



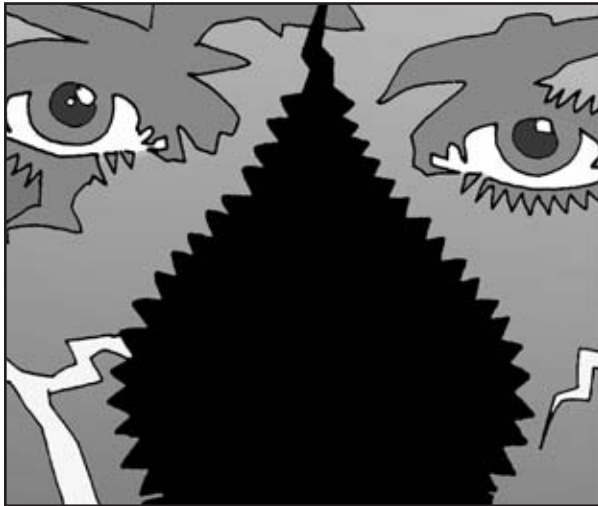
# IN NOMINE™

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

# THE RATS' REVENGE

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

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GURPS CHARACTER  
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BERNARD



This scenario is designed for a group of angels. It begins as a murder investigation, but the trail leads inexorably to a can of ethereal worms. Angels and ethereals must seek out a missing messenger and its all-important message – a message about a dangerous secret weapon in the Marches that could provoke a war between two of the most powerful Demon Princes in Hell. Complicating the matter is a Renegade demon who has taken refuge in a nearby mental institution, and the Gamesters who are seeking her.

The corporeal action takes place in an unspecified town in the United States, but the locations are non-specific enough that they could easily be transferred to another place or time. Running the scenario for demons or ethereals requires minor modifications, in particular to the plot hook. Although both of these groups have motivations to investigate the situation, their responses to it will be very different.



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## *GURPS IN NOMINE*

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

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

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

### *Power Investiture and Essence Control*

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

### *Page References*

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

## SCENARIO SUMMARY (SPOILER ALERT!)

The scenario takes place in two parts. The first section is based on Earth, and could be in any city. The angelic characters are sent to investigate a nasty locked-room murder, which was indirectly caused by the missing cable-rat messenger. A Renegade Shedite of Nightmares is also hiding in a local mental institution, closely followed by the demons who are hunting it. Arawn’s secret envoys are here too, looking for the rat and the all-important message. This sec-

tion ends when characters either find the rat and deliver its message to their Superiors, or when either an ally or enemy retrieves the message and sets events into motion that lead to Superiors recalling the investigators for a briefing.

The second section is based in the Marches (and may be altered or even omitted as events warrant). Following the revelations of the letter, the angels are required to go in search of the cable rats’ nest, in order to find the bomb before any of the demonic factions. There they must find a way to either disable it, or persuade the King Rat to hand it over to the forces of Heaven.





# PART I: PEACE ON EARTH

## SCENE 1: “I SUPPOSE YOU’RE WONDERING WHY I CALLED YOU HERE TODAY . . . ”

*Purpose:* PCs are briefed, and introduced to their celestial contact (*Luria*, below).

The young angels are called shortly after dawn by one of their usual celestial contacts (if they don’t have one, then one of the local Seneschals passes the message on instead) and invited to have coffee and a chat in half an hour’s time. The tone of the invitation is unmistakably urgent. When they arrive at the cafe, they notice that their contact is wearing an unusually formal suit, and that his shoes are gleaming. He is sitting stiffly at a quiet table with a full cup of coffee in front of him, accompanied by a tall Indian man whom none of the newcomers recognize. As they sit down, the Indian is introduced as Dr. Lal, the mortal vessel of Luria, a soft-spoken Seraph of Judgment.

The Seraph asks each angel in turn for personal details (name, Role name, local address, and whether they are currently dissonant or Discordant), but shows no interest in the answers unless anyone attempts to lie to him. If any unfortunate individual attempts to eat or drink anything during the briefing, Luria warns him coolly of the dangers to angels of being tempted by corporeal pleasures of the flesh (such as over-brewed coffee and rock-hard muffins – the coffee shop was chosen for convenience, not for quality). With no more ado, the angels’ normal contact clears his throat and begins the briefing.

Two days ago, a loud disturbance in the Symphony was heard coming from a run-down area on the outskirts of town. The reason it has not been investigated sooner is because it was reported on a CB radio in code phrases by an itinerant Ofanite of the Wind as she was on her way out of town, the subject of a high-speed police car chase. It has taken local angels this much time to locate someone who could decipher the code. (The contact takes a moment to express gratitude to Dominic’s generosity in assigning a cipher expert such as Luria to the case.) An investigation is of pressing importance because the time and place of the disturbance match up very closely with an unusual murder case that the police are currently investigating. The angels are given the name of Alex Constantinides, a Soldier of Stone who is a junior detective in the local police force, and asked to get the details of the case from him before going to check out the murder location. They should be looking for any signs of celestial involvement, and reporting back daily to the Seraph, who will base himself at a local Tether.

The angelic investigators have drawn the short straw and will be doing the legwork in this investigation because Luria has not visited Earth for a century or so and is still acclimatizing.

## LURIA

### *Seraph of Judgment*

**Corporeal Forces** – 3 Strength 7 Agility 5  
**Ethereal Forces** – 3 Intelligence 9 Precision 3  
**Celestial Forces** – 4 Will 8 Perception 8

*Vessel:* Human male/3



*Role:* "Dr. Deepak Lal," Pathologist/4, Status/3

*Skills:* Dodge/1, Knowledge (Cryptography/4, Criminology/5), Medicine/3, Move Silently/1, Tactics/2

*Songs:* Acid/3, Charm (Celestial/3), Healing (Corporeal/4, Ethereal/3)

**Attunements:** Seraph of Judgment

Luria is deeply uncomfortable in the corporeal realm. As a Seraph, one of the Most Holy, he prefers the rarified atmosphere of Heaven and the quiet halls of Judgment where he can serve God without getting his wings dirty. Even in his celestial form, he is a quiet, soft-spoken angel who dislikes raising his voice.

He has served Dominic faithfully for centuries, avoiding corporeal duties by making himself useful in the Spires. He has a reputation as an intelligent researcher, with a specialty in Outcast Psychology, and decoding codes and ciphers. His last trip to Earth was in the late 1880s, and he isn't pleased about being back now. The modern world is still bewildering to him, but he judges (correctly) that neither human, angelic, nor demonic nature have changed much since he last observed them this closely.

Signs of unangelic behavior in angels worry him on a deeply personal level, and he will inform culprits of their misdemeanors in precise, methodical

detail. In truth, dealing with angels whom he believes have forgotten how to be *angelic* makes him very homesick for the Spires, where these sorts of things don't happen. He is also a terrible snob and considers interacting with anything corporeal to be a lowering of his personal standards. He doesn't make friends easily, but anyone who spots that he is homesick and is sympathetic will be able to earn his trust.

Luria knows that he will have to report the results of his investigation to Dominic personally, and he would rather walk over broken glass than disappoint or fail his Superior. So however much he hates this job, and however much the corporeal world upsets and offends him, he will force the investigation forward and apply his analytical intelligence to any information he is given. If he is asked to help interrogate anyone, using his resonance to determine whether they are speaking the truth, angels will have to go and collect him. He isn't up to speed on such modern esoteric skills as driving, or telephones.

*(If the group already contains a Seraph and a Servitor of the Wind to decode the message, and the GM does not feel like adding Judgment tensions, Luria is not necessary to the adventure. Simply have the player-characters' local contact or high-ranking NPC receive the information above, and continue from there.)*

## LURIA, SERAPH OF JUDGMENT 760 POINTS

**ST** 16 [20]; **DX** 12 [-15]; **IQ** 20 [80]; **HT** 16 [20].

Speed 7; Move 7.

Dodge 8.

**Advantages:** Basic Celestial Template [480]; Choir (Seraph) [26]; Choir Attunement (Seraph of Judgment) [4]; Combat Reflexes [15]; Essence Control 10 [1]\*; Power Investiture (Celestial) 4 [10]\*; Role (Pathologist) 4 [20]; Extra Hit Points (Soul) +3 [12]; Vessel (Older male; Extra Hit Points +13) [95].

\* Bought up from the Basic Celestial Template (box p. 4).

**Disadvantages:** Reduced Alertness -2 [-10]; Reduced Hit Points (Mind) -2 [-5]; Servitor of Judgment [-10]; Weak Will -2 [-16].


**Quirks:** Ivory Tower Seraph [-1].

**Skills:** Criminology/TL7-22 [6]; Cryptography/TL7-20 [4]; Diagnosis/TL7-17 [1/2]; Physician/TL7-19 [2]; Stealth-15 [1/2]; Tactics-18 [1].

**Songs:** Charm (Celestial)-18 [4]; Healing (Corporeal)-18 [8]; Healing (Ethereal)-17 [4]; Numinous Corpus (Acid)-17 [4].

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





## SCENE 2: “YOU SAY WE HAVE MUTUAL FRIENDS IN *HIGH PLACES*?”

*Purpose:* PCs get the low down on the murder, and leads directing them to two locations: the murder scene (Paradise Towers, p. 6) and the mental hospital (Pleasant Meadow, p. 11). There are also leads to suspects/witnesses – Ivy (p. 12) and Lucy and Amy (p. 6).

At the police station, Constantinides is expecting a visit from some angels but has not been given their names or descriptions. Initial conversation is strained until he is convinced about their credentials, but he then gives them as much help as he can.

The murder occurred in a basement apartment of Paradise Towers, an aging tenement block in a run-down part of town. A man, identified as “Eddie Jackson,” was killed two nights ago, at around midnight. Police were not alerted until mid-afternoon the next day, when a neighbor raised the alarm. The man was killed in his bed, although the bedroom door was bolted shut from the inside when he was found. The body was found in a ruined state, as if all of the fleshy parts had been gnawed away by rodents. Even stranger, the body was tied securely to the bed at the

### RUNNING AN *IN NOMINE* INVESTIGATION

*In Nomine* poses a challenge to GMs who wish to run investigative scenarios. Angels have abilities that let them easily extract information, often without needing to ask any questions. Demons are just as likely to make up a good solution and then use their own abilities to force people into line. So, unlike some other games, it can’t be assumed that players will have trouble getting information. People might not get away with telling lies, or any other kind of deceit. Deliberate double-crosses can’t be assumed to work, and even the souls of the dead may be interrogated – as long as they wound up in the celestial realm that the investigators call home.

So an *In Nomine* investigative game can’t follow many of the normal tropes. Instead, it works best when the players are given free range to use their characters’ abilities. Assume that they will get to the bottom of any investigation quickly, and balance the scenario out by letting it never be sufficient to just discover the truth. Angels and demons should always have to act on the information they receive. Angels should be motivated to do the Right Thing, and demons to do the

Wrong Thing. There should be a constant tension between the miraculous superpowers that the angels or demons have, and the need to avoid making disturbance that would draw the attention of the Other Side.

There are still some tricks in the GM’s toolbox to liven up an investigation. It’s always a good idea to start with a dead body (preferably belonging to a soul who went to the Other Place, or at least a different Principality); it provides at least one witness who can’t be probed for information. Keep the mundane press and police sniffing around the scene, especially if any of them are actively suspicious of supernatural activity. John de Groote, the Fortean Investigator in this scenario, is a good example of a foil who can show up, and whose main purpose is to force the non-humans to be subtle. Provide plenty of individuals who don’t know the whole story behind the investigation – whatever the characters do, they can’t conjure up the answer from someone who simply does not know. (With a sufficiently distanced “witness,” even Seraphim can only learn that the TRUTH is . . . the person doesn’t know anything about what’s being asked.)



wrists and ankles with different varieties of cable. When police finally broke the bedroom door down, they found the dead man's wife, Ivy, tied to the bed next to the body, unharmed. She was splattered with blood and gore, screaming and hysterical, and (unsurprisingly) unable to give a coherent statement. Ivy has been admitted to Pleasant Meadow, a local mental hospital, where her current state is said to be "not great." Constantinides can arrange for them to see her later today, if that would be useful. Every officer involved in the investigation has found it freakish, except for the pathologist who said it was intriguing. Death was due to extreme trauma – although a pillow was found over the corpse's face, he was mutilated while still alive . . .

One other thing the policeman can tell about this nasty little murder is that the Jacksons were a family with problems. Eddie owed a lot of money to various creditors, and had been in trouble previously for beating his two daughters, Lucy (eight) and Amy (three). In fact, social services had finally taken the girls into care less than a week ago and they are currently in a children's home.

