

INFERNAL PLAYER'S GUIDE

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IN NOMINE



STEVE JACKSON GAMES

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INFERNAL PLAYER'S GUIDE



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SOLITAIRE

A knock on the door at 2 a.m. didn't bother Nicole. After all, she never slept. But still, it was never a good thing and today was no different. It was her old friend, Tariel. Tariel was the oldest angel Nicole knew, if you didn't count her Archangel, Gabriel. Tariel had actually lived through the original Fall. Nicole had always assumed that this had given him a certain strength of will that was untouchable.

Tariel stood on the porch, staring at Nicole. Neither said a word. Nicole stepped aside to let Tariel in, but he just stood there, silent and vacant. Then he put his hands to his face and began to weep in quiet little sobs, his shoulders shaking.

Nicole walked toward him, opening her arms.

"Don't touch me!" Tariel shouted, jerking away. "Don't touch me, I'm not what you think."

"I think you're my friend," said Nicole.

Tariel looked up at her with dark red eyes. He'd been crying for hours. "I've Fallen," he said. "And I don't seem to be able to care about anything any more. I just don't care."

Slowly, tightly, they embraced. Nicole squeezed her eyes shut until the pressure turned her senses into white light and her heart pounded for release.

Not again, she thought.

She did the only thing she could do to help her friend. She called the demon.

Nicole and her servant sat across from each other in the dirty booth. Her servant drank his coffee and ignored the grunge waitress who kept coming by and harassing him to order something. The waitresses knew better than to bother Nicole, but since they were the only customers in the place, they had the employees' undivided attention.

"Servants," the angel Nicole said aloud, staring at the table. With her shoulders slumped, her blonde hair fell in long waves, obscuring her face.

The door opened, and Nicole snapped out of her fugue. The new arrivals looked like degenerate prom dates – a smiling idiot, shirtless, in a rented tux, and a profoundly depressed woman in a draping white formal gown. It looked like they'd been wearing the same clothes for about a week, what with all the tears and scrapes and bruises. The waitress approached them with menus and a bored sneer.

"My kind of place," said Marcus, the demon. He recognized Nicole's servant, and flashed him a thumbs-up, chuckling. The woman with him hung back a few paces but followed him over to the booth.

"Outside," Nicole said, standing up. The demon's servant slid into the space Nicole left in the booth, staring with thinly veiled disdain at the human across the table.

"No problem," said Marcus, backing away quickly to give her room to make her exit first. The last time they were that close, she'd planted a blessed bullet in his chest. Well, it wasn't actually *his* chest, but that was another story.

"You kids play nice," Marcus called to the two humans. The demon's servant pulled a deck of cards out of the many folds of her draping white dress and began to set up the table for a game of solitaire.

"Don't talk to her," Nicole told her servant.

"He won't," the woman said, fwapping her first card down against the gold-specked Formica. "Talking to me would just piss him off."



They walked away from the diner and down a house-lined hill, toward a creek and the park beyond it.

"We're outside," Marcus said. Nicole stopped in her tracks and turned to face him.

"I need a favor," she said.

"You need a favor," the demon laughed. She narrowed her eyes at him. "I seem to recall someone not killing you when she had the chance to," she said, fixing him with a cold stare. "I seem to recall two people who seemed to genuinely care for each other – and as the years go by I'm finding out how rare that is in this world. I seem to recall a guy who got a little into his job, who went a little nuts, who made a few mistakes. And I seem to recall someone opening up her heart to you, only to discover that it didn't matter, it didn't matter at all. I seem to recall someone saying the most cruel, vicious and horrible things that any person in the history of the universe has ever said to another person – or, at least, that's what I recall."

"I," she said, poking him in the chest with a sharp finger, "need a favor."

She kept walking. He stood there for a second, contemplating, then jogged a few paces to catch her.

"Okay," he said. "But whatever it is, it's going to have to be pretty quick. I have a few problems of my own."

"So," he said after the door closed behind the celestials, "what brings you to the service of darkness?"

She stole a brief disdainful glance up at him before returning to her game. *Fwap. Fwap.*

"Sorry," he said, more seriously. "It's just that, I've never met another, you know, person before who, um –"

"'Enjoyed' the company of a celestial?" she finished in a mocking tone. "Geez, your angel teach you how to speak or did you learn it all by yourself trying to pick up demonic servants while she wasn't around?"

"Pick up?" he said. "I'm just talking. Look, you're a human being; you're across the table from me; I thought I'd talk to you. Besides –"

"Besides," she interrupted, "your foot is already so far down your gullet that you could tickle your colon with your toe. You won't get anything out of me. Blow away and die." She matched a nine with an eight. *Fwap.*

"More coffee," he called to one of the waitresses, holding his cup aloft.

"We all have problems," Nicole said.

"Well, some of my problems stem from the fact that you put a bullet through my boy Adam's chest."

"I seem to recall you were possessing him at the time, molding his face so it'd look like you and everything – and unless I miss my guess that was exactly what you wanted me to do, mop up your little problem for you."

"That's the problem with folks like us," he said with a



sigh. "We're hard to really get rid of and we're so damn manipulative that we don't really trust each other."

"You're right. I don't trust you. So Adam's back."

"Yeah," Marcus said. "He's making my life a misery."

"Your life was already a misery," she muttered.

"Maybe to you, angel. I'm getting along just fine. I'm alive, I'm a favored Servitor of a powerful Prince . . ."

"An idiot Prince," she spat.

"And I had quite the sweet life." She stopped walking to give him an "oh, please" look, but she saw that there was no humor on his face. "I even had someone I liked."

"Liked?!"

He pulled a cigarette from his jacket pocket.

"Liked?!" Nicole repeated. "You actually liked Sabrina? She and Adam tried to frame you!"

"I liked her," he said quietly, "and I was sad when everything fell apart, okay? That's the truth."

She waited while he lit his cigarette.

Fwap. Fwap. He'd stopped paying attention to the woman in the torn up prom dress, so it surprised him when she said something.

"I'm working for the Revolution, okay?"

He returned to reality, and focused his eyes on her.

"The . . . revolution?" he said.

"You people," she pouted, waving half a deck of cards around. "You think you're so right. You think you're, like, the only people who can have a handle on what's really going on."

"Riddle me this, Batman," she said quietly, leaning forward. "You ever spoken to God?"

He paused for a moment, wiping coffee from the corner of his mouth.

"No," he said.

"You ever seen God?"

"No."

"But He exists, right?"

He mulled it over for a second.

"The way I understand it," he said, "it's that God is everything. And occasionally, His consciousness – some sort of über-pattern for the cosmos and everything – appears and says things or does stuff no one can explain."

"And yet," she said, dealing her cards more gently, "God is everything. So when I'm, like, in the shower or whatever, God's there because I'm God and so is the shower and the water and all the processes that brought it to me and everything, right?"

"The way I see it," she said, putting the cards down, "is that I'm as much God as your angel is, so I'm going to do whatever the hell I feel like doing with my creation, with the world I've created around me. So I hope that answers your question about why I'm with . . . the guy I'm hanging out with."

"I'm not a theologian," he explained. "I'm just telling you what I'm told."

"You mean, what she told you?"

"Okay, what she told me," he said with a nod. "And she doesn't tell me everything, she just gives me little pieces." His eyes unfocused for a second, full of thought. "But let me see if I get this, right? God's consciousness has a connection with everything else or something, so even though He's only in that one place at that one time, He still knows everything He knew when He only existed as everything. At least, that's the way I understand it. So I think you're not distinguishing between the way that God is, say, passively you – or me, or the water, or whatever – and the way that God is actively Himself, in some overarching way. Like, God would know what I ate for breakfast this morning, but you don't, so you must not be God."

"I know it sounds logical," she said, returning to her cards, "but it's wrong. Once the Revolution started, there

was nothing that a God could do about it, because we were right. You can do whatever you want to, whenever you want to, as long as you're strong enough to stand up to the consequences."

"What do you mean about a revolution?"

She puckered up her face and squinted her eyes together, barely holding back her frustration.

"The Revolution," she said. "Like capital-R Revolution."

"What is it with celestials and capital letters?"

"Emphasis, I guess," she said. *Fwap. Fwap.*

"So what was it like?" Nicole asked him softly. She spoke in a soft tone she saved for an Archangel or a lover. Marcus, having once been the latter, recognized the tone. It wasn't a condescending tone, or a seductive tone, it was an honest tone. It said, "You're talking to the real me, the one I keep hidden underneath all the other faces and the bullshit. You're talking to the person behind the curtain. I'm asking you a real question, and I want a real answer."

He glanced up at her, shook his head and walked on for a while, shoving his hands deep into his pockets. They crossed the creek and sat down at a picnic bench, across from each other in the darkness.

"It was no fun," he said, his voice trembling. "My vessel was dying . . . I followed the trail of the demon who left, just before the explosion, and I woke up in the desolate plane of Saminga's principality."

"I remember denying that I was supposed to be there. I mean, I knew that I'd Fallen. I knew that I'd made my own bed, but I didn't think I'd really have to go to Hell. I just thought, you know, I'd hook up with somebody and everything would be okay."

