



IN NOMINE

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

ELI, ARCHANGEL OF CREATION

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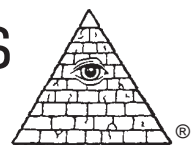
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GURPS IN NOMINE

This expanded Superior write-up 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.

The default Tech Level for *GURPS In Nomine* is TL7.

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 *GURPS In Nomine*, pp. 27-28, 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 levels purchased.

Page References

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, M is for *GURPS Magic*, and IN refers 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.



ELI

MERCURIAN

ARCHANGEL

OF CREATION

The world is creation, the application of will against entropy, bringing life and beauty from the void.

Of all the Archangels, Eli produces the most contradictory images in the hearts of angels. He is both creator and destroyer – full of life and hope, his future wide-open, but out of control and out of his mind. His servants embody the Earth’s primal creative forces. Casual and disorganized they may have become, but they remain makers of beauty and servants of Heaven.

Eli is the quintessential Mercurian, a member of the most human of the Choirs. But a few decades ago, Eli abandoned his divine cathedral, apparently stripped himself of his memories of the past, and disappeared into the corporeal masses. He’s seldom heard from, and even his most ardent followers are afraid of what he’s become.

The Archangel of Creation no longer seems to care for protecting his Word. It’s in no danger, though – Creation is certainly not slowing down. In fact, it’s completely overrunning everything else in creation.

Now Eli walks the Earth in various guises, and not even the other Archangels know for sure what he’s doing. Insane bacchanalia? Hidden meditation? Consorting with evil? Gossip is rife, and Eli just smiles vaguely.

At the beginning of this century, Eli granted dominion over most of his Servitors to the other Archangels. So, for instance, one might be “a Malakite of Eli in service to Gabriel.” They retain the powers listed below, and get no new abilities unless their new masters grant them Rites or attunements – which rarely happens.

A few of Eli’s most favored Servitors still do his direct bidding. (“Do what thou wilt,” he told them, “but be cool.”) They go on esoteric errands at his whim, and often don’t understand what they’re doing, or why. They keep their own Hearts, hiding them where they can.

Scattered in service to various Archangels, seemingly abandoned by their master, Eli’s Servitors have every reason to be frustrated and confused. On top of that, Dominic has been making the supposed heresies of Eli the focus of his dark scrutinies.

DISSONANCE

The servants of Eli have nothing unique which makes them dissonant to their Word. Go play, have fun. Those in service to the other Archangels do not acquire the dissonance of the Archangel they serve.

CHOIR ATTUNEMENTS

If an angel of Eli gains a Choir Attunement from another Archangel (and some do) then he may *only* acquire attunements that match his Choir. For example, a Seraph of Eli could not gain the Malakite of Lightning attunement, though he could be given the Seraph of Lightning attunement.

Seraphim

Eli’s Seraphim can recognize gifted individuals. Celestial talent scouts, they know how adept someone is at a skill just by thinking of the skill and making a Perception roll. On a check digit of 6, they know the subject’s *full potential* with that skill – his adult level in the base characteristic, and any appropriate modifiers, such as Mastery (*Corporeal Player’s Guide*, p. 25).

If they focus on someone’s *overall* possible ability, (i.e., potential Forces; *Corporeal Player’s Guide*, p. 17), they will gain that information – on a check digit of 6.



Cherubim (partly restricted)

A Cherub working for Eli may hold any item in his hand and know who created it and when. The angel may learn little beyond the most basic facts about the maker (GM’s discretion, guided by the check digit, but the question “human, angel, or demon?” will always be answered.) However, he may use his natural resonance to attune to and track down the creator. This attunement only works if the object was made primarily by one person – an item manufactured on an assembly line will indicate either that it was made by many people, or that it was made by a particular machine.



COMMON MALAKITE OATHS

Creation's Virtues are often creative oath-makers as well, but there are some which show up a lot.

- I shall nurture the creative spirit wherever I may find it.
- I shall protect all orphans.
- I shall preserve rare species of animals and plants.
- I shall encourage others to bring new life into the world.
- I shall help others see the diversity of creation.

Ofanim

Eli's Wheels can slow down, speed up, or even reverse the aging process, both in their own vessels and in others'. Once a day, an Ofanite serving Eli may make physical contact with something and adjust its age by a number of years equal to his Precision. The effect cannot be resisted. It cannot turn a living creature into a dead one, or vice versa.

Also, their vessels heal fast – a number of hits per day equal to their Corporeal Forces.

Elohim

These Powers hold the secrets of binding Songs into physical objects to create relics and reliquaries. It takes one month of finding and preparing materials for each level of Song in a

BRIGHT LILIM (RESTRICTED)

Lilim of Creation use their resonance to sense the drive to create, and, with higher check digits, know what would enable a creative person to produce a masterwork – from a box of colored chalks to a visit to a cathedral.

The Lilim resonance table may be viewed as suggestive; would the masterwork require something simple (such as chalks, provided in an hour), difficult (a month or more of dance classes), or rare or unusual (a visit to Notre Dame, or a musician in a specific outfit with an oboe)?

Rumor has it that Eli has redeemed the most Lilim of any Archangel (see the *Bright Lilim* box, p. 24), but Marc would surely be a close second.

relic, and/or every measure of Essence the reliquary is to contain. The angel must also know Transubstantiation (below).

Malakim

Even working for the Archangel of Creation, Malakim are still powerful forces of destruction; they fight creatively. Anything they pick up can be used as a weapon with a Power equal to the check digit of a successful Perception roll, for the length of a single combat. They use their closest equivalent weapon skill (e.g., Small Weapons (Sword) for a snatched-up umbrella). If they lack an appropriate weapon skill, they can use the appropriate characteristic with no default penalty, and add Corporeal Forces normally (*In Nomine*, p. 62).

Kyriotates

Eli's Dominations may perform the Celestial Song of Form on their hosts at no Essence cost! The Song is performed at a base skill level equal to the angel's Ethereal Forces, and its effects end prematurely if the angel abandons his host. (Other Choirs with this attunement may use it on their vessels.)

Mercurians

Counterparts to Eli's Elohim, these Mercurians are the makers of talismans. It takes one month for every level of a skill the artifact is imbued with. The angel must also know the skill.

SERVITOR ATTUNEMENTS

Abracadabra

The angel can create base matter from nothingness. For each Essence spent, he may create a tenth of an ounce of a rare mineral, such as a precious metal; one cubic foot of a common metal or material, such as iron or sulfur; or one cubic yard of simple, mundane, and common earthly substance, such as rock or water. The angel must have some experience with the substance being created – if he's never seen metallic sodium or sulfuric acid, he can't create them. The GM may allow a Chemistry roll to substitute for direct experience. The material appears where the creator wishes, up to 10 yards away. The location must be in sight, and there must be sufficient room for the created matter; it cannot be created inside a person, or within a closed but empty cabinet.

Grace of God

The angel may give his Essence to help a human who is engaged in a work of art, whether a performance, composition, or some other creation. The human must be in line of sight, preparing or performing this work of art, and about to roll for its success (the GM should be lenient in this value judgment). At this point, the angel can donate Essence to help boost the roll.





SPECIAL ATTUNEMENTS

Eli is prone to creating special attunements and bestowing them on worthy angels – and not always angels of Creation, either. This requires an exceptional act from the angel, a genuine case of going beyond the call of duty. Such attunements may vary from simple things such as restoring soured wine or knowing how to fix any broken watch, to major attunements such as being able to heal a sick child in the womb, or to organize a group of artists to pool their creativity and make a masterwork.

The human receives a bonus to the target number equal to the Essence spent. The angel can spend Essence equal to his Celestial Forces. If two angels use this attunement on the same target, only the greater donation of Essence takes effect.

The human is unaware of any interference or assistance, though may have a vague feeling of inspiration by some greater power. Using this attunement causes disturbance equal to the Essence spent, centered on the angel. It does not work through media.

Midwife

This attunement is extremely rare, and Eli only bestows it on his most trusted Servitors. It allows the angel to take one of his own Forces and combine them with the donated Forces of two or more other celestials to create a reliever. (Each parent can contribute only one Force. The Forces thus used are chosen by the Midwife, and may be from any realm. The number of parents, *including* the Midwife, cannot exceed the Midwife’s Celestial Forces.) All Forces used in the reliever’s creation are permanently lost to the participants – again including the Midwife! The reliever itself develops and will fledge as a normal angel, and is usually raised as the child of those angels who donated Forces; the Midwife is also viewed as a full parent, and typically ties several family groups together by belonging to all of them. While the parents don’t need to be Creationers, most Archangels become annoyed if their Servitors have children without permission.

Eli often gave extra Forces to angels with this attunement, to let them exercise it more frequently; now that he’s gone, they no longer have that boost.

Transubstantiation

The angel may imbue inorganic elements with the complex organic energies of life. For each Essence spent, he may convert one quart of common liquid, such as water or

ammonia, into a complex organic solution, such as wine or blood; or a cubic foot of common material, such as sand or sodium, into a common (though relatively more complex) organic pattern, such as bugs or fish. (The result will not be alive, however.) He may also convert small amounts of one organic substance into another, at the GM’s discretion. Living beings cannot be affected. The material to be converted must be touched by the angel. As with *Abra Cadabra*, above, the user must be familiar with the substance being created.

Uncommon Sense

A Creationer may “invoke the muse” for 5 Essence, to find a creative approach for a current problem, or a different way of looking at things. The GM should provide the player with a Helpful Suggestion, which may range from the twistedly sensible (“You could use your Dominican nemesis to trace his car number”) to wild insight (“Only a S&M fetishist would have worn boots with that buckle, and you know all the shops in town that sell them!”).

If there are truly no clues or ways of looking at a situation that would yield new data, the attunement fails, but the Essence is still lost.

This attunement also has the distinction of being useful enough that Jean personally “reverse engineered” it, and can now grant a similar one based on inspiration and logic.

DISTINCTIONS

Eli, alone among the major Archangels, does not offer Distinctions to his servants. Further, an angel of Creation in the service of another Archangel, though certainly eligible for that Superior’s Distinctions, seems to have to work twice as hard to be noticed. Heaven isn’t always fair.

SECRET SONGS

Eli knows the secret Songs of Correspondence (*Liber Canticorum*, p. 65-66), Creation (*Liber Canticorum*, p. 95-96), Ecstasy (*Liber Canticorum*, pp. 68-69), Life (*Liber Canticorum* p. 91-92), and Pestilence (*Liber Canticorum*, p. 73-74). He discovered the forbidden Songs of Fruition (*Liber Canticorum*, p. 70), and it is suspected that several of his Servitors know them as well. The Songs of Sensation (*Liber Canticorum*, pp. 51-52) were discovered by Eli (or Andrealphus, according to some slanderers) but have since passed into general use.

Since Eli’s disappearance, several of his senior angels have been more open with teaching uncommon Songs that they know, attempting to fill the gap left by his absence. David approves of this community-spirited action, but Dominic and Laurence are concerned about the possible security leak.





Not only does Eli not have any of the usual Distinctions, he doesn't have any specific to angels of Creation. Some people attribute this to the way that Eli approves of all forms of art and creation, without necessarily judging merit or ability, solely concerned with the act of creation itself. Others mutter that the Archangel just doesn't want anyone to know who's in charge. However, those angels who have the Midwife attunement are highly respected by their fellow Creationers, and can often command a degree of cooperation, or at least have people listen to what they have to say.

RELATIONS

Since Eli "dropped out," his reputation has grown tarnished among his peers, and his influence is waning. If he ever bothered to defend himself, Eli would say that he's doing more than most Archangels by living among the humans and surfing where the Symphony pulls him.

Many in Heaven consider Eli's servants to be latter-day Grigori, corrupted by the delights of the flesh. With Dominic's crackdowns over the last decade, this reputation has diminished markedly. Still, there are no greater debauches than those thrown by the angels of Creation.

Allied: Jordi, Novalis (*Novalis is Allied to Eli*)

Associated: Janus, Yves, Blandine (*Jean and Jordi are Associated with Eli*)

Hostile: No one. (*Dominic and Laurence are Hostile to Eli*)

BASIC RITES

- Succeed at 3 artistic or craft skill rolls in a row.
- Spend an hour having (consensual) sex. Foreplay and afterplay count.
- Calm a group of more than three crying children.

ELI IN DETAIL

... but the delight and pride of Aulë is in the deed of making, and in the thing made, and neither in possession nor in his own mastery; wherefore he gives and hoards not, and is free from care, passing ever on to some new work.

— *The Silmarillion*, JRR Tolkien

Eli is a patron of all that brings forth new life and creates new things, whether they be works of art, babies, buildings, cute little puppies, or Grecian urns. He is one of the most human-seeming of the Archangels; some attribute this to his Mercurian nature, pointing at Marc as another example of the same thing. Others note how humans have interwoven themselves so thoroughly with the concept of Creation, and say it is no surprise the Archangel has taken on human traits. His wanderings on Earth trouble many in Heaven, from the Seraphim Council to gossiping relievers. Few know (or will admit to knowing) just why he has left his Cathedral and Servitors in order to walk the corporeal plane like any human.

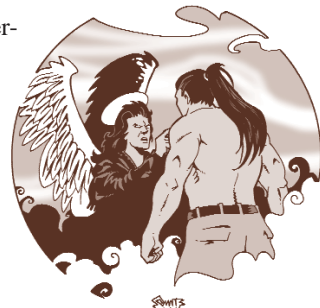
EXPANDED RITES

- Deliver a baby. 2 Essence for a multiple delivery (twins, triplets, etc).

- Complete a work of art.
- Encourage or otherwise persuade someone else to create something.

- Expose to at least ten people to a form of art or craft which they have never experienced before.

- Arrange for a family to spend an hour together happily.



CHANCE OF INVOCATION: VARIES

Roll 1d6; the result is his chance of invocation for all attempts made that day by any angel anywhere.

INVOCATION MODIFIERS

- +1 A paint brush or a musical instrument
- +2 Some form of birth control, unused
- +3 A human family getting along with one another
- +4 A blueprint of the building you're standing in
- +5 The work of a blind sculptor
- +6 A unique plant, animal or mineral

Does he have a secret plot to destroy or redeem Hell? Has he been seduced by the weaknesses of the flesh? Is he planning to father a new Messiah, or bring the Grigori back to Heaven? Has he fallen in love with Lucifer? Those of his Servitors who meet him say that he is still true and holy, and that he has redeemed many demons and promotes his Word. Dominic watches, and fears, and prepares for a trial.

THE WORD OF CREATION

The Word of Creation is the act of creation, the concept of bringing forth new things from old, or something from nothing; creation is the opposite of entropy, and while Eli hates those who corrupt, he has a far more visceral loathing of those who destroy and leave *nothing* behind. Destruction, as





GURPS IN NOMINE POINT COSTS

Here are the point cost breakdowns for Creation's abilities; for details, consult the main text. All Servitors of Creation have the Versatile advantage (p. CI31; 5 points). This is included in the costs in *GURPS In Nomine*, but not in the breakdowns below!

Seraphim: Symphonic Knowledge: Skills (Doesn't work on recordings, 33%; Limited scope, 17%). 15 points.

Cherubim: Symphonic Knowledge: Object's Creator (No Roll Required, +66%; No media use, 66%; Touch Only, 20%; Limited scope, 30%) [15]. Resonance enhancement "Can attune through created objects," +30% [6]. Total: 21 points, or 15 points for other Choirs.

Ofanim: Substitutes regular Regeneration for slow Regeneration [15]. Age Control: new power [30]. Total: 45 points.

Elohim: Gadgeteer (p. CI25; Only for relic and reliquary creation, 50%) [13]; Celestial Song of Artifacts at IQ [8]. Total: 21 points.

Malakim: New power, causing the item to do 1d crushing damage for a single combat. With a success by 5, the damage will be cutting; success by 10 makes the damage impaling. All impromptu weapons are used at a skill equal to DX, unless the GM rules that one of their weapon skills applies at a higher level. 20 points. (The GM may allow Malakim to take combat-skill versions of Origami, if desired. These would tend to be Physical/Average or Physical/Hard.)

Bright Lilim: Symphonic Knowledge: Creative Needs (Eye Contact Only, 20%). 24 points.

Kyriotates: Celestial Song of Form at IQ [8] as Inherent Magic (p. M00); the skill cost is modified by Reduced Essence Cost 2, +40%, additional Power for more extreme changes is free, +110%. (Additional skill

with the modified Song costs 250% times the normal 4 points per level.) The Song's base skill level is IQ, with the normal Celestial Power and realm modifiers. 20 points, plus 10 points per additional skill level above IQ.

Mercurians: Gadgeteer (p. CI25; Only for talisman creation, 50%) [13]; Ethereal Song of Artifacts at IQ [8] Total: 21 points.

Abracadabra: New power, *loosely* based on Inherent Magic of the Create Earth spell, p. B156 or M32. 30 points.

Grace of God: New power, allowing the angel to give a human a bonus to skill (or default) equal to the Essence spent. For unknown skills with no default, the skill is bought up from 7. 15 points.

Midwife: New Power [50]. Reputation +2 (All Creationers, all the time) [5]. (Negative Reputation with Judgment is possible, as is a higher or broader Reputation with fellow Servitors of Eli, Jordi, and Novalis.) Total: 55 points.

Transubstantiation: New power. 30 points.

Uncommon Sense: Intuition, with the limitation of Costs Essence +5 (50%) and the enhancement of No Roll Required (+66%). 18 points.

Special Attunements: Varies *widely*.

Dissonance Condition: none [0].

Duty: Those in Eli's direct service see duty fairly often [5], while those working for other Superiors get only occasional requests (if that) [2].

Rites: 6 points.

Invocation Base: Varies [25].

Total Servitor Cost: 26 points; 29 if in service to another Archangel, plus Favor and Duty (see p. IN89).

Eli sees it, is part of the natural process, but it is a *change*, not a permanent obliteration. It's a sacrifice, a "sacred making" that allows something new to arise. While he delights in what has been created, he can leave it behind and move onto the act of new creation in an instant, leaving others to maintain things as they currently are, or use them in holy reverence to make something else.

While animals, insects, and plants all contribute to the Word of Creation, humanity is undoubtedly the most prolific source of the Word's power. Humans not only bring children into the world, they create artistically, mechanically, physically, and mentally. They create new things every day. Their creations need not be an objects of artistic worth; a child's sketch contributes as much to the Word of Creation as an artist's masterpiece. Many wonder if the power humanity

adds to the already awesome power of birth and creation within the universe has sent Eli over the edge.

