

# IN NOMINE™

# ZADKIEL

CHERUB ARCHANGEL OF  
PROTECTION™

By Elizabeth McCoy and  
Kris Overstreet

Additional Material by  
James L. Cambias, Kenneth Hite,  
and Matthew D. Grau

Illustrated by Ramón Pérez

Edited by Elizabeth McCoy

*Editorial Assistance:* Stan!; Fade Manley; and  
Jennifer Shih, Baronne of Nitpicking

*Playtesters:* Chris Anthony, Eric A. Burns,  
Genevieve Cogman, S. DiGiovanni, Emily Dresner-Thornber,  
Alain Ducharme, David Edelstein, Jordan Grooms, Brian Hogue,  
William J. Keith, Maurice Lane, Paul May, Christopher Pipinou,  
Unni Solås, Earl Wajenberg, James Walker

Managing Editor ✕ Philip Reed  
*GURPS* System Design ✕ Steve Jackson  
*In Nomine* Line Editor ✕ Elizabeth McCoy  
e23 Manager ✕ Steven Marsh  
Errata Coordinator ✕ Warren MacLauchlan McKenzie

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



Marketing Director ✕ Paul Chapman  
Director of Sales ✕ Ross Jepson  
Production Assistant ✕ Nikola Vrtis  
Prepress Checker ✕ Will Schoonover  
Art Director ✕ Will Schoonover

*An e23 Sourcebook for In Nomine™ and GURPS®*

# STEVE JACKSON GAMES

Stock #37-3314

Version 1.0 – November 2009



## CONTENTS

<i>GURPS In Nomine</i> .....	3
ZADKIEL, CHERUB ARCHANGEL OF PROTECTION .....	4
Dissonance.....	4
<i>Protection's Pronouns</i> .....	4
Choir Attunements.....	5
<i>Sample Malakite Oaths</i> .....	5
<i>Bright Lilim of Protection</i> .....	5
Servitor Attunements.....	6
Distinctions.....	6
<i>Zadkiel's Lullabies</i> .....	6
Higher Distinctions.....	7
Relations.....	7
Rites.....	7
Invocation Modifiers.....	7
<i>Zadkiel's Aegis</i> .....	7
<i>GURPS In Nomine Point Costs</i> .....	8



ZADKIEL IN DETAIL .....	8
History.....	9
<i>The Grand Old Matriarchy?</i> .....	9
Personality and Outlook.....	10
<i>Portraying Zadkiel</i> .....	10
<i>How Muslim Is Zadkiel?</i> .....	11
Priorities.....	11
<i>Muslim Garb</i> .....	12
<i>Zadkiel and Free Lilim</i> .....	12
Politics.....	13
<i>When Zadkiel Says No</i> .....	13
<i>Faith and Protection</i> .....	14
<i>Conflicts of Methods</i> .....	14
<i>Protection's Flame</i> .....	15
<i>Greed's Project</i> .....	16
<i>Ethereal Politics</i> .....	17
The Rumor Mills Grind	
Exceedingly Fine.....	18
<i>God's Will Be Done</i> .....	18
A Different Shield:	
Variations on a Theme.....	19
<i>A Tactical Error</i> .....	19

## ABOUT *IN NOMINE* AND *GURPS*

Steve Jackson Games is committed to full support of *In Nomine* and *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* *In Nomine* and *GURPS* continue to grow. See what's new at [www.sjgames.com/in-nomine](http://www.sjgames.com/in-nomine) and [www.sjgames.com/gurps](http://www.sjgames.com/gurps).

*e23.* Our e-publishing division offers *In Nomine* and *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to [e23.sjgames.com](http://e23.sjgames.com).

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much more. To discuss *In Nomine* and *GURPS* with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). The *In Nomine Superiors: Zadkiel* web page can be found at [www.sjgames.com/in-nomine/zadkiel](http://www.sjgames.com/in-nomine/zadkiel).

*Bibliographies.* Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

*Mailing List.* Much of the online discussion of *In Nomine* happens on our e-mail list. For more information, including how to subscribe, visit [www.sjgames.com/in-nomine/lists.html](http://www.sjgames.com/in-nomine/lists.html).

*In Nomine IRC.* We also support online roleplaying channels for *In Nomine*. If you'd like to start a MOO or similar Internet environment for gaming *In Nomine*, please check out our policy information at [www.sjgames.com/in-nomine/angelmush.html](http://www.sjgames.com/in-nomine/angelmush.html).

*GURPS*, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *In Nomine*, *Zadkiel*, *Cherub Archangel of Protection*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *Zadkiel, Cherub Archangel of Protection* is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

ZADKIEL'S CASTLE . . . . .	20
Tethers . . . . .	20
Teamwork . . . . .	20
WE GUARD THE GUARDIANS. . . . .	21
H.A.R.P. Houses . . . . .	21
Protectors, Defenders. . . . .	21
The Logic of Female Vessels . . . . .	22
Organization . . . . .	23
More Important Than Words . . . . .	23
Character Points and Generosity . . . . .	24
Redeemed Angels . . . . .	25
Trial by Fire: Renegade Demon Jobs . . . . .	25
Choirs . . . . .	26
Modes of Address . . . . .	26
Sample Servitor of Zadkiel . . . . .	27

Creation in Service to Protection . . . . .	28
Jobs. . . . .	29
Stealth Songs. . . . .	29
Who to Protect? Who to Teach? . . . . .	30
Sample Saint of Zadkiel . . . . .	32
Associations . . . . .	33
Serving Protection . . . . .	34
Laying Down the Shield . . . . .	34
Dealing with Judgment . . . . .	35
Close, but Not Too Close. . . . .	35
ADVENTURE SEEDS . . . . .	36
Is This Really the Right Thing? . . . . .	36
To Love, Honor, and Protect. . . . .	36
Guardians of the Sangreal . . . . .	37
Lend a Hand? . . . . .	37

## 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 pages 27 and 28 in *GURPS In Nomine* for more information.

### *Power Investiture and Essence Control*

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

### *Page References*

Rules and statistics in this book 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](http://www.sjgames.com/gurps/abbrevs.html).



# ZADKIEL

## CHERUB ARCHANGEL OF PROTECTION

*The world is harsh; I will give you solace.*

Zadkiel is a Cherub, originally a Servitor of Flowers, and though one might feel that her Choir alone qualifies her for her Word, it was her blazing love for humanity that won it. She wants to Protect and, more, she wants to Protect humanity – their bodies, souls, laws, creations, and everything which sets them apart from the animals of the field. It's not true protection if all you can win is *survival*; even an Impudite can protect a mortal's mere *life*.

Zadkiel straddles the lines between the peace and war factions in Heaven. She is a jack-of-all-trades, spreading her attention and her Servitors as far as she can. She backs up other Words, and tries to fill the gaps in their perspectives. To Flowers, she would be the shield wall and the shield-bash. To War or the Sword, the fortifications and medics. She is important, but she is more likely to support others than claim a niche of her own.

She is heavily involved with the lands of the Faithful. Where other Archangels left Islam and the Islamic nations to mad Gabriel and Khalid, Archangel of Faith, Zadkiel saw a world that needed her. She sought Khalid, and whether or not she found him, she returned with praise for the words of

Muhammad. The Quran says that everyone who turns to the true religion will have protection; Zadkiel tries to provide it.

She has not embraced the trappings of Islam in the same way Khalid has – she prefers a female vessel – but she often appears in a *chador*, smelling of roses and cinnamon, with her face covered in henna tattoos. She also takes the form of a comforting mother, a soot-stained female firefighter, or a tired cop. Her hands are strong and gentle, whether holding a flaming sword or carrying a child to safety.

Her Servitors are protectors of the weak, the innocent, and the deserving. She does not demand that they follow Islam – only that they be willing to give their lives to save the glorious favored of God: humans.

*The Quran says that everyone who turns to the true religion will have protection; Zadkiel tries to provide it.*

## DISSONANCE

To fail to protect is to fail the Word. A Protector cannot refuse to protect any mortal who is not on an irrevocable path to Hell. Hellsworn Soldiers, sorcerers, and those who cause harm to others are all potential targets – but even then, it's a good idea to err on the side of salvation. Every life is precious to these angels, so much so that having to choose which mortals to rescue can cause dissonance.

## PROTECTION'S PRONOUNS

Zadkiel, like Novalis, prefers female form. But where Novalis finds this a personal choice, Zadkiel would have all her Servitors resonate to the theme of the mother – the protector of the life and culture. She does not grant male vessels easily, to the point where even her allies and associates gently question her obsession with vessel gender. It's just a body to most well-adjusted celestials, so why care?

They may be right, but Cherubim are stubborn. Zadkiel is sure that her Word is better

served by “female” Servitors. Thus, while many of her Servitors have neutral or even “male” body-language and attitudes, the default pronoun for a Servitor of Protection is “she.”

(A Protector new to the corporeal realm might use “she” as the “gender unknown” pronoun; this is a suitable *GURPS* Quirk. Demons do listen for this behavior, but enough humans share it that it's not an obvious tip-off. Most Protectors quickly grasp the common usage.)

## CHOIR ATTUNEMENTS

### *Seraphim* (partially restricted)

Humans become more talkative about themselves when they are in the presence of a Seraph of Protection. Remaining silent requires a Will roll, but no one *has* to resist (someone with a shameful secret may be *relieved* to find someone to confess to!). When Zadkiel's Seraphim hear a human engage in self-deception, they automatically recognize it as such and know why the human deceives himself; this aspect is restricted to Seraphim.

### *Cherubim* (restricted)

Zadkiel's Cherubim either choose or (more often) are assigned one particular human in need whom they must protect at all times. A Cherub of Protection is *highly* attuned to her special charge; successful resonance rolls are considered to be check digit 6 for that specific human. (They may attune to other humans or objects normally, without a bonus.) Cherubim of Zadkiel are forbidden from using their assigned humans as Servants.

### *Ofanim* (restricted)

When a human is in danger, the Wheels of Protection respond with remarkable speed. They may *triple* the normal benefits

## BRIGHT LILIM OF PROTECTION (RESTRICTED)

Like other Archangels, Zadkiel wants to redeem Lilim. Unlike most others, she bids her Servitors actively target Tempters as potential redemption candidates, and has involved herself personally at least once. Despite this intense effort, she has no higher a success rate than other Archangels, and perhaps less success retaining them.

A Bright Daughter who remains with Zadkiel may automatically sense a Need to be protected with touch or eye contact – but only from the greatest danger perceived by her target.

of a movement-oriented resonance roll – but only to rescue a human or to seek help!

### *Elohim* (partially restricted)

With a glance or touch, these Powers recognize humans intent on self-destruction. On a successful resonance roll on these individuals, treat the check digit as 6.

### *Malakim*

Zadkiel's Malakim cannot be stunned or fall unconscious in battle until their vessels die or their Mind Hits drop to zero.

## SAMPLE MALAKITE OATHS

Foremost among the common oaths of Malakim of Protection are:

- ⊗ Never allow a righteous human to come to harm, when it is my choice.
- ⊗ Never slay a human, except in direct defense of another human's life.

Other, less common oaths of Zadkiel's Virtues include appropriate ones from Faith's (*Superiors 3: Hope and Prophecy*, p. 77) as well as:

- ⊗ Never abandon those under my protection, for any reason.

- ⊗ Give freely to those in need, regardless of my own needs or desires.
- ⊗ Always aid the unjustly persecuted, even my enemies.
- ⊗ Slay or bring to justice any who murder a human under my protection.
- ⊗ Never use terror or threats to gain my ends.
- ⊗ Never raise my voice in anger.

Zadkiel insists that oaths beyond the basic four be proposed to her beforehand.

## *Kyriotates* (restricted)

Kyriotates serving Zadkiel gain no dissonance if a host's body is damaged (but not killed) during an attempt to rescue the human from a dangerous situation. In any other situation, they gain dissonance normally.

## *Mercurians*

People feel safe and relaxed around Mercurians of Protection. These angels gain an additional +2 Charisma when dealing with humans, up to a maximum of +5 Charisma.

## SERVITOR ATTUNEMENTS

### *Aura of Divinity*

The Aura of Divinity creates an immobile ten-foot globe of divine protection around its user. No demon or being of ill intent may pass through the barrier of the Aura by any means; beings of good will may enter or exit freely. The Aura also provides armor against physical attacks, and a bonus to resist non-physical ones. This armor or bonus is equal to twice the user's Forces in the realm of attack. (*Example:* An angel with 4 Corporeal Forces, 3 Ethereal Forces, and 2 Celestial Forces can create an Aura with a Protection of 8 against physical attack, a bonus of 6 to resist the effects of the Ethereal Song of Entropy, and a bonus of 4 to resist a Balesraph's resonance or a Celestial Song of Motion.)

The Aura costs 4 Essence and takes one round to erect. It lasts until the performer leaves its area, is soul-killed, sent into Limbo, or, in the case of Trauma, arrives at her Heart (*In Nomine*, p. 67). It cannot be broken by any attack.

### *Bodyguard*

An angel with Bodyguard may blend into the background behind a chosen individual so well that anyone must make a Perception roll to sense that anything is *there*. People avoid the "invisible" angel without realizing it. The attunement requires a minute of concentration, costs no Essence, and creates no disturbance. It ceases when the angel creates disturbance, calls attention to herself, or moves out of line-of-sight of her subject.

This attunement is akin to, but different from, the Ethereal Song of Form. Bodyguard costs no Essence, always succeeds, and can remain in effect indefinitely.

## ZADKIEL'S LULLABIES

Like most Superiors, Zadkiel knows the Songs of Correspondence (*Liber Canticorum*, p. 66), the Songs of Fruition (*Liber Canticorum*, p. 70), and the Songs of Pestilence (*Liber Canticorum*, p. 73), but does not teach them without good reason.

Zadkiel most commonly grants Numinous Corpus: Wings, the Songs of Harmony, Shields, and Solace (*Liber Canticorum*, p. 55), and her own discoveries, the Songs of Seals (*Liber Canticorum*, p. 51). She also knows the Secret Songs taught by Novalis, including Laughter (*Liber Canticorum*, p. 71), but angels requesting the Song of Ecstasy (*Liber Canticorum*, p. 68) are likely to spend time guarding Heaven's walls, instead.

However, any aggressive act, even carrying a weapon in hand, breaks Bodyguard's effect, and the angel *must* defend her subject or become dissonant! Zadkiel is the Archangel of Protection, not Spies.

If someone spots the angel despite the attunement, he may attack her without penalty. Finally, mechanical or electronic sensors and cameras are not fooled. Bodyguard fogs nearby minds; it's not invisibility.

### *Succor*

Succor grants a subject respite from pain – physical and emotional, natural or supernatural – for a duration equal to the user's Corporeal Forces in hours. The angel must touch the subject, and may use the ability on herself.

## DISTINCTIONS

Zadkiel grew up in the freewheeling ranks of Flowers; while a Distinction still *means* something, she expects her angels to earn respect by displaying wisdom and skill rather than simply commanding from the altar of their title. Servitors of Protection will obey a Vassal, and Vassals and Friends will obey Masters, but they do so with little or no formality.

### *Vassal of Protection*

A Vassal can sense evil intent by rolling Perception plus Celestial Forces. A check digit of 1 only detects danger in the immediate vicinity; a check digit of 6 allows the Vassal to point directly at the person with evil intent.

## Friend of the Guard

A Friend can sense a human in need of protection, by the same means as with the Vassal Distinction.

## Master of the Watch

When using the above Distinctions, a Master always knows her target – human in need or potential attacker – on sight.

## HIGHER DISTINCTIONS

Zadkiel's organization is not big enough to warrant having many Distinctions. Some dozen Ambassadors work as liaisons with other Words, to advance Protection's cause in Heavenly circles. Each is a personal friend to Zadkiel, as well as politically savvy (sometimes more so than their Archangel), and they may make promises in their Superior's name. In return, Zadkiel pays attention to their calls; if they can't handle something, she will respond to their invocation within seconds. She rarely needs to, for not only are they vastly competent, they work more in Heaven than on Earth.