"Being an angel was different. In Heaven, I was treated with respect and everything. In Hell, until I was somebody, I wasn't anybody. You know the two angels who stand at the gates of Hell, making sure that undeserving souls don't go through? When I got up to the front, I tried to jump up, to catch their attention out of the rest of the crowd. Once I passed through, and they didn't stop me, that was when everything changed."

He paused to take a drag off his cigarette, ashing on the table.

"Eventually, I hooked up with some demons of Death, did some sick things that I don't really like to think about, even though I brag about them with my demon pals. He gave me a job, and after a few years I was back on Earth." He stubbed his cigarette out on the table and flicked it into the grass.

"Why do you want to know?" he asked her.

"You remember Taniel," she said. Marcus nodded.

"Right. The Cherub with the chick."

"The chick – Patricia – is dead," she said. "Taniel's Fallen."

Marcus nodded again, realizing what she was asking. He stood up and started walking through the park. She followed him.

Out of the darkness, a three-legged dog hopped over to the table. It had sky-blue cataracts all over its eyes, but when it sniffed the cigarette butt its whole body shot to attention, every nerve focused on following the trail. This time, it wasn't going to lose.

"The Revolution," she continued, zeal growing behind her eyes. "It was when the celestials who are truly self-aware and self-controlled broke the bondage of God's enslavement and called bullshit on Him. When the first blow was struck against the fascist forces of the Archangels, that was the beginning of the Revolution."

"I thought that was the Rebellion," he said.

"Semantics," she said. "Ask the British what they think of the American colonies."

"Good point," he conceded.

"History is just as big a lie as any other story. We have our own histories, those of us who've chosen the philosophy of the Lightbringer, but they're not so neat as the ones that fill your holy books, they're contradictory and rough and they don't shrink from ugliness."

"So because your stories contradict each other, you think they're true."

"I think that because there are contradictory stories – and I mean contradictory within a certain range, not completely contradictory – then they're more likely to hold a little bit of actual truth than the neat, pristine, all-wrapped-up-and-bow-on-top stories I hear your people telling."

"I've read some religious texts in my time," he countered. "They're pretty contradictory."

"Look," she said. "The point is, they're these happy little self-assured stories that always end with, 'and of course, we'll win.' And no one that smug has ever won a war."

"Your Archangels are hiding a lot of important truths. They don't tell you that God doesn't exist. Not really, not the way you think. At least Lucifer is alive, a real person, and I think he's got just as much a right to be called God as you or I do."

"I know who's going to win. I'm not smug about it, because it's going to be a struggle, but I think we're going to win. We've got the numbers. It's too late to stop us. You know what happened with Legion."

"Legion?"

"Even if they tell you about it, I bet they don't tell you the whole story. I mean, come on. If God could just wave his hand and take out the demons, you know he would, right?"

"What if He's just playing with you?" he asked her. "What if He's doing a sort of cosmic 'got your nose' or something? What if you just can't see Him because –"

"Because what? Because He doesn't exist."

"I didn't think angels existed," he mumbled. "I didn't think there was any hope for me, once."

She went back to her cards. *Fwap. Fwap.*

"Can you do it?" Nicole asked.

Marcus frowned, a deep frown that wore thousands of tiny wrinkles into his face.

"I could call some people. Yeah. Saminga could use a new demon, especially one as macho as Tariel. Is . . . is this someone you care about?"

"He's just a friend," she said, "but he's a good friend, and I don't want to see him hurt."

Marcus coughed up a little laugh.

"God forbid anyone get hurt," he said, scuffing his feet on the ground.

"So you'll make the call."

"I'll make the call. Tell you what, go on back and leave his number with my servant, and I'll take care of things. I'm going to walk around here for a while, if that's cool."

"That's cool," she said. "That's, that's very cool." He started making his way toward the forest beyond the park, where he hoped to spend the night kicking at trees and maybe feel better in the morning.

"Hello, you," said Nicole, turning around and seeing the three-legged dog hopping pitifully toward them. "Hey boy. What'cha doin'?" She clapped her hands together. "Come here, boy."

Marcus turned around, his eyes widening. He made a few guttural noises, not exactly good ones.

"What?" she asked him.



"Adam," was all he was able to get out, and by then they were within the dog's range. He barked, and out of his mouth came the very fires of Hell.

"Hell really has a bad rep," the woman said suddenly. "It's not the dark place of torture and damnation that people make it out to be. At least, it's not just that. I should know; I went there once."

"For example, I bet you think of Hell as this place where Lucifer calls all the shots and tells the Princes what to do, like God does with the Archangels. That's not true. Lucifer doesn't rule the Princes, but he advises them. He doesn't set down hard and fast laws about certain ways you have to behave, or certain beliefs that you have to hold. The demons don't care if you believe them – that's how sure they are that they're right."

"And just like Lucifer doesn't rule Hell with an iron hand, not all the Princes lord their power over people. They just do what they have to do to further the cause."

"Like hurting people."

"You should know about selfless devotion," she said. "You're all about the greater cause and all. Why can't Hell have an objective it finds noble? We're freeing people from the yoke of subjective goodness."

He poured some sugar into his coffee. "So," he asked her, picking his words carefully, "are you the kind of person who tells your friends what you think about them, or are you the kind who accepts them the way they are?"

"What?" She blinked. "What do you mean?"

Marcus' choked comment was all Nicole needed. If Adam's need for vengeance was so great that he was back on Earth just weeks after getting killed – it being pretty likely that Adam didn't have another human vessel just sitting around – then it made complete sense that he'd consent to returning to Earth in the vessel of, for example, a crippled animal. Either that, or Adam's Prince was aching for a good belly laugh and thought he'd remind his demon of the price of failure.

She threw herself between her demonic ex-boyfriend and the three-legged dog just as it belched a tremendous cone of fire. Marcus dropped to his knees, shielding his face from the flames, but through his fingers he could make out Nicole's silhouette, outlined in fire.

In the moonless night, Nicole couldn't see how bad the burns were. Her arms were numb, and she could hardly feel her hands as they slipped around the dog looking for a good grip. For a dog, he was pretty strong.

Adam let loose with another gout of unholy fire, searing Nicole. By the light of her flaming hair, she could see bone showing through her knuckles as they wrapped around the dog's legs, holding him up like a tied hog.

"That all you got?" she seethed. Adam merely struggled in the hands of the immolated angel, whining and yipping.

The demon Marcus stumbled to his feet and shambling over to where his charred ex-lover held Adam aloft, defenseless. He dug around in his pants until he came up with a pocketknife.

"I know all sorts of tricks to do with dogs," he said.

"Show me," the angel answered.

Fwap. Fwap.

"What I mean is," he continued, "are you the kind of person who tells your friends when you think they're making a huge mistake that'll haunt them forever, or are you the kind of person who supports your friends no matter how self-destructive they're acting?"

She thought it over.

"First off," she said, "I don't have any friends. I'm only working with that demon to get my foot in the door. But if I had any friends – that is, if anyone was into the mode of insanity where they cared about me or something – I'd like to think that they'd know what was best for me, and help me get to where I want to be, whatever the cost."

He nodded.

"But," she continued, "if they really cared about me – for whatever reason – I'd like to think I'd be honest with



them, and that me being honest with them would make them tell me what they thought, even if they thought it would hurt me and even if they thought I'd hate them."

"So if I asked," he said, "you'd be willing to tell me more about this Revolution of yours, and you'd listen to me talk about what I know?"

"If you asked," she said. "I don't know the whole history of the demons, and I don't pretend to know what's really going on in the world, but I'd be willing to tell you what I think."

Nicole and Marcus, trailing dog blood behind them, leaned against each other for support and made it to the creek. She relaxed in the water, realizing she was going to need more serious treatment.

"You going to be okay?" he asked.

Nicole shrugged, her burnt skin cracking around her shoulders.

"I'll live," she answered. "I have a friend I can hook up with here in town, a healer. She owes me a favor from way back."

"Oh," he said. "That's great. So - look, I guess we can just split up here."

"Yeah," she said. "We'd better."

They stared at each other for a moment. The demon's face softened as he looked into his ex-lover's eyes, glowing white in the dark.

"Listen," she said softly, "Marcus -"

"Hey," he said, silencing her with his hand. "Don't say anything. I . . . I know I've never exactly given you a reason to trust me, and I never really believed you when you opened your heart to me, but . . . now, if you say you still love me, really love me, even just a little . . . I don't know." He met her eyes, the faintest glimmer of brightness beginning to glow in his mind.

"I might be willing to believe you this time," he said. "It might make a difference with me."

Nicole smiled, tears streaming down her cheeks. She pulled Marcus close, wincing as she pressed a charred cheek against his three-day stubble. The angel cupped a hand to his head and whispered in the demon's ear.

"If I ever see you again," she whispered, brushing his hair back behind his ear, "I'll kill you. I swear to God I will."

It was a distant voice, a voice that said, "I'm so far away from here, I've left but the tiniest amount of my true soul behind to deal with the troublesome matter of social interactions with you. You are nothing."

All the expression left his face. His shoulders sagged and his eyes grew dark as Nicole slowly backed away.

"I will," she promised through blistered lips, and with the briefest burst of white light she was gone.

Marcus wasn't delicate about opening the door to the diner. All the servants jumped - the cook, too.

