

IN NOMINE™

In Nomine was written by Derek Percy
based on an original game by CROC

SUPERIORS: LILITH

By Derek Percy and
Elizabeth McCoy
Additional Inspiration by
Emily Dresner
Illustrated by Ramón Pérez
and Dan Smith

*Playtesters: Chris Anthony, Amber Baughman,
Genevieve Cogman, S. DiGiovanni,
William J. Keith, Walter Milliken, Kris Overstreet,
Unni Solås, Michael Walton*

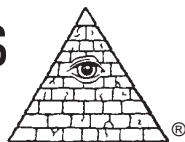
AN e23 SOURCEBOOK
FOR IN NOMINE® FROM
STEVE JACKSON GAMES
FOR 3 TO 6 PLAYERS

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GURPS IN NOMINE

This Superior expansion includes material both for the traditional *In Nomine* rules and *GURPS In Nomine*. 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.

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

Extra Hit Points and Reduced Hit Points

Many 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.

Geases

Many Lilim – especially Lilith’s Free Daughters – hold Geases and Geas-hooks (p. 35) on other beings. In *GURPS In Nomine*, these use the Favors mechanic (p. IN38). Replace the “availability” multiplier of the base advantage (frequently an Ally) with the Frequency of Submission multiplier for Geas levels, and roleplay the process of making contact unless the Lilim and her victim are both NPCs, or the target is clearly available. If an NPC is stated to have points allocated for “generic” Geases or hooks, that the GM is expected to define, these are converted between *GURPS* and *In Nomine* point values at a 3-to-1 ratio, much like unused character points (box, p. IN207).

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 to *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.



LILITH

HUMAN PRINCESS OF FREEDOM

The world is what you make of it.

Long before the Fall, Lilith walked the Earth, beautiful and immortal. Created as the first wife of Adam in God's famous experiment in the Garden of Eden, she exercised her free will and walked away.

Lucifer offered her power, dark Essence, and the Word of Freedom. Lilith accepted, but has insisted that independence means far more to her than power over others. She is the Princess of Freedom, and she means it. She holds no Principality and commands no Servitors. When she wants something, she'll trade favors. If she comes out ahead . . . well, that's how it goes. Thus, her raw power is far less than that of the other major Demon Princes. Technically, she's not even a demon; she's just Lilith, unique and exquisite, whom no one can ever own. But her infernal coronet remains secure, because she provides what no other Prince can: the bewitching Lilim.

Each Lilim is an individual creation of Lilith herself. Other Princes have engendered their own ideas of the perfect infernal seductress, but no one can duplicate the Lilim. Having created her children, she leaves them free to succeed or fail on their own. If someone else gets the better of a Lilim in a fair deal or a fair fight, then Lilith doesn't care. It's when her Daughters are victimized or treated as disposable that she's been known to get involved.

Lilith can lie almost as well as a Balsegraph – though she thinks of it as “changing her mind” about her own intentions. However, if she's accepted a service, she'll always keep her end of the bargain, unlike the other Princes. She can geas herself if she has to, but it's normally beneath her dignity to lie to a being as lowly as a mere Servitor, and she'd be very unlikely to geas herself to anyone except a Superior – and even then, only to make a point.

She gets dragged into Hell's politics only when it's completely unavoidable. She'd like to be completely free, of course . . . but how likely is that, really? Lucifer is a powerful protector, and her experience with the Host involved being a virtual slave, “lab rat” in a celestial experiment. Many Archangels would still like to destroy her, though not all – in particular, Marc finds common ground with her, and Jean mutters things about “psychoanalysis.”

Lilith has no permanent Servitors, deeming that too much like slavery. She accepts temporary Servitors by trading

favors. She will bargain with anyone who will work with her, and she likes to keep her options open. Temporary Servitors may choose to have access to her Rites if they also accept her Dissonance Conditions, and she offers the same package to all her Daughters. (Few Princes allow a Lilim bound to *their* Word and service to accept, though.)

DISSONANCE

While in Lilith's service, it is dissonant to accept restraints or orders except as part of a freely negotiated agreement. Actually being imprisoned would not bring dissonance on its own; failure to attempt escape *would*. (Free Lilim are very careful to phrase *requests* to each other politely, instead of giving orders; it keeps sisterly relations smooth.)

ATTUNEMENTS

Since Lilith has no permanent Servitors, she has no Band or Servitor Attunements.

DISTINCTIONS

Lilith does not *commonly* grant Distinctions, but sometimes it happens, if she's incredibly pleased with the results a Servitor has achieved. These must be earned by completing a task that serves her Word or schemes. Of course, there's always a chance she'd bestow such an honor on someone who hadn't *realized* he was forwarding her purposes – it's a political act to accept, but are you really going to tell a Princess “no”? She uses demonic-style titles, mostly because she doesn't much care about coming up with fancier ones.

Knight Errant

Those with this Distinction can look another in the eyes and automatically know how strongly the subject desires power over others, and what he'd do to get it. A Lilim Knight Errant may treat this as a Need to be fulfilled, if she wishes – with a Geas level equal to the desire's strength (GM's discretion) – but Lilith does not approve of slavery. Leading such a power-seeker on and setting him up for a great fall, on the other hand . . .

Captain of the Third Choice

Any time the Captain is in a situation that appears to be a “no-win” one, no matter what choice is made, he can make a roll against Perception + Celestial Forces. If successful, and if there is *any* better course of action that he's missed, the Symphony will reveal it to him. (Use the check digit to determine how much “better” the new option is, or how many new paths are revealed; GM's choice.) If the situation is truly constrained, at least the Captain will know roughly what price each existing choice will exact from him, barring celestial intervention.

SPECIAL TEMPTATIONS

Secret Songs

While Lilith would never reveal the full extent of her knowledge of secret Songs, she'll happily hint that she's got access to nearly every Song ever discovered, and has spent the time digging a few unique ones out of the Symphony herself. But there are some she's certainly aware of (even if others don't know for sure): Correspondence (*Liber Canticorum*, p. 65), Deception (*Liber Canticorum*, p. 67), Freedom (*Liber Canticorum*, p. 69), Fruition (*Liber Canticorum*, p. 70), Pestilence (*Liber Canticorum*, p. 73), and War (*Liber Canticorum*, p. 78). She may also know a few Songs

technically available only to her allies, Andrealphus and Valefor, but would hardly teach them to anyone who might upset those Princes.

Geases

Lilith frequently deals in Geases. If someone wants a hold on someone else . . . perhaps she can finesse this. Someone might be granted a Geas on another being as a reward, or purchase one in exchange for services as part of a bargain. If the PC wishes to *start* play owning one of these, then the GM may wish to charge points for this advantage; see *Buying Geases*, p. 37 for costs.

Baron of Freedom

So far, Lilith has no Barons, and there is much speculation (especially among her Daughters) about what requirements, responsibilities, and (most importantly) *powers* might attach to such a title. The most favored theory is that a Lilim Baroness could trade Geases even as their Mother does, exchanging the tokens she holds on others for whatever she can get – but considering Lilith's preference for her own monopolies, that is likely wishful thinking.

RELATIONS

Technically weaker than the major powers in Hell, Lilith is always helpful (and always gets something for it). Even those Princes who do not approve of her – notably Asmodeus and Baal – find it more trouble than it's worth to be on her bad side; the supply of Lilim who are willing to bind to them dries up. She takes pains to be more valuable as a friend to all, no matter what she privately thinks of them – she'll regard every major Prince's Servitors as Associated unless they happen to cross her somehow. Servitors of Andrealphus and Valefor are treated as Allied.

Allied: Andrealphus, Valefor (and vice versa)

Associated: All others (and all others treat her temporary Servitors as Associated, unless the "temps" are normally servants of a hostile power)

RITEs

● Spend an hour encouraging people to resist the government, question authority, quit their jobs, or leave one-sided relationships.

● Free a human from physical bondage (+2 Essence).

● Destroy, physically or socially, a mortal enemy of freedom (+3 Essence).

ADDITIONAL RITES

Lilith might grant one of these to someone in the appropriate area, in return for a favor.

● Meditate two hours at the Berlin Wall.

● Walk the Freedom Trail in Boston, Mass. (+2 Essence).

● Free *any* being from bondage, physical or celestial (+2 Essence).

● Lead a revolution into the headquarters of a despot (+3 Essence, and you'll probably need it).

GURPS POINT BREAKDOWNS FOR LILITH

Knight Errant: Celestial Rank +1 [5], and Symphonic Knowledge: Power-hunger [30], with the Limitation: Eye Contact Only, -20%, and the Enhancements: May treat as Need, +10%, and No Roll Required, +66%. 52 points.

Captain of the Third Choice: Celestial Rank +1 [5]; Symphonic Knowledge: Choices Available [30] with a Perception bonus averaging +3 [4]. 39 points.

If the hopeful Lilim are right about the powers of a *Baron of Freedom*, then that would be a new power, worth 15 points, plus another level of celestial Rank. 20 points.

As usual (p. IN32), additional Rites are 2 points per use, per Essence gained.



CHANCE OF INVOCATION: 3

Any celestial can try to summon Lilith, though she's unlikely to answer a call from anyone but her Daughters or a great celestial power. (And most angels would be in big trouble if their Superiors found out they had spoken to a Demon Princess!)

Why would you want to summon Lilith? To ask a favor and offer a trade, of course. You might want to ask for a service from one of her Lilim, or you might want to trade for a favor that someone else owes her.

If you promise Lilith a favor as you summon her, geasing yourself to do her will, you can earn an invocation modifier equal to the level of the Geas. You owe her nothing if she does not appear . . . but if she does appear, you are bound, even if she denies whatever it was that you called her for. (Remember, she's entirely likely to trade this favor to someone else, and it might be someone your Superior doesn't like.)

LILITH IN DETAIL

*State your goal, she won't ask your soul,
She might even give you her own . . .
And maybe you'd be better off alone!*
— Leslie Fish, "Chickasaw Mountain"

While Lilith was not the original human woman – humans evolved according to God's plan – she was the original 15-Force woman, and has remained a unique creature with all the complexities of humanity and Word-bound immortals combined.

Her place in Lucifer's court is secured by the Lilim, and by her own efforts. She created the first Tethers to Hell as only a human can. She is the only Word-bound human, and still no one knows how that happened.

Some believe that Lilith is an embodiment of all that humanity can one day be, and fear they may be right. Others pray for it.

And Lilith keeps her secrets.

HISTORY

You want me to remember Eden? A small thing to have called me for, but as you choose . . .

*I was intended to be Adam's equal, a fit mate and helper for God's most intricate and favored creation. It turned out that Adam didn't want an **equal** so much as he wanted an almost-equal, to serve him in his bed and entertain him with witty talk at other times, as animals could not do. I voiced my problems with this arrangement, of course, but Man had been created first, and Lilith second – God would not force Adam to treat me with respect, because the Ineffable One had created us with Free Will.*

Note that a Geas to Lilith cannot be escaped; she deals in hard Geases, not Geas-hooks. If you make a deal with her, you get no Will roll to let you avoid your end of the bargain. The Lilim can sometimes be cheated . . . but Lilith, never.

INVOCATION MODIFIERS

- 6 for anyone but a Lilim or a Superior (instead of -10).
- +Geas Level if you promise her a favor, geasing yourself as you call her.
- +1 A pair of broken handcuffs.
- +2 A piece of the Berlin Wall.
- +3 A caged creature set free.
- +4 A battlefield where a tyrant fell.
- +5 A human prisoner set free.
- +6 Overthrowing a government – any government.

So I utilized that Free Will and left. Adam complained, of course, and had angels sent to fetch me home again. I refused to return to him, so God granted the spoiled brat another mate – that spineless Eve, to be mother to the race of Mankind.

Was I bitter? I suppose so, for a time. I found other things to do, other places to go. After a while, I was content with my solitary wanderings, rather like "the cat who walks by himself, and all places are alike to me," to quote the mortal poet, Kipling.

*Then Lucifer sought me out, and told me of the inequities in Heaven – even as Adam had prevailed over me, so had some angels become favored over others. I . . . liked to believe it. Even if it were not entirely true, however, it was clear that a conflict was coming, and one that would destroy any who wished to remain neutral. The fate of the ethereal gods was something I expected from the first. In a choice between "the Establishment" and the rebels exercising **their** Free Will, it seemed obvious which one had my sympathies.*

And . . . it was a heady thing, to be so courted by the Lord of the Morning Star. I was offered power, relative safety from the injustices of Heaven, a Word to ensure that my power was not a one-time deal to fade away; my value to Lucifer was much greater than it had ever been to Adam or God. I think it still is.

*These days, it amuses me to watch my Children walk among the Sons of Adam and the Daughters of Eve, and even the old debt – as Adam sought to enslave me, so can my Children bind his, for a time. And, unlike that ancient patriarch, **my** offspring offer equal value in return, favors for favors rather than enslavement for spoiled selfishness.*

*There, little one, you've heard my side, as you requested. And now we shall discuss what **I** want from **you** . . .*



LILITH AND ADAM

Rarely, Lilith's thoughts upon Adam have been recorded. He was dark of skin and hair, and as physically perfect in every way as Lilith herself. Her accounts of his personality . . . vary.

Sometimes she claims he was domineering, imperious, a selfish brat. Sometimes she calls him stupid and dull, unable to comprehend that there *was* a world outside of Eden. Sometimes she implies that he was violent and abusive, deserving of hatred.

And once in the darkness of the night, to a Seraph of Destiny she had seduced, she murmured that turning her back on him was the hardest part of leaving Eden.

But his resonance could not tell him Truth.

PERSONALITY AND OUTLOOK

What you only dream about, Wild women do.

– Natalie Cole, “Wild Women Do”

Calm and beautiful as an unruffled pool, Princess of Freedom and honorary demon, Lilith is an enigmatic figure. The actions of most Demon Princes serve the destructive, cruel, and literal meanings of their Words, forwarding the cause of Hell with a sadistic twist. Lilith's own Word, on the other hand, is taken with a broadness that rivals that of some angels. She is as likely to praise a freedom fighter as a psychopathic anarchist (and vice versa, of course).

Hell would prefer that she emphasize the Freedom of anarchy, where the powerful dominate the weaker, and so she often does. Yet she was said to smile when the Berlin Wall came down, when the Renaissance occurred, and at the Declaration of Independence. The consensual anarchy of the Internet is also something that she apparently favors. Nybbas chooses to believe that this is due to his influence, as does Vapula, but the atypical tolerance and curiosity shown toward Lilith by the Archangel Jean might indicate something besides the traditional EloHITE motivation to understand all viewpoints.

However, despite her apparent modern lack of malicious, sadistic cruelty, Lilith is still supremely *selfish* – her long centuries of existence have honed her strong will and instinct for self-preservation into a desire for self-sufficiency that, at the root, overpowers all other emotions. Living around Demon Princes has only intensified Lilith's basic self-absorption; she *must* “look out for number one,” as no one else will do it for her. Indeed, many Demon Princes would happily attempt to

enslave *her* to produce Lilim for their exclusive use, if she ever fell from Lucifer's infernal favor.

The basic selfishness inherent in Lilith's refusal to serve in the great experiment of Eden is perplexing and offensive to most angels, who serve the Symphony willingly. Her voluntary alliance with Lucifer only confirms their opinion that she is “evil” by the standards of Heaven (*i.e.*, selfish). Where Lilith sees herself as merely practical and willing to bargain, angels see her as a celestial mercenary, selling her favors to the highest bidder and seduced by dark power.

Only the most optimistic point out that, as Adam's first mate, Lilith should have the same capacities for selfishness *and* selflessness that are inherent within all humans; despite her previous bad choices, it has been argued, there is still a chance that she might choose otherwise in the future, especially if her deal with Lucifer became too restrictive to her, or were broken on his side.

This viewpoint is generally considered a theoretical exercise, less useful to the War than even the “free will versus predestination” discussions that many celestials enjoy.

Lilith, like her Daughters, finds the aura of slavery in Hell to be depressing. Therefore, she possesses various corporeal residences; her most favored is in Switzerland, which has remained a “free” country for centuries. She often appears as a wealthy woman of undefined nobility, traveling throughout the world in luxury and tied down by nothing and no one. Alternatively, she's been known to show up in the form of a fanatic radical, calling for the overthrow of law in some area or other.

Very occasionally, she attends science fiction conventions, where Libertarianism and the consensual anarchy of the Net are worshiped by many; there are even songs extolling the virtues of anarchy. In imitation of some of her favorite mortals, Lilith has learned to play a mean 12-string guitar, and is more computer-literate than many would expect from an ancient Superior.

PRIDE AND HOOKS

Lilith rarely deals in mere Geas-hooks – that hold within a being after a Need has been fulfilled and before the Geas is invoked. Hooks can be resisted. Hooks are gotten by stealth, with the hooked person rarely aware of them. Hooks, for Lilith, are *trivial*, and beneath her dignity.

Of course, she'll hook a Superior if she can, but mere Servitors are fairly safe. (*Her* hooks – unlike those of her Daughters (p. 36) – aren't visible even to Superior senses, though invoking one upon another Superior would have problematic results.) She'll deal openly in Geases, or if in a very good mood, unofficial favors. Just don't try to cheat her – she doesn't *need* hooks to make someone's life miserable.





Manner and Appearance

Unlike many other Superiors, Lilith has never been known to appear in a male form. Some believe that she only *has* one body, which she alters with Songs to suit her mood. (This would raise interesting questions about the results, should that single body be killed corporeally.) She *has* manifested as non-humans, or even in partly-human forms, but she is always beautiful. African, Nordic, Oriental, Indian . . . wolf, panther, horse . . . mythic mermaid or cutesy cat-girl – Lilith is never ugly.

She's also never crude or clumsy, if she can possibly avoid it. She prides herself on her grace, elegance, and refined manners. Her smile is polished, even if she's grinding her teeth behind it. When angry, she sometimes uses pyrotechnics, but even a scream of rage, from her, is never shrill.

In the celestial realm, and often the Marches as well, she routinely manifests the token of every Geas owed to her as a gown of stars, proof of her power and deal-making.

If there was ever a time that Lilith *wasn't* the epitome of loveliness, no one has come forward to talk about it. Attempting to provoke inelegance from her isn't conducive to one's safety, either.

PRIORITIES

Lilith's top priority is, of course, remaining as free as possible herself. Power over others does not attract her, though she acknowledges that a certain amount of that is required, lest she become too weak to defend herself. (And as a Princess, that "certain amount" can be distressingly large to others.) She is indifferent to anything that does not directly affect her . . . with the exceptions of whims and curiosity.

Because it furthers her Word, and thus directly affects her ability to remain free, she takes some interest in human affairs, promoting individual freedoms and discouraging rules and regulations imposed by anything outside the individual. Sadly, humanity seems to prefer to be ruled – no sooner is one despot toppled than another rises in his place.

There are many rumors about Lilith; this amuses her, and she encourages the stories to proliferate until no one can tell which are true and which are nothing more than wild fancies. (Are all Lilim merely manifestations of Lilith herself?) These also serve the purpose of keeping others guessing about her true abilities and powers, which adds another small protection to her personal freedom. One of the more plausible rumors suggests that the Princess of Freedom *does* maintain an ethereal Tether to the Far Marches, perhaps to a Domain there of her own. Other rumors are more prosaic, involving the "Who's Who of Hell" that she's supposed to be sleeping with, exchanging "the oldest favors of all" in return for power, assistance in her own schemes, and continued existence. Lucifer, of course, is at the top of her list of supposed lovers.

Besides the knowledge of which rumors are true, Lilith possesses many other secrets, and not all of them are her own. Those who think her distaste for politics makes her less dangerous are sadly mistaken. The Princess of Freedom has a great interest in information she can use later, and is surprisingly tenacious about tracking down the full story once she's found a few clues. (Or perhaps it's not so surprising; her still-human psychology doubtless includes boredom, which celestials – especially the Word-bound – don't understand as well.)

LILITH – REDEMPTION CANDIDATE?

Technically, Lilith can never *redeem* in the binary, state-change way that celestials do. She's too complex a being. Like Hellsworn or other selfish humans, she could seek salvation – the human equivalent.

But leaving aside the semantic details (which most celestials do; an unfortunate simplification), many angels think that Lilith is the best "redemption" candidate among the Princes of Hell. They may or may not be correct, but most who hold that opinion do so for the wrong reasons, mistaking the Princess of Freedom's complexity for occasional selflessness.

Lilith may not be entirely sane by mortal standards – Word-bound rarely are – but she's not a psychopath. When she's in a good mood, such as after acquiring a new Tether, she may feel a certain pleased kinship with the humans whose actions caused the Tether to occur; she might even grant small favors, without thought of debt. (Though if she later needed something from one of those

so gifted . . .) She understands enlightened self-interest as well as any of her Daughters, and may spare even a hostile angel; why eliminate a future deal-potential, if one's own life isn't actually threatened? (Especially when there are other petty retaliations available.) She sings for the pleasure of it, plays various musical instruments, dances, paints superbly, goes horseback riding and hang-gliding, and has many other hobbies which have little or nothing to do with her Word. She keeps her promises, and though she'll *rarely* make a deal that doesn't benefit her, she doesn't mind if the deal benefits the other party as much as he thought it would.

Thus far, those who mistake her complexity for actual selflessness, in the way angels know it, have always paid a price – from destruction to Falling to Geases to simple embarrassment. Rightly or wrongly, this doesn't keep others from continuing to hope.