## RELATIONS

Zadkiel wants to protect Heaven, too – though most of the major Archangels do a fine job of that. Political protection from strife and factions is sorely needed at times, though, so Zadkiel tries to be friendly with almost everyone. Still, some Archangels rebuff her, finding her methods and goals at odds with their own. This attitude is typically returned. For Zadkiel, it's not merely political, it's intensely personal, even as she tries to remind herself that every Archangel was granted a Word by Allah's grace.

**Allied:** Novalis, Gabriel, Marc, Yves (*Novalis is Allied in return*)

**Associated:** Everyone else except . . . (*Blandine, Gabriel, and Laurence consider themselves Associated*)

**Neutral:** David, Jean, Jordi (*David, Dominic, Eli, Janus, Jordi, Marc, Michael, and Yves are Neutral*)

**Hostile:** None (*Jean is Hostile to Zadkiel*)

## RITES

- ✘ Spend two hours tending to a human in need.
- ✘ Rescue an innocent human from mortal danger.

## Expanded Rites

Zadkiel grants these not as rewards, but as tools for Servitors going into dangerous situations.

- ✘ Spend four hours on watch or guard duty.
- ✘ Spend one hour teaching someone self-defense.
- ✘ Slay a demon threatening or exploiting a human.
- ✘ Rescue a police officer or other public defender from mortal danger. (+2 Essence)

## ZADKIEL'S AEGIS

Zadkiel's favorite shield is her Aegis (*Liber Reliquarium*, p. 98), a celestial artifact occasionally loaned to her most trustworthy servants. It projects a *mobile* Aura of Divinity that requires no Essence, with a power equivalent to 6 Forces in all realms. (In *GURPS*, this is PD 10, DR 50+, and a bonus of 26 to resist supernatural attacks.) Demons looking on its smooth, reflective surface are dazzled (-2 penalty) by a light visible only to them, and *cannot* directly target the bearer of the shield. The massive shield weighs nothing to the bearer, who is immune to all pain, stunning, or unconsciousness.

An angel bearing the Aegis ranks, temporarily, second only to Zadkiel herself. Her orders are to be obeyed without question or debate. Usually every bit of this authority is required; Zadkiel only loans the Aegis to an angel assigned to desperately dangerous tasks.

## CHANCE OF INVOCATION: 3

## INVOCATION MODIFIERS

Add an additional +2 to any roll for invocation of Zadkiel if the invoker is in imminent need of protection.

- +1 An alarm, such as a burglar alarm, smoke alarm, etc.
- +2 A shield of some kind.
- +3 A suit of armor.
- +4 A fortification built to protect the forces of Good.
- +5 A mother protecting her young.
- +6 Someone giving his life to protect another.

## GURPS IN NOMINE POINT COSTS

Here are the *GURPS In Nomine* costs for Zadkiel. These are only the point breakdowns; for the details, consult the main text.

**Seraphim:** A resonance booster, adding No Roll Required (+66%) to humans engaging in self-deception only (-30%) [10]. Symphonic Influence (You want to talk about yourself), with Humans Only (-20%) and No Roll Required (+66%) [44]. 54 points.

**Cherubim:** Resonance enhancement (Successes are critical, +60%; Only for special charge, -5%) [15]. 15 points.

**Ofanim:** When protecting humans, these Wheels may *triple* the benefits from their *Speed* and *Physical Boost* resonance aspects without tripling the risk of failure. Add Super Running  $\times 6$  (for a total of  $\times 9$ ), requiring a resonance roll (-60%), and only to rescue or seek aid for a human (-30%); the limitations exceed the maximum and are treated as -75%, for 30 points. Their Visualization gains a +100% enhancement, only to rescue or seek aid for a human, -30%, for 14 points. 44 points.

**Elohim:** Symphonic Knowledge: Self-destruction (No Roll Required, +66%; No media use, -66%; Limited Scope, -50%) [15]. Resonance enhancement (Successes are critical, +60%; Only for self-destructive humans, -5%) [17]. 32 points.

**Malakim:** High Pain Threshold [10], with the enhancement that it applies to ethereal damage as well (+50%). 15 points.

**Bright Lilim:** Resonance enhancement (No Roll Required, +66%), linked to the limitation

“Only for subject’s greatest perceived danger” (-30%) [7]. 7 points.

**Kyriotes:** Adds the limitation “Can take damage in rescue attempts” (-20%) to their Choir Dissonance Condition. 3 points.

**Mercurians:** Charisma +2 [10] with the limitation “humans only” (-20%). 8 points.

**Aura of Divinity:** New power, 50 points.

**Bodyguard:** New power, *very* loosely based on the Inherent Magic of Hide and Avoid (p. M58). 50 points.

**Succor:** New power, akin to Healing (p. CI57). 15 points.

**Vassal of Protection:** Celestial Rank +1 [5]; Symphonic Knowledge: Evil Intent [30], with a bonus to its roll, averaging +3 [4]. 39 points.

**Friend of the Guard:** Celestial Rank +1 [5]; Symphonic Knowledge: Human needing protection (Limited scope, -20%) [24], and a bonus to the roll, averaging +3 [4]. 33 points.

**Master of the Watch:** Celestial Rank +1 [5]; replaces the bonuses to rolls with the enhancement No Roll Required, adding 32 points. 37 points.

**Ambassador of Protection:** Celestial Rank +3 [15], and an Invocation bonus to call Zadkiel [50]. 65 points.

**Basic Rites:** 4 points

**Invocation Base:** 4 [10 points]

**Dissonance:** Dissonance Condition [-5] tied to a Sense of Duty (Innocent humans) [-10]. -15 points.

Protectors have a Taboo Trait: mundane humans as Servants [0]. With the Duty owed to their Archangel [-15], it costs -16 points to be a Servitor of Zadkiel.

## ZADKIEL IN DETAIL

Zadkiel believes that in the hearts of humans, the first solace, the first protection, the first love is a mother. It’s the ideal. It’s the survival of the species. And it’s the core of Zadkiel’s soul. The mother bear protects her cub with ferocity and power; humanity is Zadkiel’s cub. The mother human sings to her children, raises them in the traditions of their


culture, and tries to make the world a better place for them; Zadkiel would be that mother to all humanity.

Some of this is undoubtedly Novalis’ influence. The Word of Flowers includes many resonances with feminine principles, and Zadkiel was a Cherub of Flowers, meant to take on the hurts of humans in their stead.

8

ZADKIEL





But some is her own burning idealism, the heights she aspires to. Khalid can be the Father of Faith; she will be the Mother whose Protection allows faith time to grow.

Many humans, and even some angels, expect that Zadkiel will be intimidating. They imagine a virago with indigo-stained skin and a flaming sword, or a crop-haired Joan of Arc. What they see . . . depends on what they need to see, to feel safe. She has access to the EloHITE resonance, and several preferred forms: the smiling, amber-skinned woman in a *hijab*; the laughing black woman in a *tignon*; or the slightly chubby pale *hausfrau* with a kerchief around her head and a plate of pie in hand. She is delighted to hear and tell good stories, or offer a warm shoulder or hug to any who need it.

## HISTORY

Zadkiel was created as a reliever, not a full-fledged Cherub; she *chose* her calling. Her earliest memories have dimmed somewhat, and she didn't have many Ethereal Forces back then. But she sometimes speaks of the death of Oannes and the trial of Michael as if she remembers them personally, and the "Christ mystery" as if it were recent when she was new. She fledged around 1500 B.C., and Novalis sent her to a set of villages in Italy, about fifteen miles inland from the Tiber River.

Romulus and Remus, according to Zadkiel's stories, were real people, rescued by a shepherd and his hot-headed, promiscuous, "wolf-bitch" wife – and *not* Zadkiel in a lupine vessel, she would like to make clear. The incident that became the legend of the Rape of the Sabine Women got its happy ending due to Zadkiel's influence in the service of Flowers; better to have peace and reconciliation instead of strife. (It should be noted that Zadkiel enjoys a good story, and hers are embellished to the extent possible in the angelic language. Between that and the vagaries of even celestial memory, Zadkiel is a less reliable narrator than historians might hope.)

Forestalling a war based on the abduction and forcible marriage of another tribe's daughters, widows, and a few already-wedded women is no small thing. Novalis was so impressed that she sponsored Zadkiel for the Word of Protection.

Around 600 B.C., the Etruscans, north of the Tiber, conquered Rome. The new Word-bound had her hands full trying to moderate excesses without

interfering *too* much. At least, without interfering more than Novalis would allow; if demons were involved, the kid gloves could come off. According to Zadkiel, there were a lot of demons.

Rome wound up benefiting from the Etruscans' greater technology and cultural innovations borrowed from the Greeks, while keeping most of their existing social structure. In 509 B.C., the Romans drove out their Etruscan king and founded a Senate, becoming a Republic. Shortly thereafter, Zadkiel's efforts were recognized before the Seraphim Council and deemed useful enough that they shouldn't be restricted to Rome. The new Archangel of Protection was elevated in 500 B.C.

Zadkiel immediately launched herself and her Servitors (many of them Flowers volunteers) into spreading the concept of protection of people and their basic cultures. Now accepted in Seraphim Council politics, she began trying to protect her fellows from the shortcomings of their own Words and policies – for the warlike, she sent Servitors to be medics and counselors; for the peaceful, she sent guardians and defenders. Since she was assigning angels to areas that already *had* angels, this set a pattern of spreading herself thin which has continued to the present day.

## THE GRAND OLD MATRIARCHY?

Some humans insist on treating Zadkiel's ideals as the literal truth. If the Archangel of Protection insists that mothers are the keepers of culture, to be emulated by angels, then all wrongs and ills can be traced to the cruel and domineering patriarchy!


This is not what Zadkiel intends to convey, and she gets frustrated whenever it crops up among Soldiers or mundanes aware of the War. Unfortunately, the sort of people who latch on to such theories are rarely the sort of people who will listen to explanations about archaeology, history, or how fathers also passed on the flame in ancient times.

Around 200 B.C., the Commander of the host, Uriel, took over the job of Archangelic patron to Rome. Overworked, Zadkiel had little time to spend in her old haunts, but her few words about the matter indicate a certain resentfulness about the matter. Some of her Servitors and sympathizers even suggest that Uriel's tactics eventually produced the very corruption his Word of Purity should have prevented.

9

ZADKIEL





Then came the trials of Gabriel and Uriel. Zadkiel understood that predatory ethereal spirits were a threat to be protected against, but disliked Uriel's methods. More important to her was the way Khalid withdrew from Heaven, and in the five years between that and his formal investiture as Archangel, Zadkiel searched for him. Whether or not she found him, she began to say more and more good things about Islam, and proclaimed her official support for the religion around 800 A.D.

She also began manifesting in Middle Eastern vessels and garb, which had the added benefit of terrifying demons more than her prior forms.

Since then, Zadkiel's career has followed much the same lines: She tries to protect the lives and cultures of humans, and the "weak spots" in her fellow Archangels. She secondarily promotes her own Word, teaching the concepts of charity, self-sacrifice, and care for one's fellow man. Although not one of the War's front-line generals, her use to Heaven and its ultimate goals has never been questioned.

## PERSONALITY AND OUTLOOK

*"Och, I'm a pacifist all right. We pacifists have to look after each other. How could we ever hope for peace with people like Yifter around to stir up trouble?"*

— Charles Sheffield, "Killing Vector"

Zadkiel is a Cherub. She *loves*. She *protects*. A child of Flowers, she knows that forgiveness and mercy are blessings and balm. When dealing with her Servitors, or humans who have not sold their souls (literally or metaphorically), she is patient and kind. Even those who have failed, even those who have sinned, if they have sincere repentance – she offers salvation. Cynics are sure she's too good to be true.

Her generous, forgiving nature does not apply to Hell, and is the most obvious break with Novalis' teachings. Spawn of Hell are not children to be mothered. They are threats to be warded against. When there is actual abuse of humans, her temper is extremely short. She believes humanity can never reach its true potential until there is security, and so

## PORTRAYING ZADKIEL

In many ways, Zadkiel is the epitome of what angels should be: kind, sincere, and nurturing. GMs should emphasize her maternal qualities. To her servants and most humans, she speaks softly and lovingly. She also speaks softly to her enemies, but it is the growl of a lioness protecting young cubs.

### *Protection Is Maternal?*

Maternal, paternal, parental . . . Is it truly vital to the Word that the Archangel of Protection manifest as female?

Objectively, the answer is "probably not." It could even be argued that Zadkiel sabotages her scope by focusing so much on one manifestation of protective ideals. Her focus on maternal feelings without the usual human baggage of mate and sexuality *is* confusing to humans – but it makes sense to most other Cherubim.

long as there are threats to peace, that security is impossible. Ideals of peace and harmony are useless without action.

Unfortunately, Zadkiel has a great weakness as a commander in the War: Just as she helps without counting the cost, she fights without discrimination. To her, anyone who threatens humanity needs to meet Allah's justice. She's learned, painfully, to conserve her forces and keep her defenses strong, but she also speaks of heating up the *jihad* against Hell.

### *Zadkiel and Islam*

*Then ask them whether your Lord has daughters and they have sons. Or did We create the angels females while they were witnesses? Now surely it is of their own lie that they say: Allah has begotten; and most surely they are liars. Has He chosen daughters in preference to sons? What is the matter with you, how is it that you judge?*

— The Quran, translated by M.H. Shakir,  
sura 39, verses 149-154

The Archangel of Protection predates Christianity and Islam. Her first charges were in pagan Rome, and her core values and personality were set in comfortable patterns when she went looking for Khalid. Converting to Islam did not change her personality and mindset; she announced her support because the religion resonated with what she already believed: that for those mortals who seek to do good, angels shall be their guardians.

## HOW MUSLIM IS ZADKIEL?

This is up to the GM. Clearly she was not Muslim enough to “count” to Khalid when he felt abandoned – and even betrayed – by the other Archangels during the Crusades. (Of course, Zadkiel’s brand of protection often involves seeming “invisible” – see p. 6.) GMs wishing strongly religious Archangels could play up her horror at the Crusades, and focus her attention more toward Islam after that; Khalid would still object to her as a “female angel,” thus preserving much of his canonical state.

A less-Muslim Zadkiel has the same view toward Islam as Dominic has toward Christianity: It’s a good set of rules for humans to live by. Why is it not perfect if it was touched by Prophets, who were touched by God’s will? Because *humans* aren’t perfect, and giving them divinely perfect instructions wouldn’t have worked to steer them on the correct path. With non-equal treatment of the sexes, tribal warfare, and demonic or ethereal interference already entrenched, the Quran was

the best that could be done to guide humanity without denying it free will. She supports the religion but, paradoxically, does so less once Khalid begins recovering and can be more objective about it.

This expansion presumes Zadkiel’s religious state is in the middle of those two points; she is touched by all the references to Allah as guardian, and is more personally involved in Islam than Dominic is in Christianity, but she is less of a “true believer” than either Khalid or Laurence are in their respective faiths. The Quran was dictated to humans and not everything in it is *meant* for angels, but it takes study to determine which is which. If Allah had meant for it *all* to apply, then Gabriel would not have appeared to Muhammad – he would have appeared to the Seraphim Council! After all, Zadkiel was present when God removed Uriel to the Higher Heavens and set Laurence in his place; she *knows* God can intervene when it’s urgent.

Unlike Khalid, Zadkiel does not feel it necessary to manifest as “male.” Female is not her gender or sex; it is merely a manifestation of her *maternal* nature, her drive to protect without hesitation and love without reserve. She sees no need to take a male vessel just because the angelic phrase, “angels do not have true genders, nor breed like ethereal spirits do with humans,” had an unfortunate translation into a corporeal tongue. (Whether or not Gabriel spoke angelic when dictating the Quran to Mohammed is unknown; she doesn’t say. Zadkiel assumes it must be the case, else Gabriel *herself* would not take female form.)