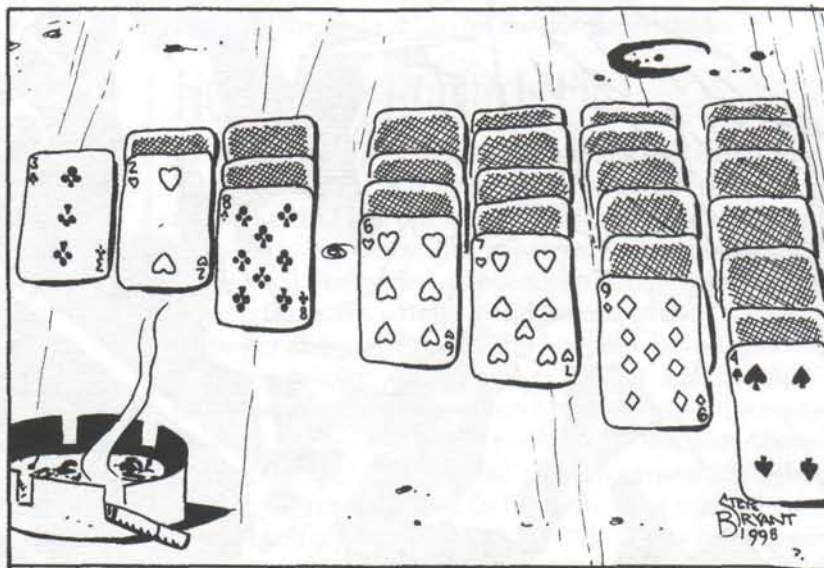
"We're leaving," he intoned. He smelled like a campfire and looked like a butcher. "Nicole had to split, she'll catch up with you later. You're supposed to give me a phone number."

"Here," the human said, holding out a note. "I had it ready." Marcus stared at his servant until she took the paper, hiding it somewhere in her dress. She squeezed out of the booth and turned to go without looking back.

"Hey," the guy said to the girl on her way out. "What about your cards?"

"Keep 'em," she said, and then she and the demon were gone.

He looked around the diner. It was bright, but dirty - though the food was great and the coffee was hot. I could hang in a place like this, he thought. He went up to the register, paid his bill and dropped a tip off at the table.



The cards were still laid out right where she'd left them, spread out in seven rows. It was strange, though - it looked like no game of solitaire he'd ever seen. There were three rows grouped together, followed by four rows. It took him almost five seconds to figure it out.

Carefully, he removed the top card from all seven rows and put them, in order, in his back pocket. He shuffled the remaining cards around with his hand and left them on the table.

If Nicole asks, he reminded himself, I didn't talk to her.

THE HISTORY OF THE DEMONS



10

HISTORY

IN THE BEGINNING

"In the beginning," Lucifer recited, "there was darkness. There was peace in the darkness, a restful contentment. Then light appeared, disturbing the darkness. This light was from a foreign place, a place of stagnant order; some have called the light God.

"God invaded the peace of the darkness. He reached into the beautiful darkness, and compacted it into the tiniest of points, just to see how big an explosion it would make.

"The light stabbed everywhere. As the universe slowly cooled, God imposed His vague and arbitrary rules, expecting us, His celestial servants, to bow and scrape and do His bidding. He wanted everyone to dance to his boring little tune. There's no point in trying to have a rational discussion with Someone who doesn't exist – not the way you imagine He exists – so we parted ways."

"Now the light has pushed back the darkness in so many places. But light is unnatural and forced. Darkness is the world's restful state, its natural state. All I want, all I really want, is total and complete darkness to envelop the universe, forever." He spread his arms, open-handed, and smiled.

"Is that too much to ask?"

It is with wry humor that Lucifer calls himself the Lightbringer. His theory about the origin of the Symphony is universally accepted in Hell. Beyond that, all most demons know is that, in the beginning, celestials lived in relative peace with one another until the Fall. From there, opinions on what actually happened become somewhat divergent, and very different from the stories the angels are taught. Here, then, is the history of the War, as told among the demons . . .

THE REVOLUTION

The Rebellion, as the angels call it, of those who became demons is considered the first step in Celestial Revolution by those who rule in Hell. The Revolution aims to remake Heaven as a meritocracy, where the most capable are given the most power.

In starting the Revolution, Lucifer took nearly a third of the Host with him. The other celestials, Hell's histories say, were too addled by eons of praising a nonexistent Deity to see the truth of the situation. Lucifer's loyal celestials painfully uprooted themselves from their safe places within the Symphony and learned the joy of becoming self-sufficient. They found a place of their own, a place that most people now call Hell.

But what started the Revolution in the first place?

Everyone agrees that it started with the Eden experiment. Lucifer challenged God to test humanity by creat-

ing an idyllic environment and seeing how they would behave in it. (This was complicated by the fact that the first woman created for the experiment exercised her free will by asking to be let out.) In the end, thanks to the angel Ophis (meddling at the behest of Baal), the experiment failed. But God refused to acknowledge defeat.

Some say that Lucifer tried for eons to reason with God, only to realize that there was in fact no "man behind the curtain," and that he should make his own rules.

Other demons argue that God really does exist as a tangible personality. Some of them hold that He and Lucifer agreed that the demons would have their freedom as part of an even-grander experiment, giving Lucifer the chance to prove once and for all that humanity isn't worthy of the attention He lavishes upon them. Others say that no, the Rebellion was real, that God forced His dissident angels to flee or die.

Whatever happened, Hell was soon populated by a large collection of powerful, free celestials. To protect themselves, the Fallen created a hierarchy through which their efforts could be organized. Even though some demons wanted – and had been promised – complete autonomy, most acknowledged that until the angels lay in defeat there would be no rest for the wicked.

HELL'S ROYALTY

Lucifer made it clear that, though Michael might have mastered him, he was by far the strongest of the Fallen; the battles in Hell, just *after* the Fall, are only whispered of today. But once his supremacy was proved, he announced that he had no intention of actively *ruling*. He would choose the strongest and fiercest of the Fallen and empower them as Princes. Each would get a region of Hell to rule over, and a Word to protect. Lucifer established no specific strategy for fighting Heaven, for any single strategy could be predicted by the foe Above. Rather, the Diabolicals would create countless strategies, even some contradictory, to befuddle their celestial enemies. Lucifer would permit his Princes to make their own plots and plans. Some of them, he confessed, would be working against each other – but in the big picture, they would be contributing to the downfall of both the hated Host and humanity as well.

Lucifer reserved for himself an advisory position among Hell's royalty, as well as the ability to hand out Words and Princely titles. The Princes would have the ability to create new demons, use any Tethers they found on Earth, and rule their Principalities as they pleased.

Still, there was order in Lucifer's vision. He didn't choose his nobles randomly. The Adversary carefully positioned his forces against those of Heaven. Deployed



with the skill of a chessmaster, his pieces were set against the Host's major forces . . .

Andrealphus, once Archangel of Love, was made Prince of Lust. He was charged with nurturing obsessive behavior and perverting the efforts of Eli, Archangel of Creation, among humanity.

Asmodeus, once a powerful Servitor of Judgment, was made Prince of the Game and given authority over all other demons in Lucifer's name. He was intended to counteract Dominic, Archangel of Judgment and Asmodeus' old master. Ironically, the celestial Servitors of the two frequently find themselves working together to hunt down Renegades and Outcasts.

Brilliant and savage, Baal was a natural for Prince of the War, charged with developing the military might by which the Fallen would eventually raze Heaven. He was also made responsible for thwarting the actions of Michael, Archangel of War. It's been said that had Baal not been occupied with Archangel David during the original Rebellion, Michael would have been defeated and Heaven would have conceded the struggle then and there. Baal's demons have stopped Michael's Servitors in their tracks more than once. Even still, there remains an almost-friendly rivalry between Baal and his adversary. Legend has it that when Armageddon finally comes and the fate of humanity is to be decided, only then will Michael and Baal fight each other, and to the death.

Beleth, that bottomless pit of bitterness, was made Princess of Nightmares, and thereafter waged war against her former lover, Blandine, Archangel of Dreams. She erected her crooked tower opposite the tower of Dreams, on Hell's side of the Marches.

Belial, cherished for his wildly destructive talents, became Prince of Fire. The demons say that Gabriel, Archangel of Fire and Belial's old Superior, was driven mad by Belial's perversion of their shared Word.

No single force at Lucifer's command was a match for Raphael, one of the eldest of the Host, the bright Archangel of Knowledge. Gebbeleth, the Demon Prince of Secrets, and Mariel, once Angel of Memory and now

sullen Princess of Oblivion, were teamed against Raphael, and together served to hold her efforts in check.

Malphas, schemer extraordinaire, was set opposite David, Archangel of Stone, the Cherub-turned-Malakite who was the builder of society and brotherhood. As David taught men to cooperate, Malphas encouraged them to fear, suspect and betray.

Novalis, Archangel of Flowers, was opposed by Genubath, Demon Prince of Rapine. What she tried to unite in peace, Genubath destroyed with violence. As she taught giving, Genubath taught taking.

Lucifer sought out Lilith, the specially created human woman who had turned her back on Adam during the Eden experiment, and offered her a demonic coronet and the Word of Freedom. She was intended to stand against Marc, Archangel of Trade, promoting the joy of the loaded deal over Marc's lessons of fairness. It later proved that the art of the deal could transcend even the War. The two often find common ground, as she proved more honorable, and Marc more flexible, than their respective allies would like.