Constantinides passes the angels a large envelope with pictures of the murder scene inside it. They show Eddie's gnawed remains, as described, and the bed sheets are soaked in gore. There is no evidence of any struggle or signs that the bedroom door had been tampered with. The detective also explains that there is going to be a press briefing at noon, so it would be a good idea if they went over to the tenement before reporters get hold of the story. He is glad to have celestial backup, and strongly suspects supernatural involvement in this case.

On the mundane front, the police are following leads. The story they will tell to the press is that they suspect a debt collector, associated with organized crime, decided to teach Eddie a lesson.

## ***Paradise Towers Tenement Block – The Murder Scene***

*Interesting facts:* Paradise Towers is a micro-tether into the Far Marches, a place where very small ethereals (in terms of Forces) can sneak through into the corporeal realm. This is not automatically detectable by celestials. The murder was committed by ethereal faerie rats (see p. 18).

*Purpose:* PCs may find clues pointing to the rats not being what they seem. Also pointers to the school and pest control.

*NPCs here:* Characters will meet **John de Groot** (stats follow this section), the Fortean investigator. They may also encounter **Reed**, a faerie noble who has been sent to Earth with a posse of ethereal **Hobgoblin** troublemakers (stats follow Paradise Towers) to track down a missing faerie rat messenger.

*Description of surrounding area:* The area is run down, and speckled with derelict buildings and sullen youths clustering on street corners. The air is thick with heat, dust, and the frustration of the poverty trap. Anyone walking down the street passes cars with broken windows, cars resting on bricks because the tires have been stolen, and cars covered with graffiti. The only expensive car parked in the area is completely pristine, because it belongs to the local drug-dealer.

The Paradise Towers tenement is a redbrick with high ceilings and thick walls. It was built in the Victorian era, and then renovated in the 1950s. Graffiti covers the brickwork, a mixture of declarations of love, misspelled political slogans, and anarchy symbols. There are also a few slogans in the lobby and around the outside of the building, sprayed on by hobgoblins, that read "Die, motherf\*\*\*\* mortals!" and "Beleth sucks!" Their spelling is atrocious, and they tend to use Helltongue glyphs or transliterations.

*What local human residents know:* Many have been tortured in their nightmares by playful hobgoblins. They may remember having vivid dreams (not nightmares) about rats since living in the tenement block. If the players become intent on questioning other residents, a kind Game Master may provide a crotchety old person in the top apartment who will discuss the "ghost rats" with equal parts superstition and hints. Otherwise, the remaining residents are unlikely to wish to discuss anything except that the Jacksons were clearly a dysfunctional family, but it was "none of their business" to get involved.

*The Jackson's Basement Apartment:* The basement apartment can be reached by creaking elevator or creaking stairs. The door has been locked, but the lock is easily picked if no one asked for a key. (If





Constantinides is with the group, he'll have a key.) Examination of the lock shows scratch marks around the barrel, as if it had been picked before. The police have already searched the apartment, and taken the sheets and upper mattress from the main bed as evidence, but the rotting food in the refrigerator has been left, and its smell permeates the dwelling.

Mail on the doormat includes the usual junk, final demands, an invoice from Kill-Em-All pest control, and an invitation to Mrs. Ivy Jackson to attend a parents' evening at a local school (see "Following the Trail," p. 10). One bedroom (the girls' room) has bolts on the outside but is bare inside apart from two beds, a wardrobe, and an empty hamster cage. The main bedroom is a mess; it has a pair of wardrobes (full of second-hand, worn clothing), a barely-working black and white TV (without cables), the frame and lower mattress for a double-bed, and there is a bolt on the inside of the door. There are also holes in the carpet, where blood-spatters have been removed by the police. If PCs head for the apartment directly after speaking to the policeman, they will find de Groote (see below) checking over his equipment in here. He is in a bad mood because some of the cables are missing; he assumes that he had forgotten to connect them, but is not best pleased at having missed a night's filming.

*Faeries on the way out:* Four mean-eyed black cats watch the PCs as they leave. If the characters have made any disturbance in the Symphony, or shown interest in the hobgoblin graffiti, the creatures (four hobgoblins in feline vessels) will trail them. The hobgoblins scare their victims with illusions, then attack as a group. If badly injured, they will try to flee. Reed himself may show up to find out what his charges have been up to, especially if there's a Symphonic disturbance. In any case, he will be at Paradise Towers that night to interrogate faerie rats.

<sniff> *I smell a rat!* Inspecting the rooms to spot holes in the walls or floorboards turns up a hole in the bottom of one of the kitchen cupboards, but nothing else obvious. A professional surveyor (or angel of David) would note gaps between floorboards and other potential spaces through which rodents could enter. The cable rats will not make themselves known until after dusk. One by one, they slip into the apartment in search of interesting cables, or toys to

mend. PCs who wait up in search of rats may see or catch one of the creatures during the night. They are identical to normal rats, except for the cream colored fur with red-tinged muzzle (stats in Part II.) If interrogated, they are gentle and playful, but not clever, and quite distractible. They all remember taking revenge on the Jacksons because one of their number summoned the rest.

## JOHN DE GROOTE

### *Human Fortean Investigator*

**Corporeal Forces** – 1 Strength 2 Agility 2  
**Ethereal Forces** – 2 Intelligence 5 Precision 3  
**Celestial Forces** – 2 Will 4 Perception 4

*Status:* 3


*Skills:* Computer Operation/4, Driving/1, Escape/1, Fast-Talk/2, Knowledge (Occult/4), Lockpicking/3, Move Silently/1

De Groote made enough money from dabbling in real estate to be able to retire at the age of 35 and devote all his time to his true interest, investigating strange parapsychic phenomena. He has made a name for himself in the parapsychic community and is a popular speaker at Fortean Conventions, where he discusses ghosts and spirits, and the results of his investigations.

One of the policemen in the local precinct shares an interest in psychic phenomena, and called de Groote after the body was recovered from Paradise Towers to ask his opinion. The investigator immediately packed up his paraphernalia, and arrived the next day. His intention is to prove whether the apartment where the murder took place is haunted, so he has set up special camera equipment to be left running overnight.

Naturally, the cable rats couldn't resist such interesting technology, and when the investigator returned to check the results, he was irritated to find that some of the cables seemed to have gone missing. He intends to get to the bottom of his missing cables, if nothing else. John is a cheerful, confident man who freely gives his advice and opinions on absolutely everything, whether they are wanted or not. He is certain that the spirit of his dead sister is watching over him and that ghosts often intercede in the mor-





tal world, but less sure about other entities. Although he claims to be a man of science, he would love to be able to prove the existence of the supernatural beyond any shadow of a doubt.

If any other events happen in the town which point to supernatural involvement, de Groote will be on the spot quickly, claiming to be an noted expert in such things, and demanding that everyone stand aside and let him through. His contact in the police will keep him posted.

## REED

### *Faerie Noble (Seelie)*

**Corporeal Forces** – 2 Strength 3 Agility 5  
**Ethereal Forces** – 3 Intelligence 6 Precision 6  
**Celestial Forces** – 2 Will 4 Perception 4

*Suggested elemental strands: Light and Winds  
Vessel: Male/2 (Charisma +3)*

*Role: “Reed,” Freelance Journalist/2, Status/2*

*Skills: Artistry/3 (Dancing), Driving/4, Dodge/2, Fast-Talk/5, Large Weapon/3 (Sword), Seduction/4*

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

**Affinity:** Glamour (moderate)

*(Note: Elemental strands and affinities are discussed in the **Ethereal Player’s Guide**. GMs without that book can merely ignore those; Reed is still an effective NPC.)*

Reed is one of Arawn’s few confidantes, and has been sent to Earth to find the missing cable rat quickly, before either Heaven or Hell has a chance to intercept its message. (Or, if worst has come to worst, find out who intercepted it . . .) He is the sole NPC who knows of the missing message, and its topic. He was sent as tribute to Beleth from the Seelie Court after having been involved in an assassination attempt on the Seelie Queen, and slavery has soured his once care-free disposition. His allegiances have shifted from his former home, to his fellow slave-faeries. Arawn also sent a pack of hobgoblins to help with the hunt, and Reed is nominally in charge of them. Managing hobgoblins is like herding cats, and the faerie noble has mostly let them loose to do whatever they wanted. He has noticed that a couple of the

## JOHN DE GROOTE 20 POINTS

ST 8 [-15]; DX 8 [-15]; IQ 13 [30]; HT 7 [-20].

Speed 3.75; Move 3.

Dodge 3.

**Advantages:** Charisma +1 [5]; Contact (Police officer; skill 15, 12 or less) [4]; Reputation +1 (Popular speaker; para-psychic community, 10 or less) [2]; Status 1 [0]\*; Very Wealthy [30].

\* One free level of Status from Wealth.

**Disadvantages:** Weak Will -2 [-16].

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

**Skills:** Computer Operations/TL7-15 [4]; Driving (Car)-8\* [0]; Electronics Operation (Security systems)-13 [2]; Escape-5 [1/2]; Fast-Talk-13 [1]; Lockpicking-13 [2]; Occultism-14 [4]; Savoir-Faire-13\*\* [0]; Stealth-6 [1/2]; Traps-13 [2].

\* Default from IQ.

\*\* Free from Status.

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

creatures have not reported back yet. He does not realize that they’ve been captured by Sedek (p. 8), and are being held at the mental hospital (p. 11).

He is a bitter, sardonic character, who cares little for humanity in general except for the Essence he can win from them through charm and seduction (in that respect, he is much like an Impudite.) He does make exceptions for those who do him favors, and falls in and out of love as easily and as randomly as most people switch TV channels. He affects biking leathers and a witty manner, and rides a yellow Ducati that he refers to as “my noble steed.” He wants nothing so much at the moment as to avoid running into either angels or demons (but mostly demons), and for the hobgoblins to just *behave*.

Reed knows that the cable rats use Paradise Towers as an entry point to Earth, and has been sniffing around there. He also realized immediately that the rats had killed Eddie Jackson (from the





Symphonic disturbance), but has not yet found the missing rat. If pressed, he would rather the information about the rats' nest went to Heaven than to Hell; he fears Beleth's fury if she learns how the Teind plot against her far more than he fears Heaven's wrath.

## HOBGOBLINS

### *Ethereal Spirits*

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

*Suggested Ethereal Strands:* Various; pick any one or two of Darkness, Fear, Beasts, the Pack, and the Ambush (a Struggle strand).

*Vessel(s):* Various. Some have animal vessels (cats, dogs, pigeons) and others have human-child vessels. All the Vessels are level 1, and none have Roles.

*Skills:* Dodge/2, Fighting/3, Move Silently/3, Small Weapon/2 (Knife)

*Songs:* Fangs/3, Dreams (Corporeal/4, Celestial/2), Light (Ethereal/3)

There are 13 hobgoblins in all, sent to help Reed in tracking down the missing cable rat. They have already notified the faerie noble of ethereal activity in Paradise Towers, and four of them (in cat vessels) are staking the tenement out. A few more are amusing themselves by terrifying and interrogating the

## REED, FAIRIE NOBLE 600 POINTS

**ST** 9 [-15]; **DX** 13 [30]; **IQ** 15 [45]; **HT** 9 [-15].

Speed 5.5; Move 5  
Dodge 6; Parry 7.

**Advantages:** Affinity (Glamour; Moderate)\*; Ally (13 Unwilling 245-point characters, appearing Rarely; 10 points each) [130]; Basic Ethereal Template [227]; Combat Reflexes [15]; Essence Cache 90 [90]; Power Investiture (Ethereal) 3 [10]\*\*; Manual Dexterity +1 [3]; Role (Freelance Journalist) 2 [10]; Vessel (Human, Very Handsome Appearance; Extra Hit Points +7) [0]†.

\* See "Reed's Glamour Affinity," below.

\*\* Ethereal Power is bought up from a presumed default of 2.

† These are all paid for as part of the Essence Cache advantage.

**Disadvantages:** Reduced Alertness -4 [-20]; Reduced Hit Points (Soul) -1 [-4]; Weak Will -4 [-32].

**Quirks:** Falls in and out of love easily; Sense of duty to Arawn; Vindictive. [-3]

**Skills:** Broadsword-13 [2]; Dancing-13 [2]; Fast-Talk-17 [6]; Motorcycle

(Scooter/Light)-15 [4]; Motorcycle (Medium/Heavy)-15 [4]; Sex Appeal-11 [6].

