancies himself a “surgical strike” commander, and doesn't like the disturbance associated with damaging

BIZJOTHJAH, BALSERAPH OF THE GAME 619 POINTS

ST 16 [20]; **DX** 12 [-15]; **IQ** 10 [-30]; **HT** 15 [10].

Speed 6.5; Move 7.

Dodge 6.

Advantages: Band (Balsersaph) [26]; Band Attunement (Balsersaph of the Game) [10]; Basic Celestial Template [480]; Essence Control 11 [2]; Power Investiture (Ethereal) 4 [10]; Power Investiture (Celestial) 4 [10]; Role 4 (Benedict Joseph Jamesson, Private Investigator) [20]; Servitor Attunement (Dissonance Binding) [25]; Servitor of the Game [21]; Strong Will +2 [8]; Vessel (Handsome) [45].

Disadvantages: Reduced Alertness -4 [-20]; Sadism [-15]; Overconfidence [-10].


Quirks: 5 to be selected by the GM to annoy or help the players. [-5]

Skills: Acting-16 [1]; Computer

Operation/TL7-16 [1/2]; Criminology/TL7-16 [1/2]; Detect Lies-14 [1/2]; Disguise-15 [1/2]; Driving (Car)-12 [1/2]; Electronics Operation/TL7 (Security Systems)-15 [1/2]; Escape-9 [1/2]; Fast-Talk-15 [1/2]; First Aid/TL7-16 [1/2]; Games (Chess)-16 [1/2]; Guns/TL7 (Pistol)-13 [1/2]; Interrogation-16 [1]; Musical Instrument (Violin)-14 [1/2]; Physiology/TL7-13 [1/2]; Psychology-14 [1/2]; Research-15 [1/2]; Running-11 [1/2]; Savior-Faire-16 [1/2]; Shadowing-16 [1]; Sex Appeal-12 [1/2]; Singing-13 [1/2]; Streetwise-15 [1/2]; Tactics-14 [1/2]; Tracking-16 [1]; Traps/TL7-15 [1/2].

Songs: Attraction (Ethereal)-13 [1]; Harmony (Ethereal)-13 [1]; Tongues (Corporeal)-13 [2]; Numinous Corpus (Wings)-15 [8].

Languages: English (native)-8 [0]; Helltongue (native)-8 [0].



and killing humans. He's a violent commander with demons, though, prone to breaking bones for minor disobedience, and all his underlings are afraid of his wrath.

He'll quickly figure out that Ziba is focused on defending the child, and delegate the nearest demon or two to distract Ziba – but stay out of range – while Eshek himself heads for the target: Leshem. If Ziba is protecting both, he'll try a forked attack to focus Ziba on the child. (In the “heat of battle,” he's likely to overrule Bizzy in this matter – though it'll be hard to communicate *his* will in the middle of a brawl.)

ESHEK, CALABITE OF THE WAR

697 1/2 POINTS

ST 18 [45]; **DX** 18 [45]; **IQ** 14 [0];
HT 17 [30].

Speed 8.75; Move 8.

Dodge 8.

Advantages: Artifact (Fiery Broadsword) [15]; Band (Calabite) [28]; Band Attunement (Calabite of the War) [4]; Basic Celestial Template [480]; Essence Control 10 [1]; Power Investiture (Corporeal) 4 [10]; Strong Will +2 [8]; Vessel (Extra Hit Points +5, Unattractive) [50].

Disadvantages: Bad Temper [-10]; Discord 3 (Ethereal, linked to Bad Temper) [-15]; Reduced Alertness -2 [-10]; Reduced Manual Dexterity -2 [-6]; Servitor of the War [-8].

Quirks: 5 to be selected by the GM to annoy or help the players. [-5]

Skills: Brawling-18 [1]; Broadsword-21 [16]; Detect Lies-12 [1]; Driving (Car)-16 [1/2]; Fast-Draw (Pistol)-17 [1/2]; Fast-Draw (Sword)-17 [1/2]; Guns/TL7 (Rifle)-19 [1/2]; Intimidation-16 [6]; Leadership-14 [1]; Tactics-14 [4]; Throwing-15 [1/2].

Songs: Numinous Corpus (Tail)-12 [4].

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

Corporeal Forces 4 Strength 8 Agility 8
Ethereal Forces 3 Intelligence 6 Precision 6
Celestial Forces 3 Will 7 Perception 5
(Mind Hits: 18; Soul Hits: 21.)

Vessel: Human/4, Charisma -1 (Body Hits: 64).