Dominic said, "Each action has a consequence, and if you choose an action, then you choose the consequence that will result."

Eli thought of his own creations, and realized that he was responsible for what they might do.



HISTORY

Eli was among the first angels; he was formed after David, who laid the foundations of the worlds, but before Uriel, who purified what Eli had created. With the other new-made angels, he helped to create the universe, shaping the stars and planets and setting them in motion, watching the slow rise of life across the world. When the first storyteller told the first story about that day's hunt, Eli was listening, and his wings were spread in joy; when the first painter daubed ochre and chalk on the cave wall, he was there to see it and to copy it in Heaven so that his fellow angels could share its beauty.

As humans evolved and became capable of more and more interesting forms of creation, Eli's interest in them grew. He left the mechanics of physical generation to Jordi and Novalis, and its emotional side to Andrealphus, submerging himself in studying the delightful ways that humans invented new things. For the most part, his Servitors were as enthusiastic as he was, and neither he nor they took much interest in Lucifer's arguments at the time. Although he acted as the conduit for God's power to create Adam and Lilith, and then Eve, those particular humans were finished creations in whom he had no further interest. When Lilith walked out on Adam, Eli shrugged and returned to his work, ordering a few angels to report back if she did anything interesting. The Eden Experiment as an *experiment* . . . was unimportant to Eli. At the time, he believed it had nothing to do with Creation, and he considered it merely a test of human spiritual capability to satisfy Lucifer's whims.

In his fascination with the act of creation, and his total *lack* of concern for what might lie behind it or what purposes it was put to, Eli nearly found himself in Lucifer's Rebellion through inertia. Creation was everything to him, and he never considered what purposes the things which he created were put to.

Had it not been for Dominic, Eli might well have Fallen. The Archangel of Creation watched the growing turmoil in confusion, listening to Lucifer's words of freedom and dominion as the Lightbringer openly addressed the Host with his allies behind him. Lucifer had never paid any great attention to Eli, considering the Mercurian as little better than the humans he moved among. But despite the Archangel of Light's scorn for humanity, Eli found his words compelling, found the notion of being deprived of the Earth's beauties horrifying, and nearly moved to join Lucifer's host.

It was then that Eli saw the Angel of Judgment moving among his fellow angels, reminding them that God had given each of them free will and choice, and that they must exercise their own judgment; whether to turn their gifts to support Lucifer, or to use them to strengthen the Symphony. "For each action has a consequence, and if you choose an action, then you choose the consequence that will result." Eli thought of his own creations, and realized that he was responsible for what they might do. The choice was his; to accept responsibility for what he created, and use it to build and inspire, or to cast off all responsibility and merely make things without end.

With a cry of fury and grief, the Archangel of Creation began to create ways by which the forces of Lucifer might be defeated and cast out of Heaven.

After Lucifer and his armies had been expelled, Eli found himself adopting a number of angelic orphans, former servants of Fallen Archangels and Word-bound. Many of these had been angels of Love, Servitors of Andrealphus, but had fled their master and his new allegiance. Others included angels of Light and Laughter, and even a few angels of Fear who preferred his service to that of Blandine. The wide scope of the Word of Creation attracted many angels who wanted to make a new start and create something *better*, and to forge something worthwhile out of the wreckage of their previous lives. Spurred by this, and by his realizations just before the Fall, Eli tightened the definition of Creation. The Word became a positive force linked to responsibility for one's creations, and the deliberate choice of what to make or do.

All seemed to be progressing well on Heaven and Earth for the Word of Creation, until the sins of the Grigori were revealed.



Eli's own Rites celebrate the creation of new life, and consenting sex honors his Word. He did not object to the Grigori sleeping with the humans whom they were teaching, knowing that it was done from affection and for the joy of both parties. However, when he discovered that not only had monsters been born of this union – that, in itself, could have been a tragic accident, and been forgiven – but that the Grigori were then concealing or killing these monstrous children, and *still* lying with the humans to sire or bear more of them . . .

This was deliberate disobedience, deliberate *sin*, and Eli was horrified to the core of his being that his own Word of Creation could be twisted into the mere lustful rut of the flesh, and all responsibility disclaimed by the Grigori themselves. Even though some of them were innocent of this crime, almost all had some awareness of what their siblings were doing, and all had kept silent.

Without a moment's hesitation, Eli went to Dominic. He found that the Archangel of Judgment (and to a lesser degree Litheroy, then the Angel of Revelation) had suspicions as to what had been going on. But Eli brought definite proof. With this proof in his hands, Dominic called upon David and his Servitors to arrest all the Grigori and bring them in for trial, and to destroy their monstrous children, wherever they might be found.



OTHER HISTORICAL MOMENTS

Eli was definitely affected by other dramatic events of the past, such as the Trial of Michael and the death of Oannes. However, these were not as important to him as other matters. Yes, he was shocked that Michael was tried, and gladdened when the First Creator showed It was still watching over them. Yes, he grieved for the Archangel of the Waters. But neither of those affected his *Word*, or involved him deeply.

Eli watched in cold wrath as the Grigori were exiled to Earth; all who had actively sinned, who had kept silence in complicity, and who had been innocent but would not desert their Choirmates. It was then that Dominic began to fear what Eli's Rites and Word might mean for some of *Creation's* angels, seeing how an entire Choir had been Outcast.

Uriel's assault on the Marches outraged Eli. The Archangel of Creation had no special affection for the ethereals, but he could see what this war in the Marches was doing to Blandine's Word, and to the dreams of all the sleeping humans. He knew humans needed peaceful rest to strengthen themselves for new creations, and it was obvious to him that Uriel's blind passion impacted his Word as much as Blandine's. It was a great relief to Eli that God saw fit to remove Uriel; Eli rather liked Laurence, admiring his purity of heart even if he did not share it, and respecting Laurence's wish for constructive vigor and creative deeds of valor.

ELI AND RELIGION

It is possible for Archangels to cleave to a particular religion and believe it represents the truest view of God, as with Laurence and Christianity. Eli doesn't. He prefers religions and philosophies invented solely by *humans*, rather than those influenced or blatantly handed down by celestials – a tendency Dominic was never comfortable with. Eli used to promote mystical sects, preferring an intuitive approach to the universe over post-Reformation rationalizations of faith. At Yves' suggestion, he *has* acted more than once to inspire faiths, such as when he spoke with Zoroaster to spread the concept of the Light against the Lie. Eli does not consider these incidents a major feature of his work as Archangel.

Eli is indifferent to choices among Divine religions. For non-Divine religions, his model is what happened to classical Greco-Roman paganism: it lost credibility, left its gods with only the tiniest trickle of Essence, and turned into raw material for the artistic movements of later centuries. This, in his opinion, is the proper use of all non-Divine religions. If Shinto sputtered out and left behind the manga, that would be fine with Eli.

Nowadays, no one knows what his religious leanings are, though he does seem to hang out at Reform synagogues a lot. Eli is pleased when people practice religion – even pagan faiths – unselfishly, he is pleased when people question it, and he is pleased when people find new ways to interpret it.

This makes Eli less than helpful in questions of religion and faith, given that he generally refuses to take a stand on one side or the other. He's glad that Laurence finds beauty

and worth in Christianity; he's equally glad that Khalid finds truth and glory in Islam. He has absolute faith in God. He takes Soldiers and Servitors of all creeds or none, as long as they serve Heaven and his Word. Don't ask him about the truth of any religion; he'll discuss its art, its dogma, its history and its ritual, but faith in the religion itself is quite outside Eli's scope.

Eli And Messiahs

A number of people, especially those who weren't around two thousand years ago, have put forward the hypothesis that Eli was Jesus. Others have suggested that Eli's absence is to do with breeding a new Messiah, arranging a Second Coming, cloning Jehovah, or something along those lines.

Eli himself has always denied being the historical Jesus. GMs who wish to use this conspiracy theory as an explanation for the Archangel's current absence, or to link it to his past, may also want to consider what effect learning this truth would have on Christian Archangels such as Laurence.

What Eli has not denied is a habit of talking with people who created spiritual philosophies – *after* they had already founded their religions or traditions. Finding delight in all faiths, it became something of a hobby for him to “collect” personal conversations, from Confucius to Buddha. Jesus is one of the few religious icons he *doesn't* admit to meeting.





If Shinto sputtered out and left behind the manga, that would be fine with Eli.

Gabriel’s trial came as a surprise. Eli was too busy investigating the new poetry and philosophies that Islam was inspiring to notice the rumblings in Heaven. When urgent messages from Michael and Blandine summoned him to involve himself with the matter, he arrived just in time to witness Gabriel’s grand walkout, self-alteration, and relocation of her Cathedral. While Eli admired this creative solution to the situation, and personally believed that Gabriel had received divine revelation, he was saddened that matters had come to this stage. He saw religion as a flame of inspiration, not as a sword to divide humans or angels.

As the centuries spun by, Eli was ever more impressed, not only by the human capacity for creation, but by the way they invented new media to be creative *in*. Even though Jean had forewarned him of things such as the printing press, pipe organs, and celluloid film, each new piece of human work was a joy to Eli. He and his Servitors tended to stay out of the political disputes of Heaven, allying with the “Peace Faction” more out of inertia and general disinterest in making war on Hell than out of deeply held belief. (His Malakim, of course, were and are pro-war-on-Hell, but that’s hardly unusual.)

Nobody can put a finger on the precise moment when Eli “dropped out,” though 1957 was the year in which he was last seen in Heaven. (Various Earthly creations coincide with this, such as the first Wham-O Frisbee, Dr. Seuss’ *The Cat in the Hat*, Sputnik, and the Ford Edsel. None seem to be particularly promising leads.) When Dominic investigated the matter in the nineteen-sixties, he found that more and more of Eli’s outlying Servitors had been instructed to temporarily report to other Words or senior Creationers, but that this had been arranged quietly and gradually, so that not even the angels of Creation realized what was going on. Eli himself answered the occasional invocation, though not reliably; he was sighted here and there on Earth, but never in Heaven itself, and refused to meet with other Archangels to discuss what he was up to. (Or if he did, the Archangels in question have kept it secret.) His Servitors progressed from shock, through faith, and into a numbed resignation, with some shifting away to serve other Archangels, but most remaining loyal.

What is Eli up to? The Word of Creation has not faltered; if anything, it has spread and increased, though the pernicious corruptions of Nybbas, Kronos, and other Demon Princes have grown in proportion. His Servitors keep their faith in him, standing fast under the taunts of demons and the concerns of their fellow angels, working to encourage humans and bring new things into the world. When surprised

ELI’S ORGANIZATION IN THE PAST

In the past, the Word of Creation was served smoothly and effectively by Eli and his Servitors. While it attracted above-average attention from Judgment (mostly due to the Rite of consensual sex and the lack of Word-related dissonance), it was in no way the subject of inquisition that it now is. The current problems in Creation’s organization make it only too clear how much the angels of Creation depended on Eli in the past, and how hands-on a leader he was.

Some people blame the lack of structure in Eli’s ranks on the Archangel’s refusal to award Distinctions, while others say that its simply because Eli was always *there*. With a vast Word, he always had a manifestation able to deal with his angels in person, listen to their troubles, reward their good work, punish their errors, and even find a few spare minutes to dash off masterpieces now and then. He didn’t take regular reports in the same way that Dominic does, but he somehow managed to find enough time to drop in on most of his angels when they needed a little boost (which might be weekly for some, or every few years for others) – if only to see what cool stuff they’d been up to lately.

He was and is far easier to invoke than the Archangel of Judgment. Like Jean, he’d rather respond to a call where

he might not be necessary, than have a Servitor fail to call him and let a mission meet disaster.

In the past, Eli’s angels frequently organized themselves on current theories of art and its practice. When ancient Greece practiced rhetoric, and actors and poets were celebrated public figures, there was a Creationer fad for gathering in troupes and exchanging messages in poetry. When classical China held that any educated person ought to have memorized large works of literature and sit exams to prove it, Creationers got together in study groups and declaimed. Storytelling in Australia or India had Creationers wandering between cities and carrying news in the process, while mystery plays in medieval Europe caused cross-Word fertilization as Creationers saw craftsmen and Guilds drawn into the process of art and creation.

In a way, the modern explosion of technology and creativity has weakened Creation’s culture. Everyone is now doing things in a different way, or following the latest fashion they’ve discovered. There’s none of the cohesiveness there used to be, and with Eli no longer the centerpiece to pass on vital information, coordinate orders and tasks, validate his favorite new fads, or make sure that the erring are guided back into line, there is unlikely to be any in the near future.





or questioned, Eli himself has sometimes seemed confused or uncertain, or even needed to be reminded who the Servitors of Creation were and what he was. He walks the Earth in many guises, pursuing his mysterious goals, but with a strangely calm smile on his face.

STORIES AND CREATIONS

No, the Boss did not give out a Rite for making up new rumors about why he's not here!

– Unnamed Kyriotate of Creation.

There are many stories about Eli which lack corroboration; eye-witnesses are in short supply, and the most that people know is “a friend of a friend saw it.” Even Seraphim have a hard time hearing the Truth when it concerns a Superior. Some of these tales are outright treasonable, and discussing them invites an investigation by the Servitors of Judgment. But that doesn't stop talk.

Grigori Innocent, Eli Guilty

Some people mutter that Eli was far more deeply involved in the Grigori affair than public record admits to. The whisper is that he actually *instigated* their crossbreeding with mortals in an attempt to create something “new and better,” a stable angel-human hybrid. When it seemed likely that Dominic and David were going to find out, he publicly accused the Grigori in order to cover his own misdeeds. Those who believe this rumor also suspect that he's still continuing the project, in secret, and that his recent disappearance from Heaven means that it's somehow coming to a head.

The Religion Business

Those who give credence to this story say that Eli's general lack of interest in religion is a put-up job. He's actually behind most of the world's great religions, and plays other Archangels against each other in order to maximize his own power while staying a neutral party. He deliberately designed Islam as a counterweight to Christianity, and fans the flames in every holy war while pretending to be protecting works of art. Needless to say, people who believe this are prepared to believe a lot of other things about Eli as well.

The Lust Connection

According to this theory, Eli left Heaven in order to be with the love of his life – Andrealphus. The hostility between the pair, according to this theory, is pure pretense, and their higher-ranking Servitors cooperate behind the scenes. Whether the two of them end up in Heaven or Hell is open to debate, but they won't be separating any time soon. Of

course, discovery could mean ruin for both of them, and Dominic and Asmodeus are working together to ferret out the truth. Or so people say.

The Tunguska Cover-Up

The Archangel who his Servitors meet isn't Eli. He's only a fragment of Eli's Forces, sapient and believing himself to be the entire Archangel. This is because Eli himself was broken into component Forces in 1908, when he was at Tunguska and interposed himself between the meteorite that was due to hit and the Earth. If he hadn't done this, the Earth itself would have been shaken in its orbit and eventually entered a new Ice Age. (Servitors of Lightning wince when they hear this one, and propose mere atmospheric upheaval.) His Forces were seized by Vapula and used to boost Nybbas, drastically contributing to the Prince's growth in power. To heal Eli will mean somehow dissecting Nybbas and returning the Forces to their original owner.

CREATION

Eli's Word relates to creation as an ongoing process, the bringing of something new into the world, rather than as a static thing, creation as the world is now. While he enjoys what is, he doesn't feel that it has to be preserved at all costs, or that every part of it is equally valuable. Once a work of art has been created, it's done; the artist should turn to new work instead of brooding over it for the rest of his life.

Eli loathes the prostitution of art for cash, hates the recycling of old tropes for audience share, and winces at skills practiced by rote rather than from love. He cannot object to art and (responsible) creation which is done for love of the art, and in the hopes of improving – even if he may hope that the artist will improve. Soon.

The world as Eli sees it is subject to change. He's akin to Janus in this respect, *expecting* cultures to shift, people to alter, and new forms of art to appear as older ones fade out; change and even destruction are different from entropy. While he still remembers and appreciates the old modes of creation, he awaits new ones just as eagerly. Many rooms of the Halls of Creation hold artifacts or instruments or artworks from centuries long past, where angels still practice on antique instruments, and Eli sometimes performs ancient Babylonian rhythms on the trombone while wandering New York at night.





PERSONALITY AND OUTLOOK

You come from far away, with pictures in your eyes . . .
– Suzanne Vega, “Gypsy”

Eli in person is a compound of the selfish artist, the generous teacher, the delighted observer, and the absent-minded planner working on a far greater scheme. He is genuinely friendly and compassionate, but the delight of a work in progress can distract him from all but the most urgent matters; his perception is keen, but the vast scope of his vision can blind him from what is directly under his nose. (Some who know him well look at these character traits, and link them to his current actions, but wonder what can be *so* important that it can distract him even from Heaven for decades on end.)

Like any Word-bound, his Word overshadows his personality. Just as Michael views everything as a battle, or Novalis looks at things in terms of roots and blossoms, Eli sees all

AMNESIA?

Eli was distracted even when he was still in Heaven’s good graces. Since he’s gone walkabout, this trait has apparently strengthened. Servitors have reported stumbling across their Archangel and not being recognized. Sometimes he answers invocations in a vague and not terribly helpful manner. Occasionally a lucky angel of Judgment will manage to ask him a question, and get a blank stare, followed by a comment like, “What’ve *you* been smoking, dude?”

Other angels have reported finding him vague on some topics, but instantly focused when they mention something important, or coming to their rescue with Archangelic power. He certainly has performed redemptions, and *somehow* new Tethers have been stabilized . . .

It’s not clear what Eli is really going through, memory-wise. Some believe that he has stripped himself of his memories for some reason (there are lots of speculations why), and either accesses them or runs on instinct when necessary. Others figure he’s just *really* distracted. Still others – Dominic among them – are sure that it’s all a frustrating ruse to avoid answering questions.

Eli may be more or less distracted at any given meeting, depending on the reason that the GM has chosen for his current actions.

those around him as untouched blocks of marble, unfinished canvases, or artists just waiting to be given the vital nudge which will spur them into creation. As far as he is concerned, anyone – everyone! – can create something, even if it is not necessarily high art or beautiful, and *should* be creating something. He is rarely completely idle, even when talking to friends or discussing plans – his hands are busy with sketching, writing, or knitting; he’s busy marking out a giant mural on the subway wall or drawing up plans for an elegant mall on the pavement; or he’s simply playing the violin or ocarina while others consider their replies.