**Songs:** Dreams (Corporeal)-10 [2]; Dreams (Celestial)-10 [2]; Healing (Ethereal)-13 [8]; Light (Ethereal)-13 [8].

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

## REED'S GLAMOUR AFFINITY

The Glamour Affinity on p. 57 of the *Ethereal Player's Guide* is broken down thusly for *GURPS*:

- Moderate; +2 to all rolls to improve his own appearance, or create a favorable reaction, with Lucid Dreaming; +2 to use the powers below (save the Rite) [10 points].

- Rite [3 points].

- Reaction Bonus averaging +5 (Costs 1 Essence, -10%; Requires IQ Roll, -40%) [25].

- Ensure Reaction No Lower Than Neutral (Costs 2 Essence, -20%) [8].

- Impudite Charm (Costs 2 Essence, -20%) [24].





dreamscapes of hapless local residents. No rats have yet been caught.

Other hobgoblins are investigating any other disturbances they have noticed, or have wandered off to randomly intimidate mortal victims. They are too stupid to be *quiet* while on Earth or in the Near Marches, which is how Sedek surprised and captured two of them.

Hobgoblins play with their human prey and often stalk victims, preferring to pick on vulnerable types such as children, old people, and teens with overactive imaginations. They also enjoy watching slasher

flicks en masse, cheering as each victim is gutted on screen.

### *Following the Trail*

*Kill-Em-All Pest Control:* Anyone who calls can learn the company has been called out to Paradise Towers several times over the last ten years. Few rats have ever been found or destroyed, but it would be unprofitable for the company to turn down a paying job. They went to the Jacksons' apartment recently to lay down poison, with the usual non-result. The pest control operative knows that Mrs. Jackson was paranoid about rats, and claimed that she could hear them

## HOBGOBLINS, ETHEREAL SPIRITS 205 POINTS

**ST** 7 [-30]; **DX** 7 [-30]; **IQ** 9 [-15]; **HT** 7 [-30].

Speed 3.5; Move 3.

Dodge 4; Parry 4 (knife).

**Advantages:** Alertness +4 [20]; Basic Ethereal Template [227]\*\*; Combat Reflexes [15]; Essence Cache 44 [44]; Extra Hit Points 1 [5]; Manual Dexterity +3 [9]; Vessel (varies, see below) [0]\*.

\* Ethereal vessels are paid for out of the Essence Cache point costs\*\*.

\*\*See [www.sjgames.com/innomine/articles/new/GMs/Resources/epgurps.html](http://www.sjgames.com/innomine/articles/new/GMs/Resources/epgurps.html)

**Disadvantages:** Duty (Almost all the time; Involuntary) [-20]; Essence Control 5\* [-2]; Power Investiture (Corporeal) 1\* [-10].

\* Bought down from presumed defaults of Essence Control 7 and Power Investiture (Corporeal) 2.

**Quirks:** Malicious, sadistic, and obnoxious. [-1]

**Skills:** Brawling-8 [2]; Knife-7 [1]; Stealth-7 [2].

**Songs:** Dreams (Corporeal)-5 [8]; Dreams (Celestial)-4 [2]; Light (Ethereal)-5 [4]; Numinous Corpus (Fangs)-4 [4].

**Languages:** English (native)-9 [0].

**Vessels:** Human Child (Zeroed [10]; Youth 3 [-6]); [Essence Cache required: 35 (the minimum)].

Cat (Acute Hearing +4 [8]; Acute Taste and Smell +4 [8]; Catfall [10]; Claws [15]; Decreased Life Support [10]; Discriminatory Smell [15]; Double-Jointed [5]; Enhanced Move (Running) x1/2 [5]; Faz Sense [10]; Four Legs [5]; Night Vision [10]; Perfect Balance [15]; Sharp Teeth [5]; Ultrahearing [5]; Disturbing Voice [-10]; Horizontal [-10]; Inconvenient Size [-15]; No Fine Manipulators [-30]; Short Arms [-10]; Social Stigma (Valuable Property) [-10]; Climbing at DX (+3 climbing up, -3 climbing down) [2]); [Essence Cache required: 43].

Small Dog (Acute Hearing +4 [8]; Acute Taste and Smell +4 [8]; Decreased Life Support [10]; Discriminatory Smell (works as Empathy within 2 hexes, +50%) [23]; Enhanced Move x1/2 [5]; Four Legs [5]; Fur [4]; Sharp Teeth [5]; Ultrahearing [5]; Disturbing Voice [-10]; Horizontal [-10]; Inconvenient Size [-15]; No Fine Manipulators [-30]; Short Arms [-10]; Social Stigma (Valuable Property) [-10]); [Essence Cache required: 35 (the minimum)].





## RUNNING THE SCENARIO FOR ETHEREAL SPIRITS

For a darkly humorous game, players could take the hobgoblins (and/or Reed) as characters, seeking out the cable rat and enjoying their rampage on Earth. (If they're a bit more innocently malicious, the humor may not be so dark; this is up to the GM and players.)

In a more serious vein, there are some other options.

- Reed might not be alone – whether or not he knows this! Either he has some other assistants, or he is not so trusted as he believes, and Arawn has sent a back-up team to spy on him. Characters would be fellow denizens of the Teind (p. 19).

- The player-ethereals might be on Earth already, and become concerned with the number of celestials prowling around. Turning the rat and her message over to one celestial side or the other might win favor – or at least tacit tolerance – and hopefully make the angels and demons go away and stop looking for ethereal spirits.

- The characters could be envoys of some other Domain entirely, such as the Fay (who don't want unrest in the Teind to backlash against *them*), any pantheon with a trickster god who might drop hints, or simply random spirits who've heard rumors (from the King Rat?) of a missing rat with an important message and see a chance to benefit themselves.

scrabbling in the walls at night. (He recently saw some black cats outside the tenement block, and presumes that the local strays are taking care of the rodent problem.) He knows nothing about the murder, unless and until he sees the news that evening.

*Local School:* Teachers at the local school remember Lucy Jackson as an intense, introverted child. Her class teacher – a well-meaning, bossy woman in her late thirties – is a believer in “letting children work out their own problems.” She was stunned to hear that the Jackson girls had been taken into care. (Yes, she'd noticed some bruises on Lucy now and then, but the girl was a bit clumsy . . . wasn't she?) Lucy had very few close friends, but the girls she hung out with know about her new pet rat, if PCs go to look for them. They also know she hated her father.

### *Pleasant Meadow Mental Hospital*

*Interesting Facts:* The hospital is a base of operations for Beleth's demons in the area. Under Sedek's influence, it is becoming a place of living nightmares for patients and staff.

*Purpose:* PCs meet Ivy, getting more pointers towards the girls and rats. They may discover Sedek and fight him, or become involved in Jasper and Djon's hunt for the missing Shedite.

*NPCs here:* **Sedek**, the Calabite of Nightmares, who has two hobgoblins tied up in his private chamber. **Jasper** and **Djon**, the heavy-handed demonic inquisitors who are searching for **Beautiful Scream Vexation**, a Shedite who has fled Hell for what she thinks is love.

*Description:* Pleasant Meadow is a specialist psychiatric hospital. Tall brick walls topped with broken glass surround the institution, and signs warn visitors to stay within marked areas and to turn off mobile phones. The hospital has three main wings. The first wing, where reception is located, is for outpatients – patients who come to the hospital for treatment, but haven't been admitted. The second wing is for residential patients, and the third wing is a secure area, for residential patients with violent or antisocial tendencies.

Doctors and consultants have offices on the second floor of the outpatients' wing, and the two kidnapped hobgoblins are being kept in the secure wing.





The hospital is an uncomfortable place. Since Sedek took up residence, it has become violent and depressing. Suicides among patients have increased, and they are all nervous around the staff. Drug use is widespread, and rumors of rapes and beatings inflicted on patients are rife. Incidences of patient assaults on staff have increased also. Also, many people have suffered violent nightmares, an inevitable result of two Demons of Nightmares being in the institution.

### Meeting Ivy

If Alex (the policeman) has made arrangements, the receptionist shows the angels to the residential wing and introduces them to a burly staff nurse who takes them to Ivy Jackson's room. (Otherwise, they're informed that Mrs. Jackson is not receiving visitors.)

Ivy is doped up to the eyeballs when the PCs see her. She sits on the end of a bed, hugging herself and swaying. If encouraged to think back to the night of the murder, she talks about rats. Rats everywhere, like a moving furry blanket, with their heads and tails bobbing up and down in time. Eating and chewing, and scratching, and the screaming . . . oh, the screams in the night. And more and more white rats come and they just won't stop, and why does nobody believe about the rats? She claims that she can hear them here too sometimes, scrabbling between the walls. Eventually she bursts into tears. (If Songs are used to clear her mind, she will repeat the story above, only more coherently and with a few more details, such as the wires that bound them to the bed. Songs may well alert the two Gamesters.)

The nurse who escorts PCs into the room knows that Dr. Foster forced Ivy to handle a rat when she was admitted to the hospital. She wouldn't stop screaming, so they sedated her. Ivy has little to say about her daughters, except to burst into wailing, pained tears if the subject is raised. (Again, if Sung into coherency, she will be little clearer. She's very guilty about losing them, believed she was doing the right thing by staying with her husband, and blames herself for not appeasing him enough to protect the children.)

### Other Encounters

● Jasper and Djon, the demons of the Game, have been staking the building out in search of their Renegade Shedite. If they encounter any celestial (or

mortal, for that matter) acting in a suspicious manner, they will harass them relentlessly.

● Anyone may encounter Beautiful Scream (the Renegade Shedite), either in a staff or patient host. In either case, she is trying hard to drive her hosts to damnation and impress Sedek with her creative genius and dedication to the cause.

● Reed is trying to fast-talk his way in to see Ivy. If Sedek notices him first, the faerie noble may find himself on his way to the torture chamber . . .

● Someone poking around the rest of the hospital might run across some of the "notable" patients or staff (below).

## *Sample Staff and Patients at Pleasant Meadow*

### Patients

**Benny** is a hulking giant of a man who is now in the high security wing of the hospital. He has a sweet smile, and an infantile, psychotic mind. Benny is subject to brief bouts of uncontrollable rage and violence. He's also kept well-sedated most of the time, and understands very little of what is going on around him. A few of the nurses have been picking on him and teasing him viciously – and not just because of the Shedite in the hospital's midst. Benny is terrified of Sedek and cowers in a corner at the sound of Dr. Foster's name.

**Annalise** wanders around the low-security inpatient wing of the hospital, leaning on a stick. Her blue hospital shirt flaps around her skinny knees. She accosts visitors and accuses them of being part of the conspiracy. She mutters dire warnings about medical misconduct, rapes and beatings, and the doctor's secret torture chamber in the high-security wing. If a nurse is called to take her back to her ward, Annalise shrieks, bites, flails around, and claims that she is being persecuted because she knows about The Plan. She is a paranoid schizophrenic, but she's also correct about the secret torture chamber.

**Simon** is a manic-depressive. He's a heavily pierced and tattooed young man. If caught on an up day, he dances around and talks incessantly about himself, moving quickly from one topic to the next. He is easily persuaded to display the numerous scars and marks on his body from previous failed suicide





attempts. If not prevented, he will also read his poetry or sing his songs to anyone who is available. None of them show signs of talent.

**Sarah** is a friendly old lady who regularly attends outpatients' clinical sessions. She listens with interest to anyone's personal problems, but occasionally lapses into long silent fugues where she stares blindly into the middle distance. If anyone asks her a question, she politely informs them that she will have to consult the Rabbi. The Rabbi, she explains, is very wise but difficult to contact . . . because he is dead and buried in her local graveyard.

### Staff

**Maria** is a big psychiatric nurse. Her English is broken, and she takes out her frustration on the patients when they don't understand her. She is always polite to visitors, though – Dr. Foster says that is important, and she is in terrified awe of him.

**Terri**, one of the senior nurses on the non-secure wing, is a small woman who is very conscientious about her charges. She has recently returned from vacation and is startled by the increasing rumors of brutality on the wards. It's only because she is loyal to the staff and reputation of the hospital that she hasn't yet reported any of her suspicions, but she is very uneasy. Dr. Foster also terrifies her.

**Dr. Arren**, one of the junior psychiatrists, is a sly, smooth piece of work. He enjoys the feeling of superiority he has over his patients, and is quick to dole out medication that will make his life easier by keeping the patients quiet. He's also not above administering the standard date-rape drugs to attractive patients or staff members and taking full advantage of them. He lies like a rug if asked *difficult* questions. A Balsraph would be proud.