Skills: Detect Lies/2 [7], Dodge/2 [10], Driving/1 [7], Emote/3 [8], Fighting/2 [14], Large Weapon/6 (Broadsword) [18], Ranged Weapon/1 (Rifle) [7], Tactics/4 [10], Throwing/1 [9].

Song: Numinous Corpus (Tail/4 [8]).

Artifact: Fiery Sword/3*.

Discord: Angry/3.

Attunements: Calabite of the War.

* Eshek captured it from an angel, and uses it against angels at every opportunity.

Resonance Information

Malakite:

Within the last week, most noble: Killing a human quickly before the stupid companions could get into “Habbe crap,” keeping his stupid companions alive, *and* keeping the disturbance (and Symphonic disturbance) down and getting out before the authorities (mundane and otherwise) arrived. This is all tied together.

Within the last week, most ignoble: Failing to get the Fire Servitor killed. Yes, this is a paradox if compared to his honorable deed of keeping his stupid companions alive. Eshek is conflicted about Cabul.

Within the last year, most noble: Found and fought a Servitor of Michael in a duel to the death – and won; tested a young crop of demonlings for suitability to serve; and recruited a talented Servitor of Nightmares to the Baalite cause.

Within the last year, most ignoble: Had to fake an affection for a Servitor of Nightmares, didn't succeed in destroying a Michaelite safehouse, and failed to keep mundanes (Anna and Erica, primarily) out of celestial matters.

Most noble: Held a position alone, against angels and deluded humans, despite near-fatal wounds, until reinforcements arrived.

Most ignoble: Allowed a Servitor of Fate to overrule him on an operation, and order a retreat.

Mercurian: Eshek considers himself – as demons tend to do – to be the superior being in the group. However, he knows that Bizjothjah and Gether hold the power of the Game, and thus defers to them in more than he would like. His second choice second in commands are the Habbalah, slightly favoring Gareb. Leshem is the target, and Erica is a loose end to be dealt with if necessary, or ignored since she’s only a child. With no Role, Eshek is most commonly known as “sir” or Eshek. His origins are steeped in violence – most Mercurians would guess at Gehenna, but it’s barely possible he’s from some war-torn country or gang-infested inner city area. His job is doing whatever his lord tells him to do, and his hobbies are finding better ways to accomplish that . . . and dodging attempts to make him learn how to use modern weaponry instead of his favorite flaming sword. His most important relationship, as typical with demons, is that with his Prince. Second, comes his squad, which is less individual than the *concept* of “squad,” whoever is in that group at the time. His squad, he leads and makes strong, and has some small pride in bringing as many of them back alive as possible. At the same time, he despises weakness, sloth, and cowardice in the individual members.

Lilim: Beat some sense into his Impudites (Geas/4); beat some sense into his new “second in command” Habbalah (Geas/3); get the Gamesters to go away (Geas/3); get Cabul killed when it won’t be inconvenient (Geas/2); get Leshem so these Gamesters will go away (Geas/1).

ENOCH AND GAREB, HABBALAH OF THE WAR

Enoch and Gareb are essentially Eshek’s seconds in command – if only because they’re able to beat up the Impudites and Leshem killed the previous one (a Balsraph) during the first attack. Somewhat surprisingly for Habbalah, they have matching explanations for why they’re “angels doing God’s work in Hell” and nominally working for Baal. (They’re there to prove to demons that angels are better, so that Heaven will win Armageddon; they fight against “Heaven’s wimps” to strengthen Heaven.) As the closest things to “friends” that Punishers have, they’ll cooperate surprisingly well with each other,

ENOCH AND GAREB, HABBALAH OF THE WAR

624 1/2 POINTS

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

Speed 6.75; Move 8.

Dodge 8.

Advantages: Alertness +2 [10]; Band (Habbalite) [25]; Band Attunement (Habbalite of the War) [20]; Basic Celestial Template [480]; Combat Reflexes [15]; Strong Will +6 [24]; Vessel (Attractive, Extra Hit Points +5, Zeroed) [65].

Disadvantages: Essence Control 8 [-1]; Overconfidence [-10]; Power Investiture (Ethereal) 2 [-10]; Reduced Manual Dexterity -1 [-3]; Servitor of the War [-6].

Quirks: 5 to be selected by the GM to annoy or help the players [-5].

Skills: Axe/Mace-14 [8]; Brawling-15 [8]; Climbing-11 [1]; Driving (Car)-11 [1]; Escape-9 [1/2]; First Aid/TL7-9 [1/2]; Guns/TL7 (Rifle)-14 [2]; Running-13 [1]; Stealth-11 [1]; Tactics-7 [1/2]; Theology-8 [1]; Throwing-10 [1].