Eli sometimes performs ancient Babylonian rhythms on the trom- bone while wandering New York at night.

Eli inspires enthusiasm around him. Teenagers wander into the nearest knitting shop to ask how much the fluffy neon green wool costs, old men decide to take those piano lessons they’ve been thinking of all their lives, husbands sign up for cookery classes in Italy, and babies paint designs in chocolate and peanut butter across the floor. He can’t help it – if anything, he is delighted by it. There is a fundamental, genuine, disarming *niceness* about Eli, a deep-rooted cheerfulness and joy in the world and everything about him, which has been known to bring a smile even to Dominic.

Priorities

First and foremost, Eli is an Archangel. This means that however selfish his urge for personal creation may be, he can and will put it aside for the greater good. He burns to make new things himself, and to inspire others to do the same, but he does so with responsibility and expects that responsibility from others as well. As an Archangel, he is not going to let cruelty or demonic interference go by simply because it has no direct link to his Word.

Second, Eli supports his Word. The act of creation must be encouraged, sheltered, inspired, and indulged in. Creative humans should be supported so that they don’t cease their works. Even the uninspired or the poorly trained should be motivated to find *some* form of art or craft that they can enjoy, so that they can appreciate the works of others or produce some for themselves. On the biological side, pregnant mothers should be protected, stable families should be encouraged, and courting couples should be reminded that time waits for no man and that a happy baby is a wonderful thing.

Last, there is Eli’s current mission, the task that has taken him from Heaven and set him to wandering the world and avoiding Judgment. For the moment, this equals the importance of his Word and his nature as Archangel, driving him to neglect Servitors and Soldiers in order to force the conclusion he desires.



ELI AND BIRTH CONTROL

Eli is quite frank; he doesn't *like* abortion. He considers it antithetical to Creation. There may be circumstances under which he accepts it and even times he considers it the least bad option, but he never approves. He doesn't *like* contraception either, however much he accepts it as a necessity in society. (Using condoms to protect against diseases is another matter entirely; he's a Mercurian, he doesn't want anyone getting sick!)

As far as Eli is concerned, if he could arrange for every single baby to be born healthy and end up being raised happily by someone, he couldn't ask for better. If he has the opportunity to try to talk someone out of an abortion, he will certainly do his best to persuade her to bear the child, and arrange adoption or fostering where appropriate.

However, Eli is aware that the world is not as he would like it to be. Abortion and contraception occur, and there are times when the one is necessary and the other is useful. Laws against either, to his mind, don't address the underlying causes – and he's not in favor of legal solutions in any case. Free will means some decisions are *wrong* to a Mercurian's eyes . . . but humans must be allowed to make them anyway.

Still, seeing happy families and unused contraceptives does make Eli a little more cheerful.

Views on the War

Eli doesn't enjoy the War, but he doesn't want to give up. If all the demons were to lay down their weapons and surrender, he would be happy to design the temporary accommodation while they were waiting in line to be redeemed – but while they choose to meddle with humanity, by God he's going to stop them. However, he finds it uncomfortably easy to see the latent creative abilities or possibilities in demons or Soldiers of Hell, and he would rather convert and redeem them than simply put them down. What artist would waste good material?

Eli is therefore more likely to vote with the Peace party than the War party in Heaven when it comes to aggressive actions against the forces of Hell, but prone to agree with the War party that Hell must be resisted forcefully and that the safety of humanity is the most important thing. He favors immediate strikes against demons who are causing outright destruction or other entropic behavior, and more tolerant treatment of Infernals possessing what he considers creative potential.

CREATION AND THE UNIVERSE

As with any Word, Creation has its own perspective on the universe (in fact, it has several), and vice versa.

God

Eli did not create himself – God did that. God, to him, is the *ultimate* Creator, and Eli is just playing in His sandbox. (Admittedly it's a very big sandbox.) However, as Eli sees it, God has withdrawn from active intervention, and left the Archangels to take whatever actions they consider necessary. This fits with Eli's own views on responsibility. It also means that if he decides on a particular course of action, he will take it without hesitation – God left him with the power and the responsibility, and it's up to him to use it as he sees fit.

Lucifer

The Archangel of Light was Eli's big brother. He was a brilliant speaker, a font of inspirational ideas, a shining and glorious Seraph who sang the Trisagion with his siblings when the universe was new.

The First Fallen is a warping of the grand and glorious creation that Lucifer once was. It doesn't matter that he warped *himself* – the result is a perversion of Creation, even as the Nephallim were. Eli might have forgiven him for his self-mutilation. He might have forgiven every other Fallen . . . but they did not make their own choices. They abrogated responsibility to Lucifer, and he accepted what he had manipulated them into giving.

That Lucifer would not only pervert his own nature, but that of so many others . . . that, Eli does not forgive.

Archangelic Opinions

Eli used to be a stabilizing factor in Heavenly politics. Like Marc, he was willing to see both sides of an argument and being Eli, he could frequently find a creative solution. His absence has widened the gap between the War and Peace factions into a chasm. Archangels on both sides now blame each other for laxity or harshness, and all of them want to find out what Eli's actually up to.

Eli's Mercurian closeness to humans and Word-driven submergence in their interests made him a popular ally for any angelic project that dealt directly with humanity. It is possible that some Archangels feel a hidden guilt at their suspicions of him, however justified such suspicions may be, which causes them to react all the more harshly when he is the subject of discussion. It isn't comfortable or nice to have to suspect that your fellow servant of God, one of your oldest friends, has Fallen.

Below are some of the opinions, both closely held and openly pronounced, that the other Superiors of Heaven and Hell harbor about him.





Blandine: I have learned a lot from Eli, and he is a good friend. He sees something wonderful in every part of Creation; and he understands that it's necessary to rest and take stock, and take pleasure in the glorious things that God has made. *(Hey, she's great. No, really. She stays out of the bickering. She dedicates herself to helping humanity bridge the gap between what they want to be and who they are. And who they want to be with. That's an important dream, the best. Her Word embodies a point that a lot of the angels miss – it's okay to be motivated by what feels good. It's a damned shame about Beleth.)*

David: One by one, my old companions go away. On the surface, Eli's abandonment of Heaven demonstrates every quality I condemn. Unlike Dominic, however, I trust that there is more to the story. *(He's as much a builder as a fighter. People forget that – he forgets that himself, sometimes.)*



Dominic: He walked away from Heaven, drowned himself in humanity even as the Watchers did. There will be a judging. If I am wrong, the Lord will correct me and pardon Eli. *(So many eyes, how can he be so blind? Such shining wings, why doesn't he fly? Such a beautiful voice, why doesn't he sing? Poor Dominic.)*

Gabriel: His flames have broken free, and now he runs across the world like wildfire, destroying the old and bringing new growth. I understand that. But there is something dangerous, a lack of balance in him and his angels – they love so much and know so little . . . they are so beautiful. *(She's intense, you have to hand it to her – she puts up with a lot of crap. And she really needs to lighten up – she's way too quick to torch those who could be put right with a little effort. But I'll tell you something – I would be nowhere without her. How many stories were born around a campfire?)*

Janus: One hundred per cent in favor. My kind of Archangel. Whoop! *(Change – possibility – horizon. That's Janus, and that's why we need him. He opens the windows on new worlds for us all.)*

Jean: Inspiration and creativity naturally go together. His current activities are disturbing, but there is no reason to penalize his Servitors for it, and every reason to maintain good relations. One cannot easily exert sympathetic influence

if one has tried harsh influence first. *(He just needs to lighten up. If I've said it once, I've said it a thousand times – humans don't need that tight a level of control. Wonder how he'd react if I told him what I was really up to? Probably enough lightning bolts to power every generator in China.)*

Jordi: The birds decorate their nests, the beavers decorate their dams, and the hairless apes decorate everything. I suppose it's perfectly natural. It may even be the only natural thing they do nowadays. *(It's a problem, you know? Balancing everything, giving all creation its own area to grow in. We need someone like him watching over everything that's not human. And hey, just look at this butterfly – have you ever seen anything to equal its wings?)*

Laurence: What in Hell does he think he's doing? Does he think being one of the first Archangels excuses him from participating in the War, that his job is over and now he can take a vacation while the rest of us try to save Creation? I fear Dominic may be right about him. *(Nice kid . . . a little intense, but that comes with the job. I know he's upset that I'm not up there in Heaven, but I think he's doing fine without me. I have faith in him – it's too bad he can't reciprocate.)*

Marc: I'm sure Eli knows where to find the proper market share, and if he feels that he needs to be down on the shop floor getting all-level input, who am I to object? Just so long as he remembers to get some top-level meetings done as well. We need him. Without him, we're all lessened. *(People are always trying to put prices on creative works. Marc does it right – with respect for both sides, in ways that leave everyone the winner. He brings two people together and they create something new.)*

Michael: Maybe Eli is doing what he needs to be doing – and I won't help Dominic persecute him – but the middle of the War is no damn time to go AWOL! His Servitors are good fighters. I have nothing to say against them. I just want a little talk with *him*. *(Well, hey, you have to admire his enthusiasm, you know? Thing is, he doesn't stop to think about what's happened after the fight's over. Everyone else has to pick up the pieces. He's got style, though. An individualist. Gotta love that.)*

Novalis: Eli's the taproot of Creation; it goes down and cracks the rocks, and trees rise from it that brush the clouds of Heaven. He's a sweetheart. He's doing what he thinks is right. He genuinely loves so much. God have mercy on those who rouse his anger. *(A total honey, as full of life and diversity as a thousand of her flowers. She gives and gives and never runs dry. Everlasting wings to shelter, everlasting love to share.)*

Yves: I understand his wanderlust; creation is fleeting and elusive if one grows too detached from it. We tend to spend so much time contemplating the intangibles that we lose touch with what's real. I trust that Eli won't lose *himself* in the process. *(Yves? Yves? Oh, God. I love him, he's wonderful. Always was. Half of the Seraphim Council are as stuffy and narrow as they are just to compensate for the humility he makes them feel. It's not something he does on purpose, but it's a problem for them to get over some day.)*





DOMINIC AND ELI

Dominic's current concerns about Eli are well-known, and usually construed as active hostility. Dominic distrusts Eli's Rites as likely to lead angels to Fall; he distrusts Eli's angels as prone to corporeal indulgence; he distrusts Eli himself, since the Archangel has left Heaven and refuses to explain his actions. The mutual lack of appreciation between their Servitors only fuels this.

As far as Eli's concerned, Dominic's just doing his job. Eli still has the utmost respect for the Archangel of Judgment, and acknowledges that his role in Heaven is vital. Creation requires artistic judgment. He's sure that Dominic will understand everything when Eli gets round to explaining. Just – not right this minute, okay?

Rumors that Eli's absence from Heaven correlates to a particularly harsh criticism from Dominic on the Archangel of Creation's newest painting are considered irreverent by all Servitors of Judgment.

Princely Opinions

All but the most stupid Princes view Eli with extreme suspicion. They assume that if he's up to something sneaky, then it has to be something as devious, unprincipled, and self-aggrandizing as they'd do themselves in his place. Many schemes have been devoted (and have failed) to trying to find out what the Hell Eli's up to.

Many Princes nurture the delightful theory that Eli is on the verge of a Fall, and will doubtless soon be joining them in the Pit – in an inferior position, of course. There's no real evidence to support this belief other than Eli's self-chosen exile from Heaven, but that is a potent fact even on its own. Eli himself has made comments about the vivid imaginations and extravagant plotting of those Princes, who did *not* want to be told that they were doing their bit for the Word of Creation. But then again, perhaps they're right . . .

Andrealphus: He's undisciplined and self-indulgent – and those are his good points. But he wants to drag my Servitors and all of us into *feeling*. That I can't allow. Fortunately, his angels require very little training to make them see the light. As for Eli himself . . . I have all the time in the world. (*Andre? He doesn't understand. He just does not understand. My angels and I have to fight him when we could have worked together to make things better. He twists what I share, and then he claims it's the truth. Man, some days I just pity him . . . and some days I want to kill him, too.*)

Asmodeus: He is . . . excessively creative in his interpretation of the Rules. This recent strategy of his bears watching, given that unpredictability, though it is convenient to collect his discarded cards while he claims to leave the table. If he

bluffs too long, all his infinite creations shall become *mine* – whether he Falls or not. (*I don't think Asmodeus understands quite how creative he gets sometimes. All those shadow-plays, lies, traps, counters, moves – man. It's not that I like him, but hey, he has his cool moments.*)

Baal: At last – a genuine defector in the highest ranks. This is going to be one of the biggest propaganda coups in history. Tell me, should I have my photo taken welcoming him to Gehenna as my newest subordinate, or would I look better with his crumpled, bleeding Impudite body at my feet as I beat him into shape? (*He's very good at what he does. It's a great pity that he does it. Note for reference: does not take criticism well.*)

Beleth: Ahhhh, if only he were serving me – creating endless nightmares, using that imagination of his to help me torture those petty little humans, for ever and ever and ever. The perfect bedtime story. Imagine Blandine's face . . . (*It's a damn shame about Blandine, and it's a damn shame about Beleth too. She has inspiration that could touch millions. Lucifer owes bigtime for what he did to her.*)

Belial: You expect me to bother about this petty joke of an Archangel? Of course I'd like to exhibit his flash-fried body where Gabriel could see it, but other than that . . . (*A certain crude talent for reds and yellows, but lacking any real inspiration outside his particular field. His fire destroys what it touches, and I can't work with that.*)

Haagenti: He makes stuff; I eat it. It's the perfect relationship. Besides, the way he's acting, he has to be heading our way – can't wait to have him down here! (*This is wasted potential, man. He could have been so much – look at how far he's come – and it goes nowhere. Imagine that sort of energy harnessed where it could do some good. As it is, he doesn't create. He's just walking entropy, and I won't stand for that.*)

Kobal: It's only a matter of time before the "Archangel" of Creation joins us. He's already cheerily disillusioned with Heaven . . . given a chance, I'm sure I could finish the job. (*The guy needs to cut people some slack, man. He never knows when to stop with the cutting comments. I remember when he was one of the good guys, and he was pretty cool then. What the heck happened?*)

Kronos: For every fate there may be a destiny, but for every destiny there is a fate. Eli has chosen to wind his own fate with that of thousands of others, the fruit of a long-past sin. When he falls, so shall they; when they join us, so shall he. (*Will someone just kill this guy already? And I don't say that casually. He wants the worst, the ultimate worst, for you, for me, for everyone. He's everything Yves isn't, and everything Yves would never be.*)

Lilith: If I were the sort of person who knew what he was up to, I wouldn't be able to hand over information about it without a very considerable bribe. But I'll say this for him; he may not be Marc, but he knows how to cut a deal, and he has the monopoly on some very useful things. (*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.*)



Malphas: Excuse me, I'm far too busy taking advantage of his little walkabout. Oh, this is just *too* rich. And remember, artistic criticism is one of the classic ways of splitting a group. Fandom flame wars on the internet make me feel soooo good. (*Discussion is good. Knifing the other guy in the back to prove your art is True Art is bad. How many times do I have to repeat myself?*)

Nybbas: He provides me with some of my best people! All I have to do is find out who Eli's scouting, and offer them a better deal. The Essence just comes rolling in! He's a fun guy, too, better than the stuffed shirts still up in Dullsville. If I could get him into my organization, there'd be no stopping us. (*He recycles and mass-produces entertainment, encourages hacks, sends his parasites to drain and discard the truly talented. The Media is a blight to creativity, abusing people's desire to see imagination in action. And it's such a waste of what he could be!*)

Saminga: Soon he will turn away from this folly of bringing more living things into the world. He should come and serve me, designing beauty in destruction and experiencing true perfection in death! The rotting glories of my kingdom wait to welcome him. (*Death cannot kill the heart or claim the soul, nor can it destroy the beauties of Heaven. Of course, it can do a pretty good number on the body, so let's all be careful out there.*)

Valefor: Can you believe it? He just gave away his stuff – all of it! I couldn't have robbed him blinder. His little choo-choo has gone 'round the bend, but he does throw cool

THE PARTY ARCHANGEL

Eli, as a Mercurian, is capable of more paradox than other Choirs. He is the affable buddy, willing to pass around technically illegal drugs in doses and purities designed to unlock creativity. He is the responsible druggie, turning companions away from a solitary high and toward the greater glory of the world. He is the silly romantic, with flowers and a gypsy's grin, and the earnest lover with knowing hands.

He's a teacher of arts, a student of philosophy, and the girl who dares a tagger to put his sigil on a train and hands him the spray can.

He is also the cold and furious Archangel whose evidence resulted in the casting out an entire Choir – and whose fury may have played its part in the cohesiveness of the Watchers as they insisted on being tried as one.

No one ever said that Creation was a one-note Word.

ELI AND ETHEREALS

*"Look, I'm not saying that a being of the Marches is automatically evil or should be destroyed, but neither am I saying that they have a **right** to get Essence off humans, okay? If the human seriously wants to worship or whatever, right, fine, free will is part of the deal, but if that means they're risking Hell or dragging others that way, then it's a no-no. Sheesh. Is that so hard to understand?"*

Eli spent a fair amount of time in the Marches, and according to some accounts, had close relations with many of the old gods, back before he helped build monotheism. (Rumors that his relations didn't end there are among the many that Dominic is investigating.) Servitors of Creation are considered to be among the many angels with whom ethereals can deal in good faith, but gods with long memories despise Eli and his Servitors for his promotion of the Yahveh cult.

Eli himself does take an interest in ethereals which are in the process of being created by human imagination, or in those ethereals who are creators themselves, but disapproves of their interference in human free will, and utterly detests (as with the Grigori and Nephallim) the birth of Gorgons. His Servitors are often more pro-ethereal than he is, and ready to cooperate with them if circumstances require it – perhaps from recent feelings of mutual persecution. However, they lack Eli's long knowledge of ethereals, and may give them the benefit of the doubt when it is unwise to do so.


parties – and either he doesn't care I'm there or he's too stoned to notice. (*Man, this cat is seriously screwed-up! There are some wicked vibes coming from him. Too wrapped-up in possessions, not enough love. He needs to take a hit and relax.*)

Vapula: Feckless and inconsequential, but he has some native talent. I might deign to allow him to serve, in some minor capacity. (*So much talent, so much potential, so much hatred. He could create so many beautiful things, but he twists them in order to bind himself more tightly into the dark.*)

Humans

Humanity: They create things that I can't. I love them.