## SEDEK

### *Calabite Captain of Nightmares*

**Corporeal Forces** – 3 Strength 7 Agility 5  
**Ethereal Forces** – 4 Intelligence 8 Precision 8  
**Celestial Forces** – 4 Will 10 Perception 6  
*Vessel:* Human male/3

**Role:** “Dr. Steven Foster,” Senior Psychiatric Consultant at Pleasant Meadow/4, Status/4

**Skills:** Detect Lies/1, Dodge/3, Emote/1, Fast Talk/4, Fighting/4, Knowledge/5 (Psychiatry), Large Weapon/4 (Axe), Medicine/3

**Songs:** Dreams (All/4), Entropy (Ethereal/5), Shields (Corporeal/3, Celestial/3)

**Discord:** Phlegm/3 (This is a Corporeal Discord, described below.)

**Attunements:** Calabite of Nightmares, Dreamwalking, Captain of Headhunters

The demon in his mortal form is a small man, who wears old, stained raincoats and faded sneakers. His particular Discord takes the form of constant retching into a seemingly endless supply of tissues. He explains this to mortals as the result of a former 50-a-day smoking habit. Although his hair and clothes are as bedraggled as might be expected of a Calabite, his watch, shoes, and briefcase fairly gleam with care and attention. He has an oily, ingratiating manner (think Peter Lorre) and rubs his hands together when he is excited.

Sedek is a Destroyer, and he loves to destroy people's self-confidence and sanity. He rarely stops smiling, even when carefully dissecting some victim's psyche, and liberally uses his ability to detect a person's greatest fear. He is an expert in psychological torture, but is not averse to experimenting with physical torture if he gets the chance. If he gets nervous, his first instinct is to attack whoever is threatening him. He will initially try to do this with psychological attacks, playing on the other party's weaknesses and fears.

As Steven Foster, Sedek has carved out a spot for himself inside the Pleasant Meadow hierarchy as a senior consultant. Slowly but subtly, the institution has become ruled by fear. Both staff and patients have troubled dreams and active nightmares, and under Sedek's guidance, the medical staff has become inured to intimidating and brutalizing their charges.

Sedek currently has no idea that Beautiful Scream (the Renegade Shedite) is on Earth, much less that she is in *his* hospital, and wouldn't remember her name in any case. However, he dislikes the



Asmodeans enough that he will help her to avoid them if she does make herself known.

He is also knowledgeable about ethereals, and has noticed the increase in ethereal activity in the town over the last couple of days. In fact, he managed to capture a couple of hobgoblins a night ago (in cat vessels), and has imprisoned them in a secure room in the hospital. He knows they had no permission to be on Earth, and is planning to amuse himself by torturing the creatures to death slowly. If he knew about the cable rats, his approach would be to bite their heads off, spitting the pieces out while the little whiskers were still twitching. He is also intrigued about Ivy Jackson, but has not yet had time to interrogate the woman in detail. Torturing hobgoblins can eat up so much of a demon's time . . .



## BEAUTIFUL SCREAM VEXATION (BSV)

### *Renegade Shedite of Nightmares*

**Corporeal Forces** – 1 Strength 2 Agility 2

**Ethereal Forces** – 2 Intelligence 4 Precision 4

**Celestial Forces** – 4 Will 11 Perception 5

*Skills:* Acrobatics/2, Dodge/3, Lying/3, Running/1

*Songs:* Dreams (All/4)

**Attunements:** Shedite of Nightmares

**Dissonance:** 2 notes

Beautiful Scream is a young Shedite who is absolutely *not* authorized to be on Earth. She fledged recently, and has been shivering with gut-wrenching terror ever since. In Beleth's Tower, stronger demons terrorize the weaklings, and the abuse given to the baby Shedite far surpassed anything she had experi-

## SEDEK, CALABITE CAPTAIN OF NIGHTMARES 831 1/2 POINTS

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

Speed 7; Move 7.

Dodge 8; Parry 7 (Axe).

**Advantages:** Band (Calabite) [28]; Band Attunement (Calabite of Nightmares) [30]; Basic Celestial Template [480]; Combat Reflexes [15]; Distinction (Captain of Headhaunters) [20]; Distinction (Knight of Restlessness) [10]; Essence Control 11 [2]\*; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Manual Dexterity +4 [12]; Power Investiture (Ethereal) 4 [10]\*; Power Investiture (Celestial) 4 [10]\*; Role (Senior Psychiatric Consultant) 4 [20]; Strong Will +4 [16]; Vessel (Older male; Extra Hit Points +13) [95].

\* Bought up from the Basic Celestial Template (box p. 4).

**Disadvantages:** Discord (Phlegm); Phlegm [-10]\*; Reduced Alertness -4 [-20]; Sadism [-15]; Servitor of Nightmares [-10].

\* Phlegm is described in Sedek's main text - it is equivalent to the Bad Smell disadvantage (p. CI80), causing a -2 reaction penalty.

**Quirks:** Wears old raincoats and sneakers; Keeps his watch, shoes, and briefcase tidy (if nothing else). [-2]

**Skills:** Acting-16 [1/2]; Axe/Mace-13 [4]; Brawling-14 [4]; Detect Lies-15 [1/2]; Diagnosis/TL7-15 [1/2]; Fast-Talk-19 [4]; Professional Skill (Psychiatry)-20 [6]; Physician/TL7-17 [2].

**Songs:** Dreams (Corporeal)-16 [8]; Dreams (Ethereal)-17 [8]; Dreams (Celestial)-17 [8]; Entropy (Ethereal)-19 [12]; Shields (Corporeal)-15 [4]; Shields (Celestial)-16 [4].

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



enced even as a gremlin. The breaking point came for BSV when she was playing the innocent demonic childhood game of “freak out the dreamer” and was ambushed by Malakim of Blandine inside a dreamscape. The angels grabbed one tentacle apiece and dragged her out to the no-man’s-land between Beleth and Blandine’s Marches for a beating. She screamed and screamed but no aid came . . . until a black browed Calabite with a sneer on his lips and murder in his eyes surprised her tormentors. His name was Sedek, he was hunting ethereals, and because he was the first demon BSV had ever met who didn’t abuse her horribly, she fell utterly and totally in love.

She has since sneaked down a Tether and came to the mental hospital to be with her beloved. She began her campaign to claim his attention by possessing local mortals and driving them slowly insane – insane enough to be admitted into Pleasant Meadow. The next stage is to prove her love for Sedek by helping him to turn the hospital into Hell on Earth. She does this by possessing either a patient or staff member, and riding the host into violent self-destructive oblivion, but never in a way that would directly

attach any blame to the object of her affections. Maybe one day she will actually dare to introduce herself to him properly.

BSV has two notes of dissonance, incurred through her inexperience in corrupting mortals. Technically she is a Renegade (who was never assigned a Heart by Beleth and so had nothing to break), but Beautiful Scream is not trying to run away from Hell. She may have a hard time explaining this to the demons of the Game who are hot on her tail.

## JASPER

### *Balsraph of the Game*

**Corporeal Forces** – 3 Strength 6 Agility 6

**Ethereal Forces** – 2 Intelligence 3 Precision 6

**Celestial Forces** – 4 Will 10 Perception 6

*Vessel:* Human male (mid-thirties)/4, Charisma +1

*Role:* “Jasper James,” FBI Agent/4, Status/3

## BEAUTIFUL SCREAM VEXATION, RENEGADE SHEDITE OF NIGHTMARES 439 POINTS

**ST** 6 [-70]; **DX** 5 [-80]; **IQ** 10 [-30]; **HT** 6 [-70].

Speed 2.75; Move 3.

Dodge 4.

**Advantages:** Alertness +2 [10]; Band (Shedite) [76]; Band Attunement (Shedite of Nightmares) [10]; Basic Celestial Template [480]; Combat Reflexes [15]; Extra Hit Points +11 [55]; Extra Hit Points (Soul) +3 [12]; Power Investiture (Celestial) 4 [10]\*; Strong Will +14 [56].

\* Bought up from the Basic Celestial Template (box p. 4).

**Disadvantages:** Disfavored (Heartless Renegade) [-35]; Dissonance 2 [-6]; Essence Control 7 [-2]\*; Power Investiture (Corporeal) 1 [-20]\*; Power Investiture

(Ethereal) 2 [-10]\*; Reduced Hit Points (Mind) -1 [-3].

\* Bought down from the Basic Celestial Template (box p. 4).

**Quirks:** Doesn’t think of herself as a Renegade; Thinks she’s love with Sedek [-2].


**Skills:** Acrobatics-3 [1]; Acting-10 [2]; Running-3 [1/2].

**Songs:** Dreams (Corporeal)-6 [8]; Dreams (Ethereal)-7 [8]; Dreams (Celestial)-9 [8].

**Languages:** Helltongue (native)-10 [0]; English-8\* [1/2].

\* BSV has been getting along by ordering her hosts to speak for her, but has picked up a little English from this.





*Skills:* Driving/3, Emote/3, Fast Talk/3, Ranged Weapon/4 (Pistol), Wave Gun Around in an Intimidating Manner/5 (*Based on Will, default -1.*)

*Songs:* Charm (Corporeal/4), Possession/3

**Artifact:** Unholy Pistol (6 bullets)

**Attunements:** Balsraph of the Game

Jasper and Djon are partners, and have been sent to the area to investigate rumors of a Renegade of Nightmares. Unfortunately, the rumors do not specify whether the traitor is a demon or an ethereal, and the infernal secret police are assuming that they are looking for Renegade demons. This is unfortunate for all other demons in the area, particularly Sedek. The pair began to investigate the strange murder in Paradise Towers, but as soon as they found out that Pleasant Meadow was involved, they concentrated their investigation there instead. The Calabite is cooperating, but has made it clear to the pair that he resents their presence and that his Mistress will be disappointed if his work is interrupted in vain.

Jasper is an ambitious type, whose intention is to break all known infernal records for the number of Renegades brought back to Hell. This is his second tour of Earth duty, and he is still genuinely enthusi-

astic about the advantages that devotion to the Lords of the Pit can bring to both celestial and mortal. In short, he is a thorough “company man”; think of him as an obnoxious Young Turk in an advertising agency. He is currently working with Djon (one of Asmodeus’ older, more savvy operatives), but is quite sure that *he* is the brains of the outfit and that the old demon has been assigned to him in order to learn how to do things properly.

Jasper uses the authority of his FBI Role to steam-roller the local police, which does not endear him to them. If the pair encounters angels, Jasper waxes lyrical about why Hell is morally superior to Heaven, and the importance of capturing Renegade elements “because it makes the world a better place, don’t you agree?”

## DJON

### *Djinn of the Game*

**Corporeal Forces** – 3 Strength 6 Agility 6

**Ethereal Forces** – 4 Intelligence 8 Precision 8

**Celestial Forces** – 4 Will 8 Perception 9

*Vessels:* Human male /5, Charisma -1; Human female (mid-twenties)/2

## JASPER, BALSERAPH OF THE GAME

### 771 POINTS

**ST** 14 [0]; **DX** 14 [0]; **IQ** 8 [-50]; **HT** 14 [0].

Speed 7; Move 7.

Dodge 7.

**Advantages:** Alertness +6 [30]; Artifact (Unholy Pistol) [25]; Artifact (6 Unholy Bullets; +3d6 damage to vessels) [9]; Band (Balsraph) [26]; Band Attunement (Balsraph of the Game) [10]; Basic Celestial Template [480]; Extra Hit Points (Soul) 3 [12]; Power Investiture (Celestial) 4 [10]\*; Role (FBI Agent; Legal Enforcement Powers) [10]\*; Servitor of the Game [21]; Strong Will +14 [56]; Vessel (Young male; Attractive; Extra Hit Points +18) [125].

\* Bought up from the Basic Celestial Template (box p. 4).

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

**Disadvantages:** Overconfidence [-10]; Power Investiture (Ethereal) 2\* [-10].

\* Bought down from the Basic Celestial Template (box p. 4).

**Quirks:** A real “company man.” [-1]

**Skills:** Acting-8 [2]; Driving (Car)-14 [2]; Fast-Talk-8 [2]; Guns (Pistol)/TL7-16 [4]; Intimidation-10 [6].

**Songs:** Charm (Corporeal)-6 [8]; Possession-6 [4].

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





*Role:* “Jane Segawa,” FBI Agent/3, Status/3

*Skills:* Artistry/3 (Opera), Detect Lies/1, Dodge/3, Emote/2, Fighting/5, Move Silently/4, Small Weapon/3 (Knife)

*Songs:* Attraction (Ethereal/5), Claws/3, Thunder/4

**Attunements:** Djinn of the Game, Dissonance Binding

Djon is an old hand at identifying and capturing demons who fail in their duty; he has centuries of experience in uncovering plots, framing demons he dislikes, and destroying angelic vessels. The work has taken its toll on him, and left him a sulking, paranoid demon who is convinced that the world is out to get him personally. He currently has two vessels – a young black female with buck teeth (matched to the FBI identity), and a hulking white male vessel with multiple tattoos that he uses for wet work. He likes to listen to grand opera, which will be playing loudly on the stereo of the pair’s car if encountered.