RUMORS TRUE, RUMORS FALSE

Lilith is an enigmatic figure, who has held many different aspects throughout history – and in campaigns. Game Masters should consider *everything* in this chapter to be even more mutable than usual – especially if the players have read it – and merely the “best guess” of those who make it their business to research the Princess of Freedom. However, there are some common assumptions which celestial society knows only as rumors.

The Truth

Lovers: As is suggested whenever the topic comes up, Lilith has indeed taken nearly all the Princes to bed at least once in their reign. (Like her Daughters, she has a distaste for Shedim and so far has avoided them, even corporeally.) She hasn’t always done so merely for some sort of deal; several of her seductions were more to satisfy both her curiosity and her own vanity, that she *could* divert even the more single-minded Princes. She’s also consorted with Word-bound, ethereals, mortals, angels, a very few Archangels . . . basically anyone who interests her or has something to trade. She *doesn’t* take lovers as often as most demons believe, or even as often as her frequently-seductive attitude would imply. Nor does she always reveal her nature to an unsuspecting bedmate.

Tethers: Freedom does have Tethers which are *not* anchored in the Guildhall of Free Lilim (p. 17) – but no corporeal-to-ethereal Tethers. She merely has free passage through some old Tethers to pagan gods. But some Freedom Tethers do lead into Stygia and one does debouch somewhere within the Lower Hells.

Ethereal Domains: While the Princess doesn’t have her own ethereal Domain *per se*, she’s made enough deals with various neutral spirits (usually involving a small, but steady, stream of Essence) that she has several *sections* of Domains to play in, should she choose. And it is there, in the Far Marches, that she usually goes when indulging in sleep. She is, of course, a lucid dreamer.

Sorcery: Long before Kronos was made Prince, and long before Hatiphaz, Demon of Sorcery and Balsraph of Fate, even existed, the uncrowned Lilith learned the rituals that summoned ethereals or banished them. While not

the only sorcerer to discover how to do the same with demons, she certainly invented several working rituals on her own to accomplish just that. This is not an ability she advertises, especially since her Sorcery attunement (*Corporeal Player’s Guide*, p. 28) and reference books don’t contain the required amounts of Fate-approved damnation. She now dabbles in necromancy, but only after Saminga’s expertise bruised her ego; she’d previously ignored the art.

It is extremely possible that Lilith’s sorcerous skills were what allowed Lucifer to contact her – or for her to contact him – after the Fall.

Unknown

Lilim Creation and Destruction: Lilim whisper that the worst punishment their Dark Mother can inflict is to remove their very nature, leaving only a large, unfledged demonling. Lilith herself believes she could *probably* do this, but she has never tried. Likewise, she might be able to *bestow* the Lilim nature on an unfledged demonling – but again, has never attempted it.

Kronos’ Nature: The Princess believes Kronos is not just the Balsraph he seems; he’s *too much* a counterpart to Yves. Her top three theories, in order: he’s a Fallen being from the Higher Heavens of the same type as Yves; that he’s a *manifestation* of Yves (*Game Master’s Guide*, p. 99) which Lucifer perverted until Yves had to abandon it to preserve his own nature; or that he’s a more-or-less self-aware fragment of *Lucifer*. In all cases, she strongly suspects Kronos can Word-bind, just as Yves could in the days before the Seraphim Council.

Lucifer’s Bargain: None save the two participants know the exact wording and extent of the deal between Lilith and the Lightbringer. However, it *is* known that Lilith was immortal *before* that bargain was sealed – if not why, or who made her so and when.

The Broadness of her Word: Only the Game Master should decide if Lilith has always seen Freedom as gray neutrality, instead of blackest malice – or even if her apparent view-shift has actually happened! Perhaps it is all a subtle plot to lull angelic suspicions . . .

As her children can, she also can look within another and determine Needs. It’s harder with Princes, though still possible, but Lilith doesn’t restrict herself to that method. She also utilizes spies, informants, and any other “mundane” means of determining what the Powers of Hell (and Heaven, for that matter) need, want, or desire. Then, if she can procure something useful, she’ll offer a quiet little bargain . . .

Lilith’s Word

“It’s freezing! I haven’t even got a coat! What is it you want?”

“You have freedom, Mister Vimes. Isn’t that what everyvun wants? Isn’t it supposed to give you a lovely varn glow?”

– Terry Pratchett, The Fifth Elephant



TESTS OF FREEDOM

Lilith's Word is Freedom – but it's not only the lighter aspects. In her mind, there are two kinds of people: those who are spineless slaves, and those who at least *try*. And in her less civilized moods, she'll test others (mortal, immortal, or celestial) as mercilessly and paradoxically as a Habbalite.

She's usually more subtle than the Punishers, though. Instead of causing pain or fear, or forcing emotions, she allows her raw Power to shine through, along with her supernatural charisma. She is *Lilith*, exquisite and wild. With a lift of her chin or tilt of her shoulders, she makes sure anyone who sees her knows that she is his (or her) ultimate fantasy. She can even step up her allure gradually, from beautiful to bewitching to enthralling.

It's a test. Those who go to her by her will and not their own, fail – they surrendered without being broken, and have implicitly agreed to pay any price she asks. She may be pleased, she may even treat her new pet kindly until she discards it, but she has no respect for a slave. Those who attack are likely to be killed, and those who insult her win a grudge. Those who *politely* resist . . . Close your eyes and empty your mind, but do not go, for though a touch from her could break a soul to her whim – the chances are very, very high that she *won't* reach out and take what is not offered. Choose freedom, and walk free . . . enhancing her Word and power. Subconsciously, this is the outcome she *wants*. Usually.

She's as capricious as any human, though, so don't get overconfident. She hates being pigeon-holed or taken for granted, and will happily play "reverse reverse-psychology" games if she feels like it.

(It's not known if anyone ever went to Lilith, freely and without regrets, *despite* such temptations, or what she'd do with someone who could give themselves without ceding ownership – or if she'd even believe such a thing possible.)

Lilith views her Word in a broad sense, with an emphasis on personal, individual freedom: freedom to succeed or fail, starve or thrive, live or die, solely according to one's own actions and abilities. She is no more sadistic than a blizzard, and no more compassionate. If you can't make it on your own, you're just not trying hard enough.

On the other hand, she doesn't believe that anarchy includes the right to enslave others just because there are no

laws against it. A murderer can maraud all he wants, as far as she's concerned – given the freedom to carry equivalent weapons, someone will even that score later – but a slaver attracts her displeasure, and particularly successful ones merit a little meddling.

She is tolerant of freely chosen associations, as long as each individual can leave at any time. At one point, she might have believed that choosing to conceive and bear a child implied choosing to raise it to an age of self-sufficiency as well, but the acceptance of an infernal Word may well have removed that scrap of morality. Her own Daughters are "born" adult, so she need not trouble herself with their upbringing beyond the initial work to create them.

Lilith does not want Heaven to win, if only because she feels that her own freedom (and existence!) would be lost. Neither does she really care if Hell dominates, save that she might have freer rein in promoting her own brand of Freedom. Truth be told, stalemate suits her just fine – without a War to fight, her Lilim might lose their value, and Lilith herself become superfluous, and therefore vulnerable to attack.

It's not known to anyone – except Lilith herself – whether she initially embraced the more enigmatic aspects of her Word instead of just the Hellish ones. It's undeniable that the broader the interpretation of a Word, and the more connected with all its aspects a Superior is . . . the more power that Superior gets. To the weakest of the major Princes of Hell, power is always something to be desired.

Besides, why should she be *restricted* in how she interprets her own Word?

“*The Secret Ingredient*”

It is well known in Hell that *naive* Lilim are outnumbered by even the traitorous Brights – down to the most newly created, the Tempresses innately understand deal-making. They are also rarely without the instincts for Seduction that make them Andrealphus' most favored Band. Both of these are due to Lilith's "secret ingredient."

Some of the things that Lilith asks as payment from the other Princes (or from any other celestial or ethereal spirit, for that matter) are *Forces*. She incorporates these Forces within herself for a time, until she is satisfied that they have absorbed enough of her nature, and then she takes nine of them and forms another Lilim. Newborn Lilim have received at least one Ethereal Force that strongly bears their Dark Mother's nature; this is the root of their love of personal Freedom, their inborn cunning, and the bitter selfishness that Lilith learned in Eden and during her wanderings outside of it. Truly, they are created in their Mother's image.

It is not known if Lilith possessed the ability to so replicate herself before she sided with Lucifer, or what else (if anything) she could create if the whim took her. She has only been known to create demonic Lilim, and appears to have no wish to do otherwise. Her children, however, are not able to reproduce themselves this way; this is either deliberate, to retain her monopoly on the source of Lilim, or simply because they are *not* human, as their Mother is.



Celestials who have found out about this aspect of newly created Lilim speculate that it's the reason why the Band is so cooperative among themselves *and* so varied in personality and temperament: just as the Force from Lilith shapes their nature, so, perhaps, do the *other* Forces used in their creation. As most of those come from other demons or Princes, Lilim are quite selfish. That some Daughters seek redemption may be the result of ethereal or even angelic "genetics" that were not as suppressed as Lilith thought, if she cared in the first place. Indeed, the Princess of Freedom may *like* having agents on the "other side" – they are, after all, still Lilim.

Lilith gets involved when her children are treated overly unfairly, but it's not out of altruism. Those Daughters sworn to a Prince are less likely to benefit from this, but sometimes she'll intervene even for them.

Besides the given, that her Daughter will owe her, there are three basic reasons:

First, she cannot allow her Free Daughters to be treated as property or slaves, as this would go against her Word. (A Bound Lilim has chosen to enslave herself to a Prince; if she is mistreated, she should leave and take the consequences. Her Mother *may* be persuaded to help, for a price.)

Second, they are a large part of her power – every time a Free Lilim is killed, Lilith has probably lost several Geases. She will no more appreciate this than any other Prince would like losing a valuable Servitor. Even Bound Tempters may owe Mother a few favors.

Third, her children share some of her own essential nature, making an offense against them an offense against *her*. Besides, if other demons got too used to pushing Lilim around, especially *Free* Lilim, the Princes might think they could push Lilith herself around.

Unfortunately, no one – neither Prince nor Tempter – knows exactly where Lilith draws the line at abuse, on any given day. This keeps the Free Lilim from flouting infernal authority *too* much, even as it restrains Asmodeus' Servitors from naming each and every unbound Lilim as Renegade.

TETHERS OF FREEDOM

Lilith has few Hell-Tethers of her own, as she lacks both a large Principality, and the desire to bind Seneschals to her Tethers, which would "enslave" the Seneschal to her for an indefinite time. A very few of the caretakers are attuned Seneschals (though never Word-bound to the location; *Liber Castellorum*, p. 33), but only for the most important Tethers – and an attunement can be removed when the service is over.

Her Tethers tend to be transient things – the sites of major revolutions, executions of kings and tyrants, or other monuments to political instability. Once politics and government have wrapped themselves around an area and made the link to Freedom ironic, Lilith loses interest in preserving that Tether, and simply does not renew the bargain with the entities in charge of maintaining and defending it. Some of these abandoned Tethers linger on, some are destroyed by neglect

or deliberate celestial action, and some are sold to Princes who believe the Tether will serve their Word. (Malphas, in particular, benefits when anarchy coalesces into factionalism – Lilith is no longer interested, but *he* is.)

For as long as a Tether of Freedom has someone tending it, however, a celestial helping to maintain it can work off dissonance with a week's service per note removed. This *can* include angels, if they want to serve the Word of a Demon Princess . . .

One of her current Tethers, linking to some quiet, secret niche in the depths of the Pit, is a building in Palo Alto, where certain Net-related anarchistic communications technologies were developed and are still in use. Others include the remains of the Berlin Wall, Concord Green in Massachusetts, the Brazilian statue of Zumbi (a rebel slave), and the statue of Armed Freedom on the Washington, D.C. Capitol Building roof – which she keeps *because* of the irony.

Those Tethers which Lilith currently maintains *usually* lead to the basement of the Guildhall of Free Lilim (p. 17), in Shal-Mari: the recruitment hall and apartments for Lilim which is the closest thing to a Hellish demesne the Princess of Freedom acknowledges.


The Berlin Wall

In early November of 1989, the first blow was struck in the Berlin Wall to open new border crossings – this symbolized such freedom, and some might say near-anarchy, that a Tether to Freedom was formed on the spot. One of Lilith's highly trusted Daughters, Tahapenes, was also on the spot; she'd been keeping an eye on the situation for months, with strict instructions to keep her head down and not cause a whiff of disturbance. When Taha sensed the forming Tether, she placed a mundane call to the nearest of her Mother's estates, and the Tether was stabilized and linked to the Guildhall almost before Taha set down the phone. Shortly afterward, Lilith showed up and offered her Daughter the position of caretaker or attuned Seneschal, if Tahapenes should happen to want it. Taha chose attunement – partly because she knew how rare it was for her Mother to bind someone even that closely, and figured that meant the Wall was important. (Taha still believes that Lilith was in the crowds that day, and her phone call was unnecessary, but doesn't mention it.)

Over the next two years, the Wall was almost totally destroyed, making it nearly impossible for anyone to pinpoint where the Tether's locus really is. Most assume it formed at the Potsdamer Platz, and may still be there, but some believe that any part of the Wall (or where it used to be) can be used as a Tether to the Guildhall.

Tahapenes herself works as a tour guide in the area (or two tour guides, as she has both a male and female vessel), focusing on the remains of the Wall, naturally. She does what she can to keep alive the memory of the Wall and what its destruction symbolized. While she wasn't the only force behind the 20-kilometer marking of the Wall's former course





(first with paint and then with a double row of paving stones) in 1997, starting at “Checkpoint Charlie,” she certainly approved. Even years later, the remains of the Berlin Wall are said to be one of Freedom’s most powerful Tethers, and Tahapenes hopes she can keep it that way, even when nothing is left of the physical Wall but a few monuments.

POLITICS

*You tell me you want a woman who’s
As simple as a flower
Well, if you want me to act like that,
You’d better pay me by the hour.*

– Natalie Cole, “Wild Women Do”

Lilith avoids politics whenever she can, but does not consider deal-making or information-gathering to be “politics.” Others may or may not see it that way, but all are unwilling to annoy her – she’s too charming, too useful . . . and holds too many debts . . . and knows too many secrets . . .

Her peers view her thusly:

Demon Princes

Andrealphus: Charming, stylish, heartbreakingly beautiful, and wonderful in bed. No morality, no affection, simply the trading of body for Need. I have many of her Daughters in my service. A reliable ally, and *so* stylish. (*Think of him as a perfect example of freedom – do what thou wilt. He refuses to acknowledge any bindings other than the ones forced on him by position or power – or Geases, of course. It’s hardly surprising that we get on so well.*)

Asmodeus: She is flighty, too devoted to herself and not enough to Hell. If she did not provide useful services and demons for the cause, she would be just another Renegade. As it is, I must police her “free” children carefully, since she cares not what they do. (*To him, I owe nothing. He’s a slave at heart, knowing nothing of real freedom. I’m amazed he found the spirit to rebel against Heaven in the first place.*)

Baal: Though uninterested in the front lines and undisciplined, she produces devious support personnel. It is better to have her working with us than complicating matters as a true free agent. (*Baal always keeps his word. He doesn’t do much business with me, though . . . and when the War is over, who will need Lilith?*)

MODES OF ADDRESS

Lilith is not as formal as most Princes, but for the average demon, the safest title to start with is “Dread Princess” and wait for her to vouchsafe what she wishes to be called at the moment. Unless she’s in a snit or simply doesn’t want to take the time to correct the demon, she’ll explain, “just ‘Princess’” or “‘Lady’ will do.” Likewise, groveling may please or annoy her, depending upon her mood – but be sure she’ll indicate what she wants from someone. (There is one exception: she doesn’t tell anyone the rules of a “test of Freedom” (p. 9). She doesn’t consciously know them herself.)

Her Daughters call her “Mother,” with respect, fear, or admiration. Lilim also have an almost instinctive ability to sense their Mother’s moods when in her presence, and react accordingly. Most of the time, Lilith allows her Daughters a great deal of latitude in their behavior around her. Lilim don’t abuse this; they pay attention to the Princess, and say “Yes, Mother” and “No, Mother” very politely. The Princess loathes bad manners.

The most powerful of the Free Lilim sometimes refer to Lilith as “Mom,” but almost never to her face, while disowned Daughters are in the same boat as other demons, though they still have familiarity with her mood-swings.

Lilith addresses her Daughters by name (save the disowned ones, who are referred to obliquely when she

must mention them), or as “dear” or “child.” E.g., “Fetch in that Calabite in the hall, would you, dear?” In the collective, she often calls them, “the girls” or “my girls.”

Among themselves, Lilim refer to each other by name, as “sister,” or for a predominantly male one, “brother.” Very young Lilim are “little sister” while very old ones are “big sister.” A *very* young Daughter is a “newborn,” when her siblings refer to her. In the culture of Lilim, even a Bound Baroness will – usually – tolerate being called “sister” in a suitably respectful tone.

Since most Free Lilim have taken their Mother’s Rites and Dissonance Conditions, theirs is a superficially polite society. They make *requests* of one another, to save time and unpleasant wrangling, as well as to prevent grudges. Even Lilith will not *order* her Daughters around unless there is a previous agreement (e.g., a Geas) to allow the Tempter to obey without dissonance. Of course, one of the first survival skills a newborn Lilim learns is when a request is a request, and when the price of refusal is too high.

Despite their usual good cheer upon meeting a sister, and sense of “family,” the Sisterhood has no traditional greetings or farewells. The closest they get is “Good luck.”

Beleth: She has sense enough to fear me. That is enough. If she has something to offer, I shall consider it. (*Living out there on the edge of the Marches, she makes her own way. She can frighten me – but then, I suppose that's her point. I've had plans, lately, for her. There are things she wants that I can get her. And she'll owe big. All's fair . . .*)

Belial: Hey, she's got her uses, done a few favors for me. But she's not really hot stuff, know what I mean? All talk, no fire. (*Sure, he's as scary as any uncontrolled disaster. But he's no rocket scientist. It doesn't take much to get something from him. I'll make him a deal here and there, though he's reneged once or twice and I had to rake him 'cross the coals. He won't soon cross me again – if he knows what's good for him.*)

Haagenti: I wanted a ham sandwich, and she gave me one! With a whole pig! It was great! (*He's hungry enough to have plenty of Needs. However, he's developing, and growing more intelligent – I'm not sure how many of the other Princes have realized that yet. Potential, oh, definitely.*)

Kobal: She's got a sense of humor, sure, but she rarely tells you what's so funny. I think she's laughing inside more than she ever lets on. Gotta admit, the joke was on Heaven the day they let her get away! (*He's always been a free thinker, willing to flit from idea to idea, and I value that. He's not bound by reality; no plan seems too outrageous for him. He also knows how to repay his debts, good or bad. Another admirable quality.*)

Kronos: Lilith is a perfect example of how Fate attracts all things, all beings. Even the purest experiment was contaminated from the first. (*Kronos . . . [bites her lower lip thoughtfully and distractingly] I have my theories about what he really is. [smiles even more distractingly] No. No, I don't intend to share.*)

Malphas: Anarchy feeds into factions – she should realize this and cooperate with me. I could do much if she were less stubborn . . . (*I am very well aware of the games Malphas plays. However, he cannot break the bonds of a Geas, so I'll play along with him; I know who my allies are.*)

Nybbas: Definitely star quality, her and her Daughters! We don't even have a PR problem here – everybody likes freedom! Hates anybody but her sitting in the director's chair, though; a real prima donna. Still, nothing controls the audience better than beautiful freedom. (*Someday he's going to turn around and understand how much he Needs his audience. Then he's going to see who's been watching him since he got his Word. And just maybe he'll realize that his glasses don't stop me. 'Til then . . . at least it keeps some of the girls gainfully employed. He pays me well for them.*)

Saminga: Freedom is insignificant in the face of Death. All die, all come to me. (*He negotiates with real energy, but that's the only fun thing about him. And too often, the threat of Death is used to steal freedom.*)

Valefor: Goes where she wants to go, does what she wants to do, gets what she wants to have. Enjoys stirring up trouble. I can appreciate that. And she understands that getting locked up in one place is just no fun – I like her, and I'm going to see if she wants this necklace I picked up . . . (*A likeable rogue,*

FREEDOM AND SORCERY

As noted on p. 8, Lilith has been a sorceress since long before Kronos took his coronet, let alone crafted Sorcery as a means to damnation. However, she has taken care to keep this fact close to her chest. Kronos is, after all, deemed the most powerful Prince in Hell, and Lilith is but an immortal mortal with a minor power base.

Hatiphas, Demon of Sorcery, knows this secret. Kronos sent her to Lilith for polishing, and to “teach” Lilith the art – a needless and rejected training. Lilith apparently considers her current levels of damnation quite sufficient. However, she doesn't want to rub Kronos' nose in that.

Some believe that Hatiphas has taught Lilith a thing or two, and that the Princess owes her in hard Geases. More accurately, there is an . . . understanding between the two. An “unofficial favor,” if you will. Hatiphas is too smooth to make it ugly blackmail that would offend the Princess and require action to be taken. Lilith is too gracious to omit the little considerations whose lack might tempt the Serpent into such uncouth thoughts.

Does Kronos know anyway? Perhaps. But if so, he does not notice officially.

And so continues a very discreet, very elegant relationship.


but an enigma. I love his freedom. His Needs are a heavy burden – no, I'm not saying what they are! Nevertheless, what Valefor wants, Valefor gets. A Prince after one's own heart, and anything else he can pry loose.)