She still muses upon some passages (in particular within *suras* 37, 43, and 53), but she feels that Allah could not have created Novalis – and through Novalis, Zadkiel herself – with natures that resonate with female principles if He did not approve. Naturally, she’s debated the matter with blessed souls, Servitors of Faith, and Khalid himself. For that latter’s rather cogent argument that female vessels *confuse* humans, she has mustered a collection of rebuttals, seeking to persuade him via his EloHITE affinity for logic; see p. 22.

Zadkiel spends even less time worrying about doctrinal issues than Khalid does, and does not feel compelled to focus all her attention on Muslims. Allah is merciful, and so long as one sincerely believes – which is not a problem for a Cherub – and does good, “they shall have their reward from their Lord, and there is no fear for them, nor shall they grieve.” From the outside, this may look as if she takes the religion lightly, and in some ways she does. However, she cleaves passionately to what she sees as the heart of the matter: respect God, love Him, and do His will as best you can, and He will care for you.

## PRIORITIES

To Zadkiel, humanity is the most important thing in the universe. Allah has decreed it, and she feels it in her bones. She works ceaselessly, not only to protect and support humans, but also to encourage them to protect others in turn. She looks forward to a day when Heavenly help will no longer be required; every man will be willing and ready to go to the aid of another.

## MUSLIM GARB

Not all of Zadkiel's Servitors are stationed in the Middle East. Not all of them are Muslim – as Novalis is regarding female forms, so Zadkiel is regarding religious forms, so long as the drive to protect humanity is intact. She imposes no dress code on her angels, but prefers to keep her own head covered, and approves of other angels who respectfully do likewise. If it's not incompatible with her surroundings, she wears a *hijab*, the traditional Muslim head scarf. Around Khalid, Servitors of Faith, and anyone else who would be reassured, she adds a head-to-foot black gown, the

*abaya* or *chador*. When she is attempting to make a point, she will even wear the all-concealing *burqa*.

In other areas, she emulates the nomadic Tuareg – where the women are bare-faced, and the men veiled – wearing their indigo robes that stain the skin. She especially favors this image when holding a flaming sword and smiting demons or hostile ethereals. So do her Malakim.

Many of Zadkiel's Servitors have adopted a liberal Islamic tradition: sunglasses as a symbolic face-covering. Happily, this also protects against the Lilim resonance.

Unfortunately, the pressing needs of humans in danger and of angels fighting the War distract her. It's more important for Zadkiel and her followers to *be* Protection than to spread Protection among others. Only when humans and angels don't need succor can Zadkiel allocate her limited resources toward humans in protective services, such as ambulance drivers, police, and fire fighters.

Zadkiel has mixed feelings about recent times, particularly as it affects her Word. While medicine and research preserve life and culture, religious charity is tainted by scandals and cynicism, and self-defense can be an arms race or a banding together of gangs – David's territory, and one of the places where their worldviews collide. The nuclear threat hangs heaviest over Zadkiel's head; that the potential for so much destruction rests in so few hands frightens *her*.

### *Zadkiel and the War*

*The female of the species is more deadly than the male.*  
– Rudyard Kipling, "The Female of the Species"

Zadkiel doesn't care about the War, *per se*. If the demons stayed in Hell, she would ignore them. She might even tolerate them on Earth. However, the flip side of a Cherub's love is a Cherub's avenging Nemesis attunement (*Angelic Player's Guide*, p. 30), and Protection embraces all of humanity. Revenge for the victimized is also protection for the survivors. It is for the sake of mankind, not righteousness, that Zadkiel fights.

Zadkiel wants all predatory demons removed from Earth (and preferably from existence), but not at the expense of humans or Heavenly goals. Zadkiel only


authorizes an attack against demons if it will neither weaken Protection's defensive efforts elsewhere nor endanger more humans than it protects. All too often, angels of Protection watch as demons walk free, confident that the angels will not risk a fight. Zadkiel loathes this stalemate, but accepts it when the other options are worse.

## ZADKIEL AND FREE LILIM

Lilith is the only member of Hell's hierarchy Zadkiel does not despise. Zadkiel believes that Lilith is not merely redeemable, she's still human – and, as such, deserves love and protection. Zadkiel won't tolerate abuse of humans by Lilith, but neither does she support the Princess' destruction.

This feeling does not extend to most of Lilith's bound "demonspawn," but the Free Lilim get Zadkiel's *passive* protection. Zadkiel's Servitors are under orders not to attack Free Lilim unless a human is in direct jeopardy. Even then, the angels should only force the Lilim away; if she flees, they may not pursue.

This order disturbs the Inquisition, but Zadkiel claims that Free Lilim are closer to redemption than those bound to a Prince. She cannot bear the thought of an even partly human being shut off from the love of Allah. (There are rumors for *other* reasons for this mercy; see p. 18.)



When provoked, she becomes an implacable enemy with incredible patience. If it takes a hundred years for Laurence to permit a retaliatory strike, she will wait a hundred years . . . and then the blow will come: swift, thorough, and final. Zadkiel's opportunities to retaliate come too seldom to settle for less than total victory. Her patience is not infinite; sometimes only direct orders from Laurence have stayed her hand when demons killed humans under her protection.

Though Zadkiel is usually in favor of assaults against Hell's forces, her concern for humanity keeps her from being a true "War party" member on the Seraphim Council. Zadkiel knows that any decisive confrontation between Heaven and Hell will destroy Earth as it is known today. Even if the Earth survives Armageddon, the Last Battle will bring great death, suffering, and fear. Zadkiel wants to spare humanity as long as possible, and only drastic circumstances will cause her to change her position (one possible motivator is in *The Final Trumpet*, p. 67). Ideally, the War would be not a land battle, but a convoy operation – protecting fleets of human souls from the demonic raiders as they travel to Heaven – and no humans would be at the final battle at all.

### *Zadkiel's Word*

Zadkiel is *the* Protector. Although she focuses on humanity, she does not short her fellow angels on love, assistance, and solace. Both on Earth and in Heaven, she and her Servitors offer rest from the trials of life and the War, a sympathetic ear, and all help that is in their power to lend. Perhaps most importantly, Zadkiel keeps some great warriors among her followers, to rescue innocents from those who threaten them.

Zadkiel has a simple goal – safety for those in need. They must feel and *be* secure. People should protect each other, not out of fear or self-interest but from love and concern for fellow creatures under God. If all beings – human, ethereal, and celestial – accepted this philosophy in their hearts, Protection's victory would be complete.

### POLITICS

On matters related specifically to the War, Zadkiel practically defines the "middle ground."

### WHEN ZADKIEL SAYS NO

Zadkiel wants to wipe out all threats to humanity: demons, parasitic ethereals, even wicked humans. In her early days, she tried . . . but discovered that defenders do not have the luxury of unrestrained attacks. She has learned to conserve her strength, giving priority to protecting against attacks. She will no longer jeopardize a human to wipe out a demon.

In the heat of combat, Zadkiel expects her angels to go for the throat, killing as many demons as possible. Hunting expeditions, however, are not encouraged. An angel of Protection who goes to Zadkiel for permission to seek and kill a particular demon will usually be refused. She is gentle and sad about it, but firm. Unfortunately, her patient, detailed explanations for her refusal seldom convince her angels . . . possibly because, in her innermost self, she doesn't believe them either.

She supports stronger defenses and overwhelming retaliatory attacks, but only if humans would not be endangered. If demons aren't involved, she sides with Novalis, calling for leniency, love, and forgiveness. Naturally, this means neither extreme entirely supports her.

Zadkiel tries to maintain good relations with virtually every angel on the Seraphim Council, keeping herself open to compromise or exchanges of favors. She does not hold a great deal of power, but her voice sometimes shifts the balance between the hard-line and peaceful factions. On occasion, she even brings the two sides together for a common solution.

### *Archangelic Opinions*

Zadkiel tries to see the best in all the other Archangels, sometimes to the point of "Pollyannaism." She rarely gets the same attitude in return.

**Blandine:** Zadkiel's Word is vital to humanity. Frightened sleepers forget to dream. (*We provide the blanket Blandine's dreamers snuggle under. She and I really aren't all that different. We just have different tasks set to us.*)

**David:** Her priorities are wrong. When it comes to the War, no one better understands the importance of defense. But she'd rather coddle humans than teach them to protect themselves. (*David's love for humanity is so strange and sad to me. His methods hurt the very people he should be strengthening. He needs to learn from Novalis that harsh conditions stunt growth.*)

## FAITH AND PROTECTION

*There is no compulsion in religion; truly the right way has become clearly distinct from error; therefore, whoever disbelieves in the Shaitan and believes in Allah he indeed has laid hold on the firmest handle, which shall not break off, and Allah is Hearing, Knowing.*

– *The Quran, translated by M.H. Shakir, sura 2, verse 256*

Khalid, counted a minor Archangel (and detailed in *Superiors 3: Hope and Prophecy*), has mixed feelings about Zadkiel. In his less sane moments, he despised her for her “half-measures” – if she worshipped Allah, and saw the truth in Muhammad’s words, why did she

continue to affect a female shape? Why did she not concentrate herself in the lands where Islam ruled, with Khalid?

Even the recovering Khalid is disturbed by these questions, but he cannot doubt her sincerity and devotion to humanity, or her faith. When the other Archangels had apparently abandoned him, she fought against demons and malevolent ifrits, even though he refused to acknowledge her “heretic” presence. Though the lines of communication and trust are battered and all but broken, he is reaching out to her once again. Because of what and who she is, Zadkiel reaches back.

**Dominic:** Zadkiel is a Cherub. Her loyalty to her followers clouds her judgment. Her focus on retaliation sometimes exceeds her abilities. When she is focused on humanity, though, she can be effective. (*Dominic loves deeply, and therefore seems harsh. I think he needs to learn to trust again – but of course, it’s hard to help him.*)

## CONFLICTS OF METHODS

Zadkiel’s vision of God’s will is not always shared by her fellows.

Jordi’s relations with *all* humanocentric Archangels (including Zadkiel) are cool. Zadkiel favors protection of endangered animals if it doesn’t harm humans, so they’ve worked together . . . but not often and not closely.

Zadkiel’s differences with David and Jean share a common root. Where Zadkiel would shelter humans, Stone and Lightning want them to solve their own problems. Zadkiel believes David’s methods teach xenophobia and test mortals beyond their limits, and decries Jean’s policies as cold-hearted. David accuses Zadkiel of not *allowing* humans to be strong, while Jean instructs his Servitors to not waste resources assisting Protectors unless it otherwise benefits Heaven.

**Eli:** Zadkiel wants to be the world’s mother and protect us from *ourselves*. Love her to pieces, just like her mum, but she needs to remember that children grow up. (*Where is he? I worry for Eli, but even more for his poor orphaned followers. He has a responsibility to them, and the sooner he wakes up to it, the happier I’ll be.*)

**Gabriel:** She is the fire of the hearth that warms the heart and comforts the fearful. Few are more loyal, more loving. (*She hurts so much. So often betrayed, so often disappointed, her Word violated – and yet she keeps faith with Allah. How can I not be there when she needs me?*)

**Janus:** You can’t shield humanity from the storm forever; you have to teach them to ride it. She’s gotta learn that things *change*. (*Janus can’t help himself, but I don’t think he’s capable of understanding what his wind can do to the unsuspecting. He tries to make it right, at least.*)

**Jean:** Humanity must not depend on angels. Like Novalis, Zadkiel is unaware of how much *overprotection* she advocates. She would be more useful if restricted to fortifications and reacting to actual demonic interference. (*Allah forgive me, but Jean is cold-hearted and arrogant. Humans suffer and die for want of the knowledge he hoards, but he doesn’t care! He’s too willing to sacrifice others, thinking he understands Allah’s plan better than anyone.*)

**Jordi:** Why does she waste her time with humans? They don’t need protection. The rest of Earth needs protection from humans. (*Jordi and I don’t have much to do with each other. Perhaps it’s better that way.*)

## PROTECTION'S FLAME

Since Zadkiel first gained her Word, there have been close ties between Protection and Fire. Fire keeps away dangerous animals, warms dwellings, cooks food to remove bacteria and parasites, and destroys the cruel. In turn, security gives rise to new inspirations and new ideas, sparking change and growth in humanity.

Aside from that synergy, Zadkiel's presence is a soothing one, much like Novalis'. Unlike her parent Archangel, Zadkiel has no objection to occasional smiting, which makes her even more welcome. For centuries, many angels were shared or even transferred between Fire and Protection.

This has led to assumptions that they share Choir Attunements (Seraphim of Protection, in particular, have this reputation). In reality, many of Zadkiel's older angels carry Fire's Choir Attunements in addition to Protection's – but without the dissonance requirement to hunt down the cruel.

Even today, angels of Protection who earn the Archangel of Fire's favor may receive her Choir Attunements. Likewise, angels of Fire frequently earn rewards from Zadkiel for defending the helpless, or slaying the wicked. Zadkiel deplores the necessity of killing any human, but she agrees with Gabriel that the cruel must meet Allah's justice.

**Laurence:** I don't question her loyalty. She's the support crew to our advance line. But she overextends herself constantly, weakening herself and thereby Heaven. Greater restraint would keep her ramparts strong. *(I think we complement each other very well, the sword and shield. I keep the humans secure; he prepares them to face their fears. He may cleave to Catholicism, but he values humans as he should.)*

**Marc:** I appreciate the help against Mammon. We don't always see eye to eye, but Zadkiel's widespread efforts mean we all owe her a favor or two. *(We have similar goals in Council, where he's in his element. Good. I can direct my efforts elsewhere. I favor big Trade projects when I can – Marc's successes tend to touch many you'll never see, and leave them more secure.)*

**Michael:** Don't mistake withdrawal for cowardice in her case. Her angels *want* to be on the front lines, and they fight well when they're called. Her priorities are just off when humans get involved, that's all. *(Michael hasn't forgotten what we're fighting for. He loves humanity almost as much as I do. I just wish his Servitors were more careful about the noncombatants.)*

**Novalis:** She has such a blind spot where demons are concerned. They could be brought back to the light so easily. She has so much love to share, why can't she spare a bit for them? *(Mother . . . I love her deeply, but we do not see eye to eye sometimes. She understands love, but she doesn't understand that love means protecting your own. If the demons are so ready for redemption, let them prove it.)*

**Yves:** Protection can inspire some to reach their destinies. Angels can interfere with destined cruxpoints. Zadkiel lives for others, loving without

always understanding, pleased to do her job. *(Yves tries his hardest to comfort humanity. He's made mistakes – as have we all! – but he sincerely cares about everyone. And he always seems to know just what to say to make the fear and hurt go away.)*

### Princely Opinions

**Andrealphus:** I understand all about chains for my sweet little children. Come down here to me, my pet; I have chains enough for all of us, and I will protect you for as long as you could possibly ask. *(Traitor; defouler; vile creature. Andrealphus is a predator. How can he pervert the comforts of love and companionship into such horrible tortures?)*

**Asmodeus:** She interferes far too often. For someone who claims to despise demons, she protects quite a few Renegades who otherwise would lose the Game. Her foolish loyalty to the needy shall betray her. *(I don't care what demons do to one another, but he does it to humans as well. He makes a mockery of the laws they make to protect the weak. He fosters paranoia and terror among the innocent. It brightens my day whenever one of my flock foils Asmodeus' carefully arranged plans.)*

**Baal:** Don't underestimate her, or her followers. Zadkiel is a potent foe. Since her forces can be avoided easily, do not seek a confrontation. When we meet face to face, though, her shield will break. *(How many human souls have been lost to your promises of glory, Baal? How many carry your standard on Earth, not knowing you intend them for a sacrifice? Perhaps you knew loyalty, once; now you are every bit the betrayer that your dark master is.)*

## GREED'S PROJECT

*I love the feather-winged twit. She prattles about protecting, loving, trusting . . . she makes it so easy for someone with real strength to come in and take it all.*

– Mammon, Balseraph Prince of Greed

Mammon (*Superiors 4: Rogues to Riches*) takes advantage of Zadkiel's indiscriminate approach to the War (p. 10). He focuses on only a few humans, corrupting them and then turning them loose on the rest of humanity. He also rewards undermining Zadkiel's Tethers, ambushing her angels, and the destruction of those Zadkiel most wants protected. She is an Archangel, and his credit in Hell could be much increased if he brought her down – especially if he then showed up and befriended a new-Fallen Djinn.