As Jane Segawa, the demon pouts sulkily and lets her partner do most of the talking. Djon prefers to correct Jasper in private if he does anything particularly stupid, but has been known to slap him across

the face and storm off if provoked. When confronting the enemy, it is Djon who will hiss, “Stop jabbering and shoot them, you idiot!” (The Djinn considers the fact that the *Balseraph* was assigned the Unholy pistol to be just another sign that the world hates him.)

Centuries of experience and a general dislike of Calabim have convinced him that the Renegade exists, is in league with Sedek, and is hiding out at Pleasant Meadow. All he has to do is find it, and nail the damned Destroyer for collaboration with intent!

## OTHER EVENTS

These are extra optional encounters for the Game Master to use.

### *Bang Bang! Someone’s Dead!*

There is a loud disturbance from the secure wing of the mental hospital. This is caused by Jasper’s hair-trigger finger; the Game demon has shot and killed a mortal whom he suspected of hosting the Shedite. Unfortunately, he was wrong, and it is up to Sedek to cover up the disturbance to “prove his loyalty to Hell.” Jasper calmly maintains that he was

## DJON, DJINN OF THE GAME

## 914 POINTS

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

Speed 7; Move 7.

Dodge 8; Parry 8 (Knife).

**Advantages:** Alertness +2 [10]; Basic Celestial Template [480]; Band (Djinn) [10]; Band Attunement (Djinn of the Game) [10]; Combat Reflexes [15]; Essence Control 11 [2]\*; Extra Hit Points (Mind) 3 [8]; Extra Hit Points (Soul) 3 [12]; Manual Dexterity +2 [6]; Power Investiture (Ethereal) 4 [10]\*; Power Investiture (Celestial) 4 [10]\*; Role (Female FBI Agent; Legal Enforcement Powers) [5]\*\*; Servitor Attunement (Dissonance Binding) [25]; Servitor of the Game [21]; Vessel (Middle-aged female; Extra Hit Points +8) [70]; Vessel (Young

male; Unattractive; Zeroed; Extra Hit Points +23) [145].

\* Bought up from the Basic Celestial Template (box p. 4).

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

**Disadvantages:** Paranoia [-10].

**Quirks:** Likes to listen to opera; Mistrusts Calabim. [-2]

**Skills:** Acting-17 [1]; Brawling-17 [8]; Detect Lies-15 [1/2]; Knife-15 [2]; Musical Composition-17 [2]; Musical Notation-17 [1/2]; Stealth-15 [4].

**Songs:** Attraction (Ethereal)-18 [12]; Numinous Corpus (Claws)-15 [4]; Thunder-16 [8].

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





## RUNNING THE SCENARIO FOR A GROUP OF DEMONS

The most likely way for a player-character group of demons to enter the scenario is for Jasper and Djon to call them in to assist the investigation. The demons of the Game also require the new demons to prepare reports on all other demons in town, including each other, and will make it very clear that generous rewards will be given to those who can provide evidence of treachery (bonus points if it isn't fabricated). The two Asmodeans tell characters about the suspected Renegade Shedite and the disturbance at Paradise Towers, sending them to check out the murder.

If Servitors of Beleth are in the group, they have Sedek as a contact, and may also be aware that ethereals have been heading to Earth in this location without permission. (Intelligence/IQ rolls if the character back-

ground doesn't suggest whether they'd know or not.) The Calabite is happy to share what he knows with fellow Nightmare demons, if they'll keep the Game off his back. A Servitor of Baal may be privately requested to find the missing rat and destroy its message, without letting any other demon find out what they are doing. Characters are very unlikely to know about the maneuverings from the Teind behind the scenes.

In this situation, Luria is part of an Investigative triad; the other members are likely to be a Cherub and a Kyriotate, each around 10-12 Forces. At least one of them will be authorized to talk to Servitors of the Game first, and shoot them only if they get overly annoying. Angelic NPCs are likely to meddle ruthlessly.

perfectly correct and stalks off to investigate other suspects. While the other demons don't care about the body count, Sedek would prefer to keep his Role intact.

### *Reed Falls in Love*

If angels encounter Reed, he may fall hopelessly in love with one of them. This is not dependent on the vessel's age, beauty, or placid nature – faerie love is a whimsical thing. The victim of this crush will be subjected to a horrific series of romantic assaults! They will receive anonymous bunches of red roses, chocolates, heartfelt poems, serenades, and offers to take a ride on the back of the yellow Ducati. If he is encouraged, the faerie noble can make himself very helpful to a group, even after realizing that they are angels. If spurned, he will pursue vengeance without remorse.



## THE REAL STORY

### CABLE FAERIES (AKA FAERIE RATS, OR CABLE RATS)

*I know I had a PRI crossover cable here yesterday evening, and they don't just walk off on their own, you know. Where is it?*

*– Any number of engineers*

#### *Cable Faerie*

**Corporeal Forces** – 1 Strength 1 Agility 3

**Ethereal Forces** – 2 Intelligence 2 Precision 6

**Celestial Forces** – 1 Will 2 Perception 2

Suggested elemental strands: Nests and Engineering (An Information-linked strand)





Vessel: Rat/1 (Cream-colored fur with reddish muzzle and paws)

Skills: Detect Lies/1, Dodge/3, Engineering/1, Escape/3, Knowledge (Cables/5, Locate Food/4)

Songs: Dreams (Ethereal/1, Celestial/2), Motion (Celestial/2), Wings/1

**Special Abilities:** With effort (and the expenditure of 1 Essence), a cable rat can turn a cable into a temporary talisman, allowing it to be taken into the Marches. This is how the creatures are able to take their finds home.

Angels and demons who know about these creatures dismiss them as ethereal vermin. They're rats. At least, they look like rats if they are encountered in the Marches, and they look like rats when they are encountered on Earth. The Lords of Faerie certainly keep and breed faerie animals – usually dogs and horses that they use in their wild hunts, but the existence of cable faeries (or cable rats, as they are commonly known) just proves how the race has degenerated since the glory days before Uriel's crusade.

The cable faeries, creatures of the modern age, have an insatiable curiosity for all things technological. (They are suspected to be a debased form of Brownie.) They sneak into the corporeal world and carefully retrieve cables, wires, and electrical components. The first sign of a house being infested with cable rats is that electrical leads disappear during the night. Anything else chewable is gnawed, food is investigated, a few rat droppings are left if the food was good – but no cables are harmed. They just disappear, as if invisible workmen had carefully disconnected them, coiled them up, and packed them away into a toolkit to take home.

Being naturally small creatures, the rats can squeeze through micro-Tethers (see *Liber Castellorum*, p. 13) between Earth and the Marches. Small packs *adopt* the mortal dwellings where such Tether endpoints appear, driving out merely mortal rats in the vicinity and making themselves at home. They don't take well to being persecuted by pest-control officers and revenge themselves on mortals who provoke them. However, if people treat the creatures well, by offering food, cables, or playing suitably ethereal music (such as Bob Dylan or Britney Spears), the rats respond in kind. They may leave

gifts of interesting cables or work through the night to mend broken possessions, just as their Brownie forbears would have done. Unfortunately, the rats are faeries and not engineers, and although *mended* items will be spotlessly clean in the morning, they are just as likely to be broken as they were before.

Faerie nobles use cable rats as messengers, and some celestials have also been able to befriend these small faerie spirits, training them to run simple errands or collect cables.

But where do the rats take all the cables that they gather from Earth? They have a nest in the Far Marches, occupied by the King Rat, a terrifying gestalt creature (p. 29). For decades, the King Rat has been sending its smaller component rats out to collect cables, in order to work on various master projects. Unfortunately, the current project was inspired by dreamscapes of people who were terrified of nuclear war. It's a bomb. The celestial bomb will devastate the Celestial Forces of large numbers of beings . . . if it is ever activated.

## *History of the Teind*

The rulers of Faerie (see *The Marches*, p. 98) are among the proudest, cruelest, most beautiful, and most hideous of ethereals. They are envied and hated by their ethereal kin, because where other ethereals were slaughtered during Uriel's great crusade, these creatures made a bargain with the devil himself (or at least with Beleth) in return for support and succor. Two traditionally warring courts, the Seelie and the Unseelie, make up the two sides of the faerie realm. Although the Seelie are usually seen as *good*, rulers of both courts signed the infernal pact, and both courts have prospered. Perhaps they dare not walk the Earth to abduct human children as freely as they once did, but Beleth leaves them to run their own affairs as long as they continue to torment humanity. And the price of this treaty? Nothing but a trifle; Faerie sends a tithe of subject spirits every seven years to serve Beleth. These slave faeries are subject to the whims and desires of the Princess of Nightmares, and are allowed to live in an area of Her Dark Marches known as the Teind (see *You Are Here*, p. 119).

Within the Teind, there are faeries of all different stripes. Seelie and Unseelie, noble and baseborn, all





manner of faerie creatures from myth and legend live side-by-side in an uneasy peace, all slaves to their demon masters. For them, there is no hope of escape, no hope of release, and no hope of a return to happier days. Many are unconcerned because they're quite content with the tasks they are given to do. Others smolder with hatred of both Heaven and Hell, and the Faerie Lords who sold them in the fallout of a political deal. If there is a leader of the Teind spirits, it comes in the person of Arawn, an Unseelie noble who was delivered to Beleth in chains as part of the first tithe. And he has plans. From his own cable rat messengers he learned of the King Rat's project, and grinned in his dark forlorn corridor. How much damage might the celestial bomb do to the demons he hates? What if he pointed it at Beleth's Tower? What would the Princes of Hell give for that type of weapon? Having reflected on the possibilities, he sent a messenger to Baal.

Arawn's plan is the type of intricate construct to be expected of a ranking Lord of the Fae, even in exile. Knowing that Beleth hates and detests the Prince of the War, he plans to provoke a war in Hell. He has offered Baal a guide to the celestial bomb, in return for the release of the Teind. He has also grossly exaggerated the amount of force that will be needed to capture the device from the cable rats. In order to reach the rats' nest, Baalite troops will have to travel through Beleth's Dark Marches, and the Lady of Screams will not respond well to such an intrusion. Paranoid, prickly, and over-protective, she will see it as treachery and a *casus belli*. . . especially if one of her loyal faerie slaves were to intercept a letter from Baal to an unnamed ethereal that gave advance warnings of his plans.

## DON'T SHOOT THE MESSENGER

Unfortunately, the messenger rat has gone missing. It was expected to return from a Tether on Earth, where a private message from Baal was being sent to Arawn, confirming plans to march out into the ethereal realms and capture the bomb. But the rat has not yet returned. This is a major concern for Arawn, and he has dispatched some of his minions (Reed and the hobgoblins) from the Teind to find the missing mes-

senger and retrieve the letter. Needless to say, Beleth would not approve of *her* slave faeries operating on Earth without demonic guidance.

## TIMELINE

*Note: Events in the future assume that angels do nothing to prevent or delay them.*

### *A week ago:*

- A tame cable rat is given a message on Earth by a demonic Servitor of Baal, and sent to Arawn, who intends to pass the note to Beleth. On her way back to Paradise Towers (to use the micro-Tethers there to travel back to the Marches), the rat is injured by a dog and barely escapes with her life. She crawls through the floorboards into the Jacksons' apartment, trailing blood, and hides in a wardrobe. A day later, Lucy finds the rat, and puts her into a spare hamster cage with some warm bedding and fresh food. Forgetting her important mission, the rat curls up and enjoys the attention.

### *Four days ago:*

- Eddie Jackson comes home drunk, beats up his wife and Lucy, and threatens to kill Amy. It is not the first time. Lucy hides in her room, crying, and wishes aloud that her father would just die. The rat listens – later that night, she chitters a message to the King Rat via the Celestial Song of Tongues, calling on the other cable faeries to protect and repay her mortal friend.

### *Three days ago:*

- *Morning:* Social services pay the Jacksons a visit at 7 a.m. and take the girls away, despite dramatic scenes from the family. Lucy hides her rat in her pocket. The girls are later assessed and placed temporarily in a children's home, pending foster parents being found.