Soldiers of God: We're made to do what we do. They choose it. Support them, help them, do the Macarena with



them, everything. Try to keep them out of trouble with Judgment, though – yes, and that means *no babies*.

Soldiers of Hell: The poor things have been misled into signing up for eternal damnation. Employ the carrots of eternal salvation and a cooler boss. Failing that, employ the big stick until they ask for the carrot.

Sorcerers: I have this really cool collection of seventeenth-century woodcuts . . . okay, seriously, the word “stupid” was probably coined to describe people like this. “Stupid morons” is even better. If you come across any, get the nearby innocents out of the inevitable crash-and-burn zone.

VARIATIONS ON A THEME

There are various ways of portraying Eli, depending on the tone of the campaign and his desired role in the plot. Here are a few possible options.

Surfer Dude

Lighter campaigns may showcase Eli as the happy dropout, complete with slang, Hawaiian shirts, stash of recreational drugs, and an infinite number of *things* stuffed under his bed in the Halls of Creation. This version of Eli is almost always cheerful, relaxed, and laid-back. His escapes from Dominic and the Servitors of Judgment take on a somewhat farcical note, as he keeps on vanishing the moment they’ve turned their backs. (“Look! A flying elephant!” “Where?”) He probably has a good explanation for his absence from Heaven, and certainly isn’t going to Fall.

Conspiracy Theory Eli

Eli is on the run for very good reasons, and is aware of what will happen if he gets caught. He’s a fugitive in a ragged trenchcoat, an Archangel constantly looking behind him for pursuit. Either he’s pursuing a very risky plan that most of Heaven wouldn’t approve of, or he’s discovered corruption in the heart of Heaven and had to flee before he was destroyed. He and his Servitors are being pursued by the angels of Judgment (and possibly by other angels as well), and are distrusted by most of the rest of Heaven. Note that this version of Eli requires a similarly shadowy and dangerous Dominic to be pursuing him, and a polarized, dangerous Heaven as a backdrop.

Insane Artist Eli

All Archangels are obsessed by their Word to some degree, but this version of Eli is utterly incapable of any other point of view. Everything is a canvas to be worked on, or a fellow artist to be trained or to collaborate with. He can scarcely hold a coherent conversation, breaking off to follow new trains of thought or to start a new work of art. While he isn’t actively unpleasant to angels or humans, he is more

interested in painting a massacre than preventing it. This Eli may also be using the Songs of Fruition in ways that Heaven would utterly condemn, breeding angelic-human children or nurturing Children of the Grigori.

Eli on the Brink

Dominic’s right to be concerned. Eli’s on the edge of Falling. He has become so seduced by humanity that he lives like a human, indulges in every possible human taste or vice, and – if it weren’t for the creative instinct which still drives him – could be easily mistaken for an Impudite. He’s charming, friendly, pleasant, and still artistic, but he doesn’t intend to stop what he’s doing or return to Heaven, and if pushed too far, he may simply eliminate the angel who got in his way. Eli is possibly collaborating with Hell, or may have allies among the Outcast Grigori who help him stay one step ahead of Judgment. His Servitors are in danger, too; either they run the risk of joining their Archangel in his Fall, or they may be taken into custody by Dominicans for their own protection. Perhaps Eli can be saved, but it will be a hard and dangerous struggle to help him back to what he once was.





RELICS OF CREATION

It is well known that the Archangel of Creation has a hard time *not* being creative. In the crudest terms, he drips with it. Anything he uses will probably be at least a talisman by the time he sets it down. He might imbue vast powers into the nearest thing to hand, to solve some problem. In short, Eli leaves behind not just a trail of artworks, but a trail of relics, reliquaries, and talismans. Here are some of the reported items that have been found in his wake, unique or common as the GM desires. (Whether they can be duplicated, and point cost to keep, is up to the GM.)

- A pendant of an insect trapped in amber; when activated with 1 Essence, the insect breaks loose of the amber and flies away, passing through walls and floors. Within five minutes it arrives at its named destination, carrying a message as per the Song of Tongues.

- A blue plastic washing-up bowl infused with the grace of God, such that any crockery or cutlery washed in

it will become clean and have all chips or damage to it mended.

- A paintbrush which automatically cleans itself between uses, and adjusts itself to the right size and width that the user requires.

- A Really Huge Katana that is concealed within a small roll-up black umbrella, and doesn't set off metal detectors.

- A matched pair of silver bracelets which a couple can wear; if one of them is pregnant, then any damage to her body will automatically be shifted to the other partner's body, leaving her untouched. They only work if both wearers understand the bracelets' powers.

- A small toy whale which turns into a giant clockwork whale that can swim at high speed, and is large enough to swallow five demons. (Vessel size irrelevant.)

THE HALLS OF CREATION

Once the Halls of Creation hummed like a beehive, busy with angels working for the advancement of the Word of Creation and the glory of God. The Halls are still busy from time to time, but even then the sounds of creation and industry have taken on a dangerous and slightly desperate undertone, as Eli's Servitors wonder whether they have been forsaken and whether their Archangel is lost.

Nothing can mar the beauty of the works of art that illuminate the Halls, just as nothing could mar the joy of those blessed souls who come to celebrate all that has been created, but the angels themselves hear the whispers of doubt behind the scenes. For much of the time the place is quiet, and the great workshop and kitchens stand still and silent. The Servitors of Creation have moved their Hearts elsewhere, or hidden them, no longer comfortable to leave them in the great Heart Rooms that once glowed with a thousand points of celestial light. The busiest parts of the Halls are undoubtedly the Tether-loci, which are frequently in use – both by angels of Creation, and by other angels taking advantage of the passage.

The Halls themselves manage to be a glorious museum showcasing great achievements, a labyrinth that constantly leads wanderers to new sources of inspiration and students to teachers, and a delightful collection of rooms where every new doorway opens on a fresh wonder – all at the same time. Those who wish to leave can always find the door out, but those who truly want to explore will find that mundane

mapping is unimportant; the true exploration that the Halls offer is that of the wanderer's mind and soul. Just as with any Archangel's Cathedral, the place itself will help travelers reach where they need to go; this being Eli's Cathedral, there will be the opportunity to bring new things into Heaven along the way.

GLORIES OF CREATION

The Halls of Creation are so stuffed with interesting little nooks and fascinating works of art that it is hard to point at any particular location as being most worthy of attention. There are, however, a few spots that are popular tourist attractions, or especially dear to the Creationers themselves.

Stained Glass Chains

Endless panes of stained glass form the walls and ceiling and floors of this set of rooms, and the corridors which link them. The pictures formed by the glass are of parents and children among the angels of Creation, constantly modulating to show the family groups in their current state. If a family member dies or Falls, those panes of glass become translucent white.





ELI'S TETHERS

Many of Eli's Tethers end in art studios and maternity wards, but Creation is vast and varied – and so are its Tethers. In Eli's absence, some of them are now "in service" to other Superiors, but naturally Creationers are still free to use them. The Seneschals themselves form social nexuses on Earth for other Creationers to rally around or communicate through. Mysteriously, not only have new wild Tethers appeared in the Halls since Eli's "vacation" started, but they have been stabilized in odd locations, though rarely with a Seneschal attuned to them. So far Judgment hasn't caught Eli in the act.

Known Tethers of Creation include Stradivarius' workshop in Cremona, Italy; the U.S. Patent and Trademark Office, in Arlington, VA; the Kartnertort Theatre ("Theatre at the Carinthian Gate") in Vienna, where Beethoven's Ninth Symphony was first performed; Leonardo da Vinci's workshop in Florence, Italy; and the destroyed Watts tower in Los Angeles (*Fall of the Malakim*, p. 42.) More details on Eli's Tethers are available in *Liber Castellorum*, pp. 77-78.

The Master Plan Chamber

This room contains a complete model of the corporeal universe. By manipulating the controls in the Chamber,

visitors can examine any part of the Universe down to the subatomic level. Angels of Yves and Jean occasionally visit the Master Plan for reference, and now and then one of Dominic's servants can be found using the Chamber for . . . investigative work.

Sadly for those who would spy, the controls require a delicate touch. (In the vernacular of Lightning, they're fiddly as heck). One wrong twitch and instead of seeing a street corner in London, the viewer sees a rabbit hole in Australia.

The Passion Play

This small theater is the scene of a constantly repeating performance which shows Creation itself, from the first moments up to the Fall. The actors are Creationers or blessed souls, and each time the play takes place, it is performed in a different way. The director of the play is Genetrice, a Kyriotate of Creation; lately, there have been fewer and fewer angels of Creation willing to take the time to participate, which saddens her. (For more details, see *You Are Here*, pp. 85-86.)

Under Eli's Bed

This has become a common catchphrase among Creationers when a particular tool or artwork has been misplaced. "Where is it?" "Under Eli's bed." Some Creationers even claim that if one checks in Eli's chambers in the Halls, under his bed, one can find everything from primal dust bunnies, to the screwdrivers used to fix the moons in place around Jupiter, to newborn universes.

But of course nobody *really* believes that, and they all have very good excuses as to why they're in Eli's rooms and trying to look under his bed.

SERVITORS OF CREATION

ARTISTS, CREATIONERS, ELITES

<Aggie> *I cannot believe you people call yourselves Elites on the corporeal plane. How do you *pronounce* it there, anyway?*

<topper> *Just the way it looks.*

<Aggie> *But different people think it looks different.*


<topper> *I *know!* Isn't it great?*

– *A conversation in IRC between
a Servitor of Lightning
and one of Creation*

The Servitors of Creation are an assorted bunch, united by their determination to bring new things into the world, but frequently divided by their opinions about how to do it, which order to do it in, or whether it should be put on pause while they find Eli to ask his opinion first. Eli's own attitude toward authority inspires a somewhat casual attitude in his own Servitors (to the frequent and severe annoyance of Laurence and Dominic). While Creationers are ready to respect other people's vision about how Things Should Be, they are often slow to cooperate with it. They are not necessarily more stubborn than Servitors of Stone, more passionate than Servitors of Fire, or more easily distracted than Servitors of Wind – but they're capable of giving all three a run for their money.

In Eli's absence, the Creationers are holding together – for now. There are, however, enough fault lines to make the





concern of other Archangels quite justifiable. Eli was always a “hands-on” Archangel, dealing directly with most problems rather than working through a hierarchy, and usually delivering missions in person or via the nearest Tether rather than sending orders through recognized channels.

Without him, senior Creationers are trying to shoulder the burdens of organization, and junior ones are supporting them for the moment. They are held together by loyalty to Eli, and a sense of “the world against us” persecution fueled by Dominican attention. This *can't* last. With some of the most skilled Eliites moving to the service of other Archangels, and demons taking the opportunity to attack Creationer projects and lure them into Falling, Eli's Servitors need help.

CHOIRS

The resonances of particular Choirs frequently inspire a unity of artistic vision inside those Choirs. Seraphim see their creations in terms of truth and lies; Elohim look at artwork in shades of thousands of different emotions; Malakim prefer to visualize the strong lines of honor and the weakness of dishonor; and so on. While any Choir has a wide spectrum of different angels and different artists, certain themes do show up frequently enough to be noticeable. (Servitors of Creation themselves do not enjoy being “stereotyped,” considering that if their Choirmates share tastes or behavior with them, then this is a proof of divine grace rather than any actual *similarity*. Everyone knows that you can't compare two artists.)

Seraphim

Seraphim of Creation are like other Seraphim in that they love truth and abhor lies. When applied to art, this can produce some very strange attitudes. Some of these angels cleave to neo-realist schools, refusing to produce any sort of art except for strictly accurate representations of what they perceive in the world around them. Photography is a favored pastime, and many Seraphim of Creation own mobile phones so they can to snap and exchange photos at a moment's notice. They also make extremely good spies and detectives. They try to obtain vessels that are visually as close to their true selves as possible, if only in the abstract way that humans can be said to resemble non-humans. Some indulge heavily in tattoos such as snakes, scales, wings, angels, or actual Seraphic images.

Other Seraphim prefer to seek truth in ideal forms or through representative and symbolist art, creating sculptures or other artworks that are meant to express truths more sincerely than any direct image. These Seraphim tend to be mystical, sincere, deeply heartfelt types who seek for divine truth in the world and who inspire others around them. They are content with any sort of vessel and Role, being happy trying to express their inner vision.

Both sorts of Eliite Most Holy are as intolerant as their Choirmates of lies in their presence. Like most socialized

WORD-BOUND SERVITORS

Eli has a lot of Word-Bound angels; some of them are now in service to other Archangels, needing support or protection for their Words, while others help coordinate the leaderless angels of Creation. They include Art, the eponymous Angel of Art; Connor, the Seraph Angel of Cooking; Israfel, the Seraph Angel of Music; and Tomas, the Mercurian Angel of Catchy Tunes. Other Words held by Creationers include Sculpting, the Forge, Childbirth (a very old Word), and the Epic Poem. That last angel is hotly protected by Michaelites, to the extent that Judgment triads want to talk to it *urgently*, despite a lack of troubling reports to justify their paranoia.

Seraphim of any service, however, they view fiction and theater as “storytelling” instead of “lies,” and enjoy sincere work. The Seraphim of Creation are even more relaxed than their tolerant brothers when around people “pretending” for the sake of a story, or writing things that are not so (“thought experiments!”) in order to explore truths of character, society, and life. Some have even mastered the delicate art of fables and tales of their own, and are capable of performing or storytelling in public, provided that they are allowed to make it clear that it is only a story, and not in any way the Truth.

They are among the foremost philologists of Heaven when it comes to expressing the precise form of truth (expressed, emotional, understood, or exaggerated to make a point) in the angelic language. Putting two Seraphim of different sorts in the same room usually results in a long philosophical argument on the nature of truth.

Many Seraphim of Creation own mobile phones so they can snap and exchange photos at a moment's notice.

Cherubim

Cherubim of Creation are charged with the protection of artists, but their Choir Attunement makes them able to trace who created works of art and when. Given this, it's hardly surprising that many of them take an interest in archaeology, or become art researchers or private detectives. They are Creation's critics, capable of conveying their opinion of a



person or thing while at the same time guarding it selflessly and uncompromisingly. Many attempt to get vessels that resemble their favorite artist's work or preferred models.

The major dichotomy among Cherubim of Creation lies between those who believe in protecting both artists *and* their works, and those who simply want to protect the artists, pointing out that once a piece of art has been finished, the process of creation is over. (Both would automatically protect mothers and children; that's not subject to discussion.) The first group has a slightly larger rate of Falls to Djinndom, but the second group is capable of causing more casual grief to humans without even realizing it. ("Why should you care so much about that sculpture? You finished it five years ago.") Cherubic devotion to a particular artist can even become obsession, though not necessarily to the point of Falling. When this is noted, other Creationers will attempt to divert the Cherub's interest.

Creation's Guardians serve in all three realms. While working on Earth, they often help other Eliites trace new artists, working from art that can range from graffiti to carvings to street theater. They can be over-enthusiastic when they discover a new artist, doing their best to represent his interests or encourage his skills, but this is due to their genuine appreciation for his craft. After all, as Cherubim of Creation point out to each other, there's nothing wrong with enjoying *good* work and wanting to see more of it.

Ofanim

Like most Wheels, the Ofanim of Creation like their vessels optimized for speed and agility, and aren't particularly concerned about other details. Age and time are as mutable to them as distance is to the average Ofanite. They can alter their bodies, or the objects around them, and sometimes they forget that others can't do the same. This can also make them a bad choice for long-term covert Roles; one can only pass off sudden aging or growing younger as "a bad hair day" or "miracle face cream" so often. Ofanim of Creation tend toward Impressionism as an art form, and like to perform sudden bursts of creative activity rather than long-term projects. (They're not the first choice to supervise pregnancies.) Some, however, have a fondness for brewing beer, making cheeses, and baking bread – normally tasks that require some patience, but which yield splendidly to their Choir Attunement. When they forget about what they left in the cask, they can usually reverse it back to something usable.

While Eli's Ofanim make excellent art forgers, this is not always appreciated by other angels of Creation, especially those who consider themselves connoisseurs or experts. Such reactions cause many of these Ofanim to look down on all forms of criticism that do not *directly* judge the art of the piece or link it to the original creator. Few Ofanim of Creation consider age-analysis techniques, such as carbon-dating or patient study of inks, to be proper ways to identify paintings – or anything, really – no matter what some EloHITE might say.

Eliite Wheels work in all three realms, but mostly in the corporeal. They act as couriers or performers, head strike teams, and occasionally assist in art forgeries or thefts. They also often move other Creationers out of town before Judgment can come calling, or help them reach Tethers where they can work off dissonance. As such, these Wheels are the linchpin of the network which Creationers have formed recently; anyone wanting to locate other Eliites would do best to ask the Ofanim. Certain Demon Princes have become aware of this, as well, and are beginning to plan . . .

Elohim

Given that the EloHITE of Creation attunement takes months to work – what with gathering materials to make relics and reliquaries out of, let alone preparing those materials and binding Songs and Essence inside them – Elohim of Creation are patient, patient beings. They can appreciate and even indulge in comparatively "fast" forms of art, but deep down they know that *real* creation takes time. Since almost all of them have mastered Transubstantiation to assist in their work, they are also deeply aware of the links between different substances, such as how water is only a few molecules away from wine, or sand so near to being a living structure such as a plant or an animal. Everything, to them, is part of the complex structure which is creation, and everything changes – including themselves.

Elohim of Creation are crafters rather than artists, working with painstaking care to create the desired object, effect, or result. Whether their subject is a human soul, a fellow angel's salvation, a relic, or a piece of music, they apply themselves with precision and settle in for the long haul. They don't expect things to be easy or fast – indeed, some classic Eliite problems have been fueled by Powers assuming that things couldn't possibly be as quick or simple as they looked, and complicating the situation by taking a long-term approach to the problem. Many of them get on very well with angels of Stone.

Like everything else, an EloHITE's vessel is yet another tool to him, and aesthetic preference or personal liking take second place. This doesn't mean that a Power won't mount a filibuster over how he requires a particular vessel, Role, attunement, or Song – but he'll have good, logical reasons for doing so.