Angels of Protection should expect demons of Greed to cross their paths often – even if their Archangel believes Mammon is a broken Prince.

**Beleth:** She cannot resist us forever. Fear is stronger than love. Her efforts are futile. (*Pose and posture all you like, Beleth. I do not fear you. Your servants are nothing but the bogeys I chase out from under children's beds. You cannot endure when your victims stand up to you.*)

**Belial:** It's so much fun to watch Zadkiel's precious mortal pets scream as everything they called theirs goes up in smoke. Almost as much fun as when the fire consumes them as well. How kind of her to gather the fuel for the barbecue. (*Belial's not just insane; he's cruel. Pointlessly cruel. He doesn't care about humans except as fodder for his flame. For Gabriel's sake, especially, I hope someone puts an end to him soon.*)

**Haagenti:** She doesn't concern me. But I saw one of her angels run into a burning building to save an old lady. He'd just gone back in to get her puppy when the building collapsed! Ha! All that for a hot dog! (*Haagenti's a bad example. Thankfully, he's too concerned with stuffing his own maw to be anything more.*)

**Kobal:** I wish I'd been there with Haagenti that day. It would have been the only remotely amusing thing I've seen from Zadkiel's minions. Toying with their devotion is so trite, really, and she just Doesn't Get It. She's such a perfect straight man it's a waste of time to even set her up. But if those rumors about her are true . . . (*Kobal goes on and on about people not getting the humor, but I think Kobal's the one who doesn't get it. Laughter is a comforter in hard times, a relaxation,*

*a bond between people, and he shatters those bonds for his own perverse sense of humor.*)

**Kronos:** I do not worry overmuch about Zadkiel's interference in my plans. Her Servitors cannot be everywhere. Soon enough, she shall overextend her heart, and then the seeds of her fate shall be sown. (*Kronos isn't just evil. He's insidious. He sneaks in where you aren't looking and with a tiny push he sends lives crashing to the ground. He is possibly the worst enemy I have.*)

**Lilith:** She's as tiresome as Novalis, and at least as persistent. The best policy, of course, is to grit one's teeth and not do anything to damage their charming assumptions. (*Oh, Lilith, why do you stray? You do not belong among the ranks of Hell. Why is your heart dead to the joy of love, the pleasure of selfless giving? One day you will understand . . .*)

**Malphas:** Poor deluded Zadkiel and her ties that bind. What good are your ties when nobody is around? Quit deceiving humanity, Zadkiel; when they need you, you will have fluttered off to a new obsession. (*I'm not the one who's deluded. Love and loyalty are the Truth of the Symphony, not your paranoid isolation. We shall stand together and send you back into the abyss again and again.*)

**Nybbas:** Oh, please. Apple pie and unconditional love? The audience demands CONFLICT! Give us some shouting, some slamming doors! Still, I have to admit, the angry mother and fanatic *jihad* bits get good ratings now and then. (*He poisons minds and destroys souls with his garbage. He tells people they are worthless and makes them believe it. If he ever saw the true value of reality, and the extent of his crimes, those empty eyes would shed a million tears.*)

**Saminga:** You can't protect people from death. Even angels die sooner or later. Zadkiel's weak. Humans are weak. I am the only true strength. (*He's foolish, bumbling, mad – and oh so dangerous. Don't underestimate his servants. They destroy the souls of humans and call it eternal life. They must be exterminated, but with caution.*)

**Valefor:** I love a challenge. It's just not fun to steal something if it's not guarded! (*More show than substance, praise be to a merciful Allah. His thefts destroy human security and confidence, but things can be replaced. People are far more precious.*)

**Vapula:** She irritates me sometimes. Once she took a hundred experimental subjects from us – five days before the experiment would have been completed! At least she only found the control group . . . (*He's a Punisher, that's all that need be said. He sees humans as disposable. Someone has to clean up his garbage.*)



## ETHEREAL POLITICS

*She's impossible to trust. Even if you love humans, even if you want to protect and guide them just as much as she does, you have to watch your step. We need humans to survive! And yet if we lay a finger, even in tender caress, on a human . . . She'll turn on you if you trust her.*

– Euterpe, Greek Muse

Zadkiel has mixed opinions about ethereal spirits, and tends to treat them as individuals. Some – predatory ifrits in particular – are to be slaughtered, but others can be useful.

Ethereals associated with the protection of the defenseless are to be encouraged. Zadkiel's sympathies are strongest (but not strong) with protective nature spirits, such as the totems of the Americas, the loas of Africa and the Caribbean, and the ever-flowing spirits of the Dreamtime.

Zadkiel's two pet projects are Athena and Odin, who are both noted for being intelligent and canny. Strategically, they would be useful allies against demons of Beleth and predatory spirits. Personally, she holds some affection for Athena from her days in Rome, and Odin has protected his people well. If either of them would only accept their position as subservient to Allah and mankind, and aid Heaven in driving back the Infernal threat, she would guard their backs and sponsor them in any way she could.

Odin is too canny and polite to laugh in her face, but he rarely speaks with her. Athena is too cultured – and perhaps too desperate – to lash out, but while she'll help in certain protective matters (she, too, has an Aegis), conversion is unlikely at this time. Still, both have occasionally assisted to rein in their tricksters – such as Hermes, Dionysus, and Loki – or impersonators thereof.

### Other Opinions

**Humanity:** The reason we exist. There is nothing more important.

**Soldiers of God:** Proof that God is right about humanity. They have the potential for true glory. One day they may surpass us.

**Soldiers of Hell:** Potential wasted. Somehow we must bring them back to their destiny before they are lost to us . . . but not at the cost of the innocent. Do not hesitate to kill them if there is no other option.

### *Zadkiel knows Allah is merciful.*

**Sorcerers:** I don't know which are worse: the fools who willingly work with demons for their own gain or the lunatics who believe they can play with demonic power and use it for good. Either way, they sit on the fishhook and Hell is waiting to reel them in – if the ethereal predators don't get to them first.

**Undead:** The single greatest tragedy Hell has perpetuated, save perhaps the Fall itself. There must be some way to reverse the process – there *must!* I can't accept that a human soul can live and yet be lost to Allah.

**Ethereals:** Mm. I really don't know. Too many of them are parasites, and must be kept away from Earth at all costs. But the Symphony creates them from human thoughts, human needs, human wishes. There must be something of value there . . . something worth protecting.

### *Zadkiel, God, and Lucifer*

Zadkiel was born after the Fall. She doesn't remember the glory of the Lightbringer in the morning of the world. Her concepts of that time are quite simple: How could Lucifer have been so deluded as to think angels were more important than God's children?

Zadkiel regards humanity as the children of God, blessed by the Almighty with greater potential in all things. She has no doubts about the rightness of God's Plan. If she doubted God, then she would have to doubt humanity as well, and this is beyond her comprehension.

Zadkiel does not pretend to understand either God or Lucifer. She seeks to follow God's will in all things, since she believes the greatest good to humanity is found there. As for Lucifer, she alternates between total hatred and deep regret: The Lightbringer, who could have done the most good for humanity, now works toward its ultimate destruction.

## GOD'S WILL BE DONE

More and more, Zadkiel is coming to a view close to pre-termination – at least for angels. This *is* something that exposure to Islam has wrought; prior to conversion, she believed more in angelic free will. However, predetermination makes *sense* to a Cherub bound to the ultimate Cherubic Word. An angel who is doing God's will is *doing God's will*. An angel who is not doing God's will is (even if unwittingly) doing Lucifer's and needs to be guided or smacked back into line. Dissonance is a sign that one has strayed and should beg Allah's forgiveness while returning to one's appointed place.

As a hand of Allah, Zadkiel is more comfortable with her flaws. She was created to protect, defend, and avenge. It's her purpose. Other Archangels have other purposes, and it matters less to Zadkiel that she has no major niche of her own. She is not failing her Word; she is fulfilling it as she was meant to do. This attitude has dropped some angels (particularly Elohim) into Hell, but there are many more still in Heaven, transcendently content with their roles. Zadkiel is one of them.

## THE RUMOR MILLS GRIND EXCEEDINGLY FINE

Though Zadkiel is, in general, “good” in a way that only a Heavenly creature can be, there are still cynics. Hell likes to smear any Archangel, and redeemed demons or “friendly” ones can spread these lies to Heaven. Many rumors proliferate that are too trivial to bother with, or because they obfuscate something the Superior *wants* obscured. Dominic, of course, checks into rumors. If no trial or inquisition follows . . . well, she must not be guilty. (Or at least not guilty enough.) Zadkiel believe rumors and speculation don't need much attention, and that old history is personal. This is all the encouragement some people need.

*(For more rumors that might crop up, see the adventure seed **Guardians of the Sangreal**, p. 37.)*

### Zadkiel, Wild Child?

Even some angels can't believe that Zadkiel was always dedicated to the ideals of Protection, or the ideals of Flowers. Angels are fallible, too, and some of them have heard of the occasional spat between Zadkiel and Novalis.

Servitors of the stricter Archangels assume Zadkiel was as lax and freewheeling as any other Servitor of Flowers; this is probably closest to truth.

Those with a romantic bent suggest that she lost a beloved human – lover, mate, or child – to demons (or friendly fire), that she fought with Novalis about her policies of peace-first (because of that?), that she ran away and wandered on Earth (maybe pregnant!), that she was *Outcast* or . . . *Fallen!* A few stories, amazingly kept alive in spite of the angelic language of truth, claim she was actually a Cherub of Stone who Fell and was redeemed by Novalis. Even Zadkiel herself can be rendered speechless at times.

### The Prodigal Daughter

Some angels speculate that Zadkiel is soft on Lilim because of blackmail Lilith holds over Zadkiel. Others note that Dominic would uncover that quickly. It's a popular rumor – especially in Hell – that Zadkiel has children with human lovers. It's also public knowledge that Zadkiel wants to recruit any Daughter of Lilith who's the *least* bit redeemable.

Some clever demons, and a few concerned angels, have made an obvious conflation: Sometime in the past, Zadkiel had an affair with Lilith (who is well-rumored to have affairs with most Superiors). And, from that union . . . somewhere out there is a Free Lilim made from the co-mingled Forces of Princess and Archangel.

But Zadkiel doesn't know *which one*.

### The Ur-Cherub's Attuned

Although no one knows for certain, most celestials assume that Zadkiel, *the* Cherub of Protection, has a special human she's closely attuned to. *Which* particular human? That's the puzzle.

Zadkiel doesn't discuss the topic with most angels. If Zadkiel does have a special human in her personal charge, Novalis or Yves might know. Laurence, as Commander of the Host, might have given Zadkiel the assignment.

While any human personally protected by a Cherub Archangel *should* be of vital importance to Heaven and the War, rumors fly that Zadkiel uses her Choir Attunement for personal reasons. If she watched over her descendants, that would feed off the melodramatic tale of a lover whose death caused Zadkiel to fight with Novalis. A variant suggests that Zadkiel likes to act as an adoptive parent, creating a string of low-profile natural leaders among humanity.

Some even claim that she attunes to human lovers, while others believe that Zadkiel wants to be the mother of *humanity*, not just individual humans.

### *Sloppy Work and Human Rumors*

To Zadkiel and her overworked angels, protecting humans is more important than protecting the secrecy of the War. There are a lot of stories among humans about mysterious strangers who show up, help out, and vanish again. Not all of these are about *Protection* Servitors; still, Zadkiel doesn't discourage such interventions. Thus, every decade or so, some poor team of angels is supposed to look into these mortal tales and perform damage control. (This is one of the sticky points between Zadkiel and Khalid that has nothing to do with religion and everything to do with their dissonance conditions.) If there's ever a leak big enough, Zadkiel might find herself on trial for revealing the War to mortals.

Maybe that's why some demons try to do good deeds now and then.

## A TACTICAL ERROR

Zadkiel discovered the Songs of Seals (*Liber Canticorum*, p. 51) shortly after becoming an Archangel. In her early zeal, she taught versions of it to many helpful ethereal spirits, in an effort to *prevent* intrusion into human dreamscapes, hold doors closed until friendly spirits could sleep their escape to the Marches, or keep demons in place long enough to use the Celestial Song of Tongues to call her.

Unfortunately, she was too successful. The knowledge of the Songs reached critical mass among ethereals with the strand of Structures (*Ethereal Player's Guide*, p. 36). Now *any* such being can potentially learn the Songs of Seals, and Zadkiel has sworn off teaching ethereals any but the most common Songs.

## A DIFFERENT SHIELD: VARIATIONS ON A THEME

Zadkiel can have many nuances, but the motherly theme runs strongest. The sillier or darker a setting, the more intense the mother-image can be.

### *Mommy Dearest*

Dark Zadkiel has never overcome the anger which caused her original break with Novalis, and paradox-

ically takes it out on those she loves. Fury dominates her personality. Shrewish and demanding, she is not above using guilt and terror to coerce her Servitors.

Zadkiel Dearest does not hold humanity to the same standard. When humans fail her expectations, "they don't know any better"; when they surpass her wildest dreams, she rants, asking why her Servitors can't be more like the creatures they're protecting. NPC Zadkielites tend to be paranoid and dysfunctional, for obvious reasons.

More disturbingly, she knows that if there is no danger there is no need of *her*. Perhaps her policy of "letting demons go" is just to keep her in business.

(A dark, *silly* Zadkiel would be the patron of the Mafia: Archangel of . . . "Protection.")

### *Dear Sweet Mumsy*

"Mumskiel" works best in a fluffy, satirical, or deeply dark setting. She's the perpetually bubbly, incredibly optimistic type who sets teeth on edge. She lives in a world of her own, oblivious to any wrongs her Servitors or her precious little babies (the human race) might do.

She appears as the universal apron-wearing grandma, gray-haired and a bit chubby from sampling the World's Best Apple Pie she bakes every day. She spoils humans rotten, smothering them with protective love and affection. A human with Mumsy's attention can write off doing anything the least bit risky ever, ever again. And she's immortal. Eventually, they'll *all* get her attention.

### *The Jewish Mother*

Instead of a relatively recent Muslim slant, Zadkiel might have been "conventionally" religious all along. Of course, she'd be Jewish from the *angelic* side – the Jews had their duties, and in return, God made a compact with them which was to be honored and carried out by the angels.

The GM would have to determine what Zadkiel was doing during World War II, and what she is doing now regarding Israel. From being forcibly restrained (lest she destroy the Nazis – or now, the Palestinians – and provoke an unsanctioned Armageddon) to self-restraint in the face of dire dissonance, it would not be easy for such an *involved* Cherub to keep the covenant. Still, the God who watches over Israel never slumbers nor sleeps – and neither does Zadkiel.

(In a satirical campaign, it would be no surprise if stress occasionally made her mutter to her Servitors, "You're too thin.")



# ZADKIEL'S CASTLE

Zadkiel's Cathedral broods at the edge of Heaven, part of the defensive perimeter around Novalis' Glade. Four concentric walls studded with towers connect to the greater cordon surrounding Heaven. Walls pierced by firing slits guarded by Zadkiel's finest warriors.

Inside, things are different.

The inner keep of the Castle of Protection radiates both security and serenity. The great central hall, known as the Living Room, feels warm and inviting. Thick Persian carpets line the floors. Delicious smells waft through the air.

Zadkiel's angels and the human souls who follow her Word are the Castle's staff, along with some loyal dog souls and a few geese. Aetius keeps watch on the walls, while Jane Addams helps find mortals in need – but most of Zadkiel's servants work on Earth, only returning for healing, respite, or Trauma.