- *Midday:* Kill-'Em-All Pest Control is called to the apartment. The pest-control operative checks his traps and poison and finds no dead rats, although there are signs of chewing and rat droppings – this is unusual. He asks if anyone in the block keeps cats, and is told that there are no other pets in the entire tenement. He sees four stray black cats staring balefully at his car as he leaves.





● *Afternoon:* Beautiful Scream possesses a broad-shouldered staff nurse and successfully guides her brand-new victim into injecting sedatives into a patient who didn't need them. Hey, it's a start.

● *8 p.m.:* The Renegade Shedite makes her host threaten some patients with physical violence and turn up drunk for duty.

● *10 p.m.:* Sedek successfully locates and captures a couple of hobgoblins in the dreamscape of one of his patients. He forces them to tell him where their vessels are located, and brings them back to a secure room in the hospital.

● *Midnight:* The rats take their revenge. Hundreds of them pour silently into the apartment from the Far Marches, and they attack both of the adults simultaneously, tying their wrists and ankles together tightly with Cat-5 Ethernet cable while they work.

Eddie Jackson is pinned down by a carpet of writhing furry bodies and eaten alive. A pillow muffles his screams. Next to him, the cable rats also pin down his wife, but not a hair of her body is harmed. Instead, the blood and entrails of her dead lover splatter across her face and soak into the blankets and sheets of the bed. Used to the screams, neighbors do not give the alert until the next day.

The disturbance to the Symphony caused by the murder of a mortal by supernatural entities is heard by a passing Ofanite who relays the news over the CB radio.

## *Two days ago:*

● *Mid-Morning:* Police attend the scene, after a neighbor finally alerts authorities. The girls' mother, in wild hysterics, is assigned to the Pleasant Meadow mental institution for assessment, until she is competent to be questioned. Nurses heavily sedate her after she arrives there.

● *Midday:* Police photographers arrive. A few well-connected reporters arrive soon afterwards, Reed among them.

## *Yesterday:*

● *Afternoon:* John de Groote arrives at the apartment and sets up his equipment.

● *Late afternoon:* Jasper and Djon are informed of the murder. Instead of beginning at the apartment, they go straight to Pleasant Meadow and interrogate Sedek, then Ivy. Based on her incoherent, drugged-

up ramblings and Djon's prejudices, they decide that there is a Renegade Shedite in the hospital and commence investigation.

● *9 p.m.:* The Shedite pushes her host a little too far by mistake and he pummels an unruly patient into a pulp, breaking two bones and several regulations. This causes a slight disturbance in the Symphony. The investigators are alerted.

● *Midnight:* Luria arrives on Earth, and interprets the CB report of the disturbance. He requests the local Seneschal to find him local angels who are familiar with modern culture to assist his investigations.

● Five hobgoblins attend a late-night screening of *Scream* and *Scream 2*.

## *Today*

● *Early Morning:* The angels are briefed.

● *Mid-Morning:* De Groote returns to the apartment to find that some of his cables are missing and, consequently, he has not managed to record any evidence of anything.

● *Midday:* There is a press briefing at the police station. Reed attends, and takes notes. He also selects an unattractive secretary and begins seduction attempts. His aim is to find out where Ivy has been placed, and which children's home the two girls are currently in.

● *5 p.m.:* Nervous about her current host, the Shedite switches possession to one of the patients. To do this, she takes celestial form in a room full of other patients, all of whom react badly. There is also a loud disturbance. The Gamesters are, unfortunately for them, not close enough to arrive in time to "quarantine" probable hosts. Naturally, Djon blames Sedek for helping a Renegade. Sedek, on the other hand, believes more hobgoblins might be in the area – and does not want to share the ones he has with the Game, out of principle and spite.

● *6:30 p.m.:* Reed attempts to see Ivy. He believes that *someone* in the household must have befriended the rat, and if it's not Ivy, then perhaps he learn enough about the children to gain their confidence, and thus the rat.

● *Late Evening:* De Groote stays with his cameras during the night, to check that they are functioning correctly.





- *Midnight:* Under torture, a hobgoblin tells Sedek that they are looking for a missing rat. The Calabite interrogates Ivy in her dreams, and finds that Lucy had *acquired* a pet rat recently.

## Tomorrow

- *Early Morning:* De Groot successfully captures some film of rats, but unfortunately they look similar to normal rats. While he is filming, cables disappear from his laptop, which is in the next room.

- *Morning:* Beautiful Scream confesses to Sedek who she is, on bended knee, and he agrees to help her hide – he’ll blame everything on the rat, the well-tortured hobgoblins, and their master, since the latter two are *definitely* not supposed to be on Earth without permission from Nightmares.

- *Late Morning:* Reed locates the children’s home and attempts to talk to Lucy. She keeps the rat well hidden and responds dully to his questions. His easy manner charms all the staff, who remember him.

- *Afternoon:* Sedek uses his influence to locate the children’s home also, and arrives with the other two demons. (Djon still plans to implicate Sedek in the whole mess, with this cooperation merely betraying his Renegade buddies. The Game will be back. Later.) They also bully and lie their way into seeing the girl, but the rat escapes before she can be handed over. Lucy is in tears as the demons leave. Jasper and Djon keep the house under surveillance.

- *Late Afternoon:* Reed returns to the children’s home, and captures the rat with some Belgian Chocolate. The demons ambush him on the way out, bundling him into their car . . . and the faerie noble releases the cable rat, sacrificing himself for Arawn. (The rat will return to Lucy, but more warily, hiding in the cracks of the house more than in her pocket. This lasts until Lucy goes to sleep.)

- *Midnight:* The cable rat returns to the Marches via the Paradise Towers micro-Tethers, and goes to deliver her message. Arawn’s plan continues apace.

## Children’s Home

*Interesting facts:* In order to find the Jackson girls, the group must get the details of the children’s home from social services. Typically, this sort of information is not given out lightly, but having authorization from the police will help.

*Purpose:* Someone will have to come here to find the missing rat. If the angels don’t follow the trail, then eventually someone else – Sedek, Reed, the Game, or Arawn – will retrieve the message, setting off events described in *If the Letter Was Found by Someone Else*, p. 25.

*Description:* The Greer Home for Children is housed in a square gray building that was designed in the 1960s. It’s a miserable looking place. The kids are a rough lot, and the older children are regularly in trouble with the police for muggings and shoplifting. Staff range from well-meaning and ineffectual to lazy and irresponsible, but none are actively malicious.

Lucy and Amy are not in any of the public lounges or areas – neither girl has left their (shared) room since they arrived, other than to eat or visit the bathroom. If investigators go to talk to them, the girls are quiet and withdrawn. No one has yet told them about their father’s death and mother’s incarceration, and although Lucy is glad to be safe from her father, she is very homesick. Her little sister doesn’t understand what is going on.

If she can be drawn out, Lucy will eventually swear them to secrecy and tell them about her rat and how she came to find it. The rat itself is dozing happily in her pocket. If anyone tries to take the rat away, the girl will burst into tears and wail girlishly that her new pet is her best and only friend.

*Other encounters:* While at the children’s home, the group has a chance of running into Reed, who has finally seduced a council worker into checking the files for the children’s location and/or Sedek and the Game demons, who have learned about the rat from the tortured hobgoblin and Ivy’s ramblings. (If the rat has already been discovered by someone else, see the “If the Letter Was Found by Someone Else” sidebar on p. 25.)





## A DIPLOMATIC NOTE

Having found the missing rat in the children's home, anyone who handles the creature can make a Perception roll to detect the relic collar that it is wearing – no thicker than a human hair. If this hair is taken from Earth into either the Marches or the celestial realms, it will transform into its true form; a thin scroll, bent into the shape of a torc. (Any Superior can also manage this, even on Earth.) The scroll is written in Helltongue, and is illegible to angels who do not know the demonic language. The Corporeal Song of Tongues can only translate Earthly languages (of which this is not one), but any redeemed demon will be able to decipher the contents.

The letter reads:

*Having received your last missive, We are pleased to accept your conditions for providing scouts to show Our troops the location of the rats' nest in the Far Marches. In return for such aid as results in Our obtaining the alleged device to inform and enable Our Unholy War, We do hereby agree that the Teind shall be disbanded and all ethereal spirits therein released from indenture to the Princess of Nightmares, if they so desire.*

*We do not expect to be disappointed, either in these ethereal scouts, or that the game is worth the candle.*

*Under Our Hand and Seal.*

**B**

*(It is sealed with Baal's sigil.)*

# PART 2: OF RATS AND MEN

## INTRODUCTION: ON A GATHERING STORM

Having found the strange letter and reported it to Heaven, angels are rewarded by their Superiors with a gift of Essence, a pat on the head, and some free time to hang out either on Earth or in Heaven. Generous Superiors might also throw in a minor relic or reliquary, an extra vessel, a new Servant, or perhaps even extra characteristics or minor attunements. Dissonance will be queried and forgiven.

After enjoying a well-deserved couple of days off, the angels are invited to attend a briefing in Blandine's Tower. It is obvious from the solemn atmosphere in the meeting room that the other atten-

dees are senior high-ranking angels, so it is small surprise when Friends and Masters of the group's respective Archangels enter, followed shortly by Laurence, Michael, and Blandine. The Archangel of Dreams folds her arms and watches serenely as Laurence briefs the assembled angels.

Following receipt of the letter, spies have been sent out into Beleth's Marches to confirm that demonic armies are heading out into the Far Marches. The spies also confirmed that both Baal and Beleth had troops in the field. Laurence reminds the audience that the Princes of Nightmares and the War are known to be antagonistic to each other, and that a war between them could only benefit Heaven. He also reads an angelic translation of the letter aloud, and (if the players haven't figured it out for themselves) explains how Baal's secret negotiation to free the Teind would incur Beleth's wrath. Clearly, it is the responsibility of those loyal to Heaven to investigate this rats' nest, find out what Baal was offered by the unknown ethereal, and make sure that the demons don't get it. Fortunately (he declaims) there are Servitors of Heaven who have recently encountered these ethereal rats on Earth and know something of their habits. All eyes turn to the party.

Laurence calls them to the front of the room and formally charges them with a Quest, before the





## PENULTIMATE REWARDS

As a guideline for rewards, Michael, Laurence, and Jean will all be particularly appreciative of receiving the message. (Jean sees the word “device” and instantly begins worrying that Baal will share some new and insane idea with Vapula.) No matter whose Servitors deliver the message, the Sword will eventually request their presence before the Seraphim Council, to deliver a scroll of thanks in elegant, flowery calligraphy. Mortals may well be invited to Notre Dame, to receive theirs via the Celestial Song of Projection! (This will happen even if the second part of the adventure is performed by NPCs.)

Yves and Novalis will be more concerned that the loose ends of Ivy and her daughters are tied up in a proper manner before they grant rewards. Blandine is also concerned about those humans – and any discovery (and elimination of) Nightmares Servitors will please her even more.

The others will be pleased, of course, but will be more concerned with how well their Servitors supported their aims.

### *Demonic and Ethereal Rewards*

If Nightmares discovers the message in time for Beleth to thwart the Baalite “Marachs Maneuvers Exercise,” she will be very pleased (for a Djinn Princess, at least). Any of her Servitors involved in presenting

the message to her may be in line for Knighthoods! (This will also make them targets for covert Baalite aggressions. *C’est la vie.*) Baalite minions will be likewise rewarded – though more quietly. If Servitors of the Game inform their master of the message’s contents in time for Asmodeus to defuse the situation, he will be nearly as generous. The other Princes will be pleased enough, depending on their alliances, but much like the Archangels, more concerned that their Word was supported properly during the situation.

Needless to say, if Beleth, Baal, or Asmodeus find out that the message *slipped through their minions’ fingers*, they will be equally generous with punishments. (If Baal eventually winds up with the message anyway, due to the rat’s return to Arawn, he will merely put the PCs on the front lines of the Marches assault . . .)

Ethereals will have to get what bargains they can. If they sell it to celestials, to win tolerance or “forgetting” that they were on Earth, demons will *probably* keep their part of the bargain – long enough for the ethereals to relocate, anyway. Angels will probably help the ethereals wrap up any corporeal loose ends before escorting them (politely but firmly) back to the Marches. If ethereals inform the King Rat (p. 29), they may be granted safe harboring within his nest Domain, as well as access to teachers for what few skills cable rats know.

approving eyes of senior angels and Archangels. For the honor of Heaven, they are to secretly travel through the Marches, find the rats’ nest, and remove or disable the device mentioned in the letter. Refusal is not an option.