Nowadays, the Elohim of Creation have to spend more time than blunting the edges of argument among their fellow angels. They must deal with the current internal tensions within the angels of Creation, the trickle of Eliites going into service to other Archangels, the concern over Eli's absence, the lack of centralized direction, and the awareness that Judgment is just waiting for an excuse to take action. It's no surprise that the Powers are kept busy making sure that their siblings of Creation are cooperating rather than fighting, and that any hostility is directed where it is best suited – at the demons.



Malakim

Malakim of Creation are frequently the envy of their Choirmates; they can pick up anything and use it creatively as a weapon for the length of a combat, where other Virtues are left looking around for a sword, gun, or club-weight length of wood. Malakim of Creation have thrashed demons while armed only with an umbrella, a satsuma, and a wet noodle. They bring their creative urges to battle, finding new and ever more enterprising ways to persuade demons of the wrongness of Hell's causes. While Eli's Malakim can use both the carrot and the stick in their efforts against evil, most of the time they end up applying the stick – or any other rigid object found at the scene of the battle. If they are artists, they are constantly working in new media or forms, always willing to try a new instrument, and as ready to spray graffiti on subway walls as they are to paint masterpieces.

Elite Virtues are a generally laid-back group. They come to terms with their own oaths and honor early in their careers, and work out questions of ethics in a situational way. They find it comparatively easy to understand when one can use anything as a weapon, or when honor and virtue constrains them to more limited options. Dominicans either find this highly worrying and a sign that Eli's angels are corrupt, or are relieved to know that Eli's Malakim are capable of exercising good judgment. (This difference of Judges' opinions usually tracks the "Righteous" and "Mercy" divisions within Judgment (*Superiors 1*, pp. 63-64), but not always.)

Malakim of Creation opt for vessels that are muscular and self-assured. (There are a few exceptions, such as Malakim who deliberately choose weak-looking vessels in order to get closer to the enemy and be creatively deceptive before launching surprise attacks.) They serve primarily in the corporeal and ethereal realms, working to inspire and protect humans. Some of them can't resist leading martial arts schools and teaching creativity in self-defense, but most are more moderate, and keep their fights out of the public eye. Many of them react defensively to Judgment – indeed, to any other angels who criticize Eli – and some are prepared to resort to violence, if provoked. Of course, this only damages the reputation of other angels of Creation. Other Creationers try to get such Malakim front-line postings battling demons, for the Virtue's sake and their own.

Kyriotates

Eli's Kyriotates can perform the Song of Celestial Form on their hosts absolutely free, as often as they like. For them, whatever flesh they are currently wearing is as flexible as soft

clay; while Elohim find all matter mutable, Kyriotates consider all human (or animal) bodies to be variations on a form. This makes them among the most insensitive angels on the subject of racism; they simply do not *understand* the concept. It makes no sense to them, and they can't see how it fits in a sane human mind. Many of them are unsuited to operate in a corporeal situation where racism is an issue, as they're likely to fail to take it into account. (They're only a little less clueless about sexism; at least there they can grasp that one gender bears the children and the other doesn't.)

Some Kyriotates see themselves as sketch artists, working quickly with the minimum of strokes in order to disguise their current host, while others are perfectionists who insist on making the desired likeness perfect. They are the perfect spies, capable of changing their host's gender, face, and age to suit the situation. If given photographs or film of their targets, they can impersonate anyone from the Inland Revenue to Orlando Bloom to the Seneschal of a local demonic Tether. They can't always alter their voices or speech patterns to precisely match their target's, but no disguise is perfect; Kyriotates on an assignment involving close-up impersonation usually ask for vocal recordings so they can practice imitating their target, or try to find a semi-plausible reason to avoid long discussions. Since the physical change will only last a matter of minutes, long talks will probably spell doom for the mission anyway.

For a mission that involves going into danger, Kyriotates of Eli avoid using innocent hosts; they either borrow the body of a consenting Soldier of Heaven, or

possess someone (say, a Hellsworn) who won't be a great loss if things go wrong. Since Kyriotates are driven to avoid leaving even the worst of hosts in trouble, many of Eli's Dominations invest in a Song that allows rapid escape, such as the Songs of Motion, or Numinous Corpus: Wings.

Kyriotates take great joy in finding a demon's vessel-concealing Body Bag relic (*In Nomine*, p. 71). Those of Creation have the even more heady rush of knowing they can incriminate *lots* of Infernals before their luck runs out.





Elite Dominations enjoy inspiring others through their words and deeds, and sometimes temporarily “borrow” an artist’s body in order to complete some work for him. (This is usually done in such a way that the artist thinks he’s been in a fugue state, and is inspired to perform as well – or better – in the future.) They also like showing up at a moment when an artist is seeking inspiration, having shaped their host’s face and body to provide that inspiration. They work in all three realms, finding the Marches almost as malleable to their strong wills as their hosts’ bodies. However, they’re so *useful* as spies that they often end up making that their major occupation. Other Archangels (Michael and Laurence in particular) are always glad to recruit Kyriotates of Creation. The Dominations themselves tend to be pragmatic about it; they don’t want to be unfaithful to Eli, but any work which helps protect humans from demons permits Creation to spread more widely, and can’t be a bad thing.

Mercurians

Like Eli’s Elohim, his Mercurians are patient crafters, spending months on the talismans that they create. Unlike the Elohim, they do not ponder the mutability of all created things and how easily one can become another. They must spend years practicing their own skills if they are to empower their talismans, resulting in a healthy respect for hard work and long hours of exercise. While they are as fond of humans as any of their Choir, they are easily annoyed – even offended, on a deep level – by humans who are deliberately and knowingly lazy. They are prepared to make allowances for people who do not have time or opportunity to develop themselves, but not for those who have the chance but throw it away.

The more skills these Mercurians have, and at higher levels, the more talismans they can create; however, the more time they spend working on talismans, the less they have to practice their skills. This creates a certain dichotomy in their attitude; while they value their skills, and the hard work that goes with learning them, they realize how easily a skill can be conferred by the use of the talismans that they make. This leads to disparagement of the talismans themselves; Mercurians of Creation often view the skills that talismans grant as somehow “cheating.” They do, however, realize that their comrades *need* these talismans, so they put aside their own biases to help others. (Needless to say, any Intercessionist who finds that other people view him merely as an item-resource is going to be extremely unhappy.)

Mercurians of Eli fall into two groups; those who can produce powerful talismans for a few skills, and those who have a wider portfolio at lower levels. Both are very useful to other angels; the higher-level talismans are more useful but take longer to create, while the weaker talismans can provide a small but timely boost in ability. The skills in question are usually linked to the Mercurian’s personal tastes; devoted as they may be, few Friends are prepared to spend years training in skills that they dislike or find boring. This can mean that if other angels are looking for a talisman in an unusual skill,

they will have to search widely to find an Elite Intercessionist who knows it. The Mercurians themselves have a rough idea as to which of them can produce what, but won’t pass the information on to inquiring angels unless they’re convinced there’s a genuine need for it.

While no Mercurian wants to look *bad*, their vessels are usually optimized toward their particular skills. They used to be more balanced in numbers between realms, but these days they work primarily on Earth. This is because, in Eli’s absence, the talismans that his Intercessionists can produce are in much higher demand from ethereals and other celestials. The Mercurians themselves accept the situation, but dislike it. They are the Friends of Man, and many of them want to be working with humanity in all three realms, instead of churning out yet another talisman.


The Redeemed

Eliites view the process of redemption as taking old, corrupt material and making something new, beautiful, and life-affirming. Like many others in Heaven, they support redemption rather than simple destruction, and are prepared to spend years bringing out the “true beauty” in some demon who they believe is a potential candidate. (This can become an obsession, and older angels may need to remind young enthusiasts that allowing the demon to continue to harm others or do evil during a long attempt at conversion is Not Good.) Some angels of Creation view redemption as a single moment of artistic inspiration, to be accomplished whenever the demon feels he’s ready; others liken it to a long, careful work of art, where the demon’s angelic friends are better-suited to judging his readiness to redeem. Both factions like to “seduce” the demon into redemption by showing him the glory and beauty of creating things, of helping those around him, and reminding him that he need not give up corporeal indulgence in order to become an angel.

Of course, getting hold of Eli to perform a redemption these days is difficult in itself. So far he’s answered all invocations when the purpose was to have him redeem a demon, but nobody can be sure that this will continue. Some Creationers resort to asking a friend who serves another Word to call their own Archangel, even though this means that the Archangel is likely to take custody of the newly-redeemed. Eli has met demons who were good prospects of redemption and inspired them into asking for help – or manipulated the circumstances to force a moral choice on them – then redeemed them on the spot. Such new angels tend to be left with other Creationers for further education and support. Dominic is, of course, keen to interview Creation’s newly-redeemed as soon as possible.

Like most angels, Eliites are convinced that they have a special concern for the newly-redeemed, and know best how to treat them, whether this involves affection and rest, or corporeal assignments in their new nature. Unfortunately, this has combined with the current feeling of persecution to create a frequent belief that *no* other angels really understand the redeemed, or know how to deal with them. This can result in





new angels with fragile psyches, grudges, or manic-depressive swings being deliberately shunted away from Dominicans or Novalites who could help them. The Creationers assume they know what's best, and this can have bad results if they're wrong.

While Eli was still working full-time as an Archangel and occupying his Cathedral, he took care to pick assignments which suited the talents of the newly-redeemed, and helped them develop their feelings for art and creation. In his absence, whichever group of Creationers has custody of the new angel (usually the ones who helped him redeem) takes care of him and educates him. The lack of central communication and direction can be dangerous, as this sort of coaching may result in angels who are biased or prejudiced due to Creation-based perception of other Words. It

BRIGHT LILIM

Creation is one of the most attractive Words to Lilim who are considering redemption, have come to dislike the selfishness of Hell, or are in enough trouble that nowhere in Hell is safe. To the uneducated Hellish eye, the angels of Creation see life as a continuous orgy and get to enjoy all the good things of corporeal existence. Likewise, the Lilim gossip network is well aware that Eli himself is known to have left the stuffy rigidity of Heaven in order to wander on Earth. Creation looks like a good, *easy* choice for a Lilim who has decided to take the plunge. No Creationer would turn her away. (It's said that through the millennia, Eli and Marc have been the Archangels averaging the most Lilim redemptions – though neither has broken three digits on their totals.)

After redemption, however, the choices become more defined. On becoming aware of the true nature of angelic Words, many Bright Lilim would rather serve something better suited to their particular natures. Not everyone is cut out to be an artist. Those who are, however, do stay with the Word of Creation, and take corporeal tasks and Roles to best use their abilities. More philosophical or angstful Brights might take a stubborn pride in the current Creationer situation, enjoying their new positions as misunderstood artists who serve a higher cause.

Creationer Brights are well-suited as teachers, curators of art galleries, and financial “angels” to struggling young artists. They can tell what would best inspire their targets, and then call on their fellow Eliites to help provide that vital boost. Even the most depressed or hotly pursued Gifter enjoys her work, knowing that she is giving something that nobody else could identify or provide.

can also mean that a newly-redeemed angel is on his own with only a few friends nearby when the Game comes knocking on the door . . .

Humans

Eli has a wide range of Soldiers, and is recruiting more all the time; this is a matter of serious concern to those Archangels who are aware of it, as it is difficult to know how to interpret the matter other than as an attempt to build a mortal power-base for some particularly dubious plan. (So far the only ones aware are Dominic, Jean, Michael, and Laurence; they realized that Eli was recruiting after Jean compiled figures on Soldier locations that Laurence and Michael provided.)

Eli himself usually puts new Soldiers in touch with his angels, or lets one of his Servitors know where to find some newly-made Soldier in order to bring them into the fold. Of course, Eliites are frequently creating new Soldiers themselves from humans with the potential for a sixth Force, though they are often lax about filing paperwork with Laurencians . . .

The Soldiers of Creation themselves are a mixed bag, and frequently not well-informed about the current situation. Some angels of Creation feel it would only worry humans to know about Eli's walkabout, and tell the Soldiers, “the Archangel of Creation does not keep to a definite schedule, but he may show up again some time soon.” There have been a few cases where this policy has drastically backfired, and the Soldiers in question have found out that they were lied to; one even defected to Hell. Even those Creationers who are willing to explain what's going on tend to avoid the awkward points such as Judgment's keen interest in their goings-on, or the rumors of possible trials for heresy.

However, Creation's Soldiers form a vital support network for the Eliites – even more so, now that the angels themselves are having problems with leadership and organization. There are also a *lot* of relatively normal humans who are aware of the War to some degree and consider themselves loosely affiliated with what they believe Creation to be, whether they are agnostic artists, pagan mothers, or rebels supporting artistic freedom of expression. The Creationers try to avoid dragging these auxiliaries too deeply into matters of the War, but sometimes they have little choice.

JOBS

No Creationer can remain idle. There's far too much to do. With Eli absent, a lot of Creationers choose their own assignments. This can be good, or can be a dreadful risk of temptation and Falling. With the constant drain of angels to other Words, it's also more important that urgent posts such as Tether-defense or inspirational projects be staffed at all than staffed with the best person for the job. Any Creationer may turn up anywhere.



Celestial Jobs

These days, the Halls of Creation are short-staffed. Apart from the occasional huge party, most of the Creationers in Heaven are either members of the Committee (p. 35) or reporting directly to it, or relievers who are too young to go down to Earth yet. The remaining Creationers are Cherubim or Mercurians watching over the Tethers or the blessed souls in the Halls of Creation. The fact that Eli's private mission involved leaving Heaven and going down to Earth has inspired many of his angels to do likewise, even if they were fulfilling a useful and necessary role in Heaven.

Ethereal Jobs

The Marches contain a fluctuating proportion of the angels of Creation. Many of them see this as the ideal place to give their current human targets a bit of creative inspiration, and use dream-walking relics or the Songs of Dreams to drop by and meddle with human dreamscapes. They don't tend to stay long, however; they want people to be creating in their waking hours, rather than spending all their lives in dreams. Typically these are Cherubim, Elohim, and Mercurians, though angels of all Choirs drop by from time to time.

While a number of Creationers entertain heretical thoughts about ethereal allies, few of them do anything about it. There are several reasons for this. The first is that this is one area where Dominic is very watchful indeed, and the Eliites know it; at the moment, the potential gains aren't worth the risk. Second, if angels of Creation run into ethereals on Earth, they can sort out any disagreements or alliances there, without having to go up to the Marches to handle it. Third, everyone's *busy*.

Corporeal Jobs

This is where the main body of Creation's work takes place. Eliites must inspire creation, encourage creation, support creation, protect those who create, and, naturally, do some creating themselves. Elohim and Mercurians provide talismans, relics, and reliquaries to support their fellow angels, while Ofanim circulate in a network that carries news and passengers. Malakim form enthusiastic strike teams to root out demons or other causes of entropy, or work to prove to humans that honor and virtue can accompany the arts of creation, and even improve them.

Kyriotates move from host to host to provide quick moments of unconscious inspiration or encouragement, or spy on demons and pass the information to the Malakim, or help set up support structures for starving artists and hungry families. Many Kyriotates of Creation have briefly infiltrated social services or welfare networks in order to adjust a signature here or a document there, divert funds to arts programs, or conceal a lack of payment of taxes, in order to keep creation alive elsewhere. Cherubim watch over those who

create, or trace objects of art and beauty in order to use them to inspire others. Seraphim travel among the humans, pinpointing those with unrealized gifts, then identifying them to other angels for later encouragement or attempting to push them into creative work themselves. Aside from their artifact jobs, Mercurians strengthen social networks among artists and crafters, and work to support happy, fruitful families. Elohim ease the mental stress of those who are troubled by their creative work, or are hindered from it by emotional blocks and griefs. And Bright Lilim, few as they are, find out what the humans need to create, and give it to them.

Unusual Jobs

Some angels would argue that since creation must be encouraged in any and all ways, there are no usual jobs, and thus there are no unusual jobs; everyone just does whatever seems cool to them. While this is largely true, there are a few tasks which require special capabilities, or which are less well known to those outside Creation.

One of these is the group of Creationers attempting to infiltrate the media. This project has been going on ever since Eli first realized the gravity of the situation (reportedly on seeing the film *Triumph of the Will*, a powerful piece of Nazi propaganda) and unfortunately is going nowhere fast. Nybbas is in control, and staying that way unless something new comes into the equation.

Another ongoing job is one that is kept very secret from Judgment, and only entrusted to senior angels of Creation. They are attempting to compile a list of known Grigori, together with their cover identities, locations, and any identified Children of the Grigori (or monsters) descended from them. This group is largely Kyriotates and Cherubim; the Kyriotates do the investigation, and the Cherubim keep the records. It was begun before the birth of Christ, and there are rooms in the Halls of Creation filled with notes and files on the secret history of the Grigori. As to why Eli wants the information – he hasn't said.

ORGANIZATION

Previously, the closest thing that Creationers had to organization was teaming up for a particular project. While lacking a hierarchical or graded structure, every Eliite understands the concept of working under direction to create a particular work of art (though some are better at obeying orders than others) and can manage it for a while. The problem lies in doing it over a long period, and managing a system of regular reports and checks and balances where there's no real precedent for doing so. The angels of Fire have a similar problem, but they have Soldekai, who is Gabriel's immediate deputy and has her delegated authority to manage things. Further, the Flames have been handling the situation for a while and developed ways of dealing with it, so that most of the time things are under control and no serious situation gets missed.





To be fair, there are angels of Creation who like to work on long-term projects, in regular day-to-day structure, with a more experienced or able angel giving the orders. There are some who like instructing and commanding more junior angels. These are the ones doing what organizing there *is* at the moment – because nobody else wants to. The individualists and enthusiasts are glad to let someone else take up the slack, but ready to ignore orders if they don't like them, or if they feel that they have a better understanding of the current situation. The Ofanim help hold the situation together by carrying news and escorting other Creationers, and the Elohim attempt to defuse problems through rational argument or expert psychoanalysis, but the structure is not built on firm foundations.

At the moment, those Creationers currently stationed in Heaven do most of the coordination and analysis, primarily using reports from the Seneschals of Tethers of Creation, but also adding information from any other Eliites who have news. This organized group is generally referred to as “The Committee” by other angels of Creation. While they can't issue actual orders, they can pass relevant data back down the chain to Seneschals: known demonic offenses, demonic operations in their territory, local Creationers in trouble, wandering Dominican triads, and anything else that might be useful. The utmost precautions are taken to stop demons from getting hold of these reports. Senior or powerful Eliites who bother to keep in touch with Heaven can also get updates on the news, but are then expected by the Committee to keep local juniors informed and aware of what's going on, as well as keeping an eye out for their welfare.