Zadkiel's angels store their Hearts safely in the castle keep. Next to the chambers where the Hearts rest is the Zadkiel's sitting room and office. She is often there, always willing to hear petitions.

It should be noted that while Zadkiel's office shows her affinity for Islam, she does not impose it upon the rest of her people. She, and those of her Servitors who also follow the religion, do so within Khalid's Mosque – frequently in full *abaya* so that they will not upset any new blessed souls there.

## *The Living Room*

Nearly all corridors in Zadkiel's Castle lead to the Living Room, and Zadkiel's angels prefer it to anywhere in Heaven for resting, relaxing, or just hanging out. No matter how many (or few) angels and blessed souls are gathered in the Living Room, the chamber feels cozy. When many angels gather, the chamber is a luxurious hotel lobby; for a handful, the room is five steps wide.

Portraits of Zadkiel's Servitors line the walls, easy chairs and sofas provide seating for all comers, but there is no viewscreen present; Zadkiel believes that comfort means people, and that a room with a television or scrying pool is distracting.

## *The Trauma Ward*

The Ward is deep within the foundations of the Castle, even more secure than the vaults housing the Hearts of Zadkiel's Servitors. There,

Ministering Angels (*Heaven and Hell*, p. 66) care for those who have not awakened from their Trauma in months . . . years . . . or centuries. Other Archangels are free to volunteer their own Servitors (as patients or caretakers) for their own reasons, but Zadkiel sends her own angels there as a penalty for dissonance (p. 24). For every note of dissonance Zadkiel removes, the angel must spend an uninterrupted week caring for the patients there.

## *The Bailey*

Just inside the main gate of the castle is a broad, open space. There, angels of Protection and blessed souls train for battle against the forces of Hell – with emphasis on defense.

The instructors at the Bailey, mostly Dempseyites (see p. 33), have a reputation throughout Heaven for teaching, above all else, that a good offense makes the best defense. They know tactics for getting a noncombatant out of a combat zone; they train to defend positions with fanatic fervor; and, somehow, most days include at least one ear-shattering *kaboom*.

## TETHERS

Zadkiel's Tethers tend to be small, obscure locations that are cozy and inviting, providing a profound sense of reassurance to those who shelter within. That nice old lady down the street who always has an open ear, a hot meal, and a little bit of money to get people back on their feet might be a Seneschal.

## TEAMWORK

Often, a Protector is the sole guardian for a human, or the lone backup fighter sent to rescue Servitors who found more trouble than expected. There just aren't enough of Zadkiel's angels to go around. Still, Protectors *prefer* to work in teams.

Zadkielite training includes the basics of teamwork from the very beginning. Tactics is a common skill – tactics for combat between individuals, small combat units, even armies. This training is especially useful when defending Tethers, where manpower is always available for a team effort.

## H.A.R.P. HOUSES

H.A.R.P. (**H**omes **A**way from **R**ape and **P**ersecution) provides secret havens for victims of rape, abuse, and other threats to women and children. The organization conceals its houses' locations, ensures security against intrusion or attack, and trains its clients to defend themselves, both in courts of law and on the streets. The original HARP House became a Tether to Protection, and since then Zadkiel's angels have infiltrated the organization. Now, in addition to its original purpose, H.A.R.P. provides support for angels who need to stay out of sight while remaining on Earth to fulfill their duties.

Most HARP House workers are ordinary humans, ignorant of the War, but at least one

Soldier of God is placed in every HARP chapter to organize Heavenly activities. Actual HARP Houses fall under the protection of one or two angels, who assist other angels in need and help protect, teach, and comfort the mundane clients of the organization. Angels of other services also work with H.A.R.P. now and then (p. 31), usually as transporters, short-term bodyguards, or other support crew.

*HARP House is a fictionalization of similar organizations which exist in real life to protect the abused. GMs may wish to substitute a real group in individual campaigns.*

The shelter that provides meals to the hungry and beds to the homeless, the rehab center that treats its patients with care, the center for battered women, the halfway house helping people get off the streets – any of these are possible Tethers of Zadkiel. It's said that one of her most notable Tethers is in the Switzerland Red Cross headquarters, but Zadkiel doesn't discuss tactical information with those who don't need to know.

Zadkiel is reluctant to appoint Word-bound Seneschals; in her view, an angel Word-bound to a

Tether is under a death sentence. Most of her Seneschals are only attuned (*Liber Castellorum*, p. 30). Some Word-bound ones transferred from others (especially Novalis) when Zadkiel was elevated. She demands her angels obey *all* her Word-bound Seneschals as superior officers, out of respect for their great sacrifice.

*In GURPS terms, a Word-bound Seneschal of Protection has an extra level of celestial Rank, at least in the eyes of her fellow Servitors.*

## WE GUARD THE GUARDIANS

### PROTECTORS, DEFENDERS

Serve the Word of Protection with all your heart, mind, and soul. Fragile humans are more precious than life, and angels need a passionate, burning urge to protect them. Those who do not dream of protecting have no home in Zadkiel's service. She and her angels strive to impress her ideals upon new Servitors. She grieves when this urging drives angels away, but it produces the desired results: Her Protectors are devoted to her cause.

By the standards of many other celestials, Protectors are as humanity-mad as Mercurians. Maybe one mortal must die to save a hundred, but it

is never *right*. Every human's life is worth more than a score of angels. Protectors would rather risk themselves than glorious humanity.

The priorities Zadkiel sets for her Servitors are simple:

- 1. Protect Humans.** First, last, and always, humans must be protected. Eliminate their fears, assure their safety, and restore their courage. Destroy any threats to life, security, and freedom (especially threats posed by demons), but without endangering more humans or weakening Heavenly defenses. Each human must be reminded that Allah, be he Merciful, stands with the devout in the fight against evil.

## 2. Help Angels in Need.

When humans are not jeopardized, Servitors of Protection aid angels who need backup when a fight goes wrong, a place to hide and heal, or just a hundred rounds of .343 high-velocity ammunition. Lives are more important than mere territory. Zadkiel expects a position to fall if its defense would mean forsaking another. Other Words have weaknesses, and her angels must fill in those gaps in the defenses. Thus, many Protectors are jacks-of-all-trades.

**3. Promote Protection.** True to the ideals of Protection, abstracts like Word-promotion come *after* the needs of real people – a focus that weakens the Archangel, though it benefits humans. When they can be spared, angels of Protection work with humans to overcome fear, hatred, suspicion, and selfishness. Usually, they only have time to encourage and aid humans who are already trying to do that – they protect the protectors.

For her part, Zadkiel rewards success, forgives failure, and gives her angels great latitude to serve her Word.

### *What's in a Gender?*

Not all of Zadkiel's Servitors share her insistence on linking Protection with female human vessels. Slightly less than half *don't care* what gender their corporeal bodies are, so long as they have enough mobility to do their jobs and spread random acts of protection. The others are split into four attitudes: those who agree whole-heartedly with Zadkiel, those who identify more with male vessels and "male" notions of protection, those who do it out of respect for their Archangel's beliefs, and those who don't care personally but *do* believe that political or social issues are better addressed with female vessels.

That said, Zadkiel very much does prefer to grant female vessels. She'll select male vessels for

## THE LOGIC OF FEMALE VESSELS

As noted on p. 11, Zadkiel has discussed the "gender matter" with Khalid from time to time. As Khalid is an EloHITE, she gathered many reasons to justify her decision to favor female vessels. These are her top six.

1. She believes that Allah would not have made her what she is, had He not intended this result. She considers this is Allah's will because she is not dissonant; thus, He must see no flaw.

2. She wants her Servitors to understand and harmonize with the deep maternal urge to *protect* that she herself feels. (See p. 10 as to whether protection and maternity are really linked.)

3. Female vessels may often slip by unnoticed, to work minor miracles of protection without drawing attention. When a child feels an unseen hand pushing him away from the well, who regards the woman across the square, balancing a jar on her head?

4. Many humans think of women as "harmless" or "protective." It's often easier for Zadkiel's Servitors to win the trust of the victimized while in female form.

5. Cruel humans and demons both tend to pick on "weaker" victims – seeding the "target" population with angels who can *handle* such predators will make the remaining predators more wary.

6. The prohibition against female angels is actually a mistranslation of the original angelic, and therefore has no bearing on anything. Though both Khalid and Zadkiel have delicately attempted to find out what language Gabriel was speaking when he dictated the Quran to Muhammad, the Archangel has never given them a straight answer. Still, Zadkiel can point to Gabriel's current gender; if Gabriel had spoken Allah's true words against female-seeming angels, then the Prophet of Heaven would not now take that vessel!

some jobs, but most male Protectors spent time patiently assuring Mother of the importance of this particular vessel for the job, and reminding her that fathers and brothers are also protectors and need good role models. This is considered a "rite of passage" by the Brothers (p. 33), to be undertaken with good humor. Some of her Muslim angels also request male vessels to avoid confusing humans. Zadkiel goes over her arguments about why this is not necessary (above), but without anger. Her people are allowed to disagree with her or simply reiterate that *they* don't trust themselves not to be confusing.

## MORE IMPORTANT THAN WORDS

Even for a minor Superior, Zadkiel has very few Words in her service. Most concepts related to Protection also relate to other Words, and more powerful Archangels take priority. The Angel of Self-Defense serves David, and has for many centuries. Further, Zadkiel's angels focus on humans to the exclusion of the politics required for gaining Words, and don't raise objects or concepts above people.

In the Seraphim Council, Zadkiel focuses on defending humans and persuading other Archangels to retaliate against aggressive demons. Servitors seeking a Word have their Archangel's sponsorship and moral support, but for *practical* support, they're on their own.

Most of Zadkiel's few Word-bound are specialized: the Angel of Last Stands (the third Cherub to hold that Word, in constant conflict with the Kobalite Demon of Famous Last Words); the Angel of Caution, a Kyriotate Master of the Watch; or the EloHITE Angel of Intervention, who battles the Malphan Shedite of Intervention's attacks on happiness and family ties by the corruption of well-intended acts. One of Zadkiel's Seraphim recently became the new Angel of the Right to Bear Arms, while a Mercurian is currently before the Council to plead her case for the Word of Gun Control. Sadly, the Angel of Stockades' Word was tainted by internment camps in World War II, making her a shadow of herself.

## ORGANIZATION

*He looked back. "You? I know you! You trust beyond reason!"*

*She met his eyes steadily. "Yes. It's how I get results beyond hope. As you may recall."*

*—Lois McMaster Bujold, A Civil Campaign*

Zadkiel and Novalis have similar leadership styles. Instead of following a chain of command, the angels of Protection gather for a mission and break apart when it is done. Zadkiel's angels are supposed to go out and *act* – take care of business, seek out those who need their help, and give it. It's as common for a 9-Force Protector to seek out a Vassal or Master and ask for a task force as it is for a Vassal to round up angels for an assignment.

The only angels who are immune to such requests are Zadkiel's Ambassadors, because they are too busy in Heaven. Even Masters are expected to help when

asked, and to ask for volunteers rather than ordering other angels into action. (In emergencies, those with Distinctions get obedience first and questions later. Protection is casual about rank, not *stupid*.)

The exceptions to this "earn respect before ordering" tradition are Zadkiel's few Word-bound Seneschals (pp. 20-21) and any bearer of Zadkiel's Aegis (p. 7). Not that they have to throw their weight around – they get plenty of help just by asking. Still, they need not explain *anything*. And sometimes they don't.

Zadkiel provides instruction in a vast range of disciplines, but there are no unified training programs for her Servitors, save for Songs and teamwork (p. 20). Protectors are free to explore interesting avenues of knowledge, and encouraged to pick up a smattering of abilities in many different areas. They *are* expected to learn a few combat skills, but the specific skill sets vary as widely as the other areas of learning Zadkiel provides.

Aside from irregular check-ups, Zadkiel does not keep her servants on a leash. When Zadkiel *does* drop in, however, she questions her Servitors thoroughly. Zadkiel worries about her angels almost as much as she does about humanity, and keeps a sharp lookout for those who might stray from righteousness.

Zadkiel cooperates fully with Dominic on any major violations of the Heavenly code, but (like most Archangels) regards her angels' conduct as a family affair. With few exceptions, Defenders can rely upon her support and love, and they return this loyalty many times over.

***Zadkiel and her Servitors  
offer rest from the trials of life  
and the War.***

## *Rewards and Punishments*

No matter how bad the situation might be, Zadkiel gives gentle encouragement and love. She rewards success with generous, thoughtful gifts. She reluctantly doles out punishments for those who have strayed, but forgiveness comes as soon as the erring servant mends her ways.

## CHARACTER POINTS AND GENEROSITY

When sending someone into a tough situation Zadkiel might logically grant a Rite, attunement, or even a Distinction – whether the character has the points for it or not! Here are some suggestions for the GM to keep Protector PCs from overwhelming their less-mothered fellows.

✘ Starting characters can be assumed to have been granted any additional attunements *because* they were sent down quickly. Point costs don't need to be worried about, since they are already assessed and this is part of their back-story.

✘ Though she'd like to, Zadkiel cannot grant the boon at this time, since she is over-taxed elsewhere and doesn't have the energy to spare. She'll

give the Servitor a different reward (that doesn't cost character points).

✘ The GM may withhold several points per session to pay for a hasty boon. However, the GM should never withhold *all* experience points to pay for something the GM chose to grant.

✘ The *player* can ask for the PC to be sent into a sticky situation, spending earned points to get a desired ability. This is an opportunity for the GM to come up with an adventure where the boon will be useful.

✘ The GM can decide that *all* Superiors do this, as "mission insurance" when sending someone who might not fit the job description, or otherwise reward their Servitors. (Keep track of who got what, to avoid inadvertently playing favorites.)

Like most Archangels, Zadkiel commonly grants Resources as rewards; Rites, attunements, or Distinctions are bestowed if she feels the next assignment will require them. To her mind, giving a boon puts pressure on the recipient to do more – possibly more than the angel *can* – and asking that would be against Allah's will. She's more generous with Songs, but prefers the personal touch of *presents*. These gifts need not be practical; after a Cherub rescued seven children from a bordello serving Lust, she was placed on the list of beta testers for a new version of her favorite first-person-shooter computer game.

Zadkiel assigns punishments personally, as Mother to her angels. She does not punish failure; only lack of effort, egregious carelessness, or deliberate disobedience merit anything more severe than disappointment. Trivial acts, such as disrespect to other angels, seldom result in more than a quiet lecture. Spectacular errors earn a long stint of guard duty on Heaven's walls, interspersed with study or training sessions to shore up the weaknesses in the angel's skills or attitudes.

Zadkiel never uses dissonance or Discord as punishments, nor does she allow either to linger. If the requirements of a mission, or the need to protect or rescue a human being, brought dissonance on an angel, that dissonance is expunged.

If the angel *could* have avoided dissonance, she will get an earful about how her actions harmed herself and others. Dissonance is, after all, a sign of

transgression against Allah's will, refusing the path that one was meant to walk. The circumstances will determine the nature of the punishment: a week at a Tether, weeks or months guarding the walls of Heaven or the Trauma Ward (p. 20), some noxious duty, or even indefinite assignment to a Tether as security. (If Zadkiel is *very* annoyed, the offending angel may be sent to a Tether of Lightning.)

Any Servitor with more than two notes of dissonance, whether converted to Discord or not, may receive punishment up to and including Force-stripping if her explanation isn't true enough for Seraphim and objective enough for Elohim. Commonly, she loses all Distinctions, Servitor Attunements, and material support. Such angels are often recalled to Heaven; humans are too precious to be protected by unreliable Servitors.

Extreme violations of Heavenly law (e.g., consorting with demons or using the Song of Fruition to bear young with a human) go to Dominic's Inquisition for trial. Even then, Zadkiel will ask for mercy for a penitent.