Vapula: An interesting control in one of the first experiments. She's also a real progressive, embracing technology and what it brings. (*We used to get on quite well, he and I. I think he's been getting even more obsessed lately, if that's possible, but he can at least maintain a decent professional relationship, which is more than I can say for some.*)

Archangels

It should be noted that Lilith will also bargain with Archangels; their views on her shift with the state of the War, and with the information or favors she offers. Some refuse to deal with her at all times, others are more pragmatic.

Blandine: She is a Princess, what more need be said? It is a pity that such a noble Word is twisted to infernal use. But oh, she can be tempting. (*I know what she Needs, but I can't give it to her. Her Needs scream at me. Maybe that's why she isolates herself in the Marches.*)



FIRE AND FREEDOM

Prophecies of the Deranged

Lilith puts no outward stock in the validity of Gabriel's ravings. However, in their few civil conversations since the Archangel of Fire became completely unhinged, Gabriel's fey ramblings have had an uncanny ability to point out aspects of Lilith's nature, personality, and actions that the Princess of Freedom would rather *not* contemplate. Further, these comments have hit their marks unerringly, in ways that Lilith can't just ignore.

While her pride will not allow her to refuse to deal with Gabriel, should the situation come up, she's rarely happy about it. She has many elaborate justifications for her aversion, but in short, Gabriel just *disturbs* her.

To Smite or Not to Smite

Gabriel's opinion on Lilith – which may or may not be expressed to Servitors, depending on circumstances – is surprisingly lenient, considering Gabriel's opinions about cruelty and the probable attitudes of a Princess of Hell.

It was not always thus. In earlier times, when Lilith was more angry and Gabriel more sane, Fire had no enigmatic compassion for the human Princess. But Lilith tired of acting solely to spite Heaven, and Gabriel . . . also changed. Now, Lilith's cruelties are more likely to be brought on by passionate anger, something that perhaps touches a chord in the fey Archangel. It probably helps that Lilith's fits of fury are just as likely to be directed at demons who have displaced her, as they are to target angels or innocent humans.

Or maybe Gabriel is simply mad.

David: Lilith offers “the easy way out.” Unfortunately, there's no such thing. That means she couldn't give you a good deal if she *wanted* to. She always cheats you. It's what she does. It's what her Word *means*. She's a demon and must be destroyed. (*Old as stone, slow as stone, thick as stone. He refuses to believe that I have any honor whatsoever. So I never, ever try to start a fight with him.*)

Dominic: She is evil and must be destroyed. Her seductions and Geases have lured angels to Trip and Fall. She is *dangerous*. (*Rules, rules, rules – bah. I know he's got a special place in his dungeons for me. He can't accept that I was never within his jurisdiction to begin with.*)

Eli: A real lady, but don't promise her the moon unless you want to deliver! Loads of fun at parties. [pause] Ah, don't mention you heard that from me. (*He's a Mercurian, so I can relax around him, some. He's such a goof these days. Loads of fun at parties. I don't trust him one little bit.*)

Gabriel: She is a Princess of Hell. She is alone. Not cruel, not kind; her sins are omissions, her mercies a lack of malice. Freedom enslaved to darkness, enslaving light – how does *she* reconcile the division in her nature? (*It's dangerous to try to fulfill a lunatic's Needs – her urge to punish cruelty makes dealing with her worse than walking through a minefield. As likely to flame someone as not, too. God drove her insane, another cruelty to His name, and her so-called prophecies are visions of madness. Yet her ravings can be . . . unsettlingly relevant.*)

Janus: She's certainly one for stirring things up! I sure wish she were on our side – there's a lot of things we could do together to shake up the status quo! (*An exciting racing partner, but not one to cultivate; I wouldn't like to do without Valefor's good will. Still, the Wind has its own needs for Freedom.*)

Jean: She must have had her reasons to choose as she did. If only she could be *understood*, perhaps . . . But she keeps her own counsel, and I have higher-priority things to do than psychoanalyze her. Still, she's certainly not a neo-Luddite – unlike some of the people around *here*. (*An intellectual chessmaster, and yet elemental; I love wild thunderstorms. His “hands off humanity” policy is something the other Angel Princes could learn from.*)

Jordi: The only Freedom for humanity is that of the wilds, but she embraces technology to enhance her Word. She is obviously corrupt, and must be viewed with deep suspicion. (*I could like him, if I didn't always see his Need for humanity to be grubbing in the dirt like any other animal. I've done that. Never again.*)

Laurence: She *chose* to walk away from God. She cloaks herself in the ideology of liberation, but never forget that she represents the consequences of free will exercised selfishly – the freedom to choose Hell over Heaven. (*Heh. How charming to know the General of the Host is younger than I. What I'd give for the key to unlock the chains around his virtue . . . But he's best avoided; much too dangerous. If you get any Geases on his Servitors, though . . . call me.*)

Marc: If only she weren't so *selfish*, what we could . . . Well, of course I've dealt with her from time to time. She's amenable to an honest exchange, though you definitely have to watch the fine print around her. I think we both enjoy the challenge, really. (*I could almost trust him, because he deals as sharp as I do. It's his Word, and my life. But he's never offered me quite enough . . .*)

TRADING FAVORS

After she'd founded the first infernal Tethers, Lilith was placed in opposition to Marc, the relatively new Archangel of Trade. Between her weakness as a Superior, and the Mercurian nature that prevented him from making their conflicts violent, their first interactions were necessarily indirect and – naturally – centered around deal-making. From hostility came respect for a worthy opponent, and then honest admiration. Marc's talent for the deal had been honed for millennia, and was boosted by his Word, but Lilith's bargaining skills had been forged in the stress of the corporeal, negotiating with ethereals and other humans, and refined in the crucible of Hell. Furthermore, she was a quick study. It wasn't long, as Superiors reckon such things, before they were dearest enemies who'd defend each other to great injury, if not to the death.

(Naturally, that doesn't include anything that's not deniable when it comes to Hellish politics – and even some Heavenly ones. But they understand each other's limits, and respect them.)

It's an open secret that they've taken their relationship to corporeal extremes, but there's never been quite enough evidence of such activities to keep accusations from being beaten off with a frosty stare. Besides, on the demonic side, skill at bargaining is stereotypically Lilim; if Marc, the angelic Trader, is consorting with Lilith as well as dealing with her, he's clearly that much closer to a Fall.

Lilith just shrugs.

Michael: Sometimes she has information. And she knows better than to lie about its value. But she should never be trusted. Not even by the Princes. She'd rather be on her own side. (*He understands about mercenaries and free agents, and I know where I stand when I'm dealing with him. I'm not stupid enough to try to face him in battle or meet him down dark alleys.*)

Novalis: I feel sorry for her. If she even *thought* about changing her mind, she'd get lynched by both sides. She must be very lonely. I just don't see why no one considers a little forgiveness – honey is sweeter than vinegar. And she has excellent taste in clothing. (*Honestly, she makes my teeth hurt. Cloying, saccharine, always remembering she made that lovely garden I walked out of. . . . But better the honey-suckle than the poison ivy; I don't antagonize her.*)

Yves: It remains to be seen if Fate has truly claimed Lilith – her story is not over. Freedom brings hope, and hope leads to destiny. (*I remember when he named me. And I remember when he walked away, and Lucifer explained*

free will to us. Yves is tricky, but I'll deal with him; the knowledge he commands is still tempting.)

Opinions on Others

Humanity: Complex, of course. "Half of them are below average," as the saying goes. I'd be quite opposed to their extermination.

Soldiers of God: Fools, typically, who don't know what they're really giving their lives for. Still, it's their choice, though they'll only find out what their lives bought after it's too late.

Soldiers of Hell: Also mostly fools, of the power-hungry sort. They make good tools, and the few glorious, self-sufficient ones are worth knowing.

Sorcerers: A pitifully deluded bunch, these days. I remember when ethereals and demons trembled at the very thought of a summoning, but now, sorcerers are rarely better than the power-blinded Hellsworn.

Ethereals: I could have told them that they'd be crushed between the millstones of Heaven and Hell, but none asked me. It's nice to be the superior partner in deals with them, though I do try not to rub it in.

Lucifer

When Lilith was created, Lucifer was one of the first beings she ever saw – and certainly the one with the most interesting conversation. When he sought her out later, after the Fall, he found a lonely, suspicious, and angry woman. He nourished the bitterness and resentment within her – and also sympathy for the plight of the imprisoned demons. With a masterful mix of truth, lies, veiled threats, and promises of comfort and power, the First of the new-Fallen most carefully seduced her to his cause, emotionally, mentally . . . and yes, physically, in ways no mortal could hope to compete with.

The human Princess has never quite forgotten the time when she was very nearly the center of the Lightbringer's attention, wanted and *needed*. As much as she ever loved anyone, she loved him. Even now, when she intellectually knows that the Morning Star put his own Balsraphic spin on the facts of the matter, she refuses to even *think* about the possibility that it was *all* lies. It would bruise her vanity. Damage her ego. Be embarrassing. *Hurt*.

She respects Lucifer's power, but fears it far less than she fears his words. Perhaps he could revoke her coronet and cast her down as nothing more than a mere human again, perhaps he could destroy her – better that, than to say that she was nothing more than a pawn, and he *never* felt anything for her. Better to hear, "It's over," than "It never was."

For his part, the Lord of Lies has never done anything that might force his occasional consort to believe he is only using her, or more importantly, that he *was* only using her. He knows well enough the sayings about Hell and the fury of women scorned.



God

What I mean is this: I have decided to oppose Yaweh's plan. I think he's wrong, and dangerous, and the events of today have proven it. I mean to oppose him. I wish to see him cast down from his Palace, and I wish to see him no longer able to force his will on me, or the hosts of angels who are now under his dominion.

– Steven Brust, *To Reign in Hell*

Lilith's take on God is much more straightforward. As far as the Princess of Freedom is concerned, He's a sadistic, arbitrary puppet-master – she's quite convinced that Hell's party line on that matter is perfectly true. She's quick to point out patriarchal, authoritarian influence in divine religions, and (usually in reference to Cherubim and Elohim) equally quick to ask disturbing questions about *why* a “benevolent” deity would create angels with such painful Dissonance Conditions, seeming *made* to teeter on the edge of a Fall for their entire lives. And, nearest and dearest to her heart, is yet the grudge that she had to choose between caged comfort and free suffering; worse, that due to the conditions of the Eden experiment, she knew nothing of the outside world – until it was too late to go back.

VARIATIONS ON A THEME

We all declare for liberty, but in using the same word we do not all mean the same thing.

– Abraham Lincoln

There are as many ways to portray Lilith as there are people to think of her – even within the same campaign.

The Three Faces of Lilith

The Princess of Freedom is still, technically, human. This fact alone makes her more complex than any celestial can hope to be. (It also means that she, alone of any Prince or Archangel, can move as silently within the Symphony as any other human.) However, she is as immortal as any celestial, and this has affected her psychology. Ancient and intelligent, she has plans (and grudges) whose roots lie years or centuries in the past – and she has had those millennia to change or stagnate . . .

There are three basic ways to view Lilith. Various celestials espouse various theories.

She's Malicious. Lilith was, from the first, disobedient and selfish. Obviously she harbors a deep hatred of the humanity God loves, and justifies it with imagined insults to herself at her creation. She jumped at Lucifer's offer of power, and enjoys subjugating others. The strong shall survive, the weak be wiped away, and long live Lucifer's Revolution! Her humanity is more of a technicality than her role as a Demon Princess, and her Word is an ironic joke of the Lightbringer's.

LILITH THEN, LILITH NOW

One thing that celestials routinely marvel at is humanity's ability to *change*. From moment to moment, or year to year, humans swing from anger to love, emotions to logic, selfishness to selflessness . . . Even the Habbalah can't keep up with the complex *mixed* emotions of mortals.

Lilith is human, and by definition *unable* to be as static as the other Princes. She grows bored with one set of feelings and motivations. The only constant is her Word, and even there she has apparently altered it from what it once was.


The Princess of Freedom was once quite, quite bitter toward Heaven and by extension, the rest of humanity. She chose harsh freedom over pampered slavery, but raged that she had been created to expect such comforts. There was a time when, had the demons stormed Heaven's walls, she would have been at the forefront, cheerfully hewing down angels and blessed souls. There was a time when her anger was nearly selfless, her pain and life irrelevant if she could only hurt Heaven *enough*. There was a time when hatred defined her life.

That time is long past. Such fury simply could not live indefinitely in a human heart, however immortal. Now she has comforts far beyond the natural plenty of Eden. Now she has her researches to amuse her, and the politics of Hell to dance within when she must.

Now, her Word is no longer solely irresponsibility and denial of authority, but also considered “civilized,” and good. Either the “Land of the Free” is the biggest joke on humanity, or Lilith has been affected by the shifting viewpoints on her own Word.

She still has mood swings, of course. One century, she seeks to spite Heaven in general or some Archangel in particular for a plot of hers that was destroyed, or even just a slight or insult. The next decade, she buys a horse farm just so she can invite Marc to go riding with her. Mercurians (and Impudites) can barely grasp her personality shifts; other celestials usually assume such randomness is part of a deep and subtle plot.

It's not, entirely. Of course, no one should count on Lilith being in a mellow mood, or expect altruism from her instead of enlightened self-interest. She's grown civilized, but that doesn't make her *safe* or *nice*.



She's Enigmatic. Lilith has her reasons, and some are disturbingly logical. Eden was an experiment – what experiment draws from a sample of two or three? Eden was an experiment – if God so loves humans, why did he create three as lab rats? And, well, if Lucifer appeared to *you* in person, could you stand against his lies? Would you dare tell the Lightbringer, “No”? Still, she hasn’t run away, either, and those old legends of Lilith as the author of crib death . . . are true.

She's Trapped. Lilith may be selfish, but some rare comments imply that, just maybe, Heaven let her down. She owes favors of her own to Hell, to Lucifer if no one else – none but they know the conditions under which she gained her Word and title. Already she makes her home on Earth, speaks with Marc (and, it’s rumored, with Eli and Jean), and saves her Daughters when she can justify it to Hell. If she were convinced that Heaven isn’t a place of mindless conformity, that she wouldn’t be killed if she defected . . . might she even be planning her own escape?

Just This Human – Right?

It is perfectly reasonable for a GM who wishes to *cripple* Lilith somewhat to assume that, unlike other Superiors, she lacks some of their innate abilities (*Game Master's Guide*, pp. 99-100). In particular, as a human, she might lack the ability to make any Band of celestial *but* Lilim, use resonances *at all* (including the Lilim resonance!), or manifest more vessels than her own original body (she clearly gets to Hell via the Song of Projection?). This would make up for a human ability to influence Tethers and not disturb the Symphony.

A Game Master could go the other direction, too: perhaps Lilith is indeed gray, and if she chose, she could even make angels! Naturally, Heaven would want to rescue the poor things and then cover it all up. Unless, of course, making this ability public knowledge would make the Princes sufficient-ly upset to lead to . . .

The Renegade Princess

Of all the Princes in Hell, Lilith is generally considered *the* Most Likely To Run Renegade – both by hopeful angels and cynical demons. She loves Freedom and gains power from as many aspects of it as she can, selfish or not. Should Lucifer ever abandon his role as her protector, as was bargained long and long ago, the Princes would strike like sharks. And Lilith would run.

A Renegade Lilith is yet selfish, though still taking her Word as broadly as any angel and willing to modify her behavior if necessary to gain the aid of other Superiors. This isn’t selflessness – it’s pragmatism.

She might seek sanctuary with a group of Grigori, if she knows where such are, or make a deal with Marc for protection. The Marches would also be a useful hideout for her, lending her power to whichever crippled pantheons would back her. More exotic settings might have her shelter with Eli

EATER OF CHILDREN

One of the older mortal legends about Lilith calls her a night-demon who kills children, responsible for crib deaths. (Even there, the legend says that she does so in repayment for the children of hers who are slaughtered by angels.) Newborn babies are in danger of her malice, unless protected by a charm bearing the names of three angels: Sennoi, Samangaluf, and Sansanui. In the legend, these are the three who were sent to bring her back to Eden, and who told her that if she did not go, they would kill her demon children.

Like many human legends, it’s not entirely true, but there’s a seed of fact within it. When Lilith was a new Princess, and the Hell-Tethers to Earth recently formed, the other Princes were far older and stronger than she. While they could rip Forces from the cacophony of Hell and create demons, Lilith did not have the power reserves to do likewise for her Daughters.

And so she turned to humanity for the raw materials: children who were young enough that their Forces were not tightly bound, and their personalities too unformed to taint the Lilim she would build with those Forces. She did avoid children who were protected – *wanted* children, who were in their parents’ prayers – but whether it was some scrap of ethics or simple fear that those prayers might have an effect . . . Lilith herself claims it was the latter. (Admitting to such weakness is atypical for a Princess of Hell, but she is blithe about being much younger then, with combat never her strongest skill.)

The Force-harvesting was never something Lilith particularly considered revenge upon Heaven or mortals. It took time, personal attention to Free the Forces, and was inefficient. She hasn’t used the technique for many centuries now, and prefers not to think about it. It does not please her to remember she was once so weak that she could not construct a Daughter without sneaking into houses like a thief.

(And Sennoi, Samangaluf, or Sansanui? There have been angels with those names. If you find the records, Samangaluf is believed dead, Sennoi serves Michael, and Sansanui is thought to be with the Tsayadim.)

(what *has* the AWOL Archangel of Creation been up to . . . ?), or psychoanalyzed into good behavior by Jean – if he finally decided that task was an optimal usage of his time.

If Lilith believed Lucifer was about to lift the protections upon her, she would certainly plot to escape with as much of her power-base as possible. Even if she had to flee unexpectedly, she would consolidate her power as best she could – by bringing Renegades, Outcasts, and Free Lilim (a.k.a. Renegades, if their Mother is!) into her rebel power structure. This rag-tag collection of demons and Outcasts might make joining forces with Archangels . . . tricky. Still, Michael (if not the younger Laurence) would certainly see the value in having Hell’s attentions divided, and Michael would take pleasure in keeping Dominic from hunting down someone else who could be useful.

Redeeming Lilith

Courage is saying, “Maybe what I’m doing isn’t working; maybe I should try something else.”

– Anna Lappe, *O Magazine*, June 2003

THE GUILDHALL OF FREE LILIM

There is a building in Shal-Mari which is slightly less tacky than its surroundings – the Guildhall of Free Lilim. The Guildhall was constructed so that there would be a central place for Lilim and Princes’ representatives to meet and make deals. At all times, the huge central room on the ground floor is full of booths, each with a representative of a Prince or major Word-bound, all calling out the benefits of the jobs they’re authorized to deal for. And, of course, it’s even more full of Lilim, newborns and elders alike wandering around in a sea of attractive green, hunting for work to tide them over or seeking out the Sweet Deal that they’ll stick with for the next century or two. Agents (usually imps or gremlins, though occasionally Lilim themselves) also circulate, with minions seeking out Daughters with *special* abilities that will enhance some particular plan, or flunkies of powerful Lilim keeping their ears open for tasks that their mistresses would be interested in. Human souls employed by the Guildhall staff scurry about, trying to keep the place clean or ferrying messages. The main room is always busy and *loud*.

Just off the main room is the bar, where many discreet booths provide semi-privacy for more serious deal-making. A few more meeting rooms, off the hall that circles the main room, are rented out for *real* privacy: Geas-guaranteed, but costly in Essence or barter. Stairs and elevators lead up and down – the basements hold the endpoints of (most of) Freedom’s Tethers, guarded by at least one Lilim at all times.



Humans don’t redeem as demons do (though they may seek salvation, a subtly different process). Their forms and abilities don’t change to show that they’re blessed or damned, malicious or benevolent – selfish or selfless. This makes even a repentant Lilith awkward for Heaven to deal with. Maybe they assume she would not be able to withstand the Light of Heaven without being burned if she were still sympathetic to Hell, but how to tell if she backslides?

And her attitudes were forged in Hell. She’s *used* to being uncaring of others, *used* to using her power to get revenge for even petty slights, *used* to testing others for her own amusement. It would likely be a full-time job for an Archangel or powerful Servitor to win her attention and give her a more personal reason to care about what someone else thinks about her.

For, as with redeemed demons, the path to Heaven requires *caring*.

The middle floors hold offices and apartments of one to three rooms, where Lilim stay when they’re in Hell. (And pay rent, of course; usually 1 Essence per room per day.) Guildhall staff (p. 20) also dwell here; their quarters range from barracks-style rooms to lush suites, depending on the importance of their jobs.

On the top floor is a long hall leading to an opulent office where Lilith’s secretary – or occasionally the Princess – is available for personal deal-making. The secretary is always a powerful Lilim herself, who may make her own bargains. If the demon insists that he needs something only the Princess can provide, the secretary will take down all the particulars, do some preliminary negotiating, and forward the report on to her Mother at the end of the day.

The hall to this office is always full of demons, arranged into a rough line as they wait their turns. Lilith’s avowed policy is “first come, first served,” but in practice, more powerful demons will bully or bribe their way to the front of the line. (This makes impatient Word-bound, and demons with Distinctions, likely to come down *themselves*, lest their flunkies be delayed.)

The rest of the top floor is Lilith’s personal suite, with a balcony overlooking the sprawl of Shal-Mari. Very few demons ever see these quarters, but they are reported to be elegant and expensive. The security relics that the Princess presumably uses are discreet, but undoubtedly very, very unpleasant. Lilith is rarely in residence at the Guildhall for any length of time – she prefers the corporeal realm as a base of operations.