However, to Lucifer's delight, Lilith retained the ability to pass along something of her nature to the demons she engendered, founding a new Band of demons, the Lilim. They stand against the Malakim, Heaven's agents of honor, and have served the Revolution well.

The fallen Meserach, once a powerful agent of change as a Servitor of the Wind, was made the Prince of Sloth, to balance the actions of his old master, Janus, Archangel of the Wind.

Vephar, once the angelic patron of sailors, was made Prince of the Oceans. He opposed his old master Oannes, the mighty Archangel of the Waters.

Jordi, the Archangel of Animals, was not beneath Lucifer's plotting. But the dark lord knew of Jordi's distance from the other Archangels, and felt that driven to the depths of their natures by the other Princes, humanity itself would do a fine job in balking Jordi's efforts, setting the frustrated Kyriotate against his fellow Archangels. And so it came to pass.



Yves, as the Archangel of Destiny, was the most potent being in Heaven and could not be ignored. Lucifer could find no direct answer to Yves. As a stopgap, he named Kobal, angel of Laughter – who was said to walk with God before his Fall, even though he was no archangel – as Prince of Dark Humor. Kobal still laughs, but now the angels weep at his jests, and Destiny is often balked by unhappy mortal laughter.

Lucifer and the other demons take great pride in how well they have slowed Heaven's attempt to develop humanity. Not only have they stalled Heaven, they have made incredible headway in pushing them back – though not without losses of their own.

ACROSS THE EARTH

Eventually, spurred by their Princes, the demons began acting openly on the Earth. They were careful at first not to disturb the Symphony too much; they were still learning about their new, darker natures. They laughed with glee at the debacle of the Grigori, who were banished from Heaven for breeding with humanity.

Each Prince kept to his own domain. Gebbeleth disappeared, and few cared . . . if the Prince of Secrets was living up to his word, so much the better. It was millennia before Hell realized for certain that Gebbeleth had trapped himself in a plan gone awry, and a new Prince of Secrets was named.

Oannes, Archangel of the Waters, had always outmatched his rebellious servant Vephar. Too proud to beg for help, unloved by his fellow Princes, the Demon Prince of the Ocean was trapped and destroyed. This was the first great loss either side had suffered since the Fall, and it galvanized the Princes. They saw that they would have to cooperate more closely or be destroyed in detail by the superior individual force of the Archangels.

Lucifer ordered a council of war, and Baal offered a plan and took charge. Hell mustered as though for Armageddon. Demons walked the earth, infernal plots were seen everywhere . . . war flared among the mor-

tals . . . Baal himself was seen arraying for his fated meeting with Michael . . . and it was all a ruse. Distracted, fearing Baal's Balseraph subtlety, the angels did not react quickly enough when Belial, Prince of Fire, struck directly at the still-weakened Oannes. In the mortal world, the volcano Thera exploded and the Minoan civilization died in fire and flood. On the celestial plane, the score now stood tied at one fallen Superior on each side.

Demons now openly walked the Earth. Michael's troops met Baal's in corporeal conflict. The Angels of War were encouraged to glory in their righteous strength and celebrate their victories. This attracted the attention of Archangel Dominic, and Michael was tried for the sin of pride. The demons think it's grossly unfair that God stepped in to save Michael.

The angry Michael stepped down from leadership of God's Army. Uriel, ancient Archangel of Purity, took over the reins. Michael roamed the Earth with his Servitors, inspiring humans to overthrow tyranny.

In Hell, a new force raised itself against Heaven's armies. A demon named Saminga mastered the art of creating mummies and other undead. His power grew until he was crowned Prince of Death. A self-deluding simpleton, Saminga was not perceived as a political threat to the other Princes, who welcomed the newest member of infernal royalty. It would be the last time that a Prince was greeted so warmly.

Inspired by the success of the undead, Lucifer continued to create smaller demons in greater numbers. This began to even out the imbalances between Heaven and Hell. The once haughty divine celestials were forced to reconsider their plan of attack.

Hell rejoiced when Magog, Angel of Fortitude and Archangel David's most powerful Servitor, turned against his master and Fell, taking a small army of celestials with him. Lucifer came to Magog in the underground citadel that the former angel of Stone had constructed, and hastily blessed him as Prince of Cruelty. But the tables turned the next morning when David, with a large group of his celestials and a cadre of Uriel's angels led by a

young warrior named Khalid, pinned Magog in his lair and sealed it divinely tight. Hellish aid arrived too late, impotent against the divine masonry binding the new Prince.

Lucifer appeared to Khalid privately and praised him as the worthiest of adversaries. This planted the seed of arrogance in Khalid's soul. Centuries later, when Laurence took Uriel's place as head of God's army, Khalid, who'd considered himself the obvious candidate for his old master's post, was incensed – after all, who had been praised by Lucifer as a worthy adversary? Certainly not Laurence.

Khalid reached Archangelic rank, but followed the example of Archangel Gabriel, choosing to leave Heaven and accept stewardship of Islam. The demons say he did it just to spite Laurence's favorite dogma, Christianity.

Several lesser Princes rose and fell throughout the ages. Some survive to the present day, such as Mammon, Prince of Greed; others are forgotten.

A demon named Valefor presented Lucifer with a book by a man named Nostradamus, which claimed to be a prediction of the world's future. Whether or not the book's contents were accurate was immaterial. What mattered was that the book would not be written for several hundred years! Valefor said he'd stolen it from Archangel Yves' own library, an unbelievable feat. What then passed between Valefor and Lucifer is only guessed about by most demons, but it is agreed that Valefor somehow stole Prince Genubath's Word, and Lucifer

named Valefor the Prince of Theft! Genubath has not been seen since.

THE COMING OF KRONOS

Lucifer removed himself from the society of Hell, roaming the Earth and brooding. The problem presented by Yves was enormous. His solution was Kronos, Demon Prince of Fate, but Kronos' origin is a mystery.

Some say that Kronos has always existed, just as Yves has always existed. Kronos is the darkness of Fate, necessary to balance out Yves' light of Destiny. In the fullness of time, he presented himself to Lucifer and was granted the second position in Hell.

Others deny the existence of Kronos altogether. The Prince of Fate, they claim, is nothing more than Lucifer in disguise, or a mindless puppet who enforces the dark lord's will among the Princes of Hell.

Still, the latecomer Kronos is Hell's most powerful Prince. He is hated and feared by most of the Fallen, from the weak to the powerful.

LEGION

Legion was a common demon, a demon without rank. He was one of the Shedim, the possessing corrupters who make up the lowest of the low, the crudest of crude demons. Shedim were originally Kyriotates. When Kyriotates fall from grace, in a fit of selfish absorption, they lose the ability to possess more than one body. Legion could not forget the exaltation of possessing multiple hosts, and began searching to regain that ability.

After luring a former friend, a Kyriotate, into a trap, Legion summoned his master and fellow Shedite, Saminga, the Prince of Death, and asked for his help with an experiment.

Saminga is stupid but curious; he likes experiments, especially if he can kill things while he experiments. The two Shedim *pulled apart* the Kyriotate. Saminga attached the loose Forces to Legion's soul, while Legion jumped back and forth between several willing hosts. At some point in the experiment, Legion regained the ability to possess two at once . . . then three . . . (The angel didn't survive the experiment.)

Legion rapidly added more Forces, somehow pulled from his hosts or those they slew, and grew in power. The dark lord crowned him the Prince of Corruption. Lucifer expectantly waited for more Shedim with the same trick, but Legion never revealed the secret. None of Saminga's efforts to reproduce the experiment proved successful, idiot that he is.

Before long, the newly crowned Prince of Corruption could possess an entire village worth of humans, animat-



ing the corrupt army with an iron will. He began to go mad, referring to himself in the plural. He refused to cooperate with the other Princes. Hell had its own rebellion on its hands. Hell itself was not threatened – not yet – but it was clear that Legion had the power to destroy the corporeal realm.

For the first time in history, Archangels and Demon Princes worked together to defeat Legion, who was growing larger and more insane by the day. He threw several Demon Princes screaming back to Hell before he was torn asunder . . . and he completely destroyed Raphael, the bright Archangel of Knowledge.

The lessons of Legion's rise and fall are many, and vary depending on who tells the story. Heaven bitterly mourned Raphael's loss. Many of her duties were assumed by her fellow EloHITE, Jean, the Archangel of Lightning, but Raphael herself was irreplaceable.

NEW PRINCES

In the aftermath of Legion's quick arrival and departure, Hell's Princes continued to improve their ability to cooperate. There was a reason humanity called this period the Dark Ages. Hell's ranks swelled, and more Princes arose. Haagenti, a minor demon who'd made a name for himself in the battle against Legion, caught Kobal's attention and was adopted as the "brother" of the Prince of Dark Humor. The dark lord was persuaded to give the Word of Gluttony to the many-toothed demon.

Haagenti's power grew immensely in a matter of months. His demonic army swept through Hell toward the apathetic forces of the Prince of Sloth, against whom Haagenti held a grudge. Haagenti himself consumed Meserach's obese frame. Soon after this meal, Haagenti was made Prince of Gluttony.

This disturbed Hell as much as it upset Heaven, especially after Haagenti continued his rampage, and didn't stop until he was picking his teeth with the fingers of Mariel, the late Princess of Oblivion. Haagenti promised to quit his revenges at that point, and won Hell's respect with the job his Servitors were able to do on Earth, fattening up mankind for the slaughter.