Songs: Healing (Corporeal)-7 [4]; Numinous Corpus (Tail/Claws)*-10 [16].

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

*Tail for Enoch, Claws for Gareb.

and even help each other out if they get ganged up on. After all, “honestly overpowered” isn’t “weak.”

They’re a bit overconfident, sure that they’re the better than the “wimpy” Heavenly angels, but due to their delusion, they won’t *soul*-kill a worthy angelic opponent (i.e., one who fights back), even if they get a chance in celestial combat, unless it’s entirely self-defense. Worthy ones should be vessel-killed and sent back to Heaven to train . . . They look down on



the other demons, but respect the stronger ones' ability to pound on them, and don't intend to "break cover" by revealing they're *really* on Heaven's side in the end.

Corporeal Forces 3 Strength 7 Agility 5
Ethereal Forces 2 Intelligence 4 Precision 4
Celestial Forces 3 Will 7 Perception 5
 (Mind Hits: 8; Soul Hits: 21)

Vessel: Human/2, Sex Appeal +1 (Body Hits: 35).

Skills: Climbing/2 [7], Dodge/2 [7], Driving/1 [5],
 Escape/1 [6], Fighting/4 [14], Large Weapon/3
 (Club) [13], Medicine/1 [5], Move Silently/2 [7],
 Ranged Weapon/3 (Rifle) [7], Running/1 [8],
 Tactics/1 [5], Throwing/2 [7].

Songs: Healing (Corporeal/2 [5]), Numinous
 Corpus/4 (Claws/Tail) [7].

Attunement: Habbalite of the War.

* Tail for Enoch, Claws for Gareb.

Resonance Information

Malakite:

Within the last week, most noble: Enoch preventing the Fire-Calabite from setting the target's house on fire. Gareb backing Enoch in their bid for "second in command."

Within the last week, most ignoble: Neither managing to prevent Leshem's escape with her child, nor being able to sing Healing in time to save the old second in command.

Within the last year, most noble: Defeating demon challengers who were insulting and overly familiar (they did this as a pair). Enoch defending his worldview several times, successfully, thus promoting the correct interpretation of God's Will. He also donated anonymously to a church (with some money he found in a wallet on the street). Gareb trained a class of gremlins, winnowing out the weak such that she believes some of them will be found worthy enough to be redeemed into Habbalah, and inspired someone in a church to confess to all his sins by enhancing his feelings of guilt.

Within the last year, most ignoble: Jointly, their failure to save the former second in command. Enoch was unable to test a priest, due to orders. Gareb failed to make a priest take a sufficiently chastising stance toward a sinner. Lastly, Enoch kept silent when

Gareb disagreed with him over an esoteric point of Habbalite theology.

Most noble: Redeemed as Habbalah, to do God's Will.

Most ignoble: Have held their hands too many times, not smiting the demons, for fear of being discovered as the "moles" for Heaven they are. (This is, naturally, the way *they* see it. Malakim are likely to consider the truth of this in a different light.)

Mercurian: Both Habbalah consider themselves superior to the demons they are "infiltrating," and equal or superior to the angels. (They *can* comprehend the notion of respectful equality with angels who are strong enough.) They consider each other equals. Leshem is just a demon unless they believe she is seeking redemption, which would put them in a small quandary. Erica, they consider to be a mere human, and beneath notice unless they have opportunity to test her *after* all the fighting. With no Roles, Enoch is known as 'Noch, and Gareb is mostly called Garry – except by each other, who use full names. Their background feels of inner city gangs and military service. Their hobby is their calling: religion. Their most important relationship is with each other, but is not (despite or because of their opposite-gendered vessels) sexual. Next to that is with Eshek, their superior officer, and a third is their Prince; the latter two are motivated primarily by fear of being caught and rendered useless as the spies they consider themselves to be.

Lilim: Aid Heaven during Armageddon (Geas/6 or more); have something nasty happen to the Gamedemons that can't be traced to them (Geas/5); have something nasty happen to the Fire-Calabite that can't be traced to them (Geas/4); catch Leshem (Geas/3).

CHIDON, GAAL, AND ELAM, IMPUDITES OF THE WAR

Chidon, Gaal, and Elam are a trio of junior Baalites, with teenage bodies to match. Chidon has a female vessel, but this is not immediately evident. They get ordered around by everyone, yelled at because they're so bad at sucking Essence (to give to their superiors), beaten up in the guise of training, and generally have bad attitudes. They're afraid of Cabul, Eshek, and the





Habbalah, and are wary of the Gamesters. If any of them get an excellent reaction/positive reaction roll with a check digit of 6, there is a chance they'll be so impressed by angelic teamwork that they'd be interested in defecting from Hell. Whether they're actual redemption potential, though, is problematic.