TETHER TOLLS

Despite some token lip service to “authorized personnel only,” Freedom’s Tethers are free for *anyone* to use, not just minions of Freedom. They are not, of course, free to use without some compensation. The typical going rate is 1 Essence to descend from Earth to the Guildhall. (If you don’t know where you’re going, you can bargain for end-point data from the Lilim guard. This may be free, if you sweet talk her enough, or very, very expensive.) If you can’t spare the Essence, an hour-Geas will usually suffice. A Tether that has been kept secret from Heaven may have certain practical restrictions on when it can be used, or how many people can use it.

However, the guard on duty keeps at least three sets of records. One for the Secretarial Pool (p. 20), one for herself, and one for her Mother. The Secretarial Pool is quite willing to sell “ascent-descent statistics” to anyone who will pay their rather stiff rates, so if someone wants to vanish a bit more quietly, he’ll have to make yet another deal. This may require extra Essence into the special reliquary for “donations,” extra Geases, or other little considerations. Making sure the Lilim guard forgets she ever

saw him is a bit more expensive. Keeping himself off of *Lilith’s* list will be exorbitant, if it’s even possible – the Princess is not adverse to geasing the guards into loyal reports to *her*.

Ascending from a Freedom Tether also requires at least 1 Essence paid to the Seneschal or caretaker on the corporeal plane, plus whatever she feels is appropriate for the noise and bother on her end of things. Seneschals will also be quite happy to offer refills of Essence, at whatever rates they can get away with. (See *What You Get for Geases and Vice Versa*, p. 37, for how high a Geas a Lilim will try to exact in return for parting with Essence.)

And you’ll still have to bribe the Seneschal *and* the guard on duty, if you don’t want it written down that you showed up in the Guildhall.

Needless to say, the Game usually assigns some out-of-favor schmuck to watch the Guildhall for people who go in without coming out, and vice versa. One can probably find a Lilim willing to help evade said watcher . . . for a price.

WORKING FOR FREEDOM: TEMPS

“Are you not used to being given orders?”

“Giles always says ‘please’ when he sends me on a mission. And afterwards, he gives me a cookie.”

– Buffy the Vampire Slayer, “Bad Girls”

Those who serve Lilith directly are entities who have a bargain with her – either they’re working off a Geas, or they’re doing her a favor that she’s agreed to reward afterward. From time to time, Lilith will trade a Lilim’s Geas to a Superior in exchange for use of a Servitor for an equal length of time. Sometimes the Superior chooses the “volunteer”; sometimes Lilith picks out the lucky celestial. Undoubtedly Lucifer could *assign* her a Servitor (perhaps a Word-bound who clearly came under the jurisdiction of Freedom), but so far this has not happened.

Lilith is very frugal in her demands on others, to maintain self-sufficiency, and prefers that her temporary Servitors rely on their own resources if they get into trouble. Accomplishing

a task quickly and efficiently, however, may put her in a good enough mood that she’ll make more, and more beneficial, bargains with that successful Servitor.

It is possible to enter into long-term arrangements with Lilith, functioning roughly as a “permanent” Servitor. However, these deals are always arranged so that either party can just walk away from the relationship after a certain period of time, renewable as circumstances warrant. There are some Outcasts and Renegades who seek such contracts, trading their services for some small amount of protection, and to suggest that they aren’t *really* on the run. The assistance that Lilith offers to such entities is covert, with plausible deniability should Asmodeus (or Dominic!) come sniffing around. Now and then, she will openly “purchase” a malcontent from his Prince – she insists that such “bought” demons are free to leave once their contracts are up, but somehow, those contracts are always renewed by the desperate Servitor.





Organization

“Organization” and “Freedom” don’t really go together very well. Hierarchies don’t mix with anarchy. Still, when someone makes a bargain with Lilith, they’ve chosen – presumably of their own free will – to bow to her authority for the duration.

Though Lilith likes collecting information, she doesn’t have the raw power (or inclination) to spend all her time reading reports. It would detract from the more entertaining parts of life. She is therefore forced to arrange layers of minions to triage gathered information and reports of success or failure in missions. These layers are as few as she can manage: a good secretary who can sort information, winnow out the irrelevant, and summarize the rest is very valuable and well-paid.

Most reports go through two to four layers – for example, one of the “ear on the street” reports about the hot gossip in Shal-Mari will go to an employee in the Guildhall who collects such reports, filters out redundancies, and sends it along to a few others who have specialties in certain areas (e.g., those who monitor the activities of Dark Humor, those who follow any rumors mentioning Game involvement, etc.). From there, the information is sent to one of Lilith’s corporeal estates, to be triaged for importance and placed upon her desk. Very hot data either goes straight to one of her secretaries, corporeal or celestial, or the agent invokes Lilith herself.

Orders come down via similar chains of “command.” For instance, Lilith wants to know if Haagenti plans to move out of his most recent restaurant headquarters in Shal-Mari; she tells one of her secretaries this, who sends this request to the employee in charge of Gluttony-information, who asks the celestial report-collector to get more Gluttony data, who instructs her informants to ask around or listen in the Haagentian section of the Principality.

Naturally, short-term temps don’t get to participate in this data-flow except where it won’t matter that they won’t be around long enough to “learn the subject”; they’re more likely to be used as messengers, collectors of raw information, disposable minions for dangerous jobs, or for rare occasions when special expertise is needed to get at the data, and no appropriate Daughter is available.

Even long-term employees are expected to keep their records in order, so that they can turn the information over to a replacement, should they wish to leave. Training replacements is optional, but highly approved of. (Most training, in service of Freedom, is via the “mentor” method: an established employee takes on an assistant/apprentice and shows her the ropes. In exchange, the mentor gains a lackey to do the scutwork and owe her for this chance to rise higher – if at a different location, should the mentor not be leaving.)

There are also isolated “cells,” which don’t interact with the other groups, and may not know about them or vice versa. Most of those are human, such as detective agencies or security groups, and most of *those* are mundane, utterly unaware that one of their more important clients is anything besides rich.

Jobs

What other kinds of things can a minion of Freedom be expected to do? Promote choice and freedom over rules and slavery, generally, with a dose of spying on the side. Temporary Servitors find themselves told to remove tyrannical leaders; protect clinics where birth control is promoted (from condoms to abortions; Lilith is decidedly “pro-choice”); lobby against laws that would curtail some freedom, using any and all means available; engineer mass jailbreaks, sometimes on behalf of unlucky Servitors of Valefor; promote and protect communications and transportation technology (which might entail conflicts or cooperation with either Jean or Vapula, or both); fight for individuals versus big business or the government; assist the Servitors of Valefor and Andrealphus; deliver offers of favors to Archangels, Princes, mortals, or ethereal spirits; and generally find ways to promote individual freedoms and/or anarchy.

If Lilith is extremely annoyed by a situation (or simply a dark Hell-bitch), all of the above can be escalated: protect pro-choice clinics via assassination of pro-life leaders; fight big business with kidnapping of CEOs or their families; overthrow governments by aiming and assisting terrorist activities . . .


For Lilith serving her, there are also jobs to collect Geas-hooks upon designated people, or merely those in a certain area – on Earth, or in Hell – and then invoke them as Lilith directs.

For those tasked with gathering information, it’s almost always on other celestials – Lilith’s current pet projects include Beleth, Kronos, and Eli – and reports of supernatural phenomenon. It’s rare for someone assigned to data-collection to get more than snippets; some of them are even sent on red-herring diversions, getting misinformation Lilith *knows* is false or looking up secrets either that she already knows, or that just plain aren’t there. This keeps any one celestial hireling from knowing too much.

Strangely, Lilith seems to have little interest in her ally, Valefor, despite the suspicion heaped upon the Prince of Theft by the other Lords of Hell. Presumably, either she already knows whatever secrets he holds (or lack thereof), or she does all her investigations personally, and *very* subtly.

Celestial Jobs

In Hell, there isn’t much to do in service to Freedom *except* spy. Or at least collect and process information. Lilith may not *like* Hellish politics, but she knows that it’s vital to be kept up-to-date on what’s going on. An unknown number of demons and demonlings (and damned souls!) make a bit of Essence on the side by simply keeping their ears open and reporting the gossip they hear. The best paid are those who can regularly eavesdrop upon the movers and shakers in the various Principalities, but even a lowly demonling from the Shal-Mari gutters can save up enough credit – eventually – to earn a Force, if it reports the word on the street well enough.



Theoretically, she might employ retrieval or transport agents – for people or items – but it’s rare that she’d do it directly. Most instances of those would be political actions, and she’d want them to be plausibly deniable. Others might be direct, but covert, to avoid attracting thieves or other hostile attention. Of course, if she finds out about Lilim exploitation and decides to take an interest, she might send a team to exact her revenge against a non-Princely demon. Those tend to be intermittent jobs; a group is hired, rather than serving their time “on-call.”

A much smaller group, mostly Lilim, maintain the Guildhall of Free Lilim (p. 17). They collect dues (in Essence), deliver the rent to the other Princes of Shal-Mari, take responsibility for keeping the peace within the building, and make sure that the public areas are kept (relatively) clean. Non-Lilim in this group are either cleaning staff or bouncers and Tether guards; full demons for security, and demonlings or damned souls for cleaning staff.

DAMNED SOULS

The Guildhall doesn’t just employ demons and demonlings. A polite human who can be trusted not to get out of hand (*i.e.*, steal, laze about, or start fights in the Guildhall) can find employment and a sanctuary of sorts from the streets of Shal-Mari. If they do their jobs well, they become valuable, and are even somewhat protected. There’s no uniform for servants of the Guildhall, but the Lilim there are happy enough to sell clean clothing (cast-offs or even new) for Essence or small Geases, so it’s usually easy to distinguish a Guildhall soul from other damned.

Most of the human employees come in off the street, offering to run errands or provide Essence in exchange for a safe place to rest. Some are bought from the soul-yards of Hades, escape from a retinue of a visiting demon, were payment to one of the staff-Lilim, or are dropped off by Lilith herself without comment.

Human servants usually get scutwork jobs: cleaning, waiting tables in the bar, running errands, and general gofer-ing. Some talented ones are part of the Guildhall’s security – more often guards or consultants than actual bouncers. The hired help doesn’t get molested much; it would damage the Guildhall’s reputation to let other demons do that, and the Lilim don’t want to drive off the employees and have to do the scutwork themselves! The hirelings owe a lot of Geases, but other than that, the Guildhall is one of the better places to work in Shal-Mari.

ETHEREAL AMBASSADORS

In ethereal Domains where Lilith is tolerated (if not always welcomed), she sometimes places an ambassador: a demon who can be trusted to perform the same sort of job that her secretaries do in the Guildhall. The ambassador must be able to triage requests, warn off frivolous petitioners with high estimated prices, and promote the Word of Freedom as best he or she can. There are very few beings in this job, since it’s rare that Lilith will *want* to make herself more accessible to some group or other. Unless, of course, she’s getting something out of it, such as good-will she thinks she needs, or valuable information . . .

Ambassadors may also be told to help protect the ethereal Domain, or establish themselves with the pantheon by doing favors and collecting hooks and Geases. Of course, most Lilim ambassadors don’t have to be told, and non-Lilim ones only deal in unofficial favors.

The smallest group is that group of powerful Daughters who act as secretaries (p. 19) within the Guildhall. Despite some younger Lilim’s attempt to upgrade to “executive assistants,” the group is commonly known as the Secretarial Pool. However, no matter the title, being part of the Secretarial Pool is a status symbol, not to mention a nice position to accept “considerations” from, when people want *their* petition to Lilith given priority.

Ethereal Jobs

Those assigned to the Marches wind up spying on a particular mortal’s dreamscapes, running messages into the Far Marches, seeking ethereal artifacts of power, or – in the case of trusted employees – serving as ambassadors in selected ethereal Domains. Since Beleth rarely likes *anyone* but her Servitors poking around, especially in the Far Marches, doing this work for Freedom can be a bit tricky. Needless to say, Blandine’s angels will also be suspicious of any demons they catch there.

Corporeal Jobs

Besides the list on p. 19, corporeal temps may find themselves protecting Freedom Tethers, playing body-guard, delivering “messages” to mundanes who’ve annoyed the Princesses, acquiring and transporting items and people, or performing a task that someone *else* has requested from Lilith. Sometimes a group may be brought

HUMAN STAFF

Naturally, Lilith doesn't employ demons exclusively to manage her corporeal resources. That would be expensive in terms of Essence and other valuable items. Humans, especially mundanes, are often perfectly happy with decent wages and a family insurance plan that includes dental benefits. With some careful employee selection, even the oddest occurrences may be ignored lest the comfortable job be threatened.

Of course, the Princess stacks the deck shamelessly. If she needs a new maid for one of her houses, and has a choice between someone who has nowhere else to go and is desperate for a job, and someone who has five more interviews lined up tomorrow, Lilith will take desperation – and reward it. Ideally, all her employees are almost fanatically loyal to her, considering that “her Ladyship gave me another chance, and now I've got a job and self-respect again.”

She's not above seeking out humans, either, or picking up “foundlings” she happens across. She has a particular fondness for “rescuing” women who are on the run from an abusive spouse – or on the run from the law for murdering one. And if they have children in tow, so much the better. Lilith can offer a job far away from custody battles, private schooling for everyone who needs it, reasonable wages, and safety. All she asks in return is the new employee's best effort and unwavering loyalty. Usually, she gets it, and some of her most trusted “family retainers” (the ones who know there's something odd about her and “her girls”) have been in her employ for generations.

Because she values a comfortable, quiet, well-run household, Lilith doesn't play mind-games with her human staff. It's not worth fouling her own nest. Short-term temps and going slumming (corporeally, ethereally, or celestially) are two alternate sources of entertainment which won't leave long-term problems in her lap.

together to “troubleshoot” some problem, either for the benefit of Freedom or someone else. The temps so drafted aren't told much more than the bare minimum necessary to ensure that they shoot the trouble instead of innocent bystanders.

In the realm of data collection, demons with Roles in libraries, newspapers, and universities are the ones most likely to be assigned obscure research tasks. Those in law enforcement or organized crime tend to be given either more specific instructions about what information is desired, and

on whom, or else more *general* commands, such as: “Report what happens in this neighborhood for the next month. *Daily* reports. Here's the address to deliver the reports to.”

Another common long-term employment option is as one of Lilith's corporeal staff. Demons in these positions may simply maintain one of her estates while she's not in residence, keeping alert for disturbances which might indicate celestial presence, or they may be one of her personal secretaries. Personal secretaries either accompany her on her travels, or are based in one of her estates; the most prestigious post is in Lilith's favorite mansion, “Liberty Hall,” in one of the remoter areas of Switzerland.

Unusual Jobs

A lot of missions for Freedom count as unusual – especially the ones which are fulfilling an obligation to someone else. But some jobs are odder than others.

Of those, they come in four basic flavors: Working with people you don't know the allegiances of, working with angels (without letting them know what you are), working with angels who *do* know what you are, and “misc.” “Miscellaneous” covers everything that is just plain *weird*: traipsing around Los Angeles looking for a lost kitten, for instance, or spending a night shelving un-filed books in a small library.

Misc. can also include catching up with a Renegade or human defector who has information Lilith either wants, doesn't want the other side to have, or doesn't want the *Game* to have. Of all the Princes with their own internal security, however, Lilith is the one most likely to offer a choice to the Renegade: place the sensitive information within a Memory Pearl (*Liber Reliquarum*, p. 65), and go on with your business. Refuse, and get killed.

BOUND LILIM

A Daughter is a Daughter – even a Lilim of Saminga can always ask her Mother for help when she's in a bind. Naturally, help comes with a price tag attached.

Bound Lilim most often find themselves passing along a little information that surely their Mother would have discovered from someone else anyway (“spying on your Prince's organization” is such a biased way of putting it . . .). Nothing really *treasonous*, of course. Just little things, hardly more than gossip.

Unless, of course, you've somehow managed to offend Mother, or your Prince has *really* annoyed her. If that happens, it's a bad time to have mixed loyalties; with Geases involved, it really is a case of “damned if you do, damned if you don't.”



Bargains and Payment

Lilith's primary stock in trade for her "temps" is Songs, vessels, relics, her own Rites, and Geases she holds upon other individuals. Lilim are particularly likely to want the Celestial Song of Charm (to reduce a victim's Will before invoking a hook) or the Celestial Song of Affinity to hunt down those who owe them (*Liber Cantorum*, p. 28). For celestial employees, Essence is an even more common currency.

Lilith will remove dissonance or Discord, which makes her a temptation to Outcasts as well as demons. She also has access to theoretically unique Songs and Rites, learned from ethereal spirits. She normally trades these for Geases, paying up front and calling in the favor when she needs something;

if a buyer is lucky, she'll have a job for him *first*, and he can collect his payment when it's done.

Either way, non-Lilim serving her may choose to partake of her Rites and Dissonance Conditions (it's both or neither, no other option), but Lilith will not force them to do so. Just don't go changing your mind afterward; she won't be amused.

Some hopefuls attempt to determine what Lilith might want, and do it without negotiating with her first. If they're *very* lucky, they'll have it right, *and* she'll be in a good enough mood to allow a request for a reward. If the gifter is unlucky, either he's blundered into an operation that already had a Servitor of Freedom assigned, or Lilith wasn't impressed enough to do more than say, "Thank you, have a nice day."

ANGELS

The Princess of Freedom is always willing to deal with anyone. Even angels. Sometimes, *especially* angels.

Deals

If you're an angel, the *smart* thing to do (if you can call any interaction with a Demon Princess "smart") is find a way to contact Lilith which doesn't involve geasing yourself, and then make a straight trade: in exchange for what you want, you'll perform some specific service. Even if you discover you've pledged to do something you didn't realize would get you in trouble, at least you know the wording and, well, the worst is over.

What's not very smart at all is to pledge her an *unspecified* favor, either while invoking her or in payment for what she gives you.

Geases

Lilith doesn't get unspecified Geases on angels nearly as often as she'd like (though it happens far more frequently than Judgment approves of). For the most part, the Princess of Freedom treasures the holds she has on Heavenly servants. They're rare, they happen only when an angel is desperate, and they're valuable. She won't throw them away on petty, suicidal tasks.

Neither will she waste such Geases on mere spying to see what can be found. Angels are reserved for those tasks which *only* they can accomplish: discovering key pieces of information, chastising an unruly but powerful sorcerer, arranging for a theft or escape from a divine Tether, or jobs which depend on the angel's resonance or attunements.

Occasionally, a Geas will place the angel into conflict with Heaven in some way – recovering an artifact that *his* Archangel wants, for example, or releasing a prisoner – or

be more than a little risky, such as an assault on an infernal Tether. It's a pity when that happens: an angel burned on a deal is an angel who won't be tempted to make another bargain. But one must weigh current necessities against future profits.


Needless to say, an angel who deliberately *annoys* the holder of his Geas will get exactly what such stupidity deserves.

Bright Lilim

There are never many Bright Lilim, and few of those were Frees who owed debts to their Mother. Therefore, Lilith prizes any Geas she holds on a Bright Daughter, even more than most angels. There are, after all, plenty of the other Choirs; if one Cherub doesn't beg a favor today, another can be maneuvered into doing so next year.

This makes the Princess of Freedom even more wroth to have such Geases *taken* from her – such as by Geas-stripping (*Infernal Player's Guide*, p. 117). If she has several Geases on a Bright who then allows them to be stripped from her, Lilith will notice the loss of the first one, and sell the rest off quickly and cheaply, or arrange for a few nasty missions herself.

If the Geases are not removed, however, the Princess prefers to hold on to them indefinitely. Rarities such as those are not to be squandered, but sold only for the highest fees and used only when no other minion will do. Of course, this means that when such a Geas *is* called in, it's virtually guaranteed to be something Heaven won't approve of at all. (Thus, the Geases are a "Sword of Damocles" above the Lilim's head, which is why Archangels are willing to perform the life-threatening Geas-stripping in the first place.)



For something *utterly* useful to her, Lilith might be moved to sponsor a demon's request for a Word, especially one that complements her own. However, the effort required to obtain that level of favor would take decades – or centuries! – of loyal service.

Bands and Job Descriptions

Lilith assigns tasks to her temps based on their abilities: skills, relics, resonance, and attunements. Mis-matching someone's temperament and ability with the mission is a good way to waste a Geas. (Which doesn't mean that she won't do it if there's no one else available who'd be better, or if she's playing a deeper game.)

Balseraphs, naturally, get set to tasks that require people to be *convinced* of things. Whether it's PR or simply talking their way into a place, the Serpents are most useful there. They're rarely used to interact with angels, or for anything requiring accurate reports. They are, after all, *Liars*.

As with every other Prince, **Djinn** are used as guards, bodyguards, and muscle where the raw violence of a Calabite

or the sadism of a Habbalite won't be acceptable. Stalkers of the meticulous breed are frequently given research and information-gathering tasks.

Calabim are short-term bouncer-guards (usually given some device or other to take apart while they wait), and the Band of choice for a job requiring lots and lots of destruction. Gathering several together and unleashing them on someone's stronghold always makes an impression.

Habbalah get assigned tasks which require equal amounts of subtlety and nastiness, or could require either at any time. They often have a flair for interrogations. Sometimes they get instructions to manufacture blackmail, by entralling a target where pictures can be taken.