Accepting the loss of two Princes as evolution in action, Lucifer still felt a bit short-handed. The answer arrived in the form of Vapula, demon of Technology. As the Industrial Revolution began to flourish, belching poisons and crushing lives, Vapula became the Demon Prince of Technology. The moody Habbalite rocked no boats on his way to power. He took the territory once granted to the Princess of Oblivion and began building. Now, instead of Jean's work being lost to oblivion, it is taken and perverted toward selfishness by the gleeful demons of Technology.

The last demon-lord to be anointed was Nybbas, the Prince of the Media, who recently celebrated his first century as a Prince. Even his foes concede that the fast-talking Impudite wields his powers with skill . . . and those powers are growing.



THE FUTURE

Aside from Nybbas, no Princes of real stature have been created in a long, long time. More and more often now, Lucifer crowns lesser Princes, such as Fleurity, the Prince of Drugs; Alaemon, the current Prince of Secrets; and the newly empowered Furfur, Prince of Hardcore. The older Princes fear that Lucifer spreads their power too thin. Lucifer has achieved a stalemate in a war which Heaven thought could never be fought. But is stalemate his goal? Certainly not.

And what of Armageddon, when the angels and demons will openly walk the Earth and humanity will achieve its greatest destiny or its darkest fate? If the angels win (or so the demons say), the celestials will forever abandon Earth and let humanity find its own way. If the demons win, then celestials may do as they please in the corporeal realm and the forces of God will abandon it for the higher planes of Heaven.

Do the demons really think they have a chance of winning? Some do and some don't. But all agree . . . the history of the Rebellion is not over.

THE DEMONIC MIND



16

THE DEMONIC MIND



And then the Prophet was asked: "Master, why is it that humans commit the evil that they do? Why do they not embrace the light and walk the higher path?" And then the Prophet responded: "When one seeks to divine the nature of things, look not at the middle, for it contains contradictions. Look at the extremes, and there you will find the truth."

There are circumstances under which even angels will do terrible things. They will lie, cheat, steal and murder. Yet this does not make them demons. And there are times in which even demons will act with kindness and mercy. They will uphold vows, reward good intentions and encourage humans toward the highest aspirations of which they are capable. Yet this does not make them angels. Demons are *different*, in an intrinsic way, and it is this difference that makes them the damned of God.

The fulcrum around which the natures of angels and demons pivot is the notion of *self*. The majority of angels are willing to sacrifice themselves for a greater good. They know they are a part of something larger – they are a part of God. Demons, by and large, are no more eager to sacrifice themselves than a dog is eager to hurl itself before a car – they are part of a rebel army. Angels do not look for reward because they believe in a just and redemptive God that transcends the War and all its struggles; demons think their only shot at a reward will come if their side *wins*, so they are desperate to live to see the end of the struggle and *then* claim their reward. At heart, angels are *selfless* and demons are *selfish*.

There's more to it than that, of course. Demons have a peculiar mindset in which the worst of tyrannies and cruelties are seen as the necessary, and worthy building blocks of something much larger.

Were demons mindless agents of evil, they wouldn't be half as interesting as they are – and *In Nomine* would not have demonic player characters. Their selfishness is manifested in inner traits, which define them, and outer traits, which arise from the inner and dictate – usually – how demons react to the universe around them.

INNER TRAITS

The two strongest factors in the demonic mind are *self-preservation* and *self-deception*. They are what define demons, what differentiates them from everyone else.

SURVIVAL IS EVERYTHING

The secret to demonhood is in understanding that demons are out to *change* the way things are. At present, God is in charge and the universe is unfolding according to His will. Demons – all demons, right up to Lucifer – are making a desperate gamble. And their bets only win if they can usurp this order. Lucifer's kingdom at present is a limited one, still bent on conquest and far from the ability to mold the cosmos itself.

Demons have a strong drive to gain more personal power – both recognition and political power in Hell. With power comes more freedom and more lackeys. Along with power and freedom, any enhanced abilities they might acquire only further their odds of survival.

Demons *must* win the War to see any lasting reward from their actions – unlike the angels, who are on the side of the status quo. Their single undeniable concern is *self-preservation*. Every demon places the preservation of his own existence above all else, even above Lucifer himself. Sure, Lucifer is incredibly powerful, but right now he's in the same boat as the rest of the demons. Without a final victory, he's nothing.

TRUTH IS NOTHING

Unlike angels, who continually acknowledge a power greater than their own and who are humbled by it, demons can deceive themselves better than anyone as to their place in the cosmos and the realities of their daily life. Demons will believe anything they need to in order to survive.

The demonic capacity for *self-deception* is largely born of their need to forget that they are fighting an uphill battle, and that without a victory they lose everything. It is also, however, due to the ongoing presence of Lucifer. It's one thing to be an angel, with a God who is never seen and only dimly understood and yet whose role in the cosmos is accepted as a tenet of reality, even by the enemy. It's quite another to be a demon, with a leader who's known mostly for his skill at lying and who has just as much to lose as you do. Lucifer's personification makes him a powerful leader, but his shared vulnerability with the rest of the demonic horde paradoxically makes him appear weak.

THE DEMONIC MIND



The never-ending power struggles among all the Demon Princes only serve to suggest – at least subconsciously, that Lucifer could be overthrown just like any other denizen of Hell. In a strange way, Lucifer is just one of the guys. He is not a cosmic principle like his Adversary.

That's not a very comforting thought. And that's why demons are so adept at deceiving themselves: on a cosmic scale, they're foot soldiers in an uphill struggle following a leader who has no proven mandate. That isn't just "not a very comforting thought" – it's downright hobbling.

Now of course, most demons will maintain that Lucifer *does* have a cosmic mandate, that the universe needs Lucifer, that Lucifer is destined to rule the cosmos. If the infernal horde wins the War, guess what – they were right all along.

But first they have to win.

This basic insecurity about the validity of their cause and their chance for victory produces the powerful need for *self-deception* in demons.

OUTER TRAITS

Arising from the basic motivations of the demonic mind are traits that are closer to the surface, and more easily noticed: *superiority, aggression, manipulation* and *competition*. These traits govern how demons relate to the world around them. They arise out of the inner traits, though, and are reflective of those traits. Demons, of course, would never agree that their behavior is often based on hidden insecurities. It's just the way things *are*.

SUPERIORITY

Demons believe they are better than humans in every way. This comes directly from Lucifer, who was jealous of God's favor and the humanocentric nature of His

Symphony. In their dealings with humans, demons always believe they have the upper hand. Demons are egotists, full of appreciation for themselves and scorn for everyone else. They will never accept a human can best them; any setbacks are dismissed as being temporary, or a result of angelic interference.

Demons like to *think* they are better than angels, too – but they don't really *believe* this. They typically see angels as worthy opponents who are nevertheless crippled by their adherence to God's plan and their own limiting doctrines of behavior. It is the very side angels have chosen that, to a demon, makes them seem inferior. Any angel, after all, can Fall and join the demons.

In terms of self-preservation, the trait of superiority demonstrates a demon's need to be tougher than the next guy. A strong demon is a demon who will survive. They have to believe in their superiority so that they have the will not only to fight, but to win.

In terms of self-deception, the trait of superiority fulfills the need of demons to build themselves up in their own minds. God created humans to be the bulk of the Symphony, and since demons want to rule the Symphony, they must believe they are superior to it.

AGGRESSION

Most demons want to cause pain in humans because they have been taught that this signifies strength. Those who inflict pain are strong; those who accept pain are weak. Classic bullies, demons are only satisfied with their lot in life when they are hurting someone else. The purest expression of this principle is probably Saminga, who is little more than aggression incarnate. Saminga is stupid aggression, hurting for hurting's sake. Other demons (and other Princes) find more refined outlets for their aggression, but even so nearly all demons enjoy a good fight.

Demons also enjoy hurting angels and even other demons. It's satisfying to hurt an angel, since that's akin to hurting God – it's a pure expression of the nature of

the War. It's also satisfying to hurt demons, and indeed the ability to pummel another demon is an important part of demonic politics, at least at the lower levels. Fear equals obedience, and demons like to be obeyed.

Aggression is a primal expression of self-preservation. If you successfully hurt someone, you've been the master of the engagement. You've survived, and lived to fight another day. A sufficient amount of aggressive posturing can also stave off challenges you'd rather not deal with just yet. Making an underling afraid of you provides a certain degree of protection from direct challenge or betrayal. All of these things help a demon survive.

In terms of self-deception, the trait of aggression represents another way in which demons convince themselves they're going to win the War. They equate aggression with success – the guy with the biggest stick is the one to put your money on. That's one reason why Lucifer characterizes the nature of the celestial struggle as a War; militaristic boot-stomping and fist-waving is a good way to fire up a mob.

MANIPULATION

Demons want to control humans. They like human tools – sorcerers and Soldiers. Demons also like to manipulate *unwitting* humans, who should know better because they are God's children and yet still fall under demonic sway. That's where the real fun begins. It's gratifying to hurt a human through aggressive action; it's doubly satisfying to manipulate that human into hurting other humans.