Of course, the adventuring angels may have decided to go and investigate the rats’ nest without any prompting at all . . .





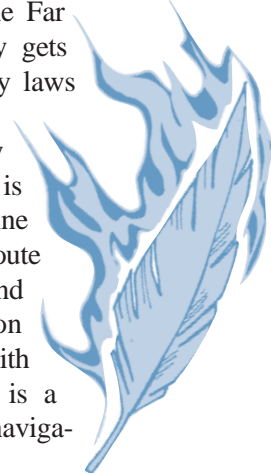


## THE ROAD LESS TRAVELED

Traveling through the Marches poses some problems for angels. While Blandine will quietly assign a Cherub to guide them into the Far Marches on request, no angel knows where the rats' nest is located. The easiest way to find it is either to tag a cable rat and follow it home, or to head toward where the spies reported the armies, and hope to capture either a demon or ethereal who knows the way.

It is easy enough for a celestial to create a disguise in the ethereal realms; usually they will appear as the image of their most recent vessel, but they can change this appearance with a successful Dreaming roll (Lucid Dreaming for *GURPS*; Default: Precision/Will -3; *Ethereal Player's Guide*, p. 65).

The trek is arduous, and may involve all types of exotic terrain, with associated problems (e.g., whispering deserts, a road paved with teeth, rafting down a river of tears). As one heads away from the Vale of Dreams and out into the Far Marches, the geography gets stranger, and the Earthly laws of Physics are regularly bent or broken. The sky is as likely to be red as it is to be blue, a straight line may not be the shortest route between two points, and concentrating hard on where you want to go (with a successful Will roll) is a more accurate form of navigation than any compass.



## IF THE LETTER WAS FOUND BY SOMEONE ELSE . . .

If either the demons or Arawn's messengers retrieved the letter from the missing cable rat before the adventurers got there, then both angels and their Superiors have less information to work with. The angelic investigators are called to a different meeting, either in a local Tether (if there is a Tether to Michael or Laurence in the area) or in a run-down hotel room. They are met there by three other celestials, who quickly prove to be the Archangel Michael, one of his Mercurian aide-de-camps, and one of Blandine's senior Malakite honor-guard.

The reason for this meeting is that angelic spies in the Marches have observed movement of demonic troops across Beleth's domain and into the Far Marches. It seems that both Baal and Beleth have troops in motion, and given that they are known to detest each other, it is unlikely that they are simply on a training exercise. A captured ethereal from Beleth's Marches mentioned the "rats' nest" as the cause of these move-

ments. As the lower-ranking angels are the local experts on these creatures and their habits, they are requested to go out into the Marches, find out what they can about the troop movements, and discover why the demons are interested in the cable rats' lair. Needless to say, secrecy is of the utmost importance. Michael comments dryly that there will be plenty of opportunity for heroism later. The Malakite also briefs them on cable faeries, repeating most of the information given above. However, Heaven has no guides who have ever visited the rats' nest in person. For this, the angels are on their own.

Any angels who are less than totally enthusiastic about the opportunity to sneak behind enemy lines, through a horde of demonic infantry, and into an unknown Domain in the Far Marches will be chastised by the Archangel, who claims that he only wishes he could go himself. This is, of course, absolutely true.



## QUICK AND DIRTY COMBAT IN THE MARCHES

In the Ethereal realm, characters can choose whether to engage in ethereal or celestial combat (corporeal combat is not an option). Ethereal combat may involve Songs that are specifically stated as causing *Mind Hits*, Songs of Dreams, or the Dreamwalking attunement. Many Corporeal Songs do not function in the Marches, and it is down to the GM's discretion to decide which Songs should work there. It is also possible to simply assault an opponent directly, using force of Will to maintain a weapon that will function in the ethereal realm – this will default to an ethereal attack. Combat of this type in the Marches is calculated similarly to corporeal combat, substituting Intelligence for Strength and Precision for Agility. Damage is taken as mind hits instead of body hits. Damage is calculated as if combat was unarmed, but the use of “ethereal weapons” allows an attacker to use a weapon skill to attack, rather than Fighting.

Celestials, ethereals, and humans who can control their Essence expenditure can also choose to engage in celestial combat in the Marches. Due to the dangers of losing Forces, celestial combat is relatively unusual in the ethereal realm.

For ethereal combat in *GURPS In Nomine*, see page IN142-144.

## OPTIONAL ENCOUNTERS

These encounters can highlight the hazardous and confusing nature of the Far Marches. There are more ideas for locations in the Marches and new ethereal encounters in *You Are Here*, the *Liber Servitorum*, and the *Ethereal Player's Guide*.

### *The Black Knight*

As the angels stumble down a mountain trail, they see a narrow chasm between two cliff-faces ahead of them. The ledge on their side of the precipice is buf-

## MORE FOR YOUR ADVENTURES

For more detailed ethereals, the *Ethereal Player's Guide* and *The Marches* are suggested. Princess Beleth's expansion is also in *The Marches*, while Prince Baal's is in *The Final Trumpet*. *You Are Here* also provides useful examples of Domains within the Far Marches.

feted by high winds, enough to make flying a tricky proposition at best. A sturdy wooden post is fixed to the ground by the cliff's edge, with a brass bugle attached to it.

As soon as someone blows a note on the bugle, the ground begins to shake and the sound of horses' hooves can be heard. As if out of nowhere, a strangely glowing knight in matte-black armor rides out from the far side of the chasm. A thin, translucent bridge appears under his horse as he approaches; the bridge curves in a delicate arch and has no apparent support. When the knight reaches the middle of the bridge, he calls out to the angels and tells them that he has vowed that only those pure in heart and strong in faith shall pass.

Though he does not mention this, the knight is a Malakite of Uriel, one of the infamous Tsayadim who deliberately left Heaven after their Master was recalled, becoming Outcasts rather than swear allegiance to any other Word than Purity. He rides close enough to indicate each person in turn and interrogates them at length about any recent deeds (or misdeeds), accusing each one of whichever impurities he can detect with his resonance. His accusations become more inflammatory, more fabricated, and pettier. (“And you didn't wash your hands after going to the toilet! What sort of angel are *you*?”) It becomes clear that the black knight has no intention of letting anybody cross the chasm. If pressed on this point, he will invite the angels to select a champion to fight him, swearing that if he is defeated in ethereal combat then the party may pass.

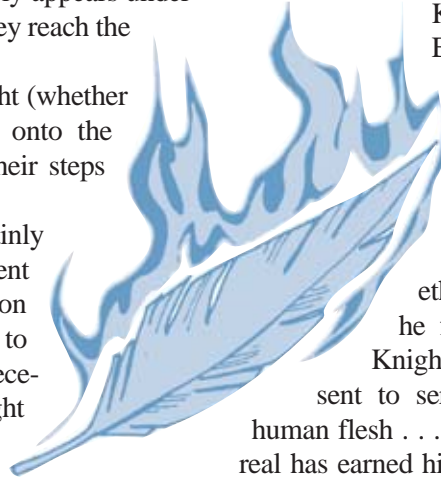
If the angels gang up on the knight and defeat him, the bridge shimmers and then disappears as if it had

never existed. The knight's shield now displays Uriel's sigil in silver on a red background. If defeated in *single* combat, he attempts to answer any questions anyone wish to ask him – except for how to traverse the bridge. He then mounts up and rides off.

In order to cross the chasm, angels must have faith. If anyone gathers their courage and steps out into the void, the bridge miraculously appears under their feet and supports them until they reach the other side.

If characters fail to beat the knight (whether honorably or not), he rides back onto the bridge; they will have to retrace their steps and find another way around.

(While detaining him is certainly *possible*, and any Cherub of Judgment would want to get an attunement on this Tsayad, their stated mission to reach the rats' nest should take precedence over taking the Black Knight into custody.)



## THE BLACK KNIGHT

### *Outcast Malakite of Uriel*

**Corporeal Forces** – 2 Strength 2 Agility 6

**Ethereal Forces** – 4 Intelligence 8 Precision 8

**Celestial Forces** – 4 Will 8 Perception 8

**Skills:** Detect Lies/1, Dodge/4, Fighting/2, Knowledge/5 (Butchering Ethereals), Large Weapon (Lance/3, Sword/5), Riding/3

**Songs:** Entropy (Ethereal/4, Celestial/2), Light (Celestial/2), Tongue/5

**Discord:** Aura/2

**Servant:** His horse is a 4-Force ethereal (previously a figment, when he first made use of it). The Black Knight has convinced himself that it was sent to serve him, and has weaned it off human flesh . . . mostly. This tolerance of an ethereal has earned him Discord – as well as a possible death sentence from his fellow Tsayadim.

## THE BLACK KNIGHT, OUTCAST MALAKITE OF PURITY

### 519 1/2 POINTS

**ST** 6 [-70]; **DX** 13 [-10]; **IQ** 18 [45]; **HT** 6 [-70].

Speed 9\*; Move 9\*.

Dodge 10\*; Parry 11\* (Broadsword).

\* In the Marches only.

**Advantages:** Ally (Ethereal spirit; 76-100 points, appears on a 15 or less) [15]; Basic Celestial Template [480]; Choir (Malakite) [35]; Choir Attunement (Malakite of Purity) [36]\*\*; Combat Reflexes [15]; Enhanced Parry 1 [10]; Essence Control 10 [1]\*; Extra Hit Points +2 [10]; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +3 [12]; Manual Dexterity +2 [6]; Power Investiture (Ethereal) 4 [10]\*; Power Investiture (Celestial) 4 [10]\*.

\*Bought up from Basic Celestial Template (box p. 4).

\*\*From William Keith's adaptation.

**Disadvantages:** Aura 2 [-10]; Discord (Aura) 2 [-10]; Outcast [-35]; Power Investiture (Corporeal) 2 [-10]\*.

\* Bought down from the Basic Celestial Template (box p. 4).

**Quirks:** Believes his ethereal mount is "God-Sent;" Guardian of the Bridge of Faith (no, really!) [-2]

**Skills:** Brawling-18\* [1]; Broadsword-20\* [8]; Detect Lies-15 [1/2]; Lance-18\* [2]; Physiology (Ethereals)/TL3-16/22 [6]; Riding-18\* [2].

\* This is the skill *in the Marches* only.

**Songs:** Entropy (Ethereal)-17 [8]; Entropy (Celestial)-15 [2]; Light (Celestial)-15 [2]; Numinous Corpus (Tongue)-16 [12].

**Languages:** Angelic (native)-18 [0].



## *Pool of Futility*

A pool of dark, muddied water ringed with empty beer cans and urban waste has many trails of footprints leading toward it. Individuals who peer into the pool must make a Will roll. If the roll is successful, the pool will show them an accurate view of whatever location they currently have in mind, in any realm. If the Will roll is failed, then the pool will show them a nightmare vision of the places or people they most love suffering terrible tragedies. These dark images will strongly suggest that the person must abandon his current quest and go back to help. A mortal friend might be shown in an intensive care hospital bed, whispering the character's name, or a favorite apartment might be shown being burgled and set on fire by hated enemies.

## BEHIND ENEMY LINES

As the adventurers approach the rats' nest, they start to see signs of the demonic armies who are encamped to either side. The terrain becomes swampy, broken up by huge thickets of tentacled trees that ooze blood if they are scratched. Periodically, dense gray mists emanate from the swamp, hiding everything from view. Wide trails of footprints are trampled through the ground, and flocks of ethereal carrion birds occupy every available perching space. Wings of demonic scouts soar across the patchwork skies overhead and there are also ad-hoc wide patrols on the ground to be avoided.

The demons all alter their appearances in the Marches to become as intimidating as possible, so it's hard to identify an individual's Band or allegiance by sight. There are currently no battles in progress; the armies are standing by and waiting for further instructions. Beleth's troops have tattered banners flying, and nightmare-handlers standing guard with manticores and cthulhoid horrors leashed on silver chains. Baal's troops are all smartly uniformed, more disciplined, and have brought some tanks along to the party.

Anyone with tactical skill who attempts to survey the two forces will spot that Beleth's ragtag army has a clear advantage, in numbers as well as terrain.

Knowing Baal's reputation as a general, this implies that his troops are merely a diversion.