The **Lilim**, when not functioning as secretaries and staff, are primarily used for jobs requiring Geases, hooks, gathering information on certain people's Needs, or simple blackmail. They're also picked when they already hold a hook on someone useful. Lilim are frequently the most-trusted Band – though Bound Daughters are less-so.

CHOIRS AND JOB DESCRIPTIONS

Because, as noted on p. 22, if Lilith really *needs* an angel, there's usually one, somewhere, who can be manipulated . . .

The Geases used on angels may or may not risk dissonance for the angel, and may or may not involve handing the angel over to a demon or a Prince, but whether or not they benefit Heaven, they will *always* benefit Lilith. Some of the less-personal uses for angels are suggested here, but it is rare indeed that these would be "unimportant."

Seraphim are fact-checkers. In many ways, they are the least likely to be endangered by a Geas. Far more often that they'll be handed a sheaf of papers and told to go over them, or forced to sit in where they can hear some discussion and take notes about Truth. They are also likely to be required to give up their memories of *what* they read or heard, onto a Memory Pearl (*Liber Reliquarum*, pp. 65-66).

Cherubim are protectors for times when a Djinn just won't do. Fortunately for the Guardians, those times are rare; unfortunately for a Cherub with a Geas, this means that Geas is likely to be around his neck for a long time.

Ofanim are for transport and getaway. This makes them the most likely to find themselves in the getaway car when someone runs out of the divine Tether with the priceless artifact. Alas, deliberate crashes are going to be dissonant by the wording of the Geas.


Elohim are more likely to be used for their Word-specialties than any Choir specialty. They're also used for

things that (at least as far as the EloHITE is allowed to see) do not go against the best interests of the Symphony. Lilith knows most Powers would take dissonance from the Geas if they felt it conflicted with their Choir nature. They also are most likely to come across information that later proves to benefit Freedom's interests as well as the Symphony's. Of *course* it's because they're so sneaky.

Malakim are at least as bad as Elohim when it comes to taking dissonance rather than be compelled by a Geas – and even fewer of them are likely to be in a situation to be geased in the first place. (And of those, many would choose to have the Geas stripped, despite how potentially fatal that procedure is.) On the other hand, even Lilith sometimes needs a Malakite strike on something that is equally offensive to both parties – if for different reasons – and an Outcast might have few options regarding removal of dissonance and Discord . . .

Kyriotates are most often spies on demons or mundane humans, "kidnappers" of those who could not free themselves, or thieves and transporters. Usually their "kidnapping victims" are mortals, but ethereals and demons (or Outcasts) are other potential targets. Or the kidnapping may be genuine, of someone who angered the Princess – the Domination may not realize that until the dissonance hits . . .

Mercurians are also spies or informants, or used for their Word specialties. They may also find themselves babysitting mysterious celestials, ethereals, or humans.



A **Shedite** is used when something needs to be done with plausible deniability, or to get information out of a mundane via riffling through his mind. Sometimes the Corruptor is instructed *not* to make its host aware of its presence, but to simply drift through the host's routine for a day or so and report back. Any dissonance acquired from this is cured after the mission.

Like Balseraphs, **Impudites** are dropped into events where it's good to be able to make friends the easy way. Like Habbalah, they get "enthralment" jobs. They're also useful in groups which might need to recharge on Essence more quickly than Rites and sunsets will allow.

THE SISTERHOOD OF LILIM

DAUGHTERS, TEMPTERS, THE FREE

*Freedom Road is a long haul,
Freedom Road is a long haul,
But it's worth the ride, even if
You never get there at all.*

— Leslie Fish, "Freedom Road"

The Free Daughters don't exactly *serve* Lilith directly, but they usually have her Rites and her Dissonance Conditions, and they do share some of her nature. In some senses, they can't help but serve Lilith's Word. In other senses, they do a great deal of damage to it – try as they might to say otherwise, a Lilim's Geases don't *have* to be very fair. Often, they're quite unfair. *C'est la vie*.

LIVING FREE

Never . . . ever suggest they don't have to pay you. What they pay for, they'll value. What they get for free, they'll take for granted, and then demand as a right. Hold them up for all the market will bear.

— Lois McMaster Bujold, *A Civil Campaign*

For a Daughter of Lilith, life is all about value: yours. You know you're a form of *currency* that you and your Mother can both spend. The more valuable you are, the less likely that you'll be squandered on some suicide mission. The more valuable you are, the more of your Geases will be bought (and for high prices) by other demons, and the closer you'll get to being truly free. But if you lose too many Geases, too quickly . . . you're not very valuable to *Mother* anymore, now are you? Better make a few bargains, to keep your valuation high.

Like any other sister, you want to be able to do as you please, but you have to balance that against what other people might want to do to you if you're not careful. The Game


is always out there, always waiting for you to kick back and relax in just the wrong way so they can haul you in as "insufficiently dedicated." All that stands between you and being forced to bind to some Prince for protection (or "protection") is your Mother's good will, and to a slightly lesser extent, the good will of the Sisterhood.

THE LILIM GRAPEVINE

It's a fact of life that Lilim gossip. A lot. The so-called organization of the Sisterhood requires that they keep track of each other, and they don't just limit themselves to mentioning when they're going to be where. When two Lilim meet on any but the briefest or most hostile occasions, they will talk about their jobs (as much as they can without compromising their employers), their hobbies, their plans (if it won't compromise *them*), any angels they've seen in the area, any demons they've seen around (if they haven't been paid to keep silent), and what they've heard from or about any of their sisters.

This means that Lilim with any contact with their sisters are quite well-informed about the Sisterhood and anything concerning it. It's not uncommon for a Lilim to know at least dozens of her sisters' names, if not hundreds, when she's never actually met the sisters themselves.

Gossip is also the means by which status and punishment are communicated. A Lilim who's been breaking the unwritten rules of the Sisterhood (p. 33) will soon be recognized (at least by name) by nearly every Lilim she happens across. Someone who pulled off a sweet bargain and has their Mother's favor will also become known, and get the respect she deserves for the feat. Likewise, Daughters talk about their employers – even if they don't feel they can talk about job-details without endangering the Lilim reputation (p. 33), they can *certainly* say whether or not they enjoy the job, and which other demons are "okay people" or "[untranslatable Helltongue]" who should be avoided, charged extra, or even . . . done something about.



Even Bound Lilim gossip, amongst their fellow Servitor-sisters, with the Free, even with Daughters bound to other Princes. After hearing a coffee-klatch of Tempters, some demons mutter that the reason Lilith is as well-informed as she's rumored to be isn't because the Princess *spies* – it's because she simply visits all “her girls” and *listens*.

FINDING WORK

There are two basic ways for a Lilim to get a job on her own: go check out the Guildhall, or pound pavement herself and ask people, “Need anything?” Needless to say, the first option is preferred to wearing out the shoe leather, but it requires going to Hell first, and few Seneschals let a Free Lilim use their Tethers without payment.

Temping

There are representatives of all the Princes within the Guildhall – major, minor, new, and there's even rumored to be a minion of the Prince of Sloth somewhere in a corner, or one of “whatshername,” Princess of Oblivion, whom everyone else forgot. Some Princes are considered better than others to work for.

Andrealphus: Lust is considered *the* best place to get vessels and an education in basic sex-hooks. Many Lilim get their first vessel, and even their first bedding, from the Prince of Lust.

Asmodeus: The Prince of the Game dislikes the existence of Free Lilim, but he does make use of them. Most Frees find him creepy – and unpredictable. One job may have only stingy payment attached, while another that looks nearly the same, only somewhere else, is rewarded lavishly. Roles and vessels are his major payment (of *course* the Game keeps track of them!). He *never* grants his Lilim Band Attunement, though.

Baal: While not pleased with the Free running around unsupervised, Baal occasionally uses “temps” when he doesn't want his own people involved with something. He doesn't pay well, and it's rumored that sometimes he cheats in payment, especially if a girl's gotten vessel-killed.

Beleth: Nightmares doesn't have much use for Free Daughters, but sometimes only a Lilim will get just that right touch of revolted compulsion, and all the Bound ones are busy. Still, Lilim are more likely to be hired by Servitors of Beleth than by the Princess herself.

Belial: The Prince of Fire is interested in any Lilim who furthers his Word, but isn't the most generous of masters – unless what you want is destructive, such as a supply of explosives.

Haagenti: Haagenti's Lilim Band Attunement is prized by the Daughters, but he's leery of handing it out to “temps.” Nevertheless, he's a popular employer, especially for young Lilim who figure they can take on several temp-jobs until they find out what they can offer to get that coveted cooking attunement.

RESISTING TEMPTATIONS OF THE FLESH

Andrealphus is quite willing to grant vessels to Free Lilim in exchange for service, and of *course* he always tries those vessels out personally. Many Free have bound to him after such an experience – but not all, or even most, that first time. Lilith dislikes coercion of her Daughters, such as his Princely power can achieve, and a few cases of Geas-manipulation on the new-bound Tempter produced some . . . unattractive results.

Of course, Andre is incredibly skilled even when he's *not* exerting himself, and if a Lilim returns to him for another vessel later, well – *first* time's “free.”

For a small price in unofficials, elder Lilim will share a bit of wisdom for dealing with the Prince of Lust: self-Geases. Bind yourself that you will *not* bind to him for at least a month, until the pleasure-rush wears off enough that you can actually think about it.

Even so, there are a *lot* of once-Free Lilim bound to Lust.

Kobal: Dark Humor is considered a choice spot for a witty Lilim with a fresh take on things – and can be a very dangerous job for one who only *thinks* she's witty. Still, at least he's a “local” Prince.

Kronos: Another one of the creepy ones, but attractive to both intellectuals (look, *books!*) and those who enjoy the ego-boost of crushing the talking monkeys underfoot.

Lilith: Working for Mother is considered both one of the best, and one of the most frustrating jobs around. It's the best, because there's status attached within the subculture of Lilim. It's frustrating, because Lilith doesn't give out Band Attunement goodies like the other Princes can. But every Daughter's heard rumors that their Mother might grant *Distinctions*.

Malphas: Most Daughters consider Malphas a disturbing contradiction; he's *very* personable in the flesh (especially for a Fleshless), but he *is* a Shedite. And while he smiles upon performance of Lilith's Rites, to get some human walking away from another, sometimes a girl gets the feeling that her status in the Sisterhood has indefinably slipped after a Factions job.

Nybbas: Another popular source for vessels, the Prince of the Media has all the “non-union” talent he might want. The jobs he assigns usually come with bit-parts in media productions, which definitely makes him one of the *fun* Princes.

Saminga: On the other hand, *Death* is no fun, and Saminga's never figured out how to lure Free Daughters to work for him; offering a zombi servant just doesn't bring in the employees. Worse, he's the only Prince who unthinkingly sends a (disgusting, in Lilim opinion) Shedite into the Guildhall as his representative. Routinely. Only Lilim who want something in particular tend to seek jobs with Death, and if he *needs* a Lilim for some reason, the usual prices are subject to inflation.

Valefor: The third of the "top three" Princes to work for, and another source of vessels – especially non-human ones, for would-be cat-burglars. He might steal the clothes off a girl's back, but he keeps his promises well enough. Jobs often involve providing backup for some other demon, or running a safe-house for the ever-moving Thieves.

Vapula: Another temptation for intelligent Tempters, especially the technologically-inclined ones, with another coveted Lilim Band Attunement. His service is especially popular with Daughters who find Fate either too old-fashioned and strict, or have problems with directly shepherding humans down to Hell.

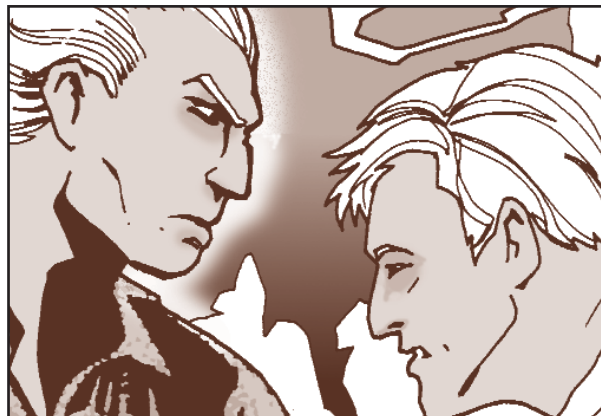
Long-term Jobs

Not all contracts are short-term. Indeed, most Princes don't *like* short term contracts: they're hardly long enough to be noticed, they expose freelancers to his organization (and Lilim business ethics or not, leaks *do* happen), and from his point of view they cost more than they're usually worth. On the Lilim side, long-term contracts provide stability; they know what they're going to be doing next week, and can plan ahead. It's the only way to build up any far-ranging future plans *and* work a job at the same time.

A long-term contract starts at six months, and tops out around five to ten years at a time (five is typical), though more expansive ones occur. The Geas sworn is *usually* a relatively low-level one of "I will abide by the terms of the contract, which are . . ." but some Princes and Lilim prefer that each year of service will be sworn individually, the tokens of those Geases held by the Prince or his chosen agent. If she does good work, she can renew the contract at the end of the period. This is often handled at lower levels and reported back to the Prince. Rubber-stamped renewals like this can be standard operating procedure for centuries (but see *Binding*, below).

A Tempter in a long-term contract is even more likely to be treated as a Servitor by the Prince's other minions – for the duration of her service, she's out there saving their necks when needed, and being valuable. The Prince won't want to lose his investment, especially not early on in the contract, and contracts typically include the clause that Essence will be sent to Limbo so the Daughter can make a new vessel if killed. By the end of the contract, the Lilim probably has enough hooks on her fellows that they'd rather stay on her good side, and besides, she might renew the contract if she's not picked on.

Perhaps ironically, a Daughter with a long-term contract is often more trustworthy than a fellow Servitor. Her Geas obligates her, most often, to function as a *loyal* Servitor, and unless she has eventual plans to bind, she doesn't have much incentive to backstab people "in her way."



Binding

Binding is "the last bargain" for a Free. It's considered the only major choice that she'll ever make again – Servitors get traded around, but only to other Princes. Once you're bound, you're bound, and that's final unless you feel like going Renegade. So you'd better make sure you sell yourself dearly, both to give yourself some breathing room while your Prince thinks you're an investment, and because, well . . . If you settle for a pittance, that's *all you're worth*, and all you'll ever be worth again. The Sisterhood has a long memory.

Nevertheless, there are times when Princes *expect* a Free to bind. This varies from Prince to Prince, but takes at least a few decades of long-term contracts. More commonly, it's a few centuries.

From the Princely side of things, the time period they pick is one that indicates the Lilim is competent, dedicated to his Word, enjoying the work, enjoying the *benefits* that service brings her, and beginning to lack a support network of favors (official and unofficial) outside of her work! When all the major hooks a Lilim holds are on Servitors of the Media, for instance, Nybbas knows that she's entrenched almost as well as a Lilim who's already chosen to bind.

The agents of the Princes are rarely subtle when it comes down from on high that the Prince would like *the* long-term contract to happen in the next few periods. At first, it's just a few pointed comments of, "You really *like* this job, don't you?" Then some even more pointed remarks of, "Wouldn't you be happier settled down? You know the Prince keeps the good stuff for his own people." Finally, it boils down to, "You know, we're just not sure you're really *dedicated* to the cause. Maybe you should go somewhere else when this contract is over." Only the *most* valuable of Lilim can ignore that last and be re-hired – and no one stays that valuable to a Prince forever.



RELATIONS

Sensible Servitors of other Words don't go out of their way to bother Free Lilim overmuch. Yes, they get harassed and hassled, pushed around when possible, and generally treated like other demons – but unless the Diabolical in question has a grudge (or an unquenchable taste for sadism), it's not worth it to get really overboard. Free Lilim don't have much power to hijack, aren't going to be staying in most areas long enough to be worth getting dirt on, and most of the time, the only benefits to establishing dominance are short term.

And there's the other side: an insufficiently intimidated Lilim is a time bomb. It's quite possible that you'll never have to pay the piper for annoying her, but it's equally possible that someday you *will*, when you least expect it, from some geased source you never expected to turn on you. The Daughters nurse their grudges like Geases.

Besides, it's more rewarding to be friendly with them. Free Tempters *know* they don't always have immediate power to defend themselves, and (sensibly) try not to make enemies when they don't have to. Only the youngest or most bitter and rogue Frees start a relationship with hostility and dominance games. The rest take their cue from their Mother and cultivate charm and elegant politeness. Thus, like their Mother, Free Lilim often have little overt power, but aren't easy victims either.

BOUND LILIM AND THE SISTERHOOD

It doesn't matter how you got here or where you came from. You are my sister. There's no way you could annoy me as much if you weren't.

– *Buffy the Vampire Slayer*, “Blood Ties”

Binding to a Prince doesn't make a Lilim any less a sister – though most Frees respect her a bit less. They'll still make deals with their Bound sibling, but they're always careful to take into account that the other Daughter serves something besides the Sisterhood first.

Those who chose to serve a Prince at birth are slightly pitied, for they've never known freedom, but a little envied for their security.

Bound Lilim who were once Free collect the most veiled scorn. They couldn't hack the risks of freedom. They got caught. They got *trapped*. The more paltry the Daughter's “final bargain” was, the more open the mockery, but for a really *good* deal, a once-Free can gain at least as much respect as those of her sisters who bound at birth.

THE PLEDGE

Most Bound Lilim chose that path upon their creation, knowing their options from birth and telling their Mother which Prince they wished to serve. When presented to the Superior-to-be, the common statement is some variation of “I am yours.”

But even a Free Daughter may choose to bind herself to a Prince – an action which combines disgust and often near-eroticism (imagine, Needing and being so Needed by a Superior, that you could dedicate your life to him!). Lilim-authored fiction and word-of-mouth have nigh-codified the words of such a binding . . .

“Lord [name], Prince of [Word], I do pledge unto thee

My breath, my life, my self, to your Word and whim,

My Heart within your hands.”

Intimacies

Despite their reputation, not *all* Lilim are dedicated sensualists, constantly falling into bed with anything attractive (or Needy). It's an easy hook, though, so few are above doing it for that reason, if no other.

From time to time, especially between siblings, more serious relationships emerge. Due to the constraints of Geases – for either partner could have a debt called in, that might turn her against her lover – Daughters don't swear trustworthiness for long. Geas-conflict is not romantic. What is romantic, to them, is the exchange of day-Geases, immediately invoked: “For this night, betray me not.”

TYPICAL WORK

Princes assign Lilim as they see fit, when the Lilim is contracted to them; so do lesser demons who've made their own bargains. What Free Daughters typically do with *themselves* is get Geas-hooks on others, bargain their own Geases for things they want, serve their time, and spend the rest of their existence hooking, bargaining, or kicking back and enjoying themselves without a care for the future until the next Geas comes due. Repeat *ad infinitum*. (Some have more ambition, of course.)

Celestial Jobs

In Hell, taking hooks isn't always a useful thing – damned souls aren't good for much outside of Hell, and demons are both strong-willed and liable to object when a debt is called



DISOWNED LILIM

For a Lilim, the ultimate punishment for angering Mother is being disowned. Lilith declares the Daughter worthless, scattering the tokens of the Daughter's owed Geases upon the ground for any to pick up. (She may – or may not – keep a single token for herself. No one's ever noticed that she has.) From that point on, the Lilim is treated like any other demon: Lilith does not acknowledge the link for invocation modifiers, revokes any Freedom Rites, and if the Tempter is abused or harassed unfairly . . . well, there's a lot of that in Hell.

Lilith doesn't do this trivially; most of the times it's happened for sure, the Lilim in question was in the custody of the Game for something truly stupid. (Being a Fallen Bright counts as truly stupid.) All the other times, the Lilim was already bound to a Prince, who collected the spurned Geas-tokens. Disownment is, after all, a *punishment*, and not an easy way to become a Truly Free Renegade.

Disowned Lilim rarely survive long. Without protection, they're fair game for anyone who bears them a grudge – including (or especially) their sisters. Even if they are protected, it's a cold thing to be unable to rely on their siblings; many become depressed, careless, and even suicidal.

While they live, the disowned are at a disadvantage when negotiating with other Tempters; the unwritten

rules of their Sisterhood (p. 33) include mandates to honor unofficial debts to sisters as well as sworn Geases, a certain amount of fair dealing, and other polite behavior. A normal Daughter abides by these rules with her sisters, because Lilim are ruthless about taking advantage of fools who try to take advantage of them – even (or especially) their sisters. A disowned Tempter is often lucky to find a sibling willing to speak to her at all.

On the flip side, the unlucky Lilim has less to lose by being untrustworthy – and therefore, she may be less inclined to keep unofficial favors or honor the ties of kinship. Wise Lilim keep this in mind if dealing with a disowned sister.

There's rumored to be something worse – in Hell, there's *always* something worse – than mere disownment. It's claimed that once in a great while, when a Lilim has personally angered Lilith, she has reached into the Forces of the Daughter and . . . done something. And the result is a demonling.

In GURPS, Disowned would be a Social Stigma, worth -5 points, and loss of Lilith as a Patron (p. IN70). Chances are good that any prior enemies will become Enemies, too.

in. One can hook sisters, but that carries its own risks (see *Lilim and Honor*, p. 33). The main reason the Free are found in Hell is the Guildhall: there, they can see what jobs are available that will get them back to Earth again.

It's rare for a Lilim's bought time to be wasted in Hell, since there aren't as many of them as there are other demons, but sometimes a Word-bound demon, or one with a Distinction, will hire one temporarily, to play hostess for some formal occasion when the other Diabolical wants to be impressive, or simply as an "escort" for an evening or so.