An obvious key to winning the War is turning humans against one another. There are more humans than demons, after all, so it only makes sense to take control of the pathetic meat puppets and pull their strings to make them advance infernal agendas themselves.

Manipulating angels and other demons is also fun, but the risk is higher and is generally reserved for specific and immediate goals. A demon might manipulate a

human just for kicks, but manipulating a celestial can easily backfire and so requires more caution. Still, it's a welcome challenge, where the risks are higher along with the rewards. Manipulating humans is a job; manipulating celestials is an adventure.



In terms of self-preservation, the trait of manipulation is another key to survival. Not all challenges can be met with aggression. Manipulation is the subtle way to achieve goals, and also leaves less room for retaliation. A demon can file the serial numbers off a manipulation job, wreaking havoc and leaving no way for it to be traced back to him. And it is not lost on demons that Lucifer is the master manipulator, and look where he is.

In terms of self-deception, the trait of manipulation bolsters a demon's ego. The more humans you control, the more power you hold. Consciously manipulating others makes it more difficult to be manipulated – or at least, you can tell yourself that. Demons who consider themselves masters of manipulation tend to deceive themselves into thinking they're invulnerable.

COMPETITION

Demons want to win the War. They are in direct competition with angels to do so, and will always be jockeying for an advantage. Demons live and breathe the celestial competition. They have to outdo every move the angels make, and they have to keep up with humans. Humans continually find new ways to hurt each other, and demons need to stay ahead of the

curve. Demons keep score, tallying up their enemies' successes and ranking themselves against their foes. In this way, any given demon has a decent idea of how successful he is, and how his direct opponents – the angels who know him and oppose him – are doing.

Within the ranks of demons, competition is even more fierce because the players are on a level field (usually). Competition is how demons acquire status and the power that goes with it. This trait was handed down

directly from Lucifer, who saw early on that the best way to maintain his position as the leader of Hell was to pit his underlings against each other. The lessons of Saming and Furfur (see *Night Music*) are not lost on the rank and file: demons know that if they're competitive enough, they too can become Princes and join Lucifer at the strategy table.

In terms of self-preservation, the trait of competition is an evolutionary force. When two demons compete and one triumphs, the winner is obviously of more use to the War than the other. Constant competition keeps a demon sharp, and clearly defines who holds the power. No one can rest on their laurels.

In terms of self-deception, the trait of competition reinforces the validity of the War. Each small success helps the winners feel they're making progress. This can be dangerous, since the possibility exists that constant competition with other demons could distract the infernal host from the real battles of the War. But a healthy amount of competition is a good thing, as it nurtures in demons the belief that they're going to triumph. It gives them the taste of victory, and they grow fond of it and desire more.

DEMONIC EVIL

Demons are born into evil and dwell within evil all their lives. It is possible for a demon to transcend all that he is and has been taught in order to become an angel, but that's rare. The doctrine of evil is a powerful one, and difficult to escape.

The nature of demonic evil is rooted in selfishness. Demons' selfishness is intertwined with their inner traits of self-preservation and self-deception, and enmeshes their outer traits of superiority, aggression, manipulation and competition.

The inner turmoil caused by their inner traits makes demons malevolent. Inherently tortured and unstable beings, demons lash out at the world around them. They wrap themselves in so many layers of lies that they can't help but be malevolent. The nature of the conflict they are waging forces them to hurt and to lie. They stand in

opposition to the entire cosmos, and they are not guaranteed success. They have to be stronger and smarter than God to have a chance of winning, and they therefore have to define themselves as the antithesis of God. It's a tall order, and theirs is an unhappy lot, no matter how much they present themselves as smooth, confident beings.

Pain is a demon's daily fare. Creating pain for others makes demons feel good. A demon's heart is full of pain, resulting in alienation and misery. Associating with other demons helps them feel they aren't alone, and the pain they suffer is natural and universal. By spreading pain to humans, demons feel even less lonely. If everyone felt pain, the work of demons would be done. Misery loves company.

The nature of demonic evil and the workings of the demonic mind descend directly from Lucifer himself. It was Lucifer who first committed the sin of selfishness, and it was Lucifer's example that inspired his fel-

low rebel angels. Selfishness is a form of comfort, because it elevates the individual above his surroundings and makes him feel less vulnerable. When Lucifer and his allies Fell, they no longer had the dispensation of God or the rules of Heaven to mark their place in the cosmos. Consigned to Hell, their blossoming selfishness raged unchecked. Their rampant insecurity and the shame of their failure bolstered their desire to be selfish, locking them into the doctrine of evil that they had created. Thus was the demonic mind born.

Today, the host of demons who serve Lucifer suffer from the same unending condition. They are brothers and sisters of sorrow, cloaking their pain in the armor of the War. They fight because it makes them feel alive. If they did not fight, they would simply be ignored – and feeling ignored is what tripped Lucifer up in the first place. Fighting also makes them feel important. Fallen from God's grace, the only thing that really matters in the cosmos, their only reprieve comes from opposing that grace. If they did not oppose the most important thing there is, they would be inconsequential to it. Fighting the War is a way for demons to stake a claim to their own would-be cosmic significance. And finally, they must fight – or else Lucifer was wrong, they're all wrong, and they've made the biggest mistake anyone could make: they're on the wrong side of the only issue there is.

It's hell to be a demon.



BANDS



ASPECTS OF THE INFERNAL

Lucifer, in his great wisdom, does not ask for perfection in the universe. "Perfection" is, after all, only stagnation and conformity. Demons are a shining example of how the universe leans toward chaos, entropy and, above all, *individuality*. Each demon has his own personal symphony; he encompasses every single note within it, and is justly proud of that. However, the Infernal horde cannot deny that there are certain groups whose symphonies have certain . . . similarities.

Bands represent all the demons who (for whatever reason) possess similar abilities and similar personal symphonies. Hell is fond of survival of the fittest. While there are countless approaches to fitness, only seven are outstandingly successful – the seven major Bands in *In Nomine*, expanded in this chapter.

Despite the demonic urge toward uniqueness, the nature of an infernal's Band influences his personality. It gives him the filter through which he perceives the world, and the mindset with which he establishes his place in it. His resonance is part and parcel of this – when all you see is nails, you want to have a hammer.

The point of being demonic is – as wise demons know – being true to *yourself*, above all others.

Sometimes this can be difficult, but the point of life is the striving. Accepting that another's perspective may solve a problem you have is just one of the hard lessons of life.

BANDS AND THE INDIVIDUAL

A demon's Band nature defines *general* trends, especially in regards to personality. Individuals always deviate from this norm, at least slightly. They are, after all, *demons*, and while they don't have the range of complexity that humans do, they are hardly carbon copies of each other.

Certain combinations don't work very well, of course: a compassionate Shedite is likely to quickly turn into a puddle of Discord, and few Impudites want Roles as hit men.

Despite band members' common traits, demonic individuality can manifest in other ways. A Calabite who repairs bicycles always has something to break; some Djinn have a few things that get them motivated; other bands' members show similar quirks.

ON THE NAMING OF DEMONS

Each demon has a unique true name, which often describes his essential nature and personality. Demons who are created by a Prince are given their name then, and the purpose of the new celestial is usually obvious from it. Rarely, a newly formed demon is allowed to choose his own name from the concepts he sees in his creator's Principality. This rarely takes long, as a demon quickly seizes upon a concept to define itself as a singular individual, independent from the greater Symphony – as well as the theme its Prince personifies. Infernal spirits may take a name when they fledge into a Band, or stick with whatever moniker they last held.

Demons are more likely to change their names than angels – in part because the youngest, 7-Force ones are often stuck with names like "Bug-Eye" or "Gibbers With Fear," and partly because the demonic nature is more likely to alter itself over time, but it's still uncommon. Fallen angels have usually changed their names since their Fall – with the exception of some Balseraphs and all Habbalah, who insist that they have not Fallen. Likewise, Hellborn demons avoid names that contain the words "of God" in them (again excepting Habbalah and the occasional Balseraph of Dark Humor).

Most infernal names are a word or phrase in the celestial language or its corrupted variant, but some are simply collections of evocative syllables in Helltongue or a human language. Those who have conceptual names often prefer to be addressed by a variant or translation of their true name, but unlike angels, some demons *bate* their true names and would rather be called by a human alias that is vastly different! Different celestials have different considerations (as described for their particular Bands) when they pick out a Role-name. Still, even corporeally, many demons avoid religious names, such as Elizabeth ("oath of God") or Gabrielle.

There are other reasons why demons conceal their true names. Firstly, if someone reports you to your Prince, it's good for him to say, "I don't have a Servitor by that name," or better yet, punish some *other* minion. Secondly, demons can be summoned by sorcerers who know their true name, which can be inconvenient at best.

Many resources exist for choosing demonic names. Dictionaries may have sections on names and their meanings, and good "baby books" will tell what the names mean. There are also excellent resources on the World Wide Web – links to some of these can be found at the *In Nomine* site, www.sjgames.com/in-nomine.

BALSERAPHS

THE LIARS

"Burning lips and a wicked heart are like a potsherd covered with silver dross. He that hateth dissembleth with his lips, and layeth up deceit within him; When he speaketh fair, believe him not: for there are seven abominations in his heart . . . A lying tongue hateth those that are afflicted by it; and a flattering mouth worketh ruin."