In most other matters, Zadkiel is lenient compared to the Inquisition; this encourages her Servitors to come to her when they stray. On the other hand, those angels closest to Zadkiel prefer to confess to someone else. Zadkiel's disappointment can sting the heart of a Protector more deeply than even a painful Force-stripping.





## *Outcasts and the Fallen*

Zadkiel never Casts Out an angel. No crime, no matter how vile, justifies that betrayal. Her angels can come to her at any time and receive a fair and merciful hearing, and she will support them in their hour of need. She opposes exiling angels from Heaven as a punishment, for she believes casting someone out is just like casting them into Hell. Even death is more merciful.

Should one of her angels crack or hide her Heart and flee to Earth, Zadkiel's trust and support vanishes. If an *accidental* Outcast goes straight to a Tether to make a complete confession, Zadkiel will give her another chance. An Outcast who *hides* has begun to work against Allah's plan, and accepted Lucifer's lie of Pride. Zadkiel turns her back on that angel, saying, "She has died. I do not know this heretic."

Of course, Zadkiel seldom lets it get that far. She sees every Outcast as a traitor to Allah and will not allow one of her own to Fall if she can prevent it . . . especially if preventing it means the Outcast does not live to further betray Heaven.

If an Outcast angel of Protection survives, evades capture, and eventually Falls – rare indeed – Zadkiel will move Heaven and Earth to see the Fallen dead. Nothing is more dangerous to Protection than betrayal, and to Zadkiel, Falling is the *ultimate* betrayal. Zadkiel will pay almost any price for proof that a Fallen angel of Protection is soul-killed.

Even if, by some incredible circumstance, the Fallen Protector is redeemed, she is still dead to Zadkiel. An angel who has betrayed Allah once will never, ever be trusted again.

## REDEEMED ANGELS

Zadkiel shares Novalis' hope that *all* demons might be redeemed someday, but really, it's easier to kill them. (Aside from Lilim; see p. 12.) Despite her deep anger toward Lucifer's rebels, however, she does accept some demons for redemption. Some even come to her for redemption, despite Hellish propaganda that Zadkiel is an insane killer.

Zadkiel's requirements are strict. First, she does not accept Fallen angels; those who have betrayed Allah once are not welcome in her presence. If they are sincerely seeking Heaven, she will offer safe passage to a Tether of Judgment instead.

The repentant demon must be willing to give up all selfish desires in favor of the needs of humanity, proving his sincerity through consistent good works. This may not be easy! Further, a Seraph and another angel must speak for the demon before Zadkiel will appear. These restrictions protect the demon, by reducing the chance the he will die from insufficient repentance. (It does work; *if* she agrees to attempt redemption, the subject usually survives.)

A penitent may fail to live up to Zadkiel's expectations, or decide that redemption is harder than going Renegade. Such demons are transported to a Tether of Judgment – in chains, if necessary.

Zadkiel doesn't have very many redeemed angels, and she watches them very carefully. This is inspired by love, not spite. She always worries that a soul born in Hell could be drawn that way again. The redeemed find Zadkiel especially kind; Zadkiel knows which of her own need her love the most.


## TRIAL BY FIRE: RENEGADE DEMON JOBS

Zadkiel has no shortage of deniable or hazardous jobs for those few demons who seek her out for redemption. One common task is bringing Essence to ethereals cooperating with Protection; it's trivial, but gives demons something to do while a proper mission is arranged.

Common tasks for repentant demons have three components. First, they involve humans – either rescuing them or eliminating an infernal predator. Second, the demon's former allegiances are disregarded; the penitent is expected to betray former associates without qualm. (Yes, this is

ironic, considering Zadkiel's opinions on *angelic* trust.) Lastly, the assignment is *always* dangerous to the brink of suicide. The demon's commitment to Heaven must be total, and self must be placed second to the will of Allah.

Zadkiel always secretly assigns at least one angel to keep an eye on "her" Renegades, to see how they operate when "alone." The angelic overseer *may* make her presence known – especially if she must protect any humans involved – but Zadkiel will take this into account when deciding whether or not a demon has passed her test.



Protection's redeemed receive no formal training. Zadkiel and her elder Servitors give advice and guidance, encouraging the new angel in her new job. Zadkiel treats ex-demons as newly fledged angels, calling them "fledglings" until they have earned their Choir Attunement.

Redeemed demons receive their Choir Attunements for achievement. Successfully defending a human from demonic attack is the most certain way to "graduate," but recently redeemed angels are *never* assigned to protect humans directly. Preventing a suicide, bringing families back together, or protecting communities from outside forces may also merit promotion. Sometimes, no specific act is required; Zadkiel may grant the Choir Attunement as a gesture of trust to the redeemed after a brief trial period.

## CHOIRS

The Defenders serve a Cherub Archangel with a Cherubic Word, so it's only to be expected that the Cherub opinion will be valued more than usual. Fortunately, not all Cherubim of Protection act like God's gift to bodyguarding; likewise, though most Defenders fall into general patterns, there are exceptions – especially for player characters.

### *The Cherub's Cherubim*

Cherubim of Protection so dedicate themselves to defense that they alarm some angels, including other Cherubim. Zadkiel's Guardians say if you're not guarding, you're not living. They train constantly. Tracking is a common skill among them – people need Protection even before you get close enough to attune. Many collect languages – if you can't speak Spanish in Spanish Harlem, your questions won't get many answers. Last, first, and always, there are weapons. When not training with them, the Hayyoth are cleaning or repairing them, checking backward and forward for the slightest hint of failure.

When not on assignment, Cherubim of Protection seek people who need help. Tethers and angelic contacts may know of assaults on Infernals, someone might need backup, or a mundane could use a hand walking home after work. Such freelancing is like a stick of gum for a cigarette addict – it helps, but it doesn't satisfy.

## MODES OF ADDRESS

Zadkiel dislikes the impersonal title of Archangel. Like Novalis, she prefers "Mother." Unlike Novalis, Zadkiel insists: not Mom, Mommy, nor Mama, though some Servitors of Novalis call her "Aunt" or "Sister." Zadkiel does not use any diminutive term such as "dearie," "kid," or any abbreviation of her Servitors' names. She also avoids the term "child," out of consideration to Christopher, Cherub Archangel of Children. Instead, she uses the angel's proper name or appropriate alias or Role for the angel in question. She also permits other angels to call her by her name alone, as long as they do so with respect.

When being excruciatingly formal, one Servitor is a Zadkielah, while several are Zadkielot, but Zadkielines or Zadkielites are far more commonly used terms. To each other, they are Protectors, Defenders, Sisters (and Brothers). Among Protectors, a 9-Force fledgling is entitled to the same respect as a Seraph Master of the Watch. The fledgling should follow the Master's instructions, of course, but the Master will strive to be *worthy*.

Demons refer to angels of Protection (and Flowers) as Mother-Hens, mocking their intense concern for human safety. The term has spread to certain groups in Heaven; Servitors of Stone and Lightning often feel it captures the Zadkieline lack of sense. A few Protectors have adopted the label – the mother hen counts her chicks and keeps them warm and secure – but most resent it as the insult it's intended to be.

Fortunately, boredom is rare. Every Archangel (even Jordi) has humans they want Protected, and Zadkiel rarely has enough Guardians to go around.

Occasionally, the Archangel assigns a Cherub to a Saint or Soldier as a *partner*. These pairings act as special agents in mixed angelic groups, ensuring that the most urgent missions of Heaven contain both Protection and mortal viewpoints. Further, the human is the Protector's *boss*, being the expert on Earthly matters, and any other angels had better treat him as at least an equal.

Zadkiel's Cherubim regard themselves as the elite of their kind, honed and refined nigh unto perfection. This attitude rarely endears them to others of their Choir.

## Seraphim

Seraphim of Protection prefer Roles that combine authority and nosiness. They seek to unravel the self-deceptions that surround and endanger others. In Heaven, they monitor their fellows for fatigue, heartbreak, and bitterness.

Empathy with humans comes hard for Seraphim, but Zadkiel's have learned the Truth can cut deeper than a blade. They must administer it gently, with carefully chosen words. They gain nothing if a revealed self-deception is rejected by a resentful subject. Still, it's a struggle to hold back the truth, and

Zadkiel's Seraphim are quiet beings who demonstrate their goodwill with handshakes, hugs, and caresses. They get along especially well with Seraphim of Creation, Flowers – and Animals.

## Ofanim

Not everyone has a personal guardian angel – but there are Ofanim. The Wheels patrol neighborhoods, cities, even entire regions, watching for *anyone* in trouble. Many are helicopter pilots; they love to keep a chopper's eye view of the world, with the radio channel open and hot for any requests for backup.

# SAMPLE SERVITOR OF ZADKIEL

## CELINE

### Seraph of Protection

**Corporeal Forces** – 3 Strength 7 Agility 5  
**Ethereal Forces** – 3 Intelligence 8 Precision 4  
**Celestial Forces** – 3 Will 6 Perception 6

*Vessel:* Human/2 (female, mid-20s), Charisma +1 (attractive, trustworthy)

*Role:* "Celine Trist," Counselor/3, Status/2

*Skills:* Detect Lies/1, Dodge/3, Driving/1, Emote/1, Fast-Talk/4, Fighting/3, Knowledge/3 (Psychology), Ranged Weapon/2 (Pistol), Savoir-Faire/4

*Song:* Harmony (Ethereal/3)

**Attunement:** Seraph of Protection

## CELINE, SERAPH OF PROTECTION

**677 1/2 POINTS**

**ST** 16 [20]; **DX** 13 [-10]; **IQ** 18 [45]; **HT** 16 [20].

Speed 7.25; Move 7.

Dodge 8.

**Advantages:** Basic Celestial Template [480]; Choir (Seraph) [26]; Choir Attunement (Seraph of Protection) [54]; Combat Reflexes [15]; Essence Control 9 [0]; Role (Counselor) 3 [15]; Vessel (Human woman; Attractive; 8 Extra Hit Points) [75].

**Disadvantages:** Reduced Alertness -4 [-20]; Reduced Hit Points (Mind) -1 [-2]; Reduced Manual Dexterity -4 [-12]; Servitor of Protection [-16]; Weak Will -4 [-32].

**Quirks:** Tries to stay "in-character" for her Role [-1].

**Skills:** Acting-16 [1/2]; Brawling-14 [2]; Detect Lies-15 [1/2]; Driving (Car)-13 [1/2]; Fast-Talk-19 [4]; Guns (Pistol)/TL7-15 [1]; Psychology-18 [4]; Savoir-Faire-20 [4].

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


**Songs:** Harmony (Ethereal)-15 [4].

Celine Trist appears to be a talented young civil services worker, a family counselor just out of college with all sorts of ideals still jangling in her head. Her first few cases already show marked improvement, and her superiors discuss her record for possible career advancement and promotion in her near future.

In fact, Celine is a Seraph, recently established in a Role on Earth. She prefers to remain within her Role and relieve the people she counsels of their deadly self-deceptions. As a Protector, sadly, she is forced into physical means of defense more often than she'd like. When her Ethereal Song of Harmony fails to stop an attacker, her unregistered .22-calibre pistol does the trick.

Celine is always impeccably dressed and totally proper with her manners. Despite this apparent perfection, she has few problems getting people to open up to her. She greets her clients with warm smiles, having learned to accept the imperfections of humanity... although she can always work for improvement.

*Celine is a balanced In Nomine starting character. To make her a balanced GURPS In Nomine character, she would need to lose 17 and a half points – remove her Combat Reflexes, and give her Guns-14 [1/2] and Savoir-Faire-19 [2].*



Zadkiel's Wheels generally serve as watchmen for Tethers, bases, safe houses, and angelic groups on Earth. Some are formidable warriors, but their primary function is messenger – particularly the message of, "Come quick, bring all your friends, and don't spare the ammo."

In recent years, many Wheels of Protection have taken Lassie as their mascot. They understand the troubles that can befall someone bringing help to an injured or trapped human. And every last one of them has felt the annoyance of getting people to understand that, yes, Timmy fell down the well *again*.

## CREATION IN SERVICE TO PROTECTION

Considering how much Eli and Zadkiel both love humans, it's odd that Eli didn't send more of his Servitors to Protection. Or perhaps not. Creationers in Zadkiel's service are treasured allies, but no more. Zadkiel may feel the orphaned Creationers are every bit as much family as her own Servitors, but Creation takes risks and tap-dances where sensible angels fear to tread. Creationers are ultimately outsiders.

Even the most prejudiced Zadkieline acknowledges that *all* Eli's angels need defending, though. Until Zadkiel realizes that they'd be safer confined in Heaven, the Defenders will work with them . . . and if Dominicans come around, the Protectors close ranks – sometimes quite creatively.

### *Elohim*

Zadkiel has few Powers; they rarely share the deep and overwhelming love for humans Zadkiel holds, but do understand loving the culture that keeps humans from barbarism. These Dynamis provide the brakes for their fellows' runaway adoration for mortals. It makes them unpopular, but they know it's important work.

Elohim of Protection *do* believe in protecting humans, though. Humans need angelic help to counter supernatural corruption; the Powers deliver it with a light touch, encouraging humans to do the right thing on their own. Save someone from a fire and you've saved one life – save a firefighter from despair and you've saved many more.

Elohim prefer deep-cover Roles that permit them to do their work and move on after the human is on the path of Protection. Once started, forward momentum takes care of the rest.

### *Malakim*

Zadkiel's Malakim are virtually all female. They form an insular group, known as the *Sorores Honoris*, or "Sisters of Honor." They are both protectors at large for humanity and backup for other angels. An angel sent into Diabolical turf often has a *Soror Honoris* lurking behind, guarding against sneak attacks.

Like many of their Choir-mates and unlike most other Protectors, Zadkiel's Virtues seek out evil to slay when not on assignment, and rarely give Mother a chance to say no. If no demons are convenient, there are always human murderers, crime lords, and corrupt politicians. A crooked cop's badge makes a nice trophy, even if paid for with a stint guarding Heaven's walls.

All things being equal, the *Sorores Honoris* would rather be on Earth, backing up raids to free human slaves or riding along with SWAT teams to storm a drug lord's den. The Sorority enjoys combat in a righteous cause . . . and to their minds, the only righteous cause is the protection of the innocent.

However, most of Sorority will cover up a note or two of dissonance in another Malakite – *if* the dissonant Malakite is in danger of death, *and* is working to expunge the dissonance and mend his or her ways. Protection is

needed, even if it means setting King against King, and Malakim don't risk Falling.

A small but significant minority of Zadkielite Virtues disapprove of mercy for the dissonant. A dissonant Malakite is a danger to everyone. It's like letting a rabid tiger make its den in an elementary school. These Virtues, who prefer male vessels to distinguish them from their fellows, are not popular with the *Sorores Honoris* – but it is concern, not anger, which makes their brothers speak out.

### *Kyriotates*

Least attached to any one gender, Dominations are Zadkiel's reserve forces and solo spies. In violent situations, they are the troops of last resort. Normally, they watch and listen, taking no action beyond the minimum necessary. Not even the most paranoid Hive has a greater concern for its host than Zadkiel does, and her assignments reflect this. Most prefer to take over mortals in danger only when there's no other option.

## Mercurians

Mercurians are deep cover operatives, infiltrating human organizations to support Heavenly goals. They provide the interface between angels who need help and the mundanes who run the organizations overseen by Protection. From time to time Mercurians also get to recruit new Soldiers of God – but only if they have six natural Forces, and are totally informed of the risks (many) and the benefits (few) involved.

As angels serving Protection, Zadkiel's Mercurians must sometimes fight, and if a Friend must kill a human to save a human, she is expected to do so! Zadkiel will remove dissonance – *if* there was no other way available. She will likely assign the Mercurian to a Tether, to recover from the shock of harming a human.

### STEALTH SONGS

Zadkiel encourages her Servitors to learn Songs well enough to perform them quickly and without obvious source. Songs of Harmony, Healing, and Motion are good, all-purpose miracles. While they still cause disturbance, only non-humans notice – the humans are kept safe and ignorant of the War.