Ethereal Jobs

In the Marches, there's not much for a Lilim to do if she doesn't have at least the Corporeal Song of Dreams. If she has it, there are still only two things that she's actually suited for: slipping into dreamscapes and spotting Needs – or slipping into dreamscapes, spotting Needs, and finding a way to fulfill them within the dream.

The latter is generally both unrewarding and dangerous. In the first place, there aren't many Needs that *can* be fulfilled in a mere dream (and the ones which are available are usually low-level), and in the second place, managing to fulfill them usually counts as a *good* dream, and therefore slips toward Blandine's side of the Vale. Needless to say, Servitors

of Nightmares don't approve of this. Yet if a Daughter slips into Dreams' side of the Marches to start with, she runs the risk of encountering angels who don't like Lilim trying to hook sleeping humans. A girl just can't win.

Sometimes it's worth it, though, for the ability to *track* a given human later. All it takes is a Geas/1 hook, and the Celestial Song of Affinity (*Liber Canticorum*, p. 28), and a mortal can get a corporeal visit in the morning.

Or she can take her life into her hands and set out alone into the Far Marches, to see what obscure Songs she might pick up whilst dodging hostile ethereals and the rumored Tsyadim.

Corporeal Jobs

Lilim much prefer Earth to either of the other two realms. There aren't damned souls, there usually aren't slaves (human or otherwise), there aren't demonlings to gnaw on their toes or demons to try to push them around . . . It's just *better* on Earth, both for simply enjoying life and for doing what they do best: gathering favors.

Even Lilim who don't take long-term contracts with Lust often drift into the roles of "kept woman" or "mistress." Where else can one live in relative ease *and* tend to acquire Geases, "unofficials," gifts, or all three? A Daughter who



plays her cards right can work her way up from streetwalker to exclusive call girl in a few years, and then, *then* she'll have the corporeal resources to start getting *real* hooks.

Other Lilim try to get those resources via theft, blackmail, con jobs, or even honest work – but they're all working to improve their value. It's amazing how many human Needs can be fulfilled just by throwing sufficient quantities of money at the problem, and once that's done, there's another human who *owes* the Tempter. Acquire enough indebted mortals, and one can practically run an entire neighborhood or small town to suit oneself. And if Mother or someone else calls in a Geas, one has *plenty* of resources to answer *that*, too.

MEDIATORS

Hell isn't a particularly *trusting* place – most demons are out for what they can get, and backstabbing is common. Not to say that demons can't get along, make something resembling friends, and otherwise form alliances on their own, but that takes time and a bit of risk – will your buddy betray you or not? When there's so much distrust in Hell, trust is a commodity, and the only *guarantee* is a Geas.

And when it comes to Geases, Lilim are the exclusive sources for the demon on the street. The basic process is simple: some number of demons reach an agreement, find a willing Lilim, and allow her to geas them to meet their parts of the agreement (using the *Promises* aspect of her resonance to geas willing parties; *Infernal Player's Guide*, p. 50, or p. IN69). Naturally, it can get much more complex.

To get the title of "Mediator," a Lilim can't just geas according to whatever the other demons worked out ahead of

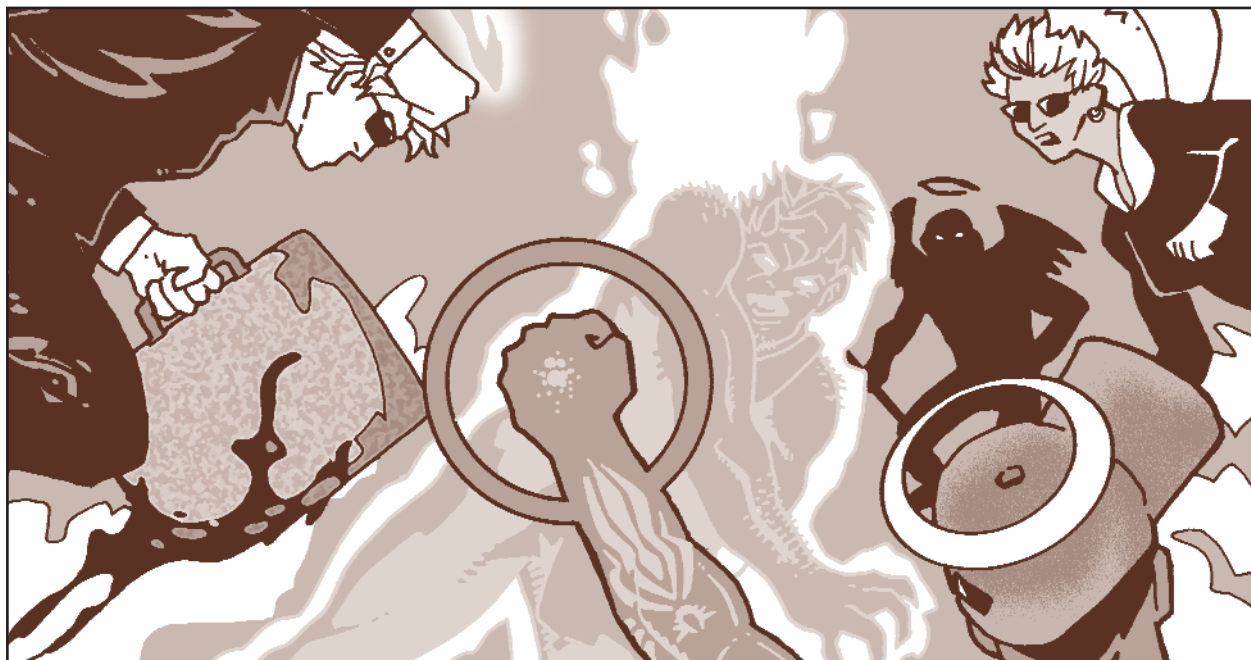
time. Any newborn could do *that*. A real Mediator has to be able to actually mediate: to help her clients reach a mutually acceptable agreement, with proper wording of the Geas to ensure that neither party will slip out of it afterward. The best Mediators are even called in to settle disputes between hostile factions who are ready to have a period of peace (or something close to it), making sure that both sides feel equally shafted and equally smug about the bargain.

No Mediator works for free. Common fees include an hour-Geas on the principal parties, 10% of corporeal financial transactions, or some other percentage of the bargain she's facilitating. The more difficult the deal-making, the more the Lilim charges. (Some will take their payment in servants – they usually then charge hefty Geases to the humans or damned souls to release them to their own devices.)

Naturally, as Lilim mediate deals between demons, so does their Mother arrange alliances or pacts between Princes. Bound Lilim may also find themselves in the position of Mediators or "Negotiators" (some of the Free are very insistent that *only* a Free Lilim can call herself a Mediator), in the employ of higher-ranking fellow Servitors or, if she's powerful and discreet enough, even her Prince.

Few demons – including the Lilim themselves – realize what a vital function Mediators serve in Hell. Sure, demons can learn how to trust their buddies (to an extent), but only Lilim can speed that process up and ensure the wheels of Hell are properly geased.

In GURPS, a Mediator would have a positive Reputation among demons, and should have points in Merchant and Diplomacy. Some, such as a Lilim in Austin, might have a positive Reputation among certain angels, too!



SAMPLE SERVITORS

KEREN-HAPPUCH

Free Lilim

Corporeal Forces - 4 Strength 7 Agility 9
Ethereal Forces - 5 Intelligence 10 Precision 10
Celestial Forces - 4 Will 8 Perception 8

Vessels: Little girl/1, Charisma +1 (blond and blue-eyed cutie); Human female/3, Charisma +3 (tall, gorgeous, black woman); Grandmother/2.

Notable Skills:* Computer Operations/1, Detect Lies/2, Dodge/1, Emote/4, Fast-Talk/4, Fighting/1, Languages (various/1), Lockpicking/1, Lying/5, Move Silently/4, Seduction/6

Notable Songs:* Acid/4, Affinity (Celestial/2), Artifacts (Ethereal/1), Attraction (Ethereal/4), Charm (Celestial/4), Dreams (All/3), Form (All/2), Fruition (Corporeal/1), Healing (All/2), Motion (All/3), Shields (All/2)

Attunements: Lilim of Lust, Lilim of Fire, Lilim of Factions, Lilim of Theft, Dark Desire, Consume, Soundtrack, Vampiric Kiss, Passage

Discord: 1 Geas/1 (to Lilith), numerous Geas/1s (to sisters), several Geas/3s and Geas/4s (to Princes and Word-bound). (Assume around 20 Geases of various sizes.)

Artifacts: A pair of ruby earrings, which are a Seduction/6 talisman; kept with her Black vessel

Geases and Hooks: Keren is owed (*Buying Geases*, p. 37) approximately 20 character points worth of Geas and/or Geas-hooks, divided according to the GM's whim.

** As Keren is very old, the Game Master should give her other skills and Songs as seems appropriate; she is especially likely to know numerous languages, including "dead" ones.*



KEREN-HAPPUCH, FREE LILIM 1,440

1/2+ POINTS

ST 16 [20]; **DX** 21 [100]; **IQ** 22 [125]; **HT** 16 [20].
 Speed 9.25; Move 9.
 Dodge 10.

Advantages: Band (Lilim) [34]; Band Attunement (Lilim of Lust) [20]; Band Attunement (Lilim of Fire) [3]; Band Attunement (Lilim of Factions) [15]; Band Attunement (Lilim of Theft) [3]; Basic Celestial Template [480]; Combat Reflexes [15]; Essence Control 13 [4]; Extra Hit Points (Mind) 5 [13]; Extra Hit Points (Soul) 3 [12]; Favors (Geases and/or Geas-hooks, as the GM chooses) [60]; Manual Dexterity +1 [3]; Power Investiture (Corporeal) 4 [10]; Power Investiture (Ethereal) 5 [20]; Power Investiture (Celestial) 4 [10]; Rites and Dissonance of Freedom [15]; Servitor Attunement (Lust: Dark Desire) [47]; Servitor Attunement (Gluttony: Consume) [35]; Servitor Attunement (the Media: Soundtrack) [10]; Servitor Attunement (Death: Vampiric Kiss) [40]; Servitor Attunement (Theft: Passage) [15]; Talisman (Sex Appeal [8]); [4]; Vessel (Little girl; Attractive, Extra Hit Points +7, Zeroed) [75]; Vessel (Grandmotherly type; Extra Hit Points +12, Zeroed) [95]; Vessel (tall black woman; Extra Hit Points +17, Very Beautiful Appearance, Zeroed) [145].

Disadvantages: Geas/1 (Lilith) [-1]; at least 5 Geas/4 (Prince or Word-bound) [-25]; at least 6 Geas/3 (Prince or Word-bound) [-18]; at least 9 Geas/1 (assorted sisters) [-9]; Reduced Alertness -4 [-20]; Weak Will -4 [-32].

Quirks: Incredibly cynical; Keeps the Lilim Code (p. 33) even when it's a little inconvenient, and extends #1 and #2 to suitable non-Lilim; Likes enforcing the Lilim Code upon sisters, should she catch them breaking it; Likes running around as a kid. [-4].

Skills:* Acting-24 [6]; Brawling-20 [1/2]; Computer Operation/TL7-21 [1/2]; Detect Lies-20 [1]; Fast-Talk-23 [4]; Lockpicking/TL7-21** [1/2]; Performance-24 [4]; Stealth-22 [4]; Sex Appeal-19*** [8].

Continued on next page . . .

SAMPLE SERVITORS (CONT'D)

Songs:* Affinity (Celestial)-19 [2]; Artifacts (Ethereal)-19 [1]; Attraction (Ethereal)-22 [8]; Charm (Celestial)-21 [8]; Dreams (Corporeal)-20 [4]; Dreams (Ethereal)-21 [4]; Dreams (Celestial)-20 [4]; Form (Corporeal)-19 [2]; Form (Ethereal)-20 [2]; Form (Celestial)-19 [2]; Fruition (Corporeal)-18 [1]; Healing (Corporeal)-19 [2]; Healing (Ethereal)-20 [2]; Healing (Celestial)-19 [2]; Motion (Corporeal)-20 [4]; Motion (Ethereal)-21 [4]; Motion (Celestial)-20 [4]; Numinous Corpus: Acid-21 [8]; Shields (Corporeal)-19 [2]; Shields (Ethereal)-20 [2]; Shields (Celestial)-19 [2].

Languages:* English (native)-22 [0]; Helltongue (native)-22 [0]; French-19 [1/2]; German-20 [1/2]; Greek-20 [1/2]; Japanese-20 [1/2]; Latin-20 [1/2]; Spanish-20 [1/2].

**These Songs, skills, and languages, as noted in the In Nomine comment above, are her minimum abilities, and the GM should feel free to add any plausible others as needed.*

*** Includes +1 for her Manual Dexterity.*

**** With her talisman, she has Sex Appeal-23, not counting any bonuses for appearance.*

Keren's full name means "child of beauty," and she's lived up to that. Most recently, she's lived up to it via the purchase (from the Game, of all places) of a five year old little-girl vessel. She also has a drop-dead gorgeous vessel of a tall, lean, black woman, and one of an old grandmotherly type. But given her choice, she'll run around as the five-year-old. Despite her youthful appearance, Keren is over 500 years old, and a cynic to the core.

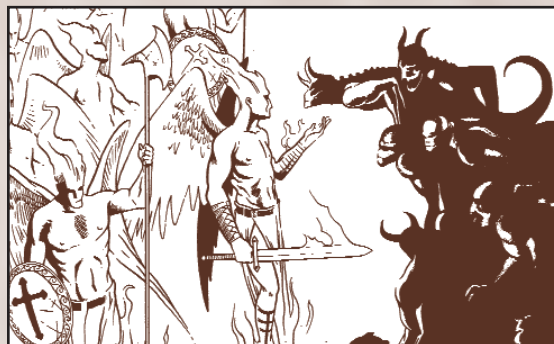
When she was created, Keren chose to be a Free Lilim, and she was a canny one. She didn't pledge herself freely, as other Lilim did, and worked her way down until the only Geas upon her was a single hour-Geas, owed to Lilith. Valuable and experienced, Keren waited impatiently for that final hour-Geas to be called in.

The call never came. Experimentally, she got a minor favor from her Mother, paying a month-Geas for it. Within a decade, that was sold and invoked, but the final favor . . . stayed. Eventually, Keren realized the awful truth: there are no Truly Free Lilim. "Mother's Token" does *not* come off. Freedom . . . is a lie.

The realization broke her. If true freedom was a sham, an unreachable Holy Grail, then to Hell with it. She took to pledging her favors as needed for anything that caught her fancy, both in self-disgusted spite at her previous frugality, and to give herself something to do while she waited for Armageddon and, she vaguely hopes, the death of her Mother – the only thing that might truly free her.

In the meantime, Keren is Lilim to the core. She's polite enough to her sisters, and well-respected in the Sisterhood, even if not precisely *liked*. Sometimes she even has mortal "pets" whom she takes reasonable care of. But humans are just toys or pets to her, other demons are tools or obstacles, angels are more useful if Fallen and sold to a Prince or broken to her whim, and the Sisterhood . . . is the Sisterhood, and Keren's not fool enough to disregard what protection it can offer.

Keren-happuch is an old and highly experienced character, suitable as a patron for PCs or as a dangerous opponent.



MELODY

Free Lilim

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

Vessel: Human female/2, Charisma +2 (partly appearance, partly her voice)

Role: Street singer/1, Status/1

Skills: Artistry/1 (Musical Instrument: Guitar), Detect Lies/1, Dodge/4, Emote/2, Fast-Talk/2, Fighting/1, Lying/1, Seduction/1, Singing/2

Songs: Affinity (Celestial/1), Charm (Celestial/3), Healing (Corporeal/1), Motion (Celestial/3), Tongues (Corporeal/1)

Attunements: None

Discord: 9 Geas/3, owed to Lilith

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SAMPLE SERVITORS (CONT'D)

MELODY, FREE LILIM 633 1/2 POINTS

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

Speed 6; Move 6.

Dodge 8.

Advantages: Alertness +8 [40]; Band (Lilim) [34]; Basic Celestial Template [480]; Combat Reflexes [15]; Enhanced Dodge [15]; Extra Hit Points (Mind) 1 [3]; Extra Hit Points (Soul) 3 [12]; Manual Dexterity +3 [9]; Power Investiture (Celestial) 4 [10]; Rites and Dissonance of Freedom [15]; Role (Street singer) 1 [5]; Strong Will +8 [32]; Vessel (Young Woman; Attractive Appearance, Extra Hit Points +5, Voice) [70].

Disadvantages: 9 Geas/3 (Lilith) [-27] Power Investiture (Corporeal) 2 [-10].

Quirks: Dresses down; Quietly helpful and sweet. [-2].

Skills: Acting-9 [1/2]; Brawling-9 [1/2]; Detect Lies-7 [1/2]; Fast-Talk-9 [1]; Musical Instrument (Guitar)-11 [6]; Performance-11 [1]; Sex Appeal-15 [1]; Singing-16 [1].

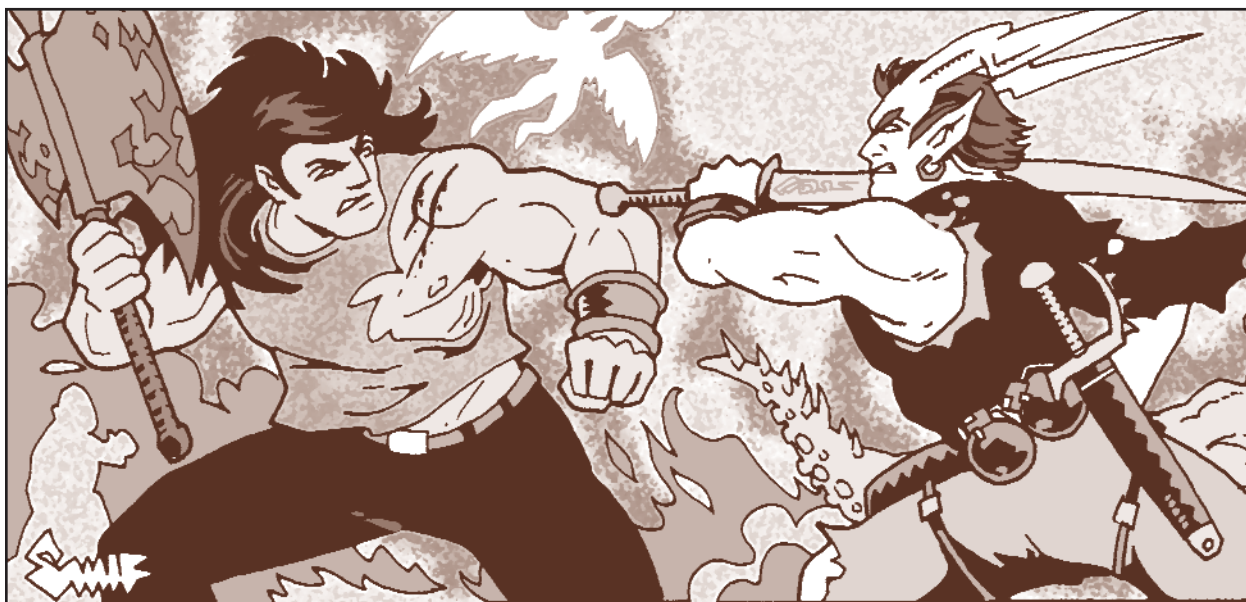
Songs: Affinity (Celestial)-6 [1]; Charm (Celestial)-8 [4]; Healing (Corporeal)-4 [1]; Motion (Celestial)-8 [4]; Tongues (Corporeal)-4 [1].

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

Melody's first job was as a back-up vocalist for a Nybbasian production. While the stage and screen didn't appeal to her, the singing did. (Unsurprising, given her name.) She took to idling around various cities, singing on the sidewalks and in parks, and has built a small Role just by living that way. In appearance, she's a leggy blond and very telegenic (body by Nybbas, after all), but with a tendency to "dress down." She has a slightly wistful expression that lends her a charm unlike that of her Lust-trained sisters, and possesses – of course – a voice of polished gold.

While not the most intelligent of Lilim, Melody is fairly sweet. She prefers smiling, happy people around her, so she rarely lets her innate selfishness cause strife. The number of hooks she's collected in this low-key fashion is astounding. Her quiet "Here, let me help" has won more gratitude than many of her sisters' more polished deliveries.

*Melody is suitable as a starting **In Nomine** character. The GM may, however, wish to say she's hung onto several of those Geas-hooks she's obtained prior to play. To keep her a starting character with favors owed to her, change to Vessel/1, Dodge/3, remove Fast-Talk, and add 6 points of Geas-hooks (p. 35). This will give her **GURPS** version 12 points of Favors, but remove 5 Extra Hit Points, Enhanced Dodge, and Fast-Talk, for a point total of 604.5.*





LILIM AND HONOR

We must all hang together, or assuredly we shall all hang separately.

– Ben Franklin, at the signing of the Declaration of Independence.

From the outside, the sisterhood of the Lilim is surprisingly trustworthy and companionable, an oasis of cooperation in the selfish morass of Hell. There are even some Lilim who honestly believe that family should come second (right after the Lilim herself, of course), and will put themselves into some amount of danger to assist a sister.

It's all enlightened self-interest.