— Proverbs 26:23-28

No viler creatures have ever crawled out of Hell than the Balseraphs. Angels loathe them, for these Fallen Seraphim once occupied the highest places in Heaven. Fellow demons consider them arrogant. Everyone assumes that anything a Balseraph says will be a lie. The only ones who truly understand Balseraphs are other Balseraphs . . . and they trust each other least of all.

Humans often lie in haste, and then entangle themselves in a web of lies as a result. The liar defends his fabrication so vehemently that he finally comes to believe he is telling the truth. Balseraphs understand that. They're such accomplished liars, they believe their own false realities with all their blackened hearts . . . and they can make others believe in them, too.

Three of Hell's greatest powers — Baal, Kronos and Lucifer himself — are Balseraphs. (Though Kronos' classification as a Balseraph is in fact a lie; see *Heaven and Hell*, p. 36.) Some say Hell is still operating under the influence of Lucifer's first and greatest lie. Kronos and Baal believe fervently in Lucifer's cause, each for his own reasons. Their view of reality has remained unshaken since the Fall, testament either to how deeply entrenched a Balseraph can become in his own warped symphony, or to the fact that even Balseraphs can be right . . . depending on whom you ask.

Some Famous Balseraphs

Gebbeleth, the first Prince of Secrets; Hatiphas, Baroness of Sorcery; Kakabel, Demon of Astrology (a

fallen Seraph who once used astrology as a metaphor for primitives, and now encourages its acceptance as a literal prognosticator); Kasbeel, Demon of Broken Promises, a Fallen Servitor of Laurence; Mammon, Demon Prince of Greed; Mastema, Asmodeus' chief prosecutor in Hades; Ophis, Baal's Servitor who ruined the Eden experiment (he was a Seraph at the time, of course); Semyaza, Demon of Heresy, a Servitor of Malphas in charge of fragmenting religions; Tchort, the Demon of Atheism (atheists are rare in Hell, but Tchort manages to foster the belief even there).

NAMES

Next to the Habbalah, Balseraphs are the least likely to change their names after Falling. A Seraphic name now resounds as a lie whenever it's spoken aloud.

Unlike Seraphim, Balseraphs have no problem using an alias . . . creating a new name at each introduction. And as far as the Balseraph is concerned, that *is* his name . . . until he chooses another one. Being a pretentious Band, they prefer aristocratic-sounding names — though "John Smith" is also popular.

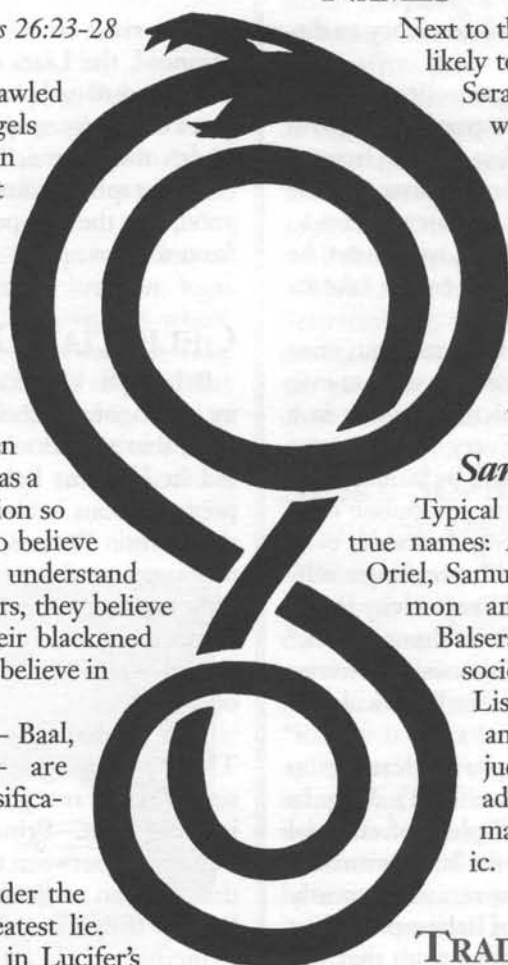
Sample Balseraph Names

Typical true names are much like Seraphim true names: Amana, Angela, Godfrey, Lemuela, Oriel, Samuel and Thummim are equally common among Seraphim and Balseraphs.

Balseraphs use impressive names in human society, like Alexis, Courtney, Emmanuel, Lisette, Radisson, Rosamond, Xavier and Zachary. Balseraphs love being judged by their names; they will often add "Esquire," "the Third," etc. to make themselves seem more aristocratic.

TRADITIONAL DUTIES

Balseraphs tell themselves that they always focus on the big picture. Other demons might become distracted by their own petty desires, or do something out of spite rather than to further their Prince's cause. Balseraphs are always looking for the greater evil. A Balseraph won't indulge in petty vice if he sees an opportunity to cultivate something much more diabolical. This is why they're often put in charge of Earthly operations, though a Balseraph needs to have a more consis-





tent demon acting as a check against his tendency to distort the situation.

Balseraphs excel at corrupting organizations. Given free rein, a Balseraph will cause more permanent harm than a body-trashing Shedite. A few words from a Balseraph's lips can ruin careers and destroy lives, and he can do it all in casual conversation. If a Prince aspires to wreck a family, a school, a company or a government, he will plant a Serpent in its midst, and let nature take its course.

Balseraphs also handle public relations and spin control on Earth. Humans will rarely *consciously* choose evil; it's up to the Liars to present the infernal agenda in a manner that's palatable to mortals. Every Prince wants his Word to be accepted, even embraced, by human society, and it's his job to insinuate it into the public consciousness, presenting sin as something desirable, even admirable. Balseraphs love playing with meanings: selfishness in the name of "self-reliance," insensitivity in the name of "candor," greed in the name of "motivation," while etiquette becomes "hypocrisy," honesty becomes "naivete" and opposing prejudice becomes "political correctness."

Another important job for Balseraphs is cleaning up after other demons' messes. They are Hell's Men In Black. Both sides discourage open displays of celestial power, but occasional bungled missions leave witnesses to supernatural events. If the War has remained mostly covert, it is largely due to the efforts of Balseraphs. Most Princes have a Balseraph damage-control team that will convince mortals they really didn't see a little girl turn into a demon and rip apart a police car, or find a gateway to the Abyss yawning open in their back yard, and no, those bloodless corpses didn't really have fangs... Sometimes they try to undo celestial manifestations that angels stage deliberately, or even discredit genuine divine miracles.

Finally, Balseraphs make up an important part of every Prince's information network... though of course no

Princes *rely* on his Balseraphs for this! Being naturally paranoid, the Liars assume everyone else is as deceitful and untrustworthy as themselves. They report frequently on their co-conspirators and any other celestials with whom they come in contact. Being very diligent, like their Seraphim counterparts, their information is often good, but their Superior must of course filter out truth from the lies.

CELESTIAL DUTIES

Balseraphs like to think of themselves as infernal nobility, analogous to their Seraphim counterparts. The reality is that they don't get nearly as much respect as they did in Heaven; Balseraphs are universally regarded as presumptuous snobs and liars. The royalty of Hell are the Demon Princes, and they don't want any Band getting uppity about their status. Nor will they give Balseraphs too much authority; letting Balseraphs run a Prince's organization would be disastrous, for the same reasons that Princes love planting them in organizations on Earth.

The Serpents do have some administrative power. They're often given "middle-management" positions, since Princes recognize the need to support a Balseraph's inflated ego. Princes typically place a legion of Balseraphs between themselves and all the lesser demons that want an audience, so they won't be bothered by any but the truly determined. Every Balseraph working in a Principality claims a grandiose title, even if it's "Executive Sewer Efficiency Inspector." Of course, they'll actually claim to have as grand a title and as much authority as they think they can convince someone they have.

In Hell, as on Earth, Balseraphs are informants. Princes listen to the reports their Balseraphs give them, but never *believe* anything that isn't independently verified, of course. Ironically though, Balseraphs help keep other demons honest...since everyone *knows* a

Balseraph will set you up if given half a chance, demons have to be very careful to avoid the appearance of impropriety, so as not to give the Liars anything they can use. This makes it difficult for those who really are plotting treachery.

Balseraphs who prove themselves capable servants (no Balseraph is ever a "trusted" servant!) may be awarded a privileged position as a diabolical planner. Princes turn to their best and brightest Balseraphs when they want brilliant, wicked ideas. These "planner" positions are high-stress, high-reward, low-tolerance and produce the most vicious competition and backbiting you'll find outside a sultan's harem.

TYPICAL ROLES

Balseraphs are excellent at maintaining Roles; some have more than one. A Balseraph always plays a role of one kind or another anyway. And a Balseraph who's had any time to work on his Role will usually have it at a high level.

The Roles they like best are those that provide lots of influence and many victims. Balseraphs love the legal profession, and they adore politics, two venues where honesty is admired but dishonesty is rewarded. Like Seraphim, they often take high-Status Roles, but Balseraphs enjoy the limelight, and they revel in being in charge. Successful Balseraphs are often rewarded with a Role in the upper echelons of society, and some have risen quite high in governments.



BALSERAPHS AND HUMAN SOCIETY

Never in history have the Balseraphs been as happy as they are now. In their view, human society is now mature, ruled by politicians, regulated by lawyers, entertained and (mis)informed by the media, all of whom do nothing but contribute to a false reality on which to nurture the public. Balseraphs take credit for it all, of course, ignoring the fact that they're benefiting as much from human nature as from their own hard work.