And if a demon should happen to come sniffing around, such that one could catch it in a dark alley? Zadkiel is unlikely to object to what happens next. Just keep your Role intact.

## JOBS

Zadkiel's role is Protection – the defense of anything and everything. She tries to pick the most appropriate angel for a job, but her forces are spread thin. Sometimes one has to use a plowshare for a sword, or a shield to bail water.

Most Protectors work on tasks which don't duplicate anyone else's work. Advocates in trials come from the forces of Judgment. Tethers are defended by the Words to which they belong. Even the walls of Heaven itself are guarded primarily by angels of the Sword. For the most part, Servitors of Zadkiel protect a particular human, family, or everyone in a given area.

Some jobs *do* overlap; any area dominated by a particular Heavenly Word is likely to encounter a Servitor of Protection, sent to identify the weak points of a Word's tactics and shore them up.

When they can be spared from defending humans and aiding other angels, Zadkiel's Servitors advance the concept of Protection among humans. Michael and David handle self-defense, but Zadkiel feels their focus lacks appreciation for the greater society. Zadkiel's angels want to give humans empathy for others; they teach the *reasons* for taking a stand before they teach the skills. They want to inspire courage and self-confidence, so that mortals can defend what they love and win against the forces of destruction. Unfortunately, they rarely have time to focus on more than a few role-models, and hope humans will catch on.

These are difficult goals, even without demons trying to scuttle projects overtly and covertly. There are a lot of humans, and they come up with new and inventive ways to harm others without any infernal assistance at all.

But then, if the job were easy, Heaven wouldn't be involved.

### Celestial Jobs

Protection has a large permanent presence in Heaven. The Ministering Angels (*Heaven and Hell*, p. 66) who serve Zadkiel never leave; their purpose confines them to the blessed realm to care for wounded angels and broken human souls. The Ministers are assisted by relievers and souls who find joy in helping others, as well as young angels of other Choirs. Older angels of the major Choirs are either on the wall; mentoring students and new fledges; or training in defense and protection, preparing to battle the combined forces of Hell at the sound of the Final Trumpet.

The single most common Heavenly task for major Choirs is sentry duty on the walls which encircle Heaven. Sometimes this assignment is punishment, giving angels time to contemplate their actions while waiting for dissonance to be removed. Other times it gives shell-shocked or heartbroken Servitors peace to recover their equilibrium. In either case, it's quiet, uneventful work – and expected to stay that way till Armageddon.

### Ethereal Jobs

Few of Zadkiel's angels work in the Marches, but some Protectors cooperate with Blandine's own guardians. Zadkiel also assigns highly trusted, discreet Servitors to two special tasks. Firstly, she sends emissaries to ethereal spirits who share her ultimate goal: the protection of human beings (p. 17).

She is particularly favorable toward Muslim converts; those are usually few and far between, though there are always rumors (*Ethereal Player's Guide*, p. 118). Ethereals have a role in God's Creation, according to Zadkiel; she just doesn't know what it is yet. Secondly, ethereals who threaten humans . . . well, they're far weaker targets than they used to be. Her spirit assassins are strong-Willed and intelligent, frequently Kyriotates, and use "Hashishim" weapons – a few to the point of parody (and a warning glare from their Archangel). There are rumors that these Protectors have cooperated with Tsayadim, but it's hard to find an actual spirit assassin to ask.

Zadkielites face danger from all sides in the Marches. Dominic's Inquisition frowns on friendly dealings with ethereals (even Muslim ones), and Tsayadim usually attack "sympathizers" without question. Meanwhile, assassins are feared as angelic death-squads by innocent and guilty spirits alike, and cooperation with the Tsayadim (if true) has its own hazards. Add all the wild or malevolent spirits, plus demons of Beleth, and it's obvious why only the most trusted and skilled Defenders carry Zadkiel's Word into the Marches.

That doesn't mean that some poor Protector won't occasionally find herself trying to keep her special charge safe from ethereals, demons, or bad dreams, though. Best to keep on good terms with the Dreamers.

### *Corporeal Jobs*

Earth is where the humans are, where the War is, and where Protection is most needed. Specific jobs could include anything, but missions usually fall into two major categories: the "internal" and "external" protection of humans.

"Internal Protection" is given to those with the Choir Attunements of Seraphim, Elohim, and Mercurians. "External Protection" falls to Cherubim, Ofanim, Malakim, and Kyriotates. Bright Lilim would straddle the two, since they see "external protection" Needs even in non-crisis situations, and their Geases could be used in subtle or

## WHO TO PROTECT? WHO TO TEACH?

Zadkiel would love outreach programs for every human on Earth, but that would be difficult even if she were a major Archangel. Filling in the gaps in Heaven's defenses makes such a goal impossible. Therefore, her focus is on *Protection*. Not teaching people to defend themselves, so much as personally protecting them, and encouraging humans who protect others. (In her ideal world, there would be so little danger that guardian angels *could* handle it all while humans were happy and safe. She knows that's unlikely to happen any time soon.)

So her Servitors are assigned to important figures in the War, people who seek to aid others, and mortals who *cannot* protect themselves. When they teach the ideals of the Word, they focus on uplifting the image and hearts of humans who already protect, either directly (police officer, firefighter, social worker) or indirectly (librarian, historian, doctor).


overt ways. Likewise, Zadkiel's Distinctions can come in handy for either group.

While Zadkiel would *like* to ensure "internal" and "external" jobs always go to those angels who can best fulfill them, sometimes the only angel who doesn't already have her hands full is the one who gets the task. This *can* be a fast way to get a Choir Attunement; Zadkiel usually grants either the Malakite or Mercurian one, depending on which area the Servitor is "weak."

Jobs which could call for both sets of Choir Attunements, and which are near and dear to Zadkiel's heart, involve guarding police officers, fire fighters, soldiers, caseworkers, and others whose duty places them in extreme danger – both physical and mental.

**Bodyguard:** The vast majority of Zadkiel's Cherubim are guarding specific humans on Earth, but any Servitor may be called upon to become a bodyguard. Zadkiel's bodyguards must remain secret, lest they *attract* unwanted attention. Angels on bodyguard duty are always given a supervisor – either a Seneschal or bearing a Distinction – and should report once a week.

**Counseling:** Some humans just don't feel safe. This can lead to unnecessary precautions, making neighbors worry about the lunatic next door . . . or be perfectly justified, requiring a far different response! It's up to the counseling angel to find the truth and promote security. (This may include calling for a strike team, if demonic interference is uncovered!)



**Garrison:** Protection's garrison troops do not hold territory. Instead, they defend *specific* locations against assault, whether armed attacks, legal threats, or economic sanctions. Most such locations are safe houses, unconnected to a Tether, where angels or humans can heal, recuperate, or hide. Protectors are expected to defend these places with all their strength and resolve – because of the *people* within them.

**Inspiration and Infiltration:** These are usually deep cover agents, defending others secretly, encouraging brave humans to defend others, or working to promote development of protective technologies: medicine, safety equipment, etc. They may also tap mundane resources if necessary, but are forbidden from recruiting for the War. They are there to live quietly and act when needed, not to *make* humans do anything.

**Random Protection:** Every Servitor of Protection on Earth is expected to deal out rescues, both mundane and miraculous. Naturally, they should not be *caught* working miracles! Fortunately, humans rarely recognize a Song as responsible for saving them in a close call.

**Retaliation:** Protection's retribution strikes are always carried out with overwhelming force, even if the threat is just ordinary humans. Physical attacks on demons frequently include a reserve (usually drawn from the "internal protection" ranks) devoted to rescuing human slaves. Zadkiel often briefs and debriefs retaliation teams herself.

**Support:** Protection runs many kinds of support networks on Earth. For legal help, they seek lawyers and angels of Judgment. For wounds, they know healers and ambulance drivers. For weapons, they know Roles and Soldiers with gun shops. For laying down the smite . . . they know *lots* of people, and they'll help.

**Word-Bound Protectorates:** Traditionally, a Word-bound of Protection will pick a city or town and "manage" it, much as Zadkiel worked in the area that became Rome. This can last indefinitely, until the angel is needed elsewhere.

### *What Goes Around, Comes Around*

Zadkielines are always willing to help out. Indeed, their first experiences are generally of helping *each other*. It's a matter of respect – someone asks for help and, unless there's something more pressing, you volunteer. Few angels would disagree with this.

Then comes a Defender's first experience with the corporeal world and angels whose primary goals are

not only different from Protection's, but may actually be in direct conflict! Even when they're allies, angels on Earth are much busier than in Heaven. "Give me five minutes" becomes "No." This culture shock can be traumatic.

Still, they work hard to stay true to Protection's ideals. Desperate need is answered, no matter how unhelpful an angel has been in the past. Angels who have shown themselves respectful to Protectors (e.g., by aiding them) are shown the same respect in turn, and frequently this works the other direction as well. Zadkiel's Servitors get offended if this is called "trading favors," though! It has nothing to do with barter, deals, or *haggling*. It's about *respect*.

(Naturally, this perplexes Servitors of Marc, who see nothing disrespectful in *trading*.)

One example of Protection's expectations is the Saint Christopher Society (*Corporeal Player's Guide*, p. 112), a human organization infiltrated by Zadkiel to give help to angels, Saints, and Soldiers of God traveling across the corporeal world. An angel benefiting from the Society may be called upon later to give money, help, or merely a ride to someone else in need – if for no other reason than that the Zadkielites *know* that angel and may have some idea how to contact him. Returning the Society's favor is not mandatory but, angels being angels, the Protectors are rarely disappointed. (And if they are? Well, *desperate* need is always answered.)

*Each human must be reminded  
that Allah, be he Merciful, stands  
with the devout against evil.*

### *Protection, Humans, and Mortal Volunteers*

Although Zadkiel works to spread the concepts of Protection among humanity, she'd like to keep humans out of the War. Failing that, she prefers to infiltrate existing human groups for Heaven's purposes. She forbids recruitment of mundane humans, *never* assigns human Servants, and accepts Soldiers only grudgingly. If a human insists on "signing up," his dedication is tested; all volunteers are turned down twice. Laurence often requests the services of those who persist and, as a result, the ranks of Zadkiel's human servants are select indeed.

Normal humans are treated like children and kept as far out of the line of fire as possible. If they have good mundane jobs they should keep those, but there's always room for more people who'll help others. Typically, aware humans are asked to aid Zadkiel's information network, do public relations work for all aspects of the Word, manage operations in the Earthly support organizations Zadkiel runs, and provide logistical support for her angels.

Soldiers of God, being tuned in to the Symphony, are regarded as equals in all things except combat, and Zadkiel punishes angels who behave otherwise. Still, humans are not expected to go up against demons, and are taught Songs geared more toward escape should a demon appear. Zadkiel's Soldiers work to counteract Hellsworn activity and prepare secret safehouses. They work in gun shops, television stations, soup kitchens, military bases, and many other places.

## SAMPLE SAINT OF ZADKIEL

### HORATIUS COCLES

#### *Saint of Zadkiel*

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

*Vessel:* Human/3 (male veteran warrior with scars, missing right eye), Charisma +1 (brave and reliable)

*Skills:* Detect Lies/3, Dreaming/4, Fast-Talk/3, Fighting/5, Dodge/3, Swimming/4, Small Weapon/5 (Gladius), Ranged Weapon (Pistol/2, Archery/4), Tactics/4, Knowledge/6 (Roman Republic), numerous languages

*Songs:* Dreams (Corporeal/6, Ethereal/3, Celestial/4), Healing (Corporeal/4), Shields (Corporeal/5, Ethereal/3), Seals (Corporeal/5, Ethereal/2) (*Liber Cantorum*, p. 51)

**Advantage:** Blessed (*Corporeal Player's Guide*, p. 26)

**Disadvantage:** Damaged Sense/1\* (One-eyed)

**Attunement:** Aura of Divinity

\* *This is only when he is corporeal – which is, admittedly, where Saints usually are. In Heaven, he affects the disability, but his Perception is not penalized.*

### HORATIUS COCLES, SAINT OF ZADKIEL 675 POINTS

ST 17 [100]; DX 15 [60]; IQ 13 [30]; HT 17 [80].

Speed 8; Move 8.

Dodge 9; Parry 9.

**Advantages:** Charisma +1 [5]; Combat Reflexes [15]; Divine Favor (Can invoke Zadkiel) [10]; Essence

Control 8 [1\*]; Extra Hit Points +12 [60]; Power Investiture (Corporeal) 3 [20\*]; Power Investiture (Ethereal) 2 [10\*]; Power Investiture (Celestial) 3 [20\*]; Recorporealized Saint Template (*GURPS In Nomine*, p. 22) [130]; Servitor Attunement (Aura of Divinity) [50]; Strong Will +6 [24].

**Disadvantages:** One Eye (Corporeally only, -5%) [-14]; Reduced Alertness -2 [-10]; Reduced Manual Dexterity -2 [-6]; Reduced Hit Points (Mind) -3 [-7]; Reduced Hit Points (Soul) -1 [-4]; Sense of Duty (needy and heroes) [-10].

**Quirks:** Resists having his eye healed; Sympathetic to the Olympian pantheon [-2].

**Skills:** Area Knowledge (Roman Republic)-14 [2]; Brawling-18 [8]; Bow-15 [4]; Detect Lies-12 [2]; Fast-Talk-13 [2]; Guns (Pistol)/TL7-17 [1]; History (Roman Republic)-11/17 [2]; Lucid Dreaming-15 [3\*]; Shortsword-17 [8]; Swimming-17 [4]; Tactics-13 [4].

**Languages:** Angelic (native)-13 [0]; English-12 [1]; Greek-12 [1]; Latin (native)-13 [0]; 1 point in five other languages, chosen by the GM (or more, if desired).

**Songs:** Dreams (Corporeal)-13 [16]; Dreams (Ethereal)-9 [4]; Dreams (Celestial)-11 [8]; Healing (Corporeal)-11 [8]; Shields (Corporeal)-12 [12]; Shields (Ethereal)-9 [4]; Seals (Corporeal)-12 [12]; Seals (Ethereal)-8 [2].

\* *The first level of Horatius' Power Investiture in each realm is part of his Saint template, as is his first point in Lucid Dreaming skill, and his initial 7 levels of Essence Control.*

*Continued on next page . . .*



## SAMPLE SAINT OF ZADKIEL (CONTINUED)

Contrary to Macaulay's *Lays of Ancient Rome*, Horatius did not survive his leap into the Tiber River from the remains of the Sublician Bridge. The two battles, first against the entire Tuscan army and then against a wild, treacherous river, proved too much for the captain of the guard of Rome. To his surprise, the one-eyed warrior arrived not in Hades or Elysium, but at the Pearly Gates. After that, it was only a matter of time before he became the first Saint of Heaven's newest Archangel.

Horatius has fought many battles in the service of Zadkiel, and he bears his scars proudly. He has had Forces stripped away in combat and replaced; he has lost his eye again (corporeally), and resists attempts to restore his lost vision. He hasn't slowed down or grown weary; indeed, 2,500 years have left him all the more able to hold the bridge.

Although Horatius often acts as emergency reinforcement in times of crisis, his main duty is not combat-focused. A lucid dreamer in life, Horatius now walks the Marches, seeking the dreams of both the troubled and the potentially heroic. A former worshipper of the Olympian pantheon, Horatius also acts as a special go-between, using his human dreamscape as a private meeting place for angels and ethereals.

If a GM desires, Horatius' missing eye could be linked with Odin's Wyrd attunement (*Ethereal Player's Guide*, p. 85); he would be found in Heaven more often in such a case, allowing Odin to view Heaven through the link . . .