For weapons, Chidon uses a baseball bat (using Club skill) and Gaal has a hatchet, while Elam actually has a shortsword, and is envied by his fellows.

Corporeal Forces 3 Strength 6 Agility 6
Ethereal Forces 2 Intelligence 3 Precision 5
Celestial Forces 2 Will 5 Perception 3
 (Mind Hits: 6; Soul Hits: 10.)

Vessel: Young Teenage Human/2 (Body Hits: 30).
Skills: Dodge/3 [9], Fighting/3 [12], Small Weapon/3* [11], Move Silently/1 [7], Ranged Weapon/3 (Rifle) [7], Running/1 [7].

Songs: Form (Corporeal/4 [7], Ethereal/4 [6]).

Attunement: Impudite of the War.

* Gaal uses Axe, Chidon uses Club skill for his baseball bat, and Elam uses Shortsword.

Resonance Information

Malakite:

Within the last week, most noble: Chidon was the one who Charmed a minor bureaucrat into helping the Gamesters. Elam used the flat of his blade to avoid badly injuring the (presumed human) child that Leshem was rescuing. Gaal has been tough enough to remain silent about Bizjothjah's abuse.

Within the last week, most ignoble: All three of them were unable to prevent the killing of Anna, Leshem's human wife. (They were assigned to wait outside and cut off escape or ambush Leshem, so they are not dissonant, but none of them are happy about the murder of a noncombatant.) If the GM wishes to individualize them a bit, Chidon also played baseball with her "weapon" as cover, and has failed to successfully get Essence from any human in the past week; Elam was unable to damage Leshem while she was escaping with the child, nor did he summon up the courage to break with his fellows and gain status when the Habbalah made a bid for second in command; and Gaal has taken minor orders from Cabul and the Gamesters, because he was afraid of them, and allowed Bizjothjah to abuse him (and has

not reported this usurpation of the chain of command to Eshek).

Within the last year, most noble: The trio faced down a would-be gang of teenagers, and drove them off without killing them. Earlier in the year, they worked as a unit to stop a real gang shoot-out with no fatal injuries to the humans. Chidon got the leader of her attackers alone, and beat him severely. Elam won a duel and got his weapon. Gaal has concealed (this is the honorable part) a developing crush on Gareb.

Within the last year, most ignoble: The failure to prevent Anna's death, and repeated failures "as Impudites" (i.e., to suck Essence or reliably Charm

CHIDON, GAAL, AND ELAM, IMPUDITES OF THE WAR

570 1/2 POINTS

ST 14 [0]; DX 14 [0]; IQ 8 [-50]; HT 14 [0].
 Speed 7; Move 8.
 Dodge 8.

Advantages: Band (Impudite) [34]; Band Attunement (Impudite of the War) [10]; Basic Celestial Template [480]; Combat Reflexes [15]; Strong Will +4 [16]; Vessel (Extra Hit Points +4, Zeroed) [55].

Disadvantages: Essence Control 7 [-2]; Power Investiture (Ethereal) 2 [-10]; Power Investiture (Celestial) 2 [-10].

Quirks: 5 to be selected by the GM to annoy or help the players. [-5]

Skills: Brawling-16 [4]; Guns/TL7 (Rifle)-16 [4]; Running-11 [1/2]; Scrounging-7 [1/2]; Stealth-12 [1/2]; one of Axe*-15 [4] or Shortsword*-15 [4].

Songs: Form (Corporeal)-7 [12]; Form (Ethereal)-6 [12].

Languages: English (native)-8 [0]; Helltongue (native)-8 [0].

* Gaal uses Axe for his hatchet; Chidon uses Shortsword for his baseball bat.





humans). Chidon got ganged up on and beaten up by a *real* gang of humans, on her first “solo” mission on Earth. Elam refused to get into a fight with a cute, though drunk, female human, despite her attempting to start one. Gaal has concealed a developing crush on Gareb (it’s the crush that’s ignoble).

Most noble: Chidon’s and Gaal’s most noble – stopping the gang shoot-out. Elam’s – the duel in which he got his weapon.

Most ignoble: Chidon’s most ignoble – being beaten up. Gaal’s and Elam’s – failing to prevent Anna’s death, when they were *so close*.