If the characters are stealthy, the first contact will occur when they hear screams and laughter in the distance. Investigation shows that a group of Beleth's demons have trapped a gangly Impudite who had gone AWOL from Baal's ranks. In the absence of any other orders, they have decided to torture her by crucifying her upside down. It relieves the boredom. Spying on the conversation will allow the PCs to learn that the armies are currently waiting for orders, and that there are rumors that both Princes (no one seems inclined to mention the Superiors' names directly) will be showing up in person to direct their forces. If the Impudite is rescued, she is more than willing to strike a deal with her saviors in return for a clean getaway. She has heard the rumors that Baal's strike force is disposable cannon fodder, here to present a diversion while the real strike team sneaks into the nest and grabs the celestial bomb. She believes this to be true, which is why she is trying to go quietly AWOL.

By pretending to be either demons or ethereals, angels will be able to sneak through either of the battle-lines – they will have a marginally easier time with Beleth's troops, who are less disciplined but more casually sadistic. As well as the usual gossip that Baal wears women's underwear, Beleth sings country music in the bath, and that the *other side* is afraid of the dark, intrepid listeners may overhear rumors about the rats' nest and what lies within it. These include the existence of a king rat, a terrifying Godzilla creature who is as powerful as a Superior. The mists also provide an ideal cover for brave angels who want to simply sneak past the soldiers to the cable rats' nest.

## THE RATS' NEST

The nest bears a strong resemblance to a giant ball of wool, as large as a block of apartments and made of woven metallic wires – a gorgeous construction that gleams with iridescent colors when light strikes it. It can be easily seen from any vantage point (such as a tree) that rises above the camps.

On reaching the nest, infiltrators will be able to clamber inside through any of the many holes lead-





ing inwards. The interior is a maze of tunnels and crawlways, and the whole edifice feels like an artifact to anyone who makes a successful Perception roll. Many different types of cables are woven into the walls, and a wide variety of technical devices, both old and new, have been retrieved by the rats and built into the nest. The nest is lit by an eclectic array of lighting equipment, and after a few minutes, invaders will begin to notice the cable rats themselves. The creatures are evidently nervous, and are hiding in the walls, where only their pink eyes are visible.

The King Rat lives in the very center of the nest, in a huge, hollowed out chamber. The bomb is in another secret room, which any cable rat (and many Ofanim) can locate. Also in the nest are five of Baal's SMS (Special Marches Squad) elite commandos – their mission: to locate and capture the device, using as much force as is necessary without drawing Beleth's attention. The demons spent several hours trying to find the center of the nest, and have now regrouped with a "subtle" new plan. They will just hack their way through, destroying all cable rats they can find; if they achieve their goal quickly enough, the vast disturbance this makes won't matter. Even aside from that, there is plenty of noise. No wonder the rats are afraid.

The King Rat is a large creature of fiendish intellect that enjoys chess, witty conversation, building impossible devices, and protecting its rat subjects. It is a faerie noble, and expects the same politeness and respect as any of its ilk. If approached with the right amount of deference, it will happily barter for the bomb; as far as the King is concerned, the device stopped being *interesting* after it was completed.

If no one encounters the demons before they begin their hack and slay approach, they will find that the tunnels in the nest twist around suddenly, so as to all lead into the nest's center. There the King Rat waits to defend its home from all intruders; the demons have already stumbled into the King's lair and are attempting to assault it.

If any Superiors are summoned, there will be trouble. Both Baal and Beleth really are taking a personal interest in the affair, and either of them will respond to any enemy Superiors by turning up in person. An animated three-way argument is likely to

ensue, during which sensible beings will escape with the fleeing cable rats.

# FOES OR ALLIES IN THE RATS' NEST

## COMMANDO SMS DEMON

### *Servitors of Baal*

*A Balseraph (leader), two Calabim, a Djinn, and a Habbalite.*

**Corporeal Forces** – 1 Strength 2 Agility 2

**Ethereal Forces** – 4 Intelligence 8 Precision 8

**Celestial Forces** – 5 Will 10 Perception 10

*Skills:* Dodge/3, Large Weapon/1 (Sword), Move Silently/2, Ranged Weapon/3 (SMG), Small Weapon/4 (Knife), Survival/4 (Marches), Tracking/3. *(The leader also has Tactics/4.)*

*Songs:* Dreams (All/4), Healing (Ethereal/2)

**Discord (for Calabim):** Murderous/3

**Attunement:** Appropriate Band Attunement of the War. The leader also has the Art of Combat.

**Artifact:** Unholy sub-machine gun or flaming combat knife.

## KING RAT

### *Ethereal Faerie Lord*

**Corporeal Forces** – 0 Strength 1 Agility 1

**Ethereal Forces** – 6 Intelligence 12 Precision 12

**Celestial Forces** – 6 Will 12 Perception 12





*Suggested elemental strands:* Nests and Engineering (an Information-linked strand)

*Skills:* Dodge/6, Engineering/5, Fighting/6, Savoir-Faire/2, Tactics/4

*Songs:* Charm (All/3), Entropy (Ethereal/3), Harmony (Ethereal/4, Celestial/4), Motion (Ethereal/2, Celestial/6)

**Affinities:** Animals (moderate), Artifice (strong)

**Dread:** Yielding to a natural inferior.

*(Note: If the GM is using the **Ethereal Player's Guide**, the King Rat has undergone Initiation.)*

The King Rat can also attack with its tail as if it had Numinous Corpus (Tail/5), and summon hundreds of cable rats to help defend the nest.

It is possible that a Kyriotate will possess a rat in Paradise Towers and discover the micro-Tethers leading directly to the King Rat's lair. As in the main text, the King Rat is a noble creature, and so long as

any celestial invaders are polite, they may escape with their lives and mental health. Very polite and lucky celestials might both discover the Bomb and establish sufficient relations for envoys to be sent to remove or substitute something for it. While that may well short-circuit the second half of the adventure, depending on timing, the heroes will still have to deal with finding the errant rat and dealing with Beautiful Scream Vexation.

If questioned early on, the King Rat doesn't know where the messenger rat is, or what messages she might be running, since she hasn't returned to the nest (and thus the gestalt). Its rats often run such errands. It remembers sending many other rats to aid her, but doesn't much care why she Sang for help. It may suggest that she might have been protecting herself or a friend. Despite its vast Intelligence, it has an alien mindset, more concerned with its own interests than individual human lives.

## COMMANDO SMS DEMON, SERVITOR OF BAAL

### 514 1/2 POINTS

**ST** 6 [-70]; **DX** 5 [-80]; **IQ** 18 [45]; **HT** 6 [-70].

Speed 9\*; Move 9\*.

Dodge 8\*; Parry 11\* (Knife).

\* In the Marches only.

**Advantages:** Alertness +4 [20]; Basic Celestial Template [480]; Combat Reflexes [15]; Extra Hit Points +1 [5]; Extra Hit Points (Mind) +3 [8]; Extra Hit Points (Soul) +8 [32]; Manual Dexterity +6 [18]; Strong Will +4 [16].

**Disadvantages:** Servitor of the War [-6].

**Skills:** Broadsword-16\* [1/2]; Stealth-17\* [1]; Guns (SMG)/TL7-21\* [2]; Knife-20\* [4]; Survival (the Marches)-19 [4]; Tracking-19 [4].

\* This is the skill in the Marches only.

**Songs:** Dreams (Corporeal)-14 [8]; Dreams (Ethereal)-17 [8]; Dreams (Celestial)-18 [8]; Healing (Ethereal)-15 [2].

**Artifacts:** One of the following: Unholy Sub-Machine Gun [25] and 25 Unholy Bullets

(+2d damage) [25] *or* Flaming Combat Knife (Large Knife; 1 lb.) [50].

**Languages:** Angelic-14\* [0]; Helltongue (native)-18 [0].

\* Default from Helltongue.

*The Balsraph leader* also has: Band (Balsraph) [26]; Band Attunement (Balsraph of the War) [9]; Art of Combat [50]; and Tactics-18 [4]. (Total: 603 1/2 points.)

*The Djinn* also has: Band (Djinn) [10] and Band Attunement (Djinn of the War) [20]. (Total: 544 1/2 points.)

*The Calabim* also has: Band (Calabim) [28]; Band Attunement (Calabim of the War) [4]; Discord 3 [-15] and Bloodlust [-10]. (The frequency of Submission variant not used for simplicity.) (Total: 521 1/2 points.)

*The Habbalite* also has: Band (Habbalite) [25] and Band Attunement (Habbalite of the War) [20]. (Total: 559 1/2 points.)



# KING RAT, ETHEREAL FAERIE LORD

929 POINTS

ST 5 [-50]; DX 5 [-50]; IQ 27 [325]; HT 5 [-50].

Speed 13.5\*, Move 13\*.

Dodge 15\*.

\* In the Marches only.

**Advantages:** Power Investiture (Ethereal) 6 [40]; Power Investiture (Celestial) 6 [40]; Essence Control 12 [5]; Basic Ethereal Template [227]; Manual Dexterity +11 [33]; Extra Hit Points (Mind) +15 [38]; Extra Hit Points (Soul) +15 [60]; Combat Reflexes [15]; Mindshare (Hive Mind, Intelligent Drones, 1 Mile Range, Up to 9,999 Drones) [65]; Affinity (Animals; Moderate) [87]\*; Affinity (Artifice; Strong) [42]\*; Enhanced Dodge [15]; Status 1 (Powerful Domain Ruler) [5]; Striker (Tail, 2 hexes reach, Sharp Claws, -1 to hit) [34]

\* See the box, "The King Rat's Affinities."

**Disadvantages:** Ethereal Dread (Yielding to

an Inferior) 4 [-20].

**Quirks:** Polite unless provoked; Alien mind-set; Likes building DEVICES. [-3]

**Skills:** Brawling-31\* [16]; Engineer (Bombs and Traps)/TL7-28 [6]; Engineering (Electrical)/TL7-28 [6]; Engineering (Primitive Machines)/TL7-28 [6]; Savoir-Faire-29 [1]; Tactics-27 [4].

\*In the Marches only.

**Songs:** Charm (Corporeal)-21\* [4]; Charm (Ethereal)-27 [4]; Charm (Celestial)-27 [4]; Entropy (Ethereal)-27 [4]; Harmony (Ethereal)-28 [8]; Harmony (Celestial)-28 [8]; Motion (Ethereal)-26 [2]; Motion (Celestial)-30 [16].

\* Despite *knowing* this form of the Song of Charm, the King Rat cannot perform it; it has no Corporeal Power Investiture. It can, however, teach it to others.

**Languages:** English (native)-27 [0]; German-25 [1/2]; Helltongue-24 [1/2]; Japanese-25 [1/2]; Spanish-25 [1/2].



## *How I Learned to Love the Bomb*

The bomb is a gleaming metal sheath, studded with flashing lights and clever control systems. It is also a living relic (see *Liber Reliquarum*, p. 104) with enough intelligence to carry out conversations . . . and it is a coward. The bomb understands that it will cease to exist if it explodes, so it has no intention of doing so. Anyone is welcome to try to persuade it otherwise . . .

It is not the only relic in the rats' secret room; there are also any number of abandoned master projects that the rats have attempted in the past. While some may still work, the majority are now rusted and forgotten.



## THE KING RAT'S AFFINITIES

The King Rat has two special affinities, which are described on pages 50 to 53 of the *Ethereal Player's Guide*. The *GURPS* breakdown of these Affinities is below.

### *Animals Affinity*

● Moderate: +2 to Affinity rolls, as well as rolls to bring animals into dreamscapes with Lucid Dreaming, and to control their actions [10 points].

● Rite [3 points].

● Larger vessels to match its Image; Effectively Unusual Background allowing removal of a Taboo Trait [5 points].

● Adds Power Investiture (Ethereal) to reaction rolls from animals or spirits with animal Images; Reaction bonus averaging +3 (Requires 1 Essence, -10%; Requires IQ roll, -40%) [8 points].

● Speak with Animals (p. CI15) and Speak with Fish (p. CI10) (Requires 1 Essence, -10%) [23 points].

● Call of the Wild (p. IN97) (Requires 2 Essence, -20%; Requires IQ roll, -40%) [8 points].

● Animal Charm (based on the Charm Knack) [30 points].

### *Artifice Affinity*

● Strong: +4 to Affinity rolls, and Lucid Dreaming rolls to manufacture things that fall within its purview in a dream [20 points].

● Rite [3 points].

● May form vessels of inanimate objects; effectively Unusual Background allowing removal of a Taboo Trait [5 points].

● +1 to create or repair a category of things. (Electronics, for the King Rat) [2].

● Add Ethereal Power (averaging +3) to create or repair *any* mundane item; (Requires IQ roll except for the category above, -40%; requires 1 Essence, -10%) [3].

● Add Ethereal Power (averaging +3) to any Enchantment roll (p. IN169) (Requires up to 3 Essence, -30%) [9].



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