*Horatius is an experienced and potent example of Zadkiel's Saints.*

Zadkiel has fewer than 20 Saints. Some are defenders by arms, such as Horatius Cocles (pp. 32-33). Others work through society to prevent exploitation of others, such as General George Crook (who sacrificed his military career protesting the mistreatment of Indians). Finally, there are the inspiring leaders, such as Chief Joseph of the Nez Perce. Saints have it better in Zadkiel's organization than in many other services. Indeed, some Servitors of other angels think Zadkiel shows too much favoritism to her Saints, passing over worthy angels for Distinctions in favor of her pets. Protectors point out that Saints are prime examples of why Heaven fights, exemplars of humanity's potential who deserve every reward they get.

Most of Protection's Soldiers and Saints work alone, but sometimes a handful work together on a large job, drifting apart when it's done.

### ASSOCIATIONS

Officially, Protection is one big happy family, without division. Differences of *opinion* within the family do exist, due to disposition or policy. The minority view in some cases is notable enough to be named – if not by themselves, then by others. Interestingly, there are few *religious* differences. Despite her personal views, Zadkiel is quick to remind everyone that there are many ways to respect and worship Allah.

### Mothers . . . and Brothers

Most Servitors of Zadkiel are female-aspected, because it's what Mother wants, because they respect her, or because they believe it suits the Word best. And some aren't, for reasons ranging from religious belief, to political statements, to simple personality. The "Brothers" are sometimes teased by their siblings, and sometimes viewed as a vital balance in the Word – even by the same angels.


### Dempseyites

*The best defense is a good offense.*

– Jack Dempsey

The Dempseyites (a subgroup far older than their name) are the most warlike among Protection's ranks. Where Zadkiel sanctions cautious overkill only in retaliation for attacks, Dempseyites want to hit the demons *before* they can do any harm. Many are "internal protection" Choirs who spot victims, then alert Gabrielite friends to the presence of victimizers.

Although many who leave Zadkiel's service were once Dempseyites, the group as a whole enjoys serving Protection. They're too aggressive for Flowers, dislike Laurence's immutable discipline and Michael's no-retreat directive, and love humans too much to accept David's tough policies.



Serving Protection offers a compromise between the strict organization of the war Archangels and the pacifist policies of the peace faction.

### *The Scholars of the Faith*

Zadkiel is not the only one to study the Quran. The Scholars – who are not all Muslim – research all the holy works they can. Some seek to reconcile apparent discontinuities in prophetic works. Others wish to understand the similarities between different holy traditions, bringing humans together with shared beliefs. Others want to refute hotheads who urge violence and hatred in the name of religion. And a goodly number of Elohim simply enjoy the study. They’ll find a use for what they’ve learned, eventually.

*When they can be spared,  
angels of Protection work  
with humans to overcome  
fear, hatred, suspicion, and  
selfishness.*

## SERVING PROTECTION

If you’re a Protector, you’re family . . . and family doesn’t let each other down. The tightly knit Defenders keep close contact with one another, especially if they work in the same area. Newly assigned angels will be given contact information for at least one other Zadkieline angel or Soldier.

They’re not as good about keeping track of angels of other Words, partly because the deep-cover ones don’t consider “so we can check up on you” to be a good enough reason to risk their Roles. Still, their web of connections is useful for gathering reinforcements, or tracking down lost items or people. Most Protectors have regular duties, but can quickly call up someone able to help. When a Protector falls out of contact, duties may be stretched or outright broken to find out why, rescue . . . or avenge.

The care Protectors have for one another is surpassed only by their love of mankind. Even when not actively defending humans, Protectors love being

around them. Of course, humans aren’t perfect creatures. Drinking, drugs, fast driving, unprotected sex, nuclear weapons . . . Protectors shake their heads, but don’t lose faith. Indeed, when foolish acts produce marvelous results, Defenders are reaffirmed in their faith in humanity – and their faith in God; for Zadkiel’s angels, it’s the same thing.

## LAYING DOWN THE SHIELD

*I know God will not give me anything I can’t handle. I just wish that He didn’t trust me so much.*

– Mother Teresa of Calcutta

Protectors are often confronted with heartbreak, failure, and loss – and only Allah can remain vigilant *all* the time. Angels of Protection act as a mutual support group, gathering together to lend strength, listen to others’ woes, and offer sympathy. If the burden of guardianship becomes too heavy, they retreat to the Castle until their balance is regained, or travel to one of the corporeal places where Protectors may relax and ease back into their normal duties.

### *Changing Superiors*

Angels who develop significant differences with the philosophy of Protection are *not* encouraged to find a new Superior. Zadkiel does not want any angel driven out of Protection, or made to feel unwelcome. Pressuring angels to leave the service of Protection is a punishable offense. Still, if they cannot reconcile personal beliefs with the requirements of their service, transfer to another Archangel is better than misery and doubt.

When an angel requests a transfer, Zadkiel asks a few questions – nothing like the grilling Dominic inflicts, but more than Michael’s grumpy acceptance. Once she’s certain the angel is not switching because of pressure or mistaken assumptions, but truly wants the change, she will approve *any* transfer. Distinctions higher than Vassal are removed and Choir Attunements other than those of the angel’s Choir are lost, but all Servitor Attunements are left in place unless the other Archangel requests otherwise. Unusually, Zadkiel allows former Servitors to retain her Rites and invoke her without penalty. Once part of the family, *always* part of the family.

Angels who transfer *to* Protection gain their Choir Attunement at once and go straight to work, usually in a light duty that allows them to integrate with the other Defenders.

## Dealing with Outsiders

From a Protector's perspective, Servitors from other Words are either part of the Protecting or they're part of the Protected. (Or they're part of the threat, but the Protectors try not to think such things about fellow angels.) They are particularly fond of Laurencians, who have a similar mandate to assist angels in distress.

Zadkiel's angels never refuse Protection to *any* angel. Even annoying ones. Even, to Judgment's ire, *Outcast* ones. (The trio of Protectors who sheltered Eli himself and let him go? They're still in Heaven, under house arrest. Zadkiel also wants to talk to Eli.) Zadkielines try to stay on reasonably good terms with *all* angels, even those serving Words whose beliefs clash with those of Protection. Jeanites may be aggravating, but there's no one better to handle computer data. A Stonie's gang may be violent and ruthless, but they make impressive back up. And "fly on the wall" just fits Jordi's Kyriotates.

It's possible for Defenders to make friends with locals of nearly every Word, save Lightning – the Sparkies follow their Superior's lead there, and believe that while a Mother-Hen may be useful now and then, Protection is ultimately *bad* for humans. A friendly Jeanite is most likely trying to redirect the Zadkieline's attention and behavior.

## Relationships

Angels of Protection regard each other as family. Of course, some members of the family are closer than others. Relationships between two Defenders are common – friends, lovers, mutually attuned Cherubim . . .

Zadkiel's angels often have close ties with angels of other services, too – especially Laurencians. Jeanites entirely avoid such messy entanglements with inefficient Protectors, and most Stonies do as well, though there have been some notable tragic (or at least drama-filled) romances. Protection's most common cross-Word pairings are with Zadkiel's former Superior, Novalis. The Protector usually has a quiet role, allowing the Gardener every opportunity to reach out, offer aid, and seek peace. Once the angel

## CLOSE, BUT NOT TOO CLOSE

Zadkiel's angels, like those of Flowers or Creation, view good sex as comforting, life-affirming, and a fine way to show love. Protectors love humans. You'd think that Zadkiel would smile upon relationships.

She doesn't – at least not with mundane mortals. Protectors have to protect *everyone*, not just a lover, and it's unfair to expect someone to understand without knowing about the War. Further, demons just *adore* finding some angel's beloved and using that knowledge against her . . . A Soldier has a chance, and can understand the risks, but even there, Zadkiel gets worried. Better not to make Soldiers more targets than they already are.

## The Adopters

In the past, children were often left orphaned or abandoned, just waiting for a miracle to happen by. And miracles did. One of the rumors (see the adventure seeds, p. 37) about Zadkiel might have arisen from this era.

True or false, Zadkiel sympathizes if her angels ask for permission to adopt a child in need – and then says no, for all the reasons why she tells her Servitors not to take mundane lovers.


There are angels of Protection who try to work in adoption agencies, or child welfare agencies – but Zadkiel wants them to remain a little distant. They can live next door, but ultimately the child needs a human life. And that's something which angels can never provide.

of Flowers is in trouble, *then* the Protector steps in and bails him out – again.

## DEALING WITH JUDGMENT

Servitors of Protection cooperate to the fullest extent with the Inquisition – mostly. Judgment protects Heaven from heresy and rebellion, after all. When people feel they need Protection *from* the Inquisition, Zadkiel's angels are caught between their Archangel's Word and the desire to help Heaven's policemen.

Any number of people are occasionally Protected from Dominican scrutiny. It's no coincidence that Fire's interface with Judgment is called "The Shield" (*Superiors 3: Hope and Prophecy*, p. 68), considering how much unofficial support Zadkiel has thrown behind her ally. Angels of other "lax" Words can likewise get Protectors to run interference.



Zadkiel also aids ethereals who actively protect humans, though it violates Heaven's standing policy and places the Defenders involved in jeopardy.

When one of their own has fallen into sin, Zadkielites do whatever they can to avoid telling any angel of Judgment. They confront the erring Sister themselves, urging her to confess to the Archangel immediately and offering every possible opportunity to repent. Should dissonance progress into Discord, they tell Zadkiel themselves, intervening on the errant angel's behalf.

If an angel of Protection becomes Outcast, her fellow Defenders are as harsh as their Mother (p. 25). The only way to erase the stain to their loyal honor – and the blasphemy to Allah – is to bring the defector to justice, either through trial and repentance, or execution.

If working against the Inquisition, Protectors take care never to block the Judges directly. The first line of defense is persuasion, an appeal to the reason of the Dominicans involved. If possible, Zadkiel's

angels will try to redirect a triad toward a more dangerous target – one not under Protection – as a delaying tactic. The subject of investigation may be relocated, preferably to a location unknown to any Protectors who might be questioned. If all else fails, Protectors may appeal to Zadkiel for support.

Dominic does not turn a blind eye to any obstruction of his investigators. Failure to cooperate with the Inquisition is always punished – and if Zadkiel is ever found guilty of obstruction, she will be treated with similar justice. Dominic has more pressing matters to deal with, and he recognizes both Zadkiel's value to Judgment and her desire for merciful judgment, but he treats her Servitors no more leniently than any others in Heaven.

Zadkiel does not defend angels who defy the Inquisition. Keep secrets from the Inquisition, and take the consequences – which are not severe by Dominic's standards, but Protectors would rather avoid them by settling internal matters *before* the Inquisition takes notice.

## ADVENTURE SEEDS

### IS THIS REALLY THE RIGHT THING?

An EloHITE of Stone approaches Protection and asks to stay at a local base. He says that the Commander of the Armies of God has sent him on a special secret mission. It is vitally important that his presence not be revealed to *anyone*.

At first all goes well. True, the EloHITE returns now and again covered with blood, but this is not unusual for Stonies or Protectors. However, the EloHITE begins showing up with strange things – not trophies of battle or evidence, but a stereo, a painting, a stack of books. Sometimes he has giggling fits, other times rages, and occasionally offers romantic overtures to his hosts – disturbing behavior in an EloHITE – although he still engages in intellectual debates over Stone's priorities versus Protection's (p. 14).

When a triad of Judgment comes looking for the EloHITE, though, the matter becomes complicated. Why is Judgment looking for him? Why is a Malakite of Fire lurking around the Protection safe-house? Is there a common factor in the strange objects the EloHITE keeps bringing back? Is the EloHITE suffering from Habbalite attacks?

Some sort of Discord? Is he about to Fall? Has he Fallen *already*?

Whatever answers the GM chooses, the angels must move fast to find them. If they're justified in protecting the angel, they must clear him from suspicion. If they're not justified, they need to know before their evasion becomes *obstruction* of the Inquisition.

### TO LOVE, HONOR, AND PROTECT

*People throughout the Islamic world need to know of their God-given right to think for themselves.*

– *Irsbad Manji*

Zadkiel and Khalid are starting to work together, for the first time in centuries – even more closely than they ever had before. As part of this initiative, they are sending a “husband-wife” team to a heavily Muslim area in a large city of the GM's choice. The team's job is to promote better understanding of Islam and the Quran – and through that understanding, provide security. With cooler heads and kinder words, the non-Muslims in the area may become more comfortable with their neighbors.

36

ZADKIEL



Where do player characters come in? One of three ways:

✘ If there are few players, they could *be* the team; add “children,” “pets,” or “adult siblings” to the family as desired.

✘ The PCs are an advance-team, already present in the area, who may or may not be entirely Protectors. Their job is to clear out any demonic infestations so that the team can concentrate on teaching *humans*. (Remember that the Faith half of the couple *cannot* let supernatural powers be seen by humans!)

✘ The couple are, themselves, the *Archangels!* The PCs are there to watch, learn, and take over the Roles later. In this case, what is so important about this location that the Archangels themselves *both* feel they must be involved? Can the PCs keep demons from finding out? Or is this a cunning trap to lure a Prince into destruction?

## GUARDIANS OF THE SANGREAL

“Sangreal bloodline” is one name for the theory that Jesus Christ wedded Mary Magdalene and fathered children – a bloodline that continued down the centuries, referred to metaphorically as the Holy Grail.

Interestingly, there’s a Cherub of Protection who hinted that she believed she was protecting the current scion of that bloodline – just before she vanished from the area. Her sisters are worried. Zadkiel is distracted by some other concern and hasn’t given any direct orders. The PCs come in when the other local Defender (a Mercurian) is called by a mysterious “friend” and told that the vanished Cherub is in hiding, unaware that there are demons after her and her charge. “Your Archangel wouldn’t like them to be found by demons.”

The Mercurian may have been watching too many soap operas, but here are her theories for who the charge is and why demons would care:

✘ The Cherub is right, and she is protecting a descendant of the Christian Messiah.

✘ According to the Friend (who may well have heard it from someone else), Zadkiel has left herself an angelic loophole – “No, I have never used the Songs of Fruition to bear or sire children with humans!” That doesn’t mean someone *else* never

## LEND A HAND?

Angels of Protection can always use someone to help with a mission – which might start off a given session, or even a campaign if things go unexpectedly. All it takes is one Zadkielite Servitor (PC or NPC) . . .

✘ Guarding a specific human for a period of time.

✘ Observing a known threat (usually demons) for a reasonable duration, to report any activity.

✘ Conveying a person, object, or message from one point to another.

✘ Providing material support (money, relic, etc.) to another angel or Soldier of God.

✘ Joining an assault on a demon base (Tether, front corporation, training base, or even just an apartment), or covering a Protector’s guardian duties temporarily so that angel may participate in the assault.

✘ Training a human or a group of humans in self-defense or weapons use.

used the Songs on her (as attack, prank, or aiding and abetting) when she was a Servitor. Perhaps this is actually one of *her* descendants.

✘ Zadkiel has never *biologically* had children. But what if she adopted one, either recently, or long enough that this is a descendant?

✘ The Archangel was created after the Watchers were exiled. Surely she has no ex-Servitors among them and wouldn’t care about their rumored children . . . right? (So who’s this mysterious person who called the Mercurian?)

✘ Maybe the charge is the Holiest Man in the World, of great importance to Khalid and Armageddon (*Superiors 3: Hope and Prophecy*, p. 140).

At least two of these theories would be of great interest to some angels, especially the Angel of the Quest for the Holy Grail, a Servitor of Litheroy, the Seraph Archangel of Revelation. Perhaps that’s why the Cherub went into hiding? But no matter which of these theories is right – if any – the PCs have a missing Cherub to track down, and only one hint (e.g., a bus station and date) to do it with.

Pity that the Mercurian hasn’t considered that this is all a trap, and the mysterious voice is trying to get angels to do its dirty work – or even lure more into an infernal (or ethereal?) ambush. But the PCs may be more paranoid.

# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**e23 sells high-quality game adventures and supplements in PDF format.**

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from William Stoddard, David Pulver, Phil Masters, and Sean Punch!
- Buy it once, have it always. Download your purchases again whenever you need to.



**Download ● Print ● Play**

---

## STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games.  
Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers.  
Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!