Mercurian: The three have surprisingly bad “self-esteem” issues, for Infernals: the innate “I am the center of the universe” demonic instinct is suppressed, for the most part, beneath the opinion that the universe – unless otherwise altered by their resonances – is out to beat them into a bloody pulp. The Gamesters scare them. Cabul scares them. Their superior Baalites scare them. Leshem scares them, but not quite as much as the other demons. Erica is either a not-scary human child – or a celestial to be wary of. The angels, like Leshem, scare them but not as much as their superiors. Amongst themselves, they are wary allies; being regarded as interchangeable by the bigger demons has given them common cause, for the time being. Elam has slightly more ambition than the other two. Slightly.

The three are most commonly known as, “Hey, you, Taker” as a unit; Chidon is often called “Chih,” Gaal’s name is short enough to be used, and Elam is sadly saddled with a nickname of “Eli” at least half the time. Their origins are, like the other Baalites’, violent and nasty: if they were human, they’d register as coming from an abusive family in an inner-city gang culture in a war-torn country. Their hobbies are baseball (mostly in case they need to fake being kids), minor vandalism, hiding from their superiors, and squabbling with each other.

The only relationships they *maintain* are those of their squad; they owe fealty to their Prince, but it’s a rather faraway thing. Gaal is currently being abused by Bizjothjah, the Balsraph of the Game. The importance of their relationships is directly dependant on how much pain, suffering, and death they think the person in question can inflict on them. They are, if anything, more frightened of Eshek than

their Prince. Their Prince is far away; their squad leader is *right there*.

Lilim: Become powerful, scary demons (Geas/6); catch Leshem (Geas/4); keep more humans from being killed (Geas/3); charm a human, and get Essence (Geas/2). Gaal would like to have his way with Gareb, without being skinned before, during, or after (Geas/6); kill Bizjothjah without being caught doing it (Geas/6), or have him killed in battle (Geas/5).

POSSIBLE SEQUELS

Strange Bedfellows works quite well as a stand-alone of one or two sessions, especially with the pregenerated player characters. However, the GM may have used this as a “starting point” for a campaign, either with the pregenerated PCs or with original characters. Therefore, here are some suggestions to further matters.

Any number of loose ends may have been left behind, depending on how focused the group has been on getting to Ziba and what happened while they were looking. Further, even if they didn’t discover those loose ends, Ziba himself knows about the problem with the Smithsens (p. 3), in the apartment immediately below him. He’s probably going to be hauled off for trial, but if these other angels are in the vicinity, could they do him a few Role-keeping favors? Oh, and check in on Mrs. Smithsen. And water the plants. And watch out for Chris – he might think you’re from outer space (p. 3).

It’s unlikely that there will be much to do with biker gangs (p. 4), but if any of those NPCs developed enough character to make the angels curious (or particularly vengeful), they might need to try to track down their attackers from that.

And, of course, the ultimate loose end will be Leshem and Erica themselves. Even if rescued from the Game and the War, Leshem is still in trouble with the Princes of Hell. (She is also grieving for Anna, and dearly cares for Erica.) If the job that Lilith has given her Daughter does not conflict with angelic plans – or at least does not conflict overtly – then



there's a chance they could get Leshem's confidence by helping her. Alternatively, the PCs may find that she's escaped their grasp and wind up trying to thwart her from absconding with a relic sword of the Sword.

Should Erica escape with Leshem, especially if an Archangel has seen them first, he may assign his Servitor(s) to track them (with help from appropriate Cherubim, as per *Hi, Boss!* p. 8) and see if they can be persuaded to redeem. An adventure based on this could be full of travel and repeat encounters with Baalites and Gamesters.

If Lilith leaves Erica behind, in the careful care of her attuned Cherub (who will *still* swear she's redeemable), the PCs could wind up babysitting her, and trying to steer her toward redemption. Since Erica's unlikely to be clear on her nonhuman state, this will be twice the usual task – and if the players would like some politics, the GM can send represen-

tatives of each Archangel to “talent scout” and explain how it's to the good of Heaven to steer this proto-Bright toward *their* Superior's Word. Naturally, if the players would rather beat things up, they'll be hearing from Gamesters and Baalites trying to kidnap the child for the triple purposes of recruitment, spiting angels, and bait for Leshem. For even more stress, perhaps some of the recruiting agents were noticed by otherwise uninvolved Diabolicals who decided to meddle.

For even more long-term plans . . . While it might be hard to keep Judges and Michaelites in the same group, if they've managed to complete a task – or several – *together*, their respective Superiors may decide that they're useful “interfaces” between the Words. So whenever War and Judgment are clashing on some matter, keep these characters ready.

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