The one thing which will unite Creationers of all kinds is the need to rescue a comrade, or *any* angel or human in danger. Unfortunately, the lapses in communications and the tendency of Eliites to bury themselves in private projects or engage in private meditation (in the vernacular, “sulk”) can result in angels of Creation being in peril, but none of their friends knowing about it. The Committee tries to keep track of all the Creationers to prevent this sort of situation, but can't always manage it. They are currently attempting to promote teacher-student bonds among Eliites, as an acceptably creative way of monitoring the current situation while allowing artistic growth for all parties concerned.

LIFE UNDER CREATION

Being an Artist means bringing new things into the world, whether it's children, dreams, art, craft, or even a new way of doing things. Eliites serve their master's Word both by doing this themselves, and by inspiring, teaching, or protecting humans who do it. There are no outer limits, no final frontiers, no uncrossable barriers for angels of Creation; there are only possibilities and new options. While individuals may have limits, it's far better to challenge those limits than to live with them, and much more righteous to attempt a new piece of art than to give up merely because they're *bad* at it.

Life as a Creationer is busy, whether it's work or relaxation. While angels of Creation understand that humans need sleep, lying around doing absolutely *nothing* doesn't really serve the Word of Creation. The concept of relaxation in order to have better focus later, however, is perfectly reasonable – which is why Creationers tend to relax enthusiastically and vigorously, to a degree which has Dominicans muttering about corporeal indulgences, temptations, and the downfall of the Grigori.

At the moment, being a Creationer also means living with the knowledge that your Archangel has left Heaven and gone walkabout for reasons unknown, that Judgment is suspicious of both him and you, that the rest of Heaven is polarized on the subject, that the demons are taking advantage of the situation to launch strikes on your Tethers, and that the situation is not good and getting worse. This can result in paranoia, eccentricity, actual hostility (the “get them before they get us” sort) . . . or in reaching out to other angels, working to stabilize Eli's Word and Servitors, and having faith, judgment, and creativity. It all depends.

DISTURBED, NOT DISSONANT

While angels of Creation do not have a Word-related dissonance condition, there are a number of things which most of them find contrary to the Word they serve and deeply unpleasant – or even unthinkable. These include, but are not limited to:

- Perversion of art to evil purposes. Propaganda and subliminals certainly can be used for good purposes, but often they aren't. This is a “hot button” among many Eliites, with arguments about the end justifying the means.

- Non-consensual sex. Andrealphites tend to fall under this particular category, in general and in particular. Uncaring sex is nearly as universally detested by the Artists.

- Failing to take responsibility for children. This goes all the way back to the Grigori. It isn't so much abusing the children, which any angel would object to, but failing to take proper responsibility for the child once born. It also, to a degree, involves taking responsibility for personal creations or works of art.

- Preventing people from creating things. While this attitude is acceptable to most angels, it can create problems with those concerned with the social order, over questions like blasphemy, censorship, libel, personal offense, provocation, and other such things.





Creation Without Skill

No one starts out perfect at something. If you love it, it's good even if you're bad at it. If you're doing it as hackwork, without joy, then it's drek, even if you're good at it. Y'know?

– Eli, Archangel of Creation

Not all Creationers are *good* at art. Sometimes they take up arts or crafts which they will never be particularly good at, even if they work a thousand years. (Some have.) This can come as a shock to other angels, and there are even Dominicans who feel that it *has* to be somehow proof of anti-Word behavior. (Such Judges are frequently of the “I don't know about art, but I know what I like” mentality.)

While it's pleasant to be able to perform well, and actually one of Eli's Rites to affirm your ability and skill, nobody has ever said that creation had to be performed perfectly. Eli loves delight in the making, not necessarily perfection. He'd rather have a bad flautist who still enjoyed the instrument than a precise violinist who only did it for the money. Also, no one's good at a skill from the first moment they try it. It takes practice, painstaking practice, and Creationers who try many different forms of art or craft will need a *lot* of practice to reach an acceptable standard.

Just because a Creationer produces very strange noises on the tuba doesn't mean he can't spend his leisure hours playing it.

Especially if there's a Dominican next door.

There's also the fact that both humans and celestials can enjoy a form of art without necessarily being good at it. They may have singing voices which make mating cats wince, or paint dainty little watercolors in shades of pale-on-pale, or do disco in a way that causes their friends to sink into the ground in embarrassment. And yet they're enjoying themselves, they're *creating*, they're bringing something new into the world. Just because a Creationer produces very strange noises on the tuba doesn't mean he can't spend his leisure hours playing it.

Especially if there's a Dominican next door.

Rewards and Punishments

In Eli's absence, things are . . . more difficult. There's no longer a convenient Archangel to report to, and those few Creationers who have some semblance of authority over their friends don't have the *resources* to reward as they'd like, or to punish as they see fit. While other Archangels can provide more, they usually only do so if the angels who deserve reward or punishment are directly in service to them, or were working on a mission that was directly linked to that

ENCHANTMENT

Even without the Choir Attunements of Elohim and Mercurians, Eli's angels are adepts at creating artifacts, receiving bonuses when calculating their Enchantment skill (*Liber Reliquarum*, pp. 16-26). Those with the appropriate Choir Attunements need neither that skill, nor to search the realms for the appropriate ingredients! All they need is an item to enchant, and time.

Archangel's Word. Michael may pass out attunements or relics at the end of a major operation to clear out a Tether of the War in which some Creationers took part, or to a Creationer who's in his service but is working on Creation-related jobs, but otherwise he wouldn't be involved.

If Eli actually shows up, it's a different matter. He can hand out any sort of Song, attunement, relic, gadget, or other token of approval that he may find appropriate at the time. (He also sometimes gives things which will be useful in the near future – i.e., based on the GM's knowledge of forthcoming events – but which make little sense at the moment.)

When inflicting punishments, Eli does his best to sympathize with the situation and with the stress that his Servitor was under at the time. However, the lack of all Word-related dissonance for Creation usually means that any of his angels who are currently carrying dissonance, or Discord as a result of it, must have infringed their Choir's standards. Eli will remove dissonance, and Celestial and Ethereal Discord, but may leave Corporeal Discord in place, depending on how severe it is and how much it affects the angel's Role. He may also inflict punishments by altering or mutilating the angel's vessel, if on Earth – this is a common rebuke to angels of Creation who are veering toward Lust in their practice of his Rites. In the case of an angel who is seriously straying from the path, or who needs help, Eli will assign him directly to another Archangel's service (though he remains an angel of Creation), and will often give him a letter to take to the Archangel which will explain the situation.

(Naturally, this depends on the nature of Eli; some of the variants on p. 36 would be less sympathetic, more sympathetic, or just vague and enigmatic.)

Dealing with Outsiders

These days, Creationers' dealings with outsiders varies a great deal with how those angels are responding to Eli's absence. Those Servitors whose Archangels view the current situation suspiciously are distrusted in return; Dominicans are rarely welcome, and Laurentines not much more so. Enthusiastic supporters of Eli, such as angels of Flowers or Fire, are treated with equal warmth. Neutral angels, such as Traders or Warriors, are judged on their own merits.



Of course, this is stereotyping, and many senior angels are capable of more discrimination and better manners. They also have the sense to realize that antagonizing the angels of Judgment and the Sword worsens public perceptions about Eli and his Servitors. Unfortunately, there are also young or angry Elites around who are willing to flaunt their Rite of consensual sex or their involvement with humanity just in order to annoy the more stiff-necked angels. The continual flow of Creationers into the service of other Archangels also draws away those angels of Creation who had sympathy and a good understanding with other Words, leaving behind the “hard core” who are often not prepared to make an effort.

When it comes to dealing with ethereals, sorcerers, or demons, there are two basic schools of thought among Creationers. The first is that in Eli’s absence, standards ought to be maintained even more strictly than before; the evil should be redeemed, slain, or creatively directed to provide useful help and *then* redeemed or slain. The second school of thought believes that in Eli’s absence, his Servitors need all the allies they can get, and that circumstances allow a little more laxity than Dominicans would approve of. Neutral entities can be tolerated or bargained with, while less-evil demons can be ignored under some circumstances, or bargained with in order to dispose of more dangerous ones. As with many of the things provoked by Eli’s absence, this is acceptable in the short term, but may lead to serious long-term consequences – especially if Judgment should find out about it and discover that it is not an isolated practice.

IN SERVICE ELSEWHERE

These days, with Eli himself absent, there are Servitors of Creation in service to all the other Archangels. Some angels are attracted to serve a particular Archangel (very few conceptual flower-arranging Mercurians choose to go into service to Stone), and some Archangels want to recruit a certain sort of Creationer. Dominic is happy to take restrained, perceptive, *effective* angels of Creation under his wings, but does not start his search among would-be rock-star Ofanim.

Here are some notes on how angels of Creation are treated when in service to other Archangels, and what may be expected of them.

Blandine: Many of Eli’s angels are in service to Dreams. Blandine is one of their Archangel’s oldest and fondest allies, and her aims fit well with those of the Artists. It has been difficult for some angels to adjust to a Superior who is so distant (unlike Eli, before he left his Cathedral) and who seems disinterested in Servitors and their problems. Some claim that they are being discriminated against and forced to perform tasks that they hate, without realizing that Blandine expects her Servitors to speak up if they are unhappy.

Creationers who enjoy working with little supervision flourish under Dreams, and Blandine extends to them the same trust she has in her own angels. However, the reputation

of Creationers in service to Dreams has been tarnished by a few who repeatedly flout Blandine’s dissonance conditions to get the Archangel’s attention. Since she considers herself to be responsible for them, those angels are rarely transferred to other Superiors.

David: Many crafter angels moved from Creation to Stone’s service when Eli went on sabbatical. These angels, charged (like David’s own craft angels) with teaching humans their arts, have at best probationary status. Their talents are respected, their skills are admired, and they are given assistance if they need it, but they are still very much outsiders, and they know it.

A few angels of Creation entered Stone’s service because of personal martial leanings, or because Eli felt they needed a strong sense of “belonging” to survive his absence. *These* soon became full-fledged “brothers” in the community of Stone. Some are even ready to change Superiors from Eli to David for good, but want to bid a personal farewell to Eli when they ask his permission for the transfer. Almost all of them hold an attunement from David, and some of them hold several, or belong to one of the brotherhoods among the angels of Stone.

Dominic: Few Servitors of Eli work for Dominic. Those he has are watched closely, both to make sure they do not betray him, and as a “control group” for their fellows. Angels of Creation in service to Judgment have a Cherub attuned to them, and are thoroughly debriefed every week. They are rarely assigned positions of power, but some do go on triad duty, and at least one has been granted the Seraph of Judgment attunement for *outstanding* service. Grudgingly, Dominic has come to accept that sometimes a Servitor of Eli can gain the cooperation and repentance of a wayward Creationer better than his own Judges.

But that doesn’t mean he trusts them.

On the other side of the equation, why would an Elite choose to serve Dominic? Some want to put their talents at his service, honestly respecting his Word and his virtues. Others hope that they will be able to mitigate the hostility between Creation and Judgment by serving as examples of cooperation, defusing mistrust and misunderstandings. Finally, a few unfortunates have incurred *severe* dissonance or Discord, and “volunteered” to serve Dominic in order to avoid more stringent punishments. Some of these last are unwilling and grudging in their service, while others have become positive enthusiasts for Judgment and poster children for cross-Word cooperation.

Gabriel: Any Servitors of Creation who have chosen to serve Fire are received with open arms. The Gabrielites consider that other angels who want to serve under their Archangel clearly have their hearts in the right place. They’ll welcome the Creationers to the ranks, and even if Eli’s Servitors seldom end up in positions of authority, their artistic opinions are *always* courted.

The angels of Creation are often assigned to missions involving spreading inspiration, as Soldekai (Chamberlain of the Legions of Fire; *Superiors 3: Hope and Prophecy*, p. 57)





feels that their talents are most useful there. The few who truly *burn* for combat or justice are placed with Servitors of Fire who are punishing the cruel, with instructions to apply their creative talents to the situation. (This may lead to particularly elaborate schemes of justice, or methods of redressing some cruelty – and *frequently* attracts the attention of Servitors of Judgment.) The Artists themselves are generally comfortable with the loose Gabrielite organization. Even if the angels of Fire are sometimes “way too intense,” the sheer amount of casual passion and affection makes Eli’s angels feel welcome and wanted – which counts for a lot.

Janus: Chaos, freedom, liberation, and really fast cars; that’s what a lot of Creationers think about when they consider serving Janus, and they’re not wrong. Janus is glad to have free-spirited Eliites joining up, and gives them the same breezy lack of supervision (and temper flares or mood swings) that he shows his own angels, apart from occasionally pointing them at particular missions. For Creationers who want comrades on the way and the chance to change the world, it’s a pleasant way to live. Janus is reasonable about handing out the odd Song or relic (though there have been some cases of the relic’s previous owner showing up to demand it back) and firm but fair about imposing or removing Discord. He’s also known to award attunements. Judgment tends to pay close interest to these Eliites, but the Windys rally to defend their buddies.

There’s no question that the Artists can find companionship and friendship among the angels of Wind. What they won’t find is a permanent home. The angels of Wind are constantly on the move, and a Creationer is expected to travel as well. If he stays behind, to keep a permanent base or assist at a Tether, then his Windy friends will certainly come and see him when they can, but they won’t be there constantly. (In fact, Eliites are often assigned to Tethers or safe-houses, as they won’t take dissonance for staying still.) And why should that surprise him? It’s not as if the angels of Wind have permanent homes, either, unless you count the Groves in Heaven. Those who want to run with the wind must be prepared to let the rest of the world blow away.

Jean: The Archangel of Lightning is not happy about the current situation, even if he maintains his usual bland calm in public. He is aware that overly rapid harshness may alienate Eli and his angels, and that overly firm supervision may drive Eliites away from his service, so he works to maintain appearances as a rational, gentle, *understanding* employer, who would certainly take an Artist’s opinions into account.

Jean is not a Seraph. Any Creationer who joins his service is going to be analyzed to within an inch of his life, then monitored and organized for his own good (sometimes so subtly that he’ll never realize he’s been railroaded). It makes no sense to have angels of Creation running around randomly when they could be operating under Jean’s direction to serve a greater purpose. Jean knows how much Lightning can

benefit from Creation’s assistance, and he finds it perfectly sensible to tempt, coerce, or blackmail Creationers into working under his leadership. Mercurians and Elohim are especially recruited, for their Choir Attunements and role as Makers of Things. Eli’s angels are given appropriate benefits, work constantly with Lightning “handlers,” and are kept safe from the risks of Falling or other inadequate supervision. Very rational.

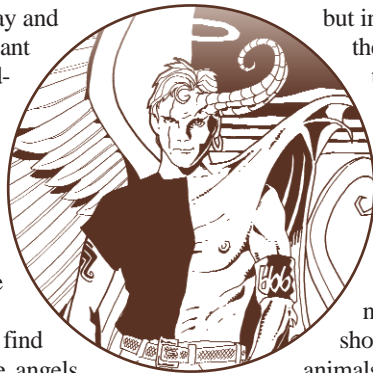
The Archangel of Lightning would defend this policy to other Archangels, if accused of it. Eli has left Heaven; his Servitors require direction; Jean provides that direction. If Eli objects, let Eli come back and say so himself.

Jordi: While Jordi is well-disposed toward Eli, there aren’t many useful roles in his service for angels of Creation. Helping the natural world breed is a worthy goal in the sight of Creationers, but lacks scope for potential artistry. Introducing humans to the wonders of nest-decoration in weaver birds or mound-building in termites is enjoyable, but involves more interaction with the animals than the humans. And as for encouraging the humans themselves to have more babies – well, Jordi doesn’t want to interfere with natural processes, but there are too many damn humans as it is.

One area where there is some potential overlap between Eli and Jordi’s Words is in the care and training of domesticated animals. Jordi may consider circuses an abomination, dislike most zoos, and frown at pet shops, but he’s prepared to give some leeway for animals such as dogs and horses which are trained to close interaction with humans, assuming that they are well-treated. Angels of Creation who go into Jordi’s service sometimes end up there, working to improve the creative interface between humanity and animals.

Laurence: Not many of Eli’s servants have found service with Laurence, but Laurence will welcome any who seek him out; he sees it as saving them from a derelict, possibly dangerous Superior. He’s no more generous than any other Archangel about rewarding angels of Creation in his service, though. Eli’s Servitors have to work hard to prove they haven’t suffered a loss of discipline and dedication as a result of their creator’s footloose ways.

There are angels of Creation who go into service under Laurence because they’re drawn by his personality and beliefs, or his sincere chivalry, or because they honestly feel that they can help the Sword function more effectively. Then there are angels of Creation who get drafted because they have skills that are vital to a particular operation. It’s hard to say no to the Archangel of the Sword when he explains that a mission may fail if you aren’t part of it. Those angels frequently find that it’s far harder to leave Laurence’s service than it is to join it – there’s always more work that needs doing. They frequently become disruptive, leaving a trail of chaos and indulgence in an attempt to rattle the Laurencians around them and express their feelings.





IN SERVICE TO LILITH

Yes, Lilith is a Demon Princess; yes, she is dedicated to the triumph of Hell (or at least the profit of Lilith); and yes, working for her is one of those things which gets an angel dragged directly to Judgment without even the opportunity to pack his bags or phone his friends. Anyone working for Lilith is risking dissonance, Discord, or even a Fall. The Princess of Freedom doubtless has deep, cunning plans, and any angel getting involved in them is asking for trouble.

That being said, there have been times Lilith showed up at a crucial moment when the angel really, *really* needed help, and made an offer that was worth listening to. She can, after all, promise that the angel of Creation won't have to harm humans in any way, cooperate with demons who harm humans, or reveal secret information. Perhaps the angel will just have to use his resonance for her benefit, or join in an operation against other demons. She can even offer Songs and spare vessels (which, in Eli's absence, are rare); she can provide information from Hell's most classified files; she can offer assistance against more *serious* enemies, such as Lust, the War, or the Game. She treats her angelic "freelancers" well (or at least, nobody has yet caught her mistreating them) and stays on polite professional terms with them, both during and after the period of their employment for her. If Lilith has a secret plan involving long-term suborning angels of Creation, nobody knows about it – yet.