Even the palest gray of the Dark Lilim will explain that they help out their sisters because their sisters will help them. Because of their meshes of Geases – and tendencies to gossip freely amongst themselves – they know who is trustworthy among them and who isn't. A trustworthy Lilim can get help with her promise as backing, instead of a sworn Geas. One who betrays her relatives not only has to back each promise with a Geas, but she has to pay more – good will is a commodity with Lilim as much as anything else.

It's not altruism. It just looks that way on the surface. And that surface is the major thing that keeps Free Lilim safe from random demons – they may not have the protection of a Prince, but they *cooperate*. They can Geas each other into trustworthiness, when needed, as no other Band can. So wise demons don't cross the Sisterhood without the backing of a Prince.

Which is why the Lilim do that in the first place.

Reputation, Honor, and Value

Free Lilim, especially, have a certain reputation in Hell. They keep their word, making them the closest thing to trustworthy that demons have. Similarly, there is an unspoken rule that they don't talk about their jobs, especially in front of enemies of their employers, unless they were *seriously* mistreated. These are both manifestations of Rule #7 – preserve the reputation (see below).

While Lilim can break their word, and even lie about whether they're hooking you or geasing themselves corporeally, there are a couple of reasons they don't. The first reason they rarely lie about payment for services (though they're happy to misdirect), even to humans, is because it can reduce the Symphonic obligation: when the hook is called in, the target is far more likely to balk, resist, and maybe even spend Essence, or worse – the hook may, ineffably, simply *not work*. The other reason they don't lie about hooks *or* self-Geases is that it devalues Lilim as a group, losing them precious trust among other demons.

No Daughter wants to be made less valuable, either by her own actions *or especially* those of some idiot sister. Newborns are quickly indoctrinated in this by their elders, and any Lilim caught breaking Rule #7 in a big way will find herself a target for her sisters. Punishments range from

LILIM DOS AND DON'TS

Though Free Lilim would never stoop to codifying these rules, most abide by them instinctively. Tempters who don't will have correspondingly harder times getting favors and cooperation from their sisters; there are fewer things more vicious than a sister who's been betrayed.

#1. Always repay your debts to sisters: official, unofficial, and betrayed. (Betrayals can be repaid with interest.)

#2. Be polite with your sisters, and try not to mess up their schemes – see Rule #1.

#3. Don't try too hard to hook a sister, or she'll pay you back in kind – and the more of your sisters who know you've hooked them, the more people there are who'd secretly benefit by your soul-death. Bargain out in the open, in solid Geases or unofficials.

#4. A Geas is a Geas and your sisters can't always be held accountable for their actions. Be understanding after the Geas is up, for one day, you may need that leeway too.

#5. Even when under Geas, try to minimize the damage to your sisters. If you can't, apologize fast afterwards; this may require self-Geases.

#6. Don't invoke Geas on a sister for something *really* nasty; you owe Geases to your sisters too.


#7. Never do *anything* to damage the reputation and value of Free Lilim.

#8. Never annoy Mother. Ever.

*In GURPS, this is a cultural matter, not even worth points as a Quirk. (Most humans stay close to the speed limit without having Honesty, for instance.) A Lilim who thinks she can get away with breaking any of these rules, to her benefit, probably will. If she's wrong, she'll suffer the consequences of her choice. Someone who **does** treat this more seriously may have it as a Quirk, if she abides by it unless hard-pressed, or as a full Code of Honor akin to a Pirate's Code of Honor, for -5 points.*

personal confrontations by two or more powerful elder Daughters, to arranging for corporeal beatings, to arranging for corporeal *poverty*, to celestial beatings, to Force-stripping, to death.

Nearly every Tempter has skirted this edge at least once in her existence – either through personal dislike, because she wanted something she knew lying could get her, or out of



carelessness. But no smart Lilim has ever made a habit of it, even with the little human monkeys. It's not dissonant – it's just frowned upon to the point that many Daughters don't even *think* about breaking those rules.

The *most* honorable and ethical Lilim extend Rules #1 and #2 to even non-sisters, provided those other beings treat *them* decently.

DEALING WITH THE GAME

As a rule, Free Lilim are *more* afraid of the Game than the average demon. They know that they're very vulnerable to spurious accusations, especially when they're not in a long-term contract. Further, they're well aware that their Mother isn't necessarily going to bail them out, and the rest of the Sisterhood sure isn't likely to have enough leverage to do anything. Yeah, maybe if Asmodeus declared open season on Free Daughters, Lilith would do something – but that would be cold comfort for the first ones caught and executed.

Another reason the Game is frightening is that Free Tempters don't take well to captivity. The Dissonance

Conditions of Freedom prohibit tamely accepting imprisonment, and few Gamesters feel like phrasing their orders as requests to “Please put on these manacles,” or “Kindly step into this cell and remain until someone comes for you.” Even Game-sisters are more likely to be sadistic than understanding.

Naturally, no Daughter willingly *shows* how much the Game scares her, and some go to near-suicidal lengths to count coup on Asmodeans (though always in ways that won't lead to *them*). Any Lilim would hook a Gamester in a heartbeat if she felt she could get away with it. But the nightmare of Hades always colors interactions; many will make disadvantageous unofficial bargains when Gamesters come calling, if the other demons lean on them correctly. Still, push a Lilim far enough, and she'll find a way to foul up the works while remaining within the letter of the agreement.

Other tactics involve offering physical freebies, having a list of “real” Renegades to divert the Game, and the ever-popular pretense that the only thing the Lilim can think about is sex, clothing, make-up, and money. After all, no one expects much from a brainless bimbo, and hauling an “idiot” in as a Renegade doesn't do much for a Gamester's reputation in Hades.

BRIGHT LILIM, THE GIFTERS

Though my soul may set in darkness, it will rise in perfect light;

I have loved the stars too fondly to be fearful of the night.

– Sarah Williams

Heaven's reaction to Bright Lilim is covered in the *Redemption* chapter of the *Infernal Player's Guide*. Their Choir Attunements (typically restricted to Gifters) are in their section of *Fall of the Malakim*, and also listed in the Archangelic Superiors books.


Redeemed Daughters lose the green skin and horns, and gain an aura and aura-wings of colors and patterns suitable to their personality and Superior. They retain their resonance, and can use the Perception-based part on recorded media (*In Nomine*, p. 57) just like most other angels. Two legendary Brights are Ephesus, the first Lilim to redeem, and Shiza, the first *Free* Daughter to gain wings, who died in the battle against Legion.

Since there are so few Bright Lilim, each one is practically a unique case in how her Mother and sisters react. A Bright of the Sword is less likely to be trusted than a Lilim of Flowers – though the former may be asked for “genuine Laurence pinups.” A sister serving Destiny gets an entirely different kind of wariness, a Creation-Bright is asked

personal questions about her Archangel's bed, and someone working for Jordi is likely to be treated as stark, raving mad.

A few redeemed Lilim have been disowned, shunned by the Sisterhood, and are only spoken of with ritual curses. Lilith has ignored some, and the Sisterhood taken the cue that “benevolent neglect” was the proper way to deal with that sibling. Among angels, it's said that Lilith has even smiled upon her winged Daughters. Indeed, she's provided covert assistance to a Bright . . . rarely, and for a price. Perhaps oddly, she seems to have little concern that such Geases would be stripped, and was once quoted (by a Bright of Destiny) as murmuring, “Once a Lilim, always a Lilim.”

However, there are no known Free Bright Lilim, and Gifters are unlikely to have made a good final bargain (p. 26); for that alone, they collect a certain amount of scorn from their dark sisters. It's also dangerous to know a Bright sister, or even know *of* one – the Game knows that angels behave with stupid sentiment, and would be pleased to hold a dark Lilim hostage in exchange for her angelic sib's return to Hell. Maybe it won't work, but it keeps Lilim edgy about anyone “talking stupid” and is one of the few things that works against the Sisterhood's group power – they use their ability to cooperate to keep each other from thinking about redeeming, lest the Game pick off the stragglers. “Don't do it,” say



the Free. “There are no Free Brights. You all get used for Malakite toys. There are probably no Bright Lilim anyway, since we were never angels. Malakim can’t Fall, we can’t redeem, that’s all there is to it.”

Exceptions have existed, of course. A Lilim of Trade has hardly changed, after all, and Marc is one of the few Archangels who understands a Daughter’s need for a high value. The payment is more likely to manifest as corporeal wealth and a personal guard-Cherub, of course, but from the Sisterhood’s point of view, anyone given that much corporeal influence and a bodyguard *has* to have wrangled a decent deal. Provided that one can avoid getting tagged for associating with a traitor, a Bright sister can be a very good person indeed to know. A few hints here and there, and annoying demons just vanish in the night, carted off by Malakim.

Perhaps the most notable exception is Mira, Bright Lilim of Dreams. During the *Revelations Cycle*, Mira was turned into a Remnant by her old master, Malphas, after she had fulfilled the final Geas he held upon her. For reasons of her own, likely having to do with abuse of a geased Lilim, Lilith charged a *very* light price for her aid. Together, she and Blandine used Mira’s last Ethereal Force to create a new, born-Bright Lilim with dim memories of her original life and role in the mysteries around the Trumpets. (And if it didn’t happen in the GM’s own game, or hasn’t happened yet, Lilith *would* have done this . . .)

GEASES

Lilith and her Daughters are the center of a web of favors that spreads throughout the three planes. Supernaturally enforced Geases are the power of the Lilim, and the prison that holds them in Hell. Lilim and Geases go together like wrists and bracelets . . . or prison shackles.

TERMINOLOGY OF FAVORS

When discussing Geases, Lilim (and Lilith) quickly get technical about their phrasing.

Active Geas: A favor which has been invoked and the subject is under compulsion to fulfill it. Also, “under Geas,” as in, “Sorry, sis, I’m under Geas.”

Birth-Geases: The nine Geas/3s a Free Lilim owes to her Mother, for her creation.

Favor: This term encompasses unofficial favors, hooks, and actual Geases.

Geas: The supernatural binding itself. (*In Nomine*, p. 88.) Also “geas,” the verb; see *Invoke* and *Self-Geas*.

Geas-conflict: Having two or more active Geases which require mutually incompatible resolutions. Dissonant if you do, dissonant if you don’t, unless you’re *very* clever about

obeying the letter of the invocations in unexpected ways.

Geas-token: This is the celestial manifestation of a favor the token’s holder is *owed* – either a hook or a Geas (active or inactive). It generally resembles a miniature Heart, faceted and flickering, and the victim’s image when it was taken can be manifested within it briefly. The bearer may choose *not* to manifest this token, or only do so occasionally to show it off. Lilith wears a gown of these when in the celestial realm.

Inactive Geas: A Geas which has yet to be invoked. Also known as “unspecified,” “inert,” or “owed.” Inactive and active Geases both show as Discord upon celestial forms.

Invoke: Give the command which makes a hook or owed Geas into an active Geas. Also known as “geasing.”

Hook: More precisely known as a “Geas-hook,” this is what a Lilim has after she’s fulfilled a Need, but before she’s tried to invoke a Geas upon the subject and he’s had his Will roll to attempt to resist. They are also called “potential Geases.” (Only Superiors can see Geas-hooks as “shadow-Discord” upon someone, and only if they’re *looking*.)

Need: That desire or actual need which a Lilim sees within someone’s eyes when she uses her resonance. (A Game Master may describe these poetically, but Needs are *very* rarely hard for the *character* to interpret.)

Official favor or promise: A self-Geas or a Geas placed upon a willing subject (see *Promises*, p. 50 of the *Infernal Player’s Guide*).

Promise: Another term like “favor,” encompassing unofficial and actual Geases, but rarely hooks.

Promise officially: To self-geas. The usual form of this is, for a Lilim, is “I promise officially,” or “I swear by my nature.” (See *Reputation, Honor, and Value*, p. 33, for why Lilim rarely lie when they do this.)

Restricted Geas: A package deal of a Geas (or hook) on someone else, and a specified self-Geas which, obviously, restricts how the Lilim may invoke that favor. (Lilim tend to refer to the token *they* hold as the “restricted Geas,” which may confuse someone into thinking that the Geas itself is limited.) Lilim who tread the knife-edge of associating with angels may gain “restricted” Geases on them; she has promised that she will not ask for favors that will cause dissonance.

Self-Geas: A Geas that a Lilim has placed upon herself. Many use archaic or formal language while doing this, along with a description – of what the self-Geas does and does not entail – that could make a lawyer swoon.

Specified Geas: A Geas whose terms are known and agreed upon, almost always invoked immediately. Many self-Geases are specified, such as, “For the next hour, I will not lie to you.” An “unspecified” Geas is the same as an inactive Geas, above.

Unofficials: A term for any promises or favors which don’t have a hook or Geas attached – but which are expected to be repaid in the future, or held to in the present. (*E.g.*, an unofficial promise of help means you don’t run out on the one you promised, and in return, she owes you, unofficially.)



MECHANICS OF GEASES

Barring special attunements, a Lilim must sense a Need and fulfill it to get a potential Geas. At that stage, the only way for the victim to avoid the Geas-hook is to refuse the favor she offers! While the hook has found no purchase, this causes the Daughter no dissonance – only annoyance.

A Geas-hook does not show up as Discord until it is invoked, though a Superior who is *looking* will notice a Lilim's hook. If Lilith dealt in hooks, especially upon Superiors themselves in some ineffable way, *her* hooks would likely be invisible to all but God and Lucifer.

Only Lilith can trade the Geases she holds. Her Daughters can pledge unspecified favors, self-geas themselves to a specific task, geas a willing subject, or attempt to invoke Geas-hooks – but they cannot directly trade the favors they hold, even to other Lilim. They could trade them to Lilith, but that's a tricky business, usually not worth the Princess' effort; she'd rather you just promise to invoke the Geas only when and as she specifies. (Now, if you had a hold on a *Superior* . . .) The favor-networks of the Sisterhood usually involve seeking out someone who holds a Geas on someone who holds a Geas on someone who . . .

Anyone consciously able to expend Essence may, if he wishes, promise a favor to a Lilim – specified or unspecified. She need only exert her will (no roll required, just a round of concentration, but the subject must not resist) and the Geas will manifest.

Once a Geas is invoked and active, only the invoker (or her soul-death) can cancel and remove it. If she won't cooperate . . . the victim had best pray for Intervention.

FINDING YOUR LILIM – OR VICE VERSA

Someone who's made a deal with a Lilim does not have this problem – he's worked out the wording of the deal already (and probably paid up front). However, it's a little harder if you've purchased a Geas from Lilith, or need to track down someone you have a hook on. Most beings (Lilim or not) have to rely on the Celestial Song of Affinity (*Liber Reliquarum*, p. 29, or p. IN159) for this – if you hold a token on someone, you may use this Song to locate him (or her), just as if you possessed an artifact of his making. Most Lilim will have this Song, if only at level 1!

Lilith herself, of course, has a much better knowledge of where her children (or anyone else who owes her) have gotten themselves off to. When *she* calls in a debt, it may take the form of appearing to the subject, exerting a celestial summons of some kind (from a vague “tugging back to the Guildhall” to the Celestial Song of Tongues), or simply calling the debtor up on the phone. Having Lilith invoke a Geas for you will, naturally, cost extra. This is sometimes worth it,

FAVORS UPON FAVORS

Every now and then, a Lilim will get into enough hot water with someone that she *really* doesn't want to become beholden to them in any way. After all, if anyone wants a hold on a Free Lilim, there's one easy source. Is your enemy powerful or desperate enough to go to Lilith, just to get you into his hands? Would he be willing to risk Lilith's displeasure (p. 9) at improper abuse of a Daughter?

Are you a little more friendly with angels than you ought to be?

Persuading Lilith not to trade your Geas to an individual or small group (e.g., you *really* want to avoid Asmodeus, Beleth, and Kronos) . . . Well, it's possible. But safety is not free. Making this deal will at least double the level of the Geas(es) thus protected, and requires Lilith to be in a very good mood even to consider the notion. You may find yourself pledging your Dark Mother every favor you hold, as well.

This is one of the documented (in Heaven, anyway) favors that Lilith *has* done for a Bright Lilim. What she used those Geases for is not general knowledge. The curious can, of course, ask *her* . . . if they're willing to pay the price.

if you suspect the target has sold out and is sitting in the middle of a squad of Malakim as demon-bait.

CELESTIAL APPEARANCE OF GEASES AND GEAS-TOKENS

Like all Discord, Geases appear clearly in celestial form. An inert or invoked Geas almost always manifests celestially as some form of shackle, chain, or bracelet, with the size representing the level of the Geas. Only Superiors can tell the difference between an inert Geas that has yet to be invoked and one that is active and compelling the wearer.

When someone chooses to manifest a Geas-token, it usually looks like a miniature Heart or a fragment thereof, the size corresponding to the level of the owed favor. Some Lilim

BUYING GEASES

Lilim tend to accumulate hooks and sometimes actual Geases upon others as they go about their business. If the GM wishes, Lilim PCs may start with favors owed to them, or may purchase them between adventures. These costs are *only* for those favors which are obtained during character creation, between adventures, or with active GM connivance! Anything a Lilim gets for herself, during play, is a “freebie.”

The character point cost of having a hook in someone depends on its level and the victim’s importance. The cost of a Geas-hook in a mortal is equal to the level of the favor times half the human’s Status. If the hook is in a celestial or ethereal, multiply that by 2; if the hook is in a celestial from the *other side*, multiply by 3! (In cases of beings with no Role, treat Status as 1.) If the victim has extra abilities (*e.g.*, is undead, a sorcerer, filthy rich, Word-bound, etc.) or is otherwise exceedingly useful, the GM should charge accordingly, if he permits it at all.

The formula above can result in a fractional cost. Since *In Nomine* does not use half-points, the player must either round up, purchase a higher-level hook, or buy more than one at a time (to get a whole number). Obtaining multiple favors is an especially reasonable thing for a Lilim to do during character creation.

Note that the above prices are for a *hook*; the subject may still resist with a successful Will roll (minus the level of the favor). If the Daughter wishes to have an actual unspecified *Geas* owed to her, one that cannot be resisted when it is called in, the cost is double that of an equivalent hook.

For buying a *Geas* or hook in *GURPS*, see pp. IN37-38.

have learned mental tricks and instead of *just* a gem, they may display a fancy ring, charm bracelet, or deck of cards – but each one will include the gem-like token and be instantly recognizable for what it is.

Geas-tokens are primarily used to prove that one has a hold on someone, as a reminder of what is owed, as a focus for a Song of Affinity, and as a boast. Perhaps a Lilim will never invoke a hook on an angelic Seneschal, but she can flaunt it while bragging to her sisters and, with the Celestial Song of Affinity, she will be able to find him again. (At the GM’s option, other attunements, Distinctions, Songs, or sorcerous rituals might work on or through a Geas.) She can also use it as proof in a game of “Collect the Set” (p. 41).

If the subject or holder of a Geas is utterly destroyed, the celestial manifestations of that Geas will vanish in a suitable way; note that human souls *can* retain Geases, either as victims or holders! It’s hard to collect from a blessed soul, and no Lilim has figured out how to contact one in the upper Heavens (nor have any been called in from there . . . yet), but the damned are easier to find, and so are dreamshades (*Corporeal Player’s Guide*, pp. 82-83). Damned souls who are owed a favor may also be able to invoke it, or be forced to use it as a stronger entity wills – “If you tell her to do *this*, I won’t give you to Saminga’s demons.” Geas-manifestations will vanish if the subject or holder is in Limbo (*Heaven and Hell*, p. 79), but they reappear if the person ever emerges.

Undead created by the usual ritual (mummies, vampires, and zombis who were *intended* to be as such retain favors, owed or owing. Zombis created by Saminga’s appropriate Servitor Attunement are just dead meat, though – the soul is not bound into them as it is for those who willingly seek to become undead, and so the Geas is not there. Whatever favors might accrue to the body’s former soul are fled with it.

Reincarnation is a trickier matter. For the most part, the manifestations of Geases and hooks vanish when a human dies and doesn’t show up as a ghost, damned soul, or blessed soul. There are no verifiable instances of a Geas-token or a hook showing up when a soul is reincarnated – but there are a score of rumors. There are also rumors of actual Geases somehow persisting through a human’s rebirth, both upon Lilim and held by Lilim; these tales are more common, and many Lilim will trace them back to sisters *by name* who had this happen to them. Unfortunately, those named sisters tend to be dead, vanished, or bound to Fate and very hard to find.

WHAT YOU GET FOR GEASES AND VICE VERSA

In Heaven, and among other Bands besides Lilim, the primary celestial currency is Essence. Among the Daughters of Lilith, the primary currency is the Geas. In Hell, therefore, there is an exchange rage between Geases and Essence. The obvious rate would be 1-2 Essence per day of Geas service, but the inconvenience factor makes that higher – usually 3-5 Essence per level of Geas. Of course, a bit of dickering can always occur, if someone really *needs* the Essence or favor . . . When high levels of Essence are owed, payment plans can be worked out.

Since Lilim often trade for resources, GMs may want to use the following conversions – both to determine how hard a Tempter had to work to get where she is today, and what she’d have to promise for future advances: Geas/3: 1 character point; Geas/4: 3 cp; Geas/5: 5 cp; Geas/6: 10 cp. (*GURPS In Nomine* costs are handled as per pp. IN37-38.)

GEASES AND CHARACTER IMPROVEMENTS

Lilim are in a relatively unique position of being able to promise a Geas – accept a disadvantage – in return for immediate benefits . . . and do it *in character*. Game masters may not approve of this, or may welcome the roleplaying opportunities.