Any angel of Creation who's caught working for Lilith will be in very, very serious trouble. But some Eliites think it's worth it.

Marc: The Archangel of Trade is the epitome of the reasonable, sensible boss when handling in-job problems, or when discussing problems with other employees and difficulties such as dissonance or Discord. Whether assigned to him, or drawn in by explanations of how they could really *help* with Trade's resources behind them, Creationers find him affable and understanding. Considering the art materials and knick-knacks that Trade-serving Artists accumulate, it's surprising that more Creationers don't work for him.

However, Creation (as many of its Servitors see it) must be free to work to its own dictates, rather than being constrained by the opinions or needs of others. There aren't many angels of Eli who are prepared to commit to a lifestyle that

involves always taking everyone's needs into account and balancing them in order to create something out of the situation. Those who are capable of such a thing, and who are willing to go into Marc's service, are happy.

Marc attracts Eliites who like the "art form" of the deal, artifact-makers (though Jean has occasionally offered deals of his own to these), and a smattering of dedicated sybarites who enjoy Trade's reasoning that serving the Symphony should be rewarded by a nice home *and* another job.

Michael: No question about it; Michael wants Creationers in his service. They're useful in every aspect of the war between Heaven and Hell, from planning operations to inspiring morale, undertaking missions, and cleaning up the results afterward. He's prepared to negotiate any sort of arrangement, from formal service and reporting to occasional liaison. He also hands out rewards generously, *including* attunements, and has even given Distinctions for particularly outstanding service.

The only downside to going into Michael's service is – as with Laurence – that once an angel has signed up, he's liable for service at any time and any place that Michael thinks his talents would be useful. Michael tries not to shift his Eliites around capriciously, or rip them away from a Role or task in progress, but if he considers that the Creationer is needed somewhere in particular, then the Creationer no longer has a say in the matter. Disobedience to direct orders from the Archangel of War, or any Michaelite who's leading a particular operation, results in the sort of disciplinary action which an angel of War would receive; stern talking-to, workouts on the practice ground, restrictions, and even the loss of favorite weapons.

On the positive side, Michael vigorously protects his Creationers from Judgment. On the negative side, any Creationer in service to War gets increased scrutiny from Judgment lest Michaelite biases unbalance the Artist.

Novalis: Novalis is often seen as a soft choice by Creationers looking for a temporary position in service to another Archangel. Everyone knows her closeness to Eli, and her frequent sympathy with his aims; it's reasonable to assume that she'd have a place for his Servitors. Everyone also knows that Novalis does allow violence when absolutely necessary, and most angels of Creation assume that they're perfectly peaceable, and can judge when violence is necessary.

In fact, Flowers is one of the hardest Words for the Artists to serve *well*. Novalis' own angels learn from the moment of their creation just when their mistress will permit violence, when she won't, and how much she expects her angels to sacrifice in order to promote compassion and peace. Eliites who barge in and make judgment calls about the moment to start a fight can be extremely disruptive. If they're prepared to curb themselves and learn, they're welcome to stay; if they persist in such behavior, Novalis asks them to leave her service. Dominic often launches an in-depth investigation into such Creationers.





FREE LILIM IN SERVICE TO ELI

He smeared the dark chocolate on Lilith's lips; he eased the tangy orange filling, the soft yet crispy sponge, into her waiting mouth . . .

– *Excerpt from the Gluttony-commissioned My Love, My Jaffa, by Deborah, Free Lilim erotica author*

Eli, in his wanderings, has provided assistance to more than one Free Lilim who only found out later that they owed an *Archangel* for getting rid of a Game-team, dealing with mortal interference, or some other urgent favor. Once the Daughter has got over the potential heart attack, she usually begins to see this as her Big Opportunity. Little metaphorical dollar signs light up in her eyes as she envisages being *the* Free Lilim who got a Geas on the Archangel Eli.

Sadly for them, Eli is not so easily entrapped. He is willing to be reasonable about when he calls in Geases on *them*, and always happy to perform a quick redemption if they're interested – but it's not a matter of finding a Need and fulfilling it.

From time to time Free Lilim have shown up to help out Creationers in trouble, but been vague about why they're there, who sent them, or what they know about Eli's current whereabouts. They have also noticeably refrained from extracting any Geases or hooks for their assistance, though clearly unhappy about this unusually generous behavior.

It is rare for Free Lilim to freelance collaborate with Creationers, but it can happen. It requires a Daughter who can keep her activities hidden from the Game (or present them as working to corrupt the Creationers) and Eliites who can keep their activities secret from Judgment, who take a strong view on such matters.

However, both sides have a lot to offer each other. The angels of Creation can provide relics and reliquaries and talismans, as well as other services, and experienced Free Lilim have a wide range of Songs and attunements, which can be useful for many sorts of operations. When the two groups work together, it's usually on the basis of, "And if we're caught, I never knew you."

The influence of Creation is certainly welcome among Flowers, and Novalis is glad to take any of Eli's Servitors into her service. She is affectionate, understanding, and willing to award attunements or Distinctions – where they're deserved.

The hard work comes when Creationers try to *deserve* those rewards and use their creativity to make peace.

Yves: Creationers by the score have requested permission to serve Yves, driven by the glorious dream of creating new and better destinies for mortals across the world, and have then been disappointed by the delicate, frequently passive jobs which they have been given. While the Servitors of Yves appreciate the fragility of destiny and fate, and the necessity of guiding humans and helping them to make their own choices, angels of Creation usually take a while to master the learning curve. This means that any Creationers in service to Destiny are almost always partnered with one or several Shepherds, so they can apply their creative skills under the guidance of the Servitors of Yves.

There is also scope for angels of Creation to work for Yves in Heaven, helping organize and maintain the endless libraries there, or in the Marches, shaping dreams to guide mortals to achieve their destinies or turn aside from their fates. The angels of Destiny are friendly toward them, treating them amiably as colleagues and assistants, knowing that Yves has not yet expressed any disapproval of Eli's actions. This is perhaps not the full-blooded acceptance that some Creationers want, but for those who find fulfillment in the service of Destiny, it is enough. Yves has yet to award high Distinctions or exotic Servitor Attunements to those Creationers in his service, and even the common attunements are rare enough. Those in service to Destiny are mostly patient types who console themselves with the thought that it is early days yet.

Changing Superiors

In the past, Eli would accept the choice of a Servitor who truly wanted to leave him for another Archangel. He was sorry to see his angel go, but would let him go freely and without constraint, for Creation must be free to work for whomever it chooses. Few of these ex-Creationers ever forgot their old friends in Creation, and they would collaborate in operations or just get together to share information. This sort of behavior encouraged cross-Word ties, and kept Creation closely linked to most other Words.

These days, it's helping tear the angels of Creation apart. No angel of Creation really wants to *leave* in Eli's absence, and it's only rarely possible to find the Archangel and explain your choice to him. At the same time, former Artists from all the other Words are stressing the advantages of a brief transfer in Eli's absence, driven both by faith in their current Superiors and true concern for their old comrades. Creationers are torn between loyalty, duty, a genuine desire for a direct Superior, the knowledge that they might serve Heaven better if working as part of a greater whole under an Archangel's direction, and the urge to stick by their friends. It's painful.

Those angels who want to move to another Word, and who are able to contact Eli and get his permission, are free to do so. However, the current political climate means that there



is often *hostility* toward them from their own ranks – they’re seen as betraying the cause, walking out on Eli and their brothers at the point when help is most needed. While not treated as badly as Fallen or as Dominicans, “defectors” are rarely welcome among their old friends. This usually results in the angel in question throwing himself all the more into his new service, and further stressing his ties to Eliites. It’s an unfortunate situation, and while some Elohim of Creation have remarked on it, they have yet to find a good approach to dealing with it.

There are even a few Eliites who don’t even *try* to contact Eli; they just take their Hearts, go to the Archangel they want to transfer to, and make the request there and then. Sometimes the request is accepted (Superiors such as Jean or



Laurence are likely to do this); other Archangels (such as Novalis) will only agree to take the angel into service, wanting Eli’s permission before a full transfer. In both cases, this sort of behavior inspires bad feelings among other Artists – not only did the Creator in question walk out, he did it without even telling Eli to his face.

SAMPLE SERVITORS OF ELI

MARATH, SENESCHAL OF SISTINE’S RESTAURANT

Malakite of Creation

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

Suggested Word Forces: 5

Vessels: Woman/3; Young Woman/1

Roles: “Maria Corrigani,” Restaurant Owner/5, Status/3; “Lucia Corrigani,” Student/3, Status/2

Skills: Artistry/3 (Cooking), Computer Operation/3, Detect Lies/4, Dodge/2, Driving/1, Emote/3, Fast-Talk/4, Fighting/4 (Tae Kwon Do), Knowledge (Local Area/4, Psychology/3), Languages (English/3, Italian/3), Lying/3, Medicine/2, Move Silently/2, Ranged Weapon/2 (Pistol), Savoir-Faire/2, Small Weapon/3 (Knife)*

Songs: Attraction (Celestial/3), Charm (All/2), Harmony (Corporeal/2, Ethereal/4, Celestial/2), Healing (Corporeal/3), Shields (Corporeal/2)

Attunements: Seraph of Creation, Malakite of Creation, Abracadabra, Transubstantiation, Seneschal of Sistine’s

Marath, Malakite Seneschal of Creation 1,521 1/2 points

ST 16 [20]; DX 21 [100]; IQ 22 [125]; HT 21 [100].

Speed 9.25; Move 9.

Dodge 10.

Advantages: Basic Celestial Template [480]; Celestial Rank +1 (Seneschal) [5]; Choir (Malakite) [35]; Choir Attunement (Malakite of Creation) [25]; Choir Attunement (Seraph of Creation) [15]; Combat Reflexes [15]; Essence Control 19* [10]; Extra Hit Points (Mind) 8 [20]; Extra Hit Points (Soul) 8 [32]; Power Investiture (Corporeal) 4 [10]; Power Investiture (Ethereal) 5 [20]; Power Investiture (Celestial) 5 [20]; Power Investiture (Word: the Tether Sistine’s) 5 [50]; Role (Maria, Restaurant Owner/Cook) 5 [25]; Role (Lucia, Student) 3 [15]; Servitor Attunement (Abracadabra) [30]; Seneschal (Word-bound) [66]; Servitor Attunement (Transubstantiation) [30]; Servitor of Creation [26]; Vessel (Maria; Extra Hit Points 17) [115]; Vessel (Lucia; Extra Hit Points 7) [65].

Quirks: Loves Italian food; Psychoanalyzes people, especially Judges; Tolerates redemption-bait demons in her Tether; Uses garlic as “aversion therapy” on people she doesn’t want coming back to her Tether [4].

Continued on next page . . .

SAMPLE SERVITORS OF ELI (CONT'D)

Skills: Acting-25 [8]; Area Knowledge (Local Area)-24 [4]; Cooking-23 [2]; Computer Operation/TL7-23 [2]; Detect Lies-22 [4]; Driving (Car)-20 [1]; Electronics Operation (Computers)/TL7-20 [1/2]; Fast-Talk-23 [4]; Guns (Pistol)/TL7-24 [2]; Karate-21 [4]; Knife-23 [4]; Motorcycle (Medium/Heavy)-21 [1]; Psychology-21 [2]; Physician/TL7-20 [1]; Savoir-Faire-22 [1]; Stealth-20 [1].

Languages: Angelic (native)-22 [0]; English (native)-22 [0]; Italian-22 [2].

Songs: Attraction (Celestial)-21 [4]; Charm (Corporeal)-19 [2]; Charm (Ethereal)- 20 [2]; Charm (Celestial)-20 [2]; Harmony (Corporeal)-19 [2]; Harmony (Ethereal)-22 [8]; Harmony (Celestial)-20 [2]; Healing (Corporeal)-20 [4]; Shields (Corporeal)-19 [2].

* *Marath's Essence Control exceeds normal HT limits due to her Word Forces.*

Marath is several hundred years old; she was created as a reliever, but swiftly chose to fledge as Malakite. For many years she served (in vessels of both genders) in wartime operations, but during a long period in seventeenth century Italy, she developed an interest in cookery. Her growing military experience led to her often being assigned to command small outposts, or hold defensive forts. She also developed a grasp of psychology, from having to deal with soldiers under stress conditions, and became a devotee of Freud shortly after he published his discoveries.

Sistine's was originally founded by Italian immigrants in the 1930s, whose passion and skill for cookery created the potential for a Tether. When Marath stopped there for lasagna, she noticed this, and was quick to invoke Eli and to suggest herself as Seneschal. Eli was happy to give her the position and bind her to the Tether; as he was still attending the odd Council meeting in those years, the Word-binding went through quickly. Since then, the restaurant has prospered, even though the original owners are dead. The Tether has also become a nexus for local Creations. It is on terms of guarded neutrality with local demonic Tethers, as it is too stable and well-defended to remove easily, but generally does not stage aggressive missions.

While Marath spends most of her time in the kitchen in Sistine's (which is also the Tether-locus), she keeps abreast of what's going on elsewhere in the city, and offers the restaurant as a convenient neutral base for angels of other Words to meet and talk. She treats Judgment in a polite and friendly manner, though likes to psychoanalyze them if given the chance, and will tolerate demonic visitors if (and only if) they have angels to vouch for their behavior and redemption-potential. Marath has two vessels; the first is for her current Role as restaurant owner, but the second is a young woman with a Role as a student, who also has a legal identity as Maria Corrigani's daughter, Lucia Corrigani. If Marath does lose her current vessel, and can't procure a matching one to continue the Role, she can always return as her own "daughter." In the current age of computers and identity-checking, she may have to do this in a few decades anyhow.

*(Marath is an experienced and powerful Seneschal of one of Creation's Tethers in a major city, who may provide a convenient base for characters to operate from, or may be useful background for a neighborhood. For more data on her Seneschal powers, see the **Liber Castellorum**.)*

JADE

Elohite of Creation

Corporeal Forces 4	Strength 7	Agility 9
Ethereal Forces 2	Intelligence 4	Precision 4
Celestial Forces 3	Will 5	Perception 7

Vessel: Small Chinese Woman/3

Role: "Jade Renfrew," Transfer Student/2, Status/2

Skills: Acrobatics/2, Artistry/3 (Origami), Fighting/4 (Wing Chun Kung Fu), Knowledge/2 (Buddhist Philosophy), Languages (English/2, Chinese/3*), Large Weapon/4 (Staff), Move Silently/2

Songs: Form (Ethereal/3), Healing (Corporeal/2)

Attunements: Elohite of Creation, Transubstantiation

Discord: Merciful/3

Continued on next page . . .



SAMPLE SERVITORS OF ELI (CONT'D)

Jade, Elohite of Creation 830 points

ST 16 [20]; DX 21 [100]; IQ 10 [30]; HT 16 [20].
Speed 9.25; Move 9.
Dodge 9.

Advantages: Alertness +6 [30]; Basic Celestial Template [480]; Choir (Elohite) [20]; Choir Attunement (Elohite of Creation) [26]; Extra Hit Points (Soul) 1 [4]; Power Investiture (Corporeal) 4 [10]; Role (Transfer Student) 2 [10]; Servitor Attunement (Transubstantiation) [30]; Servitor of Eli [26]; Strong Will +2 [8]; Vessel (Small Chinese Woman; Extra Hit Points 17) [115]

Disadvantages: Discord (linked to Cannot Kill) 3 [15]; Pacifism (Cannot Kill) [15]; Power Investiture (Ethereal) 2 [10]; Primitive 3 [15]; Reduced Hit Points (Mind) 1 [2].

Quirks: Forgets about electric lights at night; Minor areas of amnesia [2].

Skills: Acrobatics-19 [1]; Karate-21 [4]; Origami-11 [2]; Philosophy (Buddhist)-8 [1]; Staff-21 [4]; Stealth-20 [1].

Languages: Angelic (native)-10 [0]; Chinese (native)-10 [0]; English-9 [1].

Songs: Form (Ethereal)-6 [4]; Healing (Corporeal)-7 [2].

The last thing Jade remembers clearly is serving Eli at the Shaolin Temple in China a few centuries ago.

She's unclear about precisely what happened in the fight that she got into, as her memories were damaged when she lost a couple of Ethereal Forces, but the next thing she knew was waking up from Trauma and being told that her Archangel had left Heaven. With praiseworthy calm, she has accepted the current situation and taken a low-level Role on Earth as a transfer student in a major university, in order to be of some use. Her preferred forms of artistic creation are origami and martial arts.

Jade has problems. Her manners, language, and background knowledge are those of a Shaolin monk from several hundred years ago. While she can pass off a lot of mistakes with the excuse that she's from an old-fashioned part of rural China, she still can't drive, hasn't mastered a computer, and often lacks vital knowledge about the modern world. She needs rehabilitation from some more up-to-date angels, and she needs her Discord removed – it hasn't proven awkward yet, but it's bound to get in the way sooner or later.

On a positive note, her small Oriental female vessel has proven *very* effective when surprising enemies in combat.


(Jade is a balanced starting In Nomine character, who can be used as a resource or a scenario hook. To make her a balanced starting character in GURPS In Nomine, remove her Extra Hit Points and Reduced Hit Point (Mind), drop DX to 17 and ST to 14, lower her Karate by 2 points (to 16), and add 1 point to her skills, Songs, or languages.)

PROJECTS, MISSION TEAMS, AND GALLERIES

Some creations are team efforts; some projects need mutual planning. Even if every artist has to do his own work, Creation recognizes the necessity for cooperation just as much as Stone does, and often forms groups in order to handle a particular task, or to deal with a long-running problem.

The Censors

This group – mainly Seraphim and Elohim – began operating long before Eli left; while not actually internal security, it attempts to keep track of Creationers who are straying toward a Fall, and guide them back onto the artistically straight and narrow. As matters stand, it has suddenly become far more important and far busier than it would like to be. It liaises closely with the Committee (below), but so far there has been an unspoken understanding that no angel will belong to both groups.



The Censors don't *like* being stuck as the main liaison with Dominicans, or the duty of being the primary help to Creationers with Discord or dissonance. Most of them want to get back to their own work with humans or art, with their Censorial duties being strictly secondary. However, for the moment their good sense and devotion to their fellows keeps them busy – or, to be more precise, keeps them run off their feet, to the point that their inspections become somewhat cursory. Dominic would very much like to work more closely with this group, and even see to it that some of them get the training that angels of Judgment receive, but none have been willing.

The Committee

As mentioned earlier (p. 26), the Committee is a group of the more organizationally-minded angels of Creation, based in Heaven in order to better coordinate things. Many of them are lesser members of the Seraphim Council due to seniority

and Words, such as Art, the Angel of Art, and Israfel, the Angel of Music. This gives them access to inter-Word information channels, but requires them to spend time in Heavenly politics.

The Committee is tolerated as a necessary evil in Eli's absence, but almost all other Creationers wish that Eli was back on the job. To be fair, the Committee themselves would rather have Eli in charge, but in his absence, they hold that *someone* has to keep track of things, organize apprenticeships or missions, keep track of solo wandering Eliites, and pinpoint humans who need support or inspiration.

It's quite possible that even when (or if) Eli does return, the Committee will retain its function and purpose. It is doing a useful and necessary job, even if some Artists regard its members as paper-pushers far from the front lines. Removing it would be a blow to the Word of Creation. Incidentally, a number of Princes would like to get their hands on some of the Committee for prolonged and lengthy interrogations – another reason for the Committee to be based in Heaven.

MODES OF ADDRESS

Modes of addressing Eli depend somewhat on the Archangel's current gender. They range from the formal, "Bright Lord/Lady," "Master/Mistress," and "Sir/Madam," to the more affectionate, "Beloved," "Father/Mother," or just "Boss" or "Dude." ("Dude" is not used in the presence of Dominicans.)

Creationers mostly call each other by their names, or use titles that emphasize their kinship and work, such as "Brother/Sister," "Cousin," "Fellow Artist," and "Brother/Sister in Creation." As a group, they've taken to calling themselves "Eliites" as well as Creationers, though sticklers for linguistic purity prefer Eli'i (singular) and Eli'im (plural).

When greeting another Creationer, an embrace or kiss is common, and a handshake usually the bare minimum. Language tends to the informal ("Hey! Good to see you!") except among very old Artists. Some Eliites play a kind of quotation game with each other, referencing books or works of art that they both know. They have no set greetings or farewells, but in these days of Eli's absence it has become fashionable to say, "And let's all be careful out there."

Occasionally, in order to annoy or confuse outsiders, Creationers stage elaborate greetings or farewells, with as many exotic titles woven in as they can invent on the spur of the moment, claiming that it's keeping up ancient traditions, or part of a way of identifying themselves to each other. They rarely try this on Dominicans any more; by now the angels of Judgment know all about it.

The Destruction Engineers

Driven by a belief that destruction is a necessary part of creation, but equally that it should be targeted at those things (such as demons) which *need* to be destroyed, this largely-Malakite group does its best to bring the Word of Creation into the hearts of demonic Tethers and conspiracies across the world. Seeking no reward for their actions other than the joy of looking at smoldering ruins and smashed Hellish machinery, they gleefully throw themselves into whatever hare-brained mission may come along next.

The more senior members of the group try to make sure that they aren't being fooled into attacking false targets or used as a diversion, and liaise with Michaelites and other combat-oriented angels on tactics and information. However, the junior members are in it for the sake of blowing things up, blowing things up creatively, and blowing things up *good*.

Team Observation

This very recent organization is ostensibly devoted to researching information about new creative outbreaks across the Earth. At least, that's the cover story which angels from other Words act as if they believe. In fact, the Creationers involved in it are not very subtly attempting to locate Eli, by looking for patterns in the appearance of new artists, rises in birth rates, and so on. Other angels assume that they're keeping the matter quiet due to embarrassment, and let them get on with it.

The truth is a little less pretty than that. While some fringe members are just looking for "dad," Team Observation's core is bitter about Eli's continued absence, feeling lost, betrayed, and generally miserable. If they can track Eli down, they intend to ask him precisely why he left them alone, and demand answers from him. And if they can't get answers – well, some of them are working on experimental relics designed to capture an Archangel, and others have friends in Judgment who can be mobilized at a moment's notice . . .



Members of Team Observation should remember that invoking Eli *just* to query him will incur the 4 penalty for unreasonable demands (*In Nomine*, p. 108).

Dealing with Judgment

Everyone knows about Judgment's views on Creationers. Corporeally indulgent, sex-obsessed, frivolous, Servitors of a negligent absentee Archangel, liable to make unreasonable protests during a perfectly rational inquisition . . . Sadly, it's true. A lot of Dominicans *do* feel this way. The angels of Creation, knowing that they're still virtuous in the important matters and not risking a Fall, do their best to irritate visiting triads by demonstrating just how corporeal they can be. This makes matters worse.

Older, wiser Creationers cooperate with the Dominicans, try to understand their concern, and work

with them to help those in genuine danger of Discord or a Fall. Sensible, merciful Dominicans judge the Creationers gently, try to understand their stress and worry, and build bridges to help them help themselves. There are enough cases of this going on that most angels from both Words could quote an example of an Eliite who'd been "sensible," or a Dominican who'd "shown a bit of understanding," even if it is only a friend of a friend.

In the meantime, angry young angels of Creation are making rude jokes with bananas and explaining to little relievers that Dominic's Servitors are all stiff-backed morons who go round goading other angels into Falls or arresting them, while stern young angels of Judgment are learning the hard way that Eli's Servitors don't like them, never have, never will, and deliberately indulge in as much sex and vice as they possibly can.

WHAT'S ELI UP TO?

This question has been left to the end of the section, so that the GM can read about Eli and his Servitors in their canon-neutral state before deciding how to slant their attitudes and viewpoints in relation to what Eli himself is doing, and what the explanation is for his absence from Heaven.

For the moment, the reason for Eli's absence is not going to be revealed. However, we offer several *possible* reasons as to why the Archangel of Creation has gone walkabout, together with notes on their possible implications and consequences.

REDEMPTION OF A PRINCE

Eli believes he can redeem one of the Demon Princes – but first he has to establish a relationship and make himself look approachable. Thus, his breaking contact with Heaven. Plausible candidates for the Prince in question are Kobal, Andrealphus, Nybbas, or Lilith, though any Prince is feasible, depending on the GM's wishes.

Implications: Either the Archangels know about Eli's plan and are playing along to make his break with Heaven look plausible, or Eli hasn't told them, in which case they think he really is on the verge of Falling. The Prince in question may be mistrusted by other Princes who suspect his possible redemption, and his demons may want to contact Creationers. Eli's success would mean a major shift in the power balance between Heaven and Hell, and the first successful redemption of a Prince. Bear in mind that this may also be a trap for Eli laid by the Prince in question . . .

Character Opportunities: Liaise with the demons of the candidate Prince. Help Eli cover his tracks from Judgment. Frame Eli for crimes in order to make it look as if he is

Falling! (Or follow mysterious orders that wind up looking very suspicious when Judgment foils them . . .) Help set up a meeting between Eli and the Prince. Cover Eli's escape with the redeemed-but-weakened Prince. Contact the other Archangels to call for help at a crucial moment.

RETURN OF THE GRIGORI

Eli wants to bring the Watchers and their Children back into Heaven's fold. He plans to start by recruiting the Children, bringing them into Heaven's service and helping them develop their powers, then using them as a wedge to persuade the Grigori to abandon their pride, apologize *en masse*, and return to Heaven. While most of the Archangels would be pleased to have this end result, a lot of them would object to the means he proposes to use. He therefore left Heaven to work on the project full time, and will apologize – after he's succeeded.

Implications: Archangels such as Dominic, David, and Laurence will see this as an appalling breach of security, meddling with the lives of the Children (who should be allowed to live as normal humans if they want), and interfering with a sentence which Heaven passed millennia ago. Demon Princes will want to get their hands on the Grigori and their Children themselves, and Eli's efforts may let them finally track down the Watchers. Eli's success would bring the Watchers back into Heaven's armies, and possibly result in Children of the Grigori across the world being recruited as highly effective Soldiers.

Character Opportunities: As Children of the Grigori, develop latent powers and discover their true nature, and learn about the War. As Grigori, come to terms with an





ancient crime and finally resolve it, and help their fellows do the same. As angels, discover what Eli's up to and mentor the Children as they work toward their destiny. Hide Eli's work from investigating Princes. Save a weakened Grigori from capture and Falling. Plead with another Archangel and persuade him to help Eli in his mission. Speak for the Watchers and their Children before the Seraphim Council.

DESTRUCTION TO CREATION

Eli is not wholly sane. He has decided to bring about wholesale destruction in order to renew Creation. The old order, and indeed the very structure of Heaven and Hell, have become stagnant and restrictive. Destruction must cleanse them and allow freedom for new artistic scope and new possibilities. While he has not totally rejected possibilities such as nuclear war, dramatic climate change, famine, or plague, his main plan involves Lilith. If he can gain possession of the Princess of Freedom, he believes that he can force her to use the many Geases that she has accumulated in the worlds of flesh, dream, and spirit to spark off a cataclysmic struggle between Heaven and Hell, which will wreck much of the Earth in the process.

CORRUPTION IN HEAVEN

One very appealing concept is that Eli has discovered an Archangel's corruption and is on the run while devising countermeasures. Possible candidates for the corrupt or insane Archangel might be Dominic, Michael, or Laurence. David might be a less obvious, but still daunting, candidate, with the dark Masons spread in key areas throughout Heaven. In this setting, Eli is just staying out of their clutches while gathering allies or finding some way to fix the problem.

The problem with this idea is the need to explain why nobody *else* in Heaven has realized the problem or taken any sort of steps to deal with it. Given the number of perceptive resonances available, it's hard to imagine that nobody else has noticed anything wrong. Either the Evil Conspiracy must be very widespread, the corrupt Archangel has some McGuffin concealing his true nature, or perceptions must be less accurate than is generally accepted. While a GM can certainly take this option to explain Eli's absence, it will require some significant reworking to the setting behind the scenes.

Implications: The first big question is, why has Eli gone insane? Possibilities include: having been affected by Nybbas' influence on the Media and thus on creativity in general; as part of a plot by Kronos; or global pollution having an effect on the world's biosphere and on his stability. His current behavior does give him a chance of getting close to Lilith, as the Princess of Freedom may believe that he is on the edge of Falling or going Outcast. Even if he can't force her to use Geases, Eli *believes* that he can, and his kidnapping and possible murder of the Princess of Freedom may in itself be sufficient to touch off open warfare between Heaven and Hell. And if he *can* compel her to use Geases as he wishes, then things could be even worse – especially if Lucifer takes a hand.

Character Opportunities: Discover that Eli is genuinely disturbed, as opposed to just absent-minded or amiably vague. Investigate and find that he has been contacting Lilith in order to set up a meeting with the Princess of Freedom. Also find traces of Eli's interest in global warming, major arms dealers and terrorists, and certain Vapulan plague labs that Eli raided and then destroyed. (Possibly, at this point, establish friendly relationship with a reasonable group of Dominicans.) Find clues about the cause of his madness. Attempt to prevent his meeting with the Princess of Freedom, or show up during it in order to warn her and plead with Eli. Contact other Archangels to explain the situation and ask for help. If Eli's madness can be affected by player-level actions, then do something critical which helps restore him to sanity. Unite all the angels of Creation to work together to restore Eli's sanity or to help prevent him from destroying the world.

THE GREAT MISTAKE

Eli has managed to break himself into numerous shards while attempting to create a super-relic. Some of these shards are self-aware, and are attempting to locate and reabsorb the rest of them; others aren't aware of the problem, and are quite sure that they are the only and original Eli. Or the only and original dude-kind-a guy, anyway.

Implications: The other Archangels could and would help with this, *if* they knew about the problem. However, the self-aware shards of Eli lack the full Archangel's good judgment and common sense, and are trying to sort the problem out themselves. Reports of Eli wandering around in a haze, absent-mindedly, obsessing over artworks, or being a party animal, are probably due to encounters with shards who are unaware of the problem but who are manifesting some parts of his personality more strongly than others.

Character Opportunities: Realize the nature of the problem; possibly from involvement in an Archangelic or Princely investigation, possibly due to coincidence which causes the characters to run into two shards in close succession or together. Contact and communicate with one of the *aware* shards. Work out a way to gather all the shards together so that Eli can be reunited, or get help from another Superior. Prevent Princely interference; Creation is uniquely vulnerable, if they realize what is going on. Convince the unaware shards that they need to rejoin again.



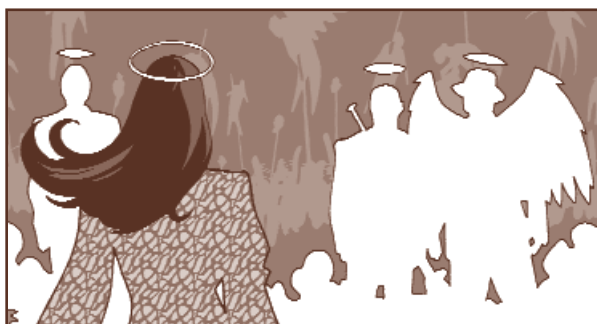
MISSING ARCHANGEL

The real Eli as Heaven knows him hasn't been seen for fifty years. When he vanished, it was on a strictly temporary basis; he was communicating with Vapula, planning to lure the "Genius Archangel" into redeeming, imagining a glorious future that would result from Jean and Vapula working together for the good of mankind. Vapula, Beleth, and Nybbas cooperated in order to trap Eli. They then brainwashed a previously captured ancient Mercurian of Creation to believe that he was Eli, using Vapulan technology and Nightmare attunements, and released him into the world. The true Eli lies imprisoned somewhere deep in the Marches, waiting to be used as part of the triumvirate's master scheme. The brainwashed duplicate is convinced that he is Eli, but has large holes in his memory, and an impulse to avoid Heaven and non-Creationer angels.

Implications: It's quite true that the duplicate Eli shouldn't be able to bestow attunements, remove Discord, or redeem demons. However, the Princes did more than they realized at the time; they forged a direct link between Eli and his Mercurian, so that the unconscious Eli is acting through his proxy to perform these actions. When the Princes discovered this, they were furious, but dared not interfere in case they make matters worse – besides, it helps confuse the issue. No other Princes know about this; if they did, they would use the knowledge, join the plot, or possibly attempt to steal Eli

for their own purposes. Vapula, Beleth, and Nybbas are likely to put the final stages of their plot into action soon, which may result in Eli's final enslavement, Fall, or utter destruction.

Character Opportunities: Make contact with "Eli" and find out about the gaps in his memory, or run into demons of Nightmares, Technology, and the Media who are observing him and keeping track of his movements. Investigate reports of recent disturbances in the Marches (caused by Eli's sleeping presence). Find evidence of the Beleth-Vapula-Nybbas coalition, possibly documents from their early meetings or an ethereal who saw some of the trap for Eli. Discover that "Eli" is a proxy, and convince other angels of this. Find out the whereabouts of the real Eli, before the Princes find out that their plot is discovered. Rescue Eli and save "Eli" too.



ADVENTURE SEEDS

Angelic Versus

Due to terrorist scares, a country of the GM's choice has brought in new laws on artistic freedom of expression, libel, and blasphemy. A Cherub of Creation contacts the characters about his attuned. The author is on the verge of publishing a new book that will break some of those laws, but which is an extremely creative piece and is likely to cause a lot of people to examine their prejudices. Can the characters get the book past the potential legal problems and into the public view? Should they abide by the law of the land, and try to get it published elsewhere instead? And can they stop Servitors of Malphas from finding out and taking an interest?

Should they attempt to *change* the law of the land, this may result in a long-term problem (or campaign) which will doubtless bring them in conflict with other angelic, demonic, or ethereal groups trying to manipulate politics.

Bitter To The Stomach

Either the characters or NPC friends stumble across a plot by some cunning, devious demons of Haagenti. (Just because Haagenti is stupid doesn't mean that his Servitors have to be.) It involves shipping dried milk to a district of South Africa at

extremely low prices, with a vigorous advertising campaign. This will result in mothers giving it to their babies in preference to breast-feeding (and thus losing their own milk). The families will then have to spend longer each day finding fuel to boil the necessary water, as pure water is scarce in the region – and, of course, when the Haagentians raise the price for the dried milk, famine in the region will soar and babies will starve.

While Creationers naturally want to stop this, they will find it useful to recruit angels from other Words in order to help them attack the Haagentians on several levels – Trade to scupper their finances, Judgment to find ways to apply the law, Lightning to point out the medical flaws, War or Fire to dispose of the demons personally, and local ethereals for a bit of surreptitious assistance. The PCs will have to take command of the alliance and win the final battle by taking on with the Haagentian mastermind (who is lurking in Africa, preparing to savor the cries of starving children).

Literature Now!

According to reports from an ex-Vapulan (currently being debriefed by Lightning), a combined Media-Technology project is on the verge of perfecting an AI

which will write novels to order and to suit the public taste. No need for human authors any more! No need to ever read a book that'll cause original thought, when the buyer can order up one that's optimized for his tastes and prejudices!

If the angels who can infiltrate the computer facility, they learn that it's not a true AI, just a very complex program that can handle a lot of variables and subtly plagiarize from suitable texts. Should they destroy the project, or should they let it go public in the hope that there will be a public reaction against it once people start getting bored with what it produces? *Will* they do bored? And does the fact that Kronos is taking an interest in the project mean that there's something more sinister in the background?

Penguin Love, Penguin Lust

A major zoo has had to import some new penguins, as the current set are too busy having homosexual relationships with each other to actually *breed*. Local demons of Andrealphus are torn between using the news item to promote "homosexuality as a natural lifestyle," or whipping up a frenzy about evil demonic homosexuality in order to make it a thing of lust rather than love. There are sure to be protests, one way or another. Both Jordi and Eli are taking an interest. Angels of

Creation and Animals and their friends must protect the penguins – and thwart the Lusties, if they go for the second option.

Sold My Soul To Rock And Roll

A minor rock star who specializes in Christian rock-n-roll is having a crisis of faith, and has stopped writing. Some Laurencians drop by to request that the characters assist in helping him find his faith again. His work emphasizes tolerance, peace, and helping your fellow man, making it useful to the cause of Heaven. (It's also very popular among some Laurencians, though they won't mention that more than once every five minutes.)

Characters must investigate and find out if the rock star's religious problems are due to demonic interference, a run of bad luck, or simple doubt. Removing demonic interference, attempting to help him in his daily life, and reminding him of the joy of creation and reasons to help other people are all possible courses of action. There's even the possibility of helping him find another faith, if he can no longer remain a practicing Christian – though that will *not* make the Laurencians happy.



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