The main text gives conversion rates between character points and Geases. Depending on circumstances and opportunity for roleplaying (or the lack of it), GMs may require character improvements to be paid for with points alone, points *and* favor-trading, or just the Geas.

What You Can Do With Geases

A Geas can always be used “normally” – a task that can be accomplished in a certain period of time, which does not necessarily endanger the subject or go against his nature. See p. 88 of *In Nomine* for an example of this. A Geas can also be used to create a temporary Servant, as per p. 188 of the *Liber Servitorum*, probably trading off duration to lower the victim’s Will to resist orders.

The Tempters often ask for things that don’t take as long as the Geas could command someone, but *do* have problems attached – either it troubles the victim’s moral sense, endangers someone he cares about, or threatens his own life!

Lilim are also assigned tasks that can be threatening to their existence, or merely their vessels. The Geas required for this will naturally be higher level than the time it takes to perform the action: “Go jump in that volcano” may take only an hour to perform, but it is *not* a Geas/1!

Add levels for duration and task and subtract 1 to get Geas level. If less than 1, it counts as a Geas/1. If the final level is greater than 6, the request exceeds a Geas/6 and cannot be

demanded. For instance, a Geas/3 could compel a single action (Level 0) that risks dissonance (Level 4), a month (Level 4) of trivial actions (Level 0), or a week (Level 3) of “normal work” (Level 1).

The “Equiv.” Column is roughly what a Lilim can *ask* for, not necessarily what she will *trade* a Geas for. Attempting to command a higher-level task than the Geas can compel will cause the destruction of the Geas! (Lilim have an instinctive ability to know what they can get away with; players should discuss wording with the GM. Other demons may have to pay a Lilim for advice.) A task the invoker believes to be impossible *cannot* be commanded!

A Geas can also be used in a negative sense: “Don’t leave this room for one hour,” or “Do not geas a customer of this establishment for one month, without permission.” In cases such as that, the subject will gain a note of dissonance (or a point of damage) every time he violates the Geas until the duration is passed, and unlike the “active” form – “Do this!” – the dissonance (or damage) suffered will persist after the Geas has expired! The Geas-level required for a “negative” is one higher than the duration would ordinarily require; extenuating circumstances may cause a Lilim to bind herself less “fairly.” The Daughters dislike geasing themselves to negative tasks, and will insist on careful wording of such a pledge.

A Geas that becomes impossible to fulfill – such as obtaining something that has been destroyed, for instance – will vanish, causing the subject a final note of dissonance or point of damage. Its effects can then be cured normally.

Indefinite and Restricted Geases

A Lilim may also promise to invoke a Geas or hook only in certain ways; this is a specified Geas upon *herself*. It is also, therefore, subject to the normal limitations of Geases – if the level of the task is greater than 6, it cannot be commanded (see above). For most restrictions, this is fine with the Lilim! Maybe she can’t use a given Geas for a year, but after that year . . .

The other thing about a restricted, but unspecified Geas is that it *can* be invoked contrary to the restriction – if the Lilim feels like eating dissonance, or is forced into it. Besides the dissonance, this is against the Lilim code (*Lilim Dos and Don’ts*, p. 33) because it causes hard feelings among sisters and tends to damage the reputation of Lilim.

Level	Equiv.	Duration	Task
0	1 act	moments	trivial
1	1 Ess.	1 hour	“normal work”
2	3 Ess.	1 day	hard or uncomfortable
3	1 cp	1 week	definitely unpleasant; somewhat contrary to character
4	3 cp	1 month	risks dissonance; definitely contrary to character
5	5 cp	6 months	causes dissonance; risks vessel loss; traumatically contrary to character
6	10 cp	1 year	causes Discord; causes vessel loss; possibly life-threatening

+1 for “negative” tasks with a duration (see below)

EXAMPLE GEASES AND LEVELS

Geas/1: Personally show someone the way to a location; fetch groceries; copy a supposedly innocuous computer file and hand it over; use a Song requiring 1 Essence (such as Corporeal Healing) in a safe area.

Geas/2: Carry an innocuous, non-dangerous item for a week; comb a database thoroughly for some specific information; look the other way when someone comes by a guard station; help strew banana peels in front of a Malakite's apartment door.

Geas/3: Leave your daily newspaper at a diner after you've read it, for about a month; write a carefully researched editorial for a newspaper; be in the bathroom when the thieves run out of the bank with the alarms going off; use a Song requiring 2 Essence in a dubiously safe location; do something that may garner a note of dissonance.

Geas/4: Serve as a courier for secret messages of dubious content for a week; deliver the passwords for a computer system; help rob a bank; let an enemy go free one time; use an Essence-heavy Song in a mildly dangerous place.

Geas/5: Harbor someone innocuous for half a year; engage in smuggling for a week; let several enemies go free right under your nose; harbor an obvious "dubious character" for a month and don't tell anyone; disable security alarms for something under your care; throw yourself between someone else and a bullet; put a human in the hospital; risk losing Forces, if it doesn't reduce you below 7.

Geas/6: Work somewhere for a year and keep careful tabs on everyone there, delivering reports; violate your Superior's Dissonance Conditions more than once; jump into a volcano for no obvious reason (celestials only); commit a serious crime, such as murder; assist your Superior's worst enemy, once; betray a friend; risk losing several Forces.

(And, of course, you can geas someone to invoke an equal or lower Geas of her own on someone, with the words you specify.)

If you want an indefinite restriction on a Geas, you generally have to trust the Lilim's sense of honor that she'll either re-pledge herself to the restriction in a year, or simply honor the restrictive clauses without an actual Geas involved, as an unofficial. This is *relatively* safe, and there's always a chance that she'll use the favor before the restrictive period is up, anyway.

There is one loophole, which Lilim rarely discuss and of which only the youngest newborns are unaware. If you are on good terms with the Lilim in question, sufficient that she doesn't hate your guts, you can request a specified, restrictive Geas that essentially states, "I will not invoke this Geas according to the restrictions, because I do not wish to betray you." (It is actually more elegant when spoken in Helltongue, surprisingly, and is beautiful if sung in the angelic speech.) For as long as the Lilim does *not* wish to betray her subject, her self-Geas will niggle at her before it wears off, and it will cost her a note of dissonance *not* to renew the restrictive self-Geas for another year.

Indeed, any Geas which includes similar terms, relying on a Lilim's actual lack of malice, can be "indefinite" in this fashion. Unless or until, of course, the Lilim changes her mind.

It's another reason why Lilim like to be on good terms with the rest of the Sisterhood.



BUYING RESTRICTED GEASES

Lilim are able – even encouraged – to purchase Geases at character creation and between sessions (see *Buying Geases*, p. 37). Restricted Geases, however, include a "package deal" of a Geas on the *Lilim*. The GM can deal with this in several ways.

- Each Geas is priced separately (one as an advantage, one as the usual Discord), and if they cancel out, so be it. This is most likely to be used during character creation.

- The cost for the total package – the Geas on the target and the Lilim's self-Geas regarding it – can never be reduced below 1 point. (Or higher, if the GM wills it.)

- The Geas on the target is paid for normally; the self-Geas gains no points back. This is very appropriate for Geases bought between sessions.

If a restricted Geas is acquired during a game, due to roleplaying and in-character actions, then neither part of the package needs to involve points at all.

ADVENTURE SEEDS

THE MAD SORCERER'S BEAUTIFUL DAUGHTER

An NPC Lilim (or a suitably cooperative player character) with favors owed to her by the group has been summoned by a rather-more-knowledgeable-than-most sorcerer, Richard “of the Book of Moonless Midnight.” He knows better than to think that all Lilim are little green succubi, for instance. However, he seems to believe that humans can be turned into demons. Or at least, into *Lilim*.

The man’s daughter, Mary, is in a coma, victim of an inoperable brain cancer which has not responded to either chemotherapy or his own attempts at the Corporeal Song of Healing. (At the GM’s option, the poor girl may have other problems, such as birth defects that keep her wheelchair-bound even if healthy.) His familiar, it turns out, is an imp of Fate who has been whispering suggestions to him.

(The imp is trying to do two things at once – damn the sorcerer by causing him to be responsible for his daughter’s death, and remove Mary from the scene, because her fate is mediocre-bad and her destiny is very, very bright. Details are up to the GM, but the imp is sure that Mary is almost inevitably on the path of destiny. To this end, it’s been feeding Richard bits of suitably skewed information, and may well have been responsible for making sure that the attempts at cures haven’t worked.)

Richard is rich unto filthy rich, and if that isn’t tempting enough, knows at least one Corporeal Song or possesses a relic which the summoned demon would like to acquire. His desire? To have the demon intercede on his behalf to have his daughter turned into a Daughter.

It’s an interesting request, and when contacted, Lilith will be intrigued enough to agree, if he can meet certain other criteria. First, she’ll accept a suitably obscene amount of corporeal cash. Second, she’ll require at least three children below the age of five, female, who are near relatives. (Or five children below the age of one, gender and bloodlines irrelevant.) If a squeamish demon asks, no, the children need not be in good health – if the Diabolical wishes to free a sickly, brain-damaged child from life, that’s fine with her. Just keep the children alive till the ceremony can be performed. Here, call this cell phone number when they’ve got the goods.

This is probably where the rest of the group will come in, as the summoned demon calls in favors to get the required raw material – this can be played as dark and heartless or gray-morality as the GM desires. Mary’s condition can be used as a ticking time bomb to cause kinder PCs to cut corners (or become very frantic to find unwell children, to salve their selfish consciences). For the very squeamish, double the number of children, but leave them alive afterward . . . minus a Force each. They’ll grow back. Really.

In the end, celestial ingenuity will probably prevail against mundane security matters and the stray angel or two. The ceremony can be performed – they don’t get to watch, but are kept nearby in order to get rid of inconvenient corpses, return live children, run random errands (“order take-out, would you, dear?”), or be on hand to blame if something goes wrong – and then everyone can go back to their own devices. Provided, of course, that the GM feels no need to add complications . . .



Complications

(Some or all of the following can be combined, depending on how Hellish the GM wishes to make the characters’ lives.)

- The procedure works. Mary’s consciousness is now incarnated within a Lilim. Indeed, the process has worked *too well* – Mary is the first (and probably only) human who *has* been turned into a demon while retaining her soul! (Normally, “turning a human into a demon” results in a demon with access to the human’s memories, with the human destroyed entirely (*Corporeal Player’s Guide*, p. 79). This is the result the imp expects.) This information will come out when the imp of Fate “familiar” realizes that Mary’s original destiny is still in effect, and Richard *has not* been damned by killing his daughter! This may result in the imp (or its immediate superior) somehow commandeering the group to “finish the job” – get Richard to kill Mary – or at least soul-kill Mary the Lilim. Of course, as Mary is now a Daughter, Lilith will object to the party outright slaughtering her. They’ll have to make the assassination more untraceable. If Servitors of Destiny show up to belatedly try to help Mary of the bright (Bright?) destiny, they’ll undoubtedly want to meddle.

(Mary, being unique, will attract a great deal of interest from nearly all the Superiors on both sides once they find out about her; this complication might work best in a game with a meta-plot focusing on the nature of Lilim, humanity, and/or Lilith.)



● The procedure works – but Mary or one of the other children was the attuned charge of a Cherub! (One of Dreams, in Mary’s case; in the other cases, they probably had to put the angel in Trauma, or lucked out and kidnapped the child when the Cherub was already so indisposed.) The Cherub has managed to attach a Nemesis attunement (*Angelic Player’s Guide*, p. 30, or *GURPS In Nomine*, p. IN47) to the member of the group who delivered the mortal to Lilith most directly. In a while, that PC is going to be coping with an angel who can track him unerringly, has no obligation to protect him, and is out for some Divine Retribution. (The group might try to buy off the Cherub by offering him Mary as a substitute; depending on circumstances, this could work! Fate isn’t going to be happy if it’s discovered they handed a Lilim over for “brainwashing” into redemption, which is the probable result of such an action.)

● The process works, but Lilith exacted a final price from Richard – his own soul. If (when) he arrives at Hellmouth Gate, he’s *hers*. Naturally, when the man hangs himself upon realizing that Mary the Lilim is no more his daughter than his imp familiar is, a player character is recruited to see that Richard’s soul is safely delivered unto the Guildhall. (A PC Lilim can recruit her own security, such as the rest of the player characters.) This will require sharp eyes at the gates of Hell, bribes, threats, and general business as usual in Hades. Don’t get underfoot of the angels of Final Judgment. (Who can *really* complicate matters if Richard was sincerely repentant – they might decide to boost the sorcerer’s soul Upstairs! Paranoid demons may want to get to the soul *before* the two angels get a look at him, and find a back door to smuggle him in, so the angels don’t see him!)



● Not only did the “birthing” work, but Lilith has offered a small, but useful, reward if the player characters will act as mentors for the newborn Lilim. They’re expected to keep her out of trouble, and keep close tabs on her actions for future reference; Lilith will want a full report when she comes calling. The group will have to earn the newborn’s trust to get her to keep them posted on all her actions, or else get very good at spying on a secretive Lilim.

● With her old body as her vessel (“waste not, want not,” is Lilith’s opinion; it’s going to be that or the body of one of the other children), Mary the Lilim starts out with a nice Role. Of course, it’s one with a “miracle cure” attached! (Or a mysterious disappearance.) Mary’s going to have attracted attention, both mundane and probably divine. While sniffing Gamesters can be warned off by dropping hints of Lilith’s personal involvement, not to mention the Fate connection, tenacious human detectives and angels are harder to get rid of. Mary doesn’t have any skills at hiding from investigations, so the player characters are on their own if they want to find a way to protect her from discovery. (Which is, as it happens, the best way to keep those investigations from landing on *their* doorsteps!)


COLLECT THE SET

It’s a popular game among Lilim to acquire favors from various designated targets – the Guildhall holds the lists of the most popular games, though any place with a concentration of Daughters may start up a local Collection for entertainment.

The rules are simple: everyone who is listed as being in the game (and you do have to register) contributes the pledge of a self-Geas to the pot. This “ante” ranges in value from an hour to a year, and entitles the Lilim to participate. (Registering for the game with the master-list holder *just* before announcing one’s victory is very bad form, and usually invalidates the registration.) Then the Lilim tries to “Collect the Set” – acquire a Geas or hook from every target that Collection lists. The first winner gets the pot, with the other players pledging a Geas to her of the appropriate time. Proof is demanded, of course, in the form of tokens (p. 36). A token you got, but had to use, doesn’t count. The game may start up again, of course, but the tokens that won the previous round can’t be used on the next one. (Generally, non-winning tokens *can*, though.)

Collections are generally known by their targets: “Los Angeles Seneschals,” “Known Austin Celestials,” “Boston Malakim.” One game, requiring the ante of a year-Geas, is “The Royal Flush.” Its goal is to collect a Geas or hook on one each of the major Choirs and Bands, and upon a Servitor of each major Superior! (These can overlap, fortunately: having a hook in a Seraph of the Sword counts for the Seraph requirement, and the Laurencian requirement.) The one with the highest payoff and lowest number of registered participants is “The Golden Ring”; the ante is a





century, and the goal is a Geas (or hook, if such is possible!) on the Lightbringer himself . . .

Aside from the hi-jinks inherent in a normal game, the GM may add a Lilim who has managed to *rig* a given Collection. She may have done this on her own, be working for someone who did it, or be blackmailed or geased into doing it against her will – but all the targets are prepared in advance to let her hook or geas them, so that she can win the game. Can this plan be discovered and thwarted? If not, what will she (or her unknown masters) do with all the Geases she’s won?

TRANSPORT SPECIALISTS

As noted on p. 21, Lilith employs humans in her corporeal locations, and prefers desperate ones. However, in this case the desperate human is the illegitimate child of a prostitute and an important man. Cori, aged a mature 12, just wants to get out of the situation, her mother wants to continue blackmailing the father, and the father . . . has arranged for private investigators to find out where the pair are, and some Men In Black to kidnap his daughter. Meanwhile, one of Cori’s schoolmates also wants to run away.

Lilith wants the daughter (they’ve made a deal), and has assigned a selection of her temps – or people who just owe her – to obtain the human girl and get her to a not-so-local estate. Alas, she has not bothered to learn more than that the girl is in an untenable position and wants out. Therefore, it will be the transport-and-escort player characters who discover that Daddy wants his Little Girl, Mommy Dearest is trying to get them both out of town, and the kid herself has acquired one of her schoolmates as a spare passenger and refuses to go without her friend. The trip will be hard enough with Cori as a willing conspirator in her “kidnapping”; do the PCs really want their cargo to be *unwilling*? Better hope they have an extra plane ticket.

(For the record, Lilith *will* be amused by a well-presented “Two for the price of one, ma’am!” claim, and may be inclined to bestow minor rewards.)

ROMANCING THE THRONE

While only very bold demons attempt to woo the Princess herself, somewhat less-bold ones seek to influence lesser powers – such as the Secretarial Pool (p. 20). Normally, this is done according to the usual unwritten rules of gift-giving and empty promises (or not-so-empty ones, when Geases are involved), and everyone knows where they stand.

However, in this case, one of the Secretaries is rattled. You see, the anonymous gifts are expensive, elegant, and *just what she needs*. Concerned that she’s getting far too many geas-hooks sunk into her despite her celestial sunglasses, she’s

pulled strings and dangled carrots, and acquired the PCs. Hopefully, they’ll be able to figure out who’s sending her gifts. And, also hopefully, that won’t get them in hot water with some powerful demon – such as, oh, Staciell, Lilim Countess of the Game?

Possibilities

- The Game is involved. If not Staciell herself, then someone who has a handle on a Lilim – likely one with the Lilim of Lust attunement.

- It’s inter-Lilim politics. A younger – but canny – Daughter is attempting to get holds upon her elder sister, to leverage herself into the Secretarial Pool at an early age.

- The PFD (*Superiors 2: Pleasures of the Flesh*, p. 30) believes that this Secretary has been helping Lust-demons go Renegade or otherwise depart the service of the Beautiful Prince. A Lilim of Lust is attempting to secure . . . assistance in stopping this little problem and funneling any would-be deserters back into the clutches of Andrealphus’ secret police.

- Somewhere in Shal-Mari, there is a damned sorcerer who managed to avoid, or escape, the Archive before being Force-stripped to idiocy. Using sorcerous rituals or Songs, he (or she?) is *predicting* what the Lilim will want, and providing it out of the goodness of his self-interest. He wants employment in the Guildhall.

- The source of the inexpensive gifts is a very, very lucky and observant demonling. It just wants a date or several.

- It’s an annoying prank being played on her by a couple of her fellow Secretaries.

- The anonymous gifts are, in actual fact, coming from *several* sources! Use any or all of the above.

And, for one-shots, there’s always Lucifer . . .

THE WORDS OF THE PROPHETS . . .

Lilith has, recently, been stopping shock still and uttering strange predictions, couched in the language of prophecy. When she comes to, she remembers nothing of what she said during the fugue-state – but it’s quickly been proven to be relevant *and beneficial* to the person she was speaking to at the time.

Despite her sudden seclusion in one of her corporeal estates – and which one she’s picked is unknown – the rumor has gotten around that Lilith, the human Princess, has become a prophet (*Corporeal Player’s Guide*, p. 68), just like the mad Gabriel!

Demons may be interested in bettering themselves. So far, every subject of a prophecy has benefited from his advance knowledge, either as a foreshadowing of good fortune, or by receiving data that helped him in a crucial moment. Princes may also want more information about what’s going on, and send their Servitors on some pretext or other. (Lilith is not currently seeing other Princes directly, for whatever reason.)

Angels won’t have personal greed as a motive, but their

Archangels will be twice as interested in the phenomenon as the Princes are. Fire, Destiny, and Dreams are all likely to sit up and take notice of signs that an enemy Superior is God-touched. Trade will also be attempting to contact her (and offer sanctuary for her and as many of her Daughters as she could bring with her), while Lightning may decide that this could be important enough to bring resources to bear on widening the rift between Hell and Freedom. Laurence may even recall that Lilith is human, and insist on putting together a fact-finding team, composed of Servitors who have some contact with Lilim and can infiltrate without getting (more) Geases upon them.

Is it true? The answer depends on the GM.

● It is true. Much to her chagrin and horror – and Gabriel’s fey delight – Lilith is tapped into the true Symphony and babbling the words of God. Demons could take advantage of this, either directly by using prophecies about them, or less directly by promising to report to their Princes that she’s just been getting into the stash of the Prince of Drugs. Blackmail’s such an ugly word; let’s use “trading favors.” Angels may be able to find out her true feelings about Hell, Heaven, and Eden, and thus move toward a reconciliation.

● It’s an elaborate ruse. Lilith wants to confuse Heaven (and Hell), and is making this all up. She’s using information from her network of spies, and careful string-pulling, to “predict” good news or give information the target can use to his advantage. (She could be working with Kobal on a grand joke, perhaps showing up Asmodeus as being unable to tell a false prophet from a real one if he tries to arrest her. She might be stirring the pot as a favor to Malphas. She could even have allied with Asmodeus himself, and is reporting exactly who shows up to listen to “God-touched ravings!” Or maybe she’s doing a favor for Eli . . .)

● It’s not *quite* true. Lucifer is known to create false prophets (*Corporeal Player’s Guide*, pp. 68-69), and this is what’s been happening. If Lilith is his willing accomplice, it’s likely to be a trap for any angels – or Archangels! – who become unwary because of it. If she’s the Lightbringer’s unwitting tool in this, though, it might be the wedge that Heaven hopes for; Lilith would not appreciate her loyalty being so tested.

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