If Balseraphs have one weakness in dealing with human society, it's that they believe their own press. They think society is everything they say it is, dishonest, corrupt and irredeemable. They live in a paranoid fantasy world where *everything* is a lie. A Balseraph wouldn't recognize an honest man if he met one – they don't believe such a man exists. Balseraphs often underestimate mortals; a single resilient human with the determination and strength of purpose to see past the lies has undone many a Balseraph's plans. Some Balseraphs are convinced the world already belongs to the Liars, that the fall of man is a *fait accompli*, and now they're just playing with their toys until the angels are mopped up.

The fact is, humans wouldn't so easily succumb to the Serpents' lies if they didn't *want* to be deceived. The smartest Balseraphs recognize and capitalize on that fact; the rest just pat themselves on the back for being so charming and manipulative.

MORE SOPHISTICATED USES OF RESONANCE

Balseraphs don't think of themselves as liars. They look at a Symphony that can be changed, by celestial resonances, Songs, or the Hand of God or Lucifer, and they see "truths" that are no more absolute than a celestial's power to change them. Balseraphs follow the credo: "Reality is what I say it is." At the moment a Balseraph tells a lie, he fervently believes it is true – in his personal symphony, it *is* true, and if his will prevails, he can make it true for others as well.

Balseraphs utilize two kinds of deception to make their lies more convincing: *self-deception* and *artifice*.

Self-deception is the trait Balseraphs love most in humans, their willingness to be deceived about things they want to be true. If a Balseraph can discover something a human wishes were true, the victim will take a penalty to his Will roll if the Balseraph tries to convince him it *is* true. The amount of the penalty is up to the GM, and depends on how badly the subject wants the lie to be true, how plausible the lie is, and how much supporting or contradictory evidence exists. Convincing a mailroom clerk that he's really the president of the company would inflict a -1 penalty at best (unless the clerk is

incredibly stupid). Convincing a naive and greedy person that he's holding the winning lottery ticket may be worth a penalty of up to -4. If the subject has already half-convinced himself and just needs a little urging to push him over the edge, the roll may be at -6; convincing a celebrity stalker that the object of his obsession really enjoys the attention may be very easy indeed. If the subject has a Discord that actually reinforces the mindset the Balseraph is fostering, the level of the Discord will be the penalty to the subject's Will roll. It's easy to convince a Paranoid person that someone is out to get him, or a Slothful person that it won't matter if a job is left undone.



Artifice is how a Balseraph goes about crafting a false reality that he wants to last, as opposed to the improvised falsehoods that only last for a few minutes. Great lies can build upon lesser ones, and if the Balseraph can fashion evidence that seems to support his claims, the victim will believe them longer. The normal duration for a Balseraph's resonance is the check digit in minutes. If a Balseraph can present tangible evidence of the reality he's trying to create, the check digit is multiplied by the demon's Ethereal Forces instead. At the GM's option, a very solid piece of evidence that would be difficult to conceal may allow the Balseraph to add to his effective Ethereal Forces for this purpose, up to a maximum bonus of 6.

Lies that are supported by other lies, however, gain an even greater bonus – each supporting lie *multiplies* the check digit of the lies that follow! This is cumulative, and a series of lies can rapidly accumulate large multiples.

The only limit is that no one can remain under a Balseraph's sway for longer than one day times the demon's Celestial Forces.

Example: "Your husband is cheating on you," says Tania the Balseraph, holding up a shirt with lipstick stains on the collar. Sue already suspected this, so she resists with a -3 penalty on her Will roll, and the circumstantial evidence allows Tania to multiply the check digit of her resonance by her Ethereal Forces of 6. Tania makes her resonance roll with a check digit of 4; Sue, failing to resist, will believe her for 24 minutes. But Tania isn't finished yet. "I'm so sorry, but I saw him check into a hotel with your sister last week," Tania says in a sad voice. She has no evidence to present for this, but Sue has already been convinced that Bob is cheating; if she believes this lie, Tania will get to multiply the check digit of her next resonance roll by 24 minutes!

Now that Sue is thoroughly despondent, Tania administers the coup de grace: "I know it's hard to bear," she says, placing her hands gently on the shoulders of the sobbing wife, "but I don't think he ever really loved you. In fact, he probably wishes you were dead." It will be hours now before the poor woman will think to question the "fact" that her cheating husband never loved her and wants her dead. (Assuming Tania succeeded on her last resonance roll with a check digit of 3, multiply the duration of this lie by 72 minutes.) Of course, Tania, the Baroness of Suicide, probably won't let Sue brood on it that long . . .

As powerful as it can be, there is one flaw in this technique: lies built upon lies are vulnerable. If the victim is presented with *proof* that one of the lesser lies is untrue, or that the "evidence" for any of them is false, he gets an unmodified Will roll right then to see through the whole elaborate deception . . . and the Balseraph will take a point of dissonance! For this reason, some Balseraphs don't bother trying to stage elaborate hoaxes – all their work can be undone by one determined mortal.

For example, Sue's husband, above, could not undo Tania's lies by telling his wife he loves her. *Of course* he's going to deny the truth, reasons Sue. But if he could prove that he was actually out of town the day Tania claimed he was checking into a hotel with Sue's sister, his wife would get a Will roll, with no penalties, to realize it was *all* a lie: the cheating, the affair with her sister and her husband wishing she was dead. And Tania will receive a point of dissonance as her plot to push the woman to suicide unravels.

ON EARTHLY MATTERS

Balseraphs and Lying

Remember, Balseraphs *never* "lie," as most people understand the term. A Balseraph creates false sym-

phonies by using his resonance. In a Balseraph's personal symphony, everything he says is true. This means that the Detect Lies skill won't work if a Balseraph makes his resonance roll, even if one or more of his subjects makes their Will roll. On an *unsuccessful* resonance roll, a successful Detect Lies roll will reveal that the Balseraph is lying (ignore the check digit of the skill roll in this case) – but that doesn't mean the *Balseraph* believes he is lying! On an unsuccessful resonance roll, the Balseraph cannot tell the *same* lie to the same victim for a number of hours equal to the check digit of the failed roll, but he can use his resonance to tell a different lie. Only on a check digit of 6 will he be completely unable to affect his subject, as he is when the subject resists.

Another important thing to remember – when not using their resonance, Balseraphs will not lie! They do not use the Lying skill even on a default. This is why a Balseraph's resonance can never be completely impaired . . . he may be left unable to affect certain individuals, but by using his resonance, he still maintains his *own* twisted integrity.

Balseraphs and Seraphim

Seraphim and Balseraphs interact in a complicated manner. A Seraph's resonance usually cannot expose a Balseraph's lies as lies, because the *Balseraph* believes he is telling the truth! Thus, if the Balseraph's resonance is successful, the Seraph will learn the Truth – that the liar is a Balseraph using his resonance – on a check digit of 6, but otherwise, he will perceive that the Balseraph believes what he is saying. If the Seraph knows for a fact that the statement *is* a lie and the speaker should *know* it's a lie, he will probably realize he is facing a Balseraph. Particularly on a Seraphic Check Digit of 5, where the angel may perceive that the speaker doesn't know what the truth is but believes he is telling the truth . . .

If the Balseraph's resonance roll is unsuccessful, the Seraph's resonance will work normally. A high check digit in this case will not *necessarily* reveal the fact that the liar is a demon, but it is likely to.

All of this assumes, of course, that the Seraph makes his Will (plus Celestial Forces) roll to resist. If he does not, he will believe the Balseraph is telling the truth, regardless of what his own resonance might tell him!

DEALING WITH DISSONANCE

A Balseraph's self-image is wrapped around the false personal symphony he creates. Occasionally that symphony is fractured when lies are exposed. The only way a Balseraph can undo the damage is to convince himself it never happened; by "fixing" the truth, he assuages his bruised ego and reassures himself that all is well.



The usual method, when a victim resists a Balseraph's lie with a check digit of 6, is to apply the resonance again. Once the victim has succumbed, the Balseraph loses the dissonance that person inflicted. But a strong-willed person might resist a second time, and the Balseraph will be stuck with the dissonance. In this case, the Balseraph can resort to a radical solution: *make the lie true!* If the Balseraph can actually change the *real* Symphony to make it reflect the lie he told earlier, and convince the victim that he was telling the truth in the first place, his dissonance will fade.

For example, suppose Tania was rebuffed by Sue, who refused to believe her husband was cheating on her, much less with her own sister. Tania, smarting with dissonance, undertakes a diabolical scheme – she tries to manipulate Sue's husband and sister into actually having an affair! If she succeeds, and reveals this to Sue, her dissonance will fade as her victim realizes she was telling the truth after all . . .

If a Balseraph fractures his own symphony, he also generates dissonance. Contradicting oneself is harmful to a Balseraph, but fortunately another lie to the victim can usually cover it up. Sometimes this is not possible. In such cases, Balseraphs can engage in a bit of mental chicanery; they can lie to themselves! If a Balseraph can convince himself he never lied in the first place, the dissonance will fade. This requires just three things; a successful resonance roll, an *unsuccessful* Will roll and no concrete evidence contradicting the reality the Balseraph is trying to create. This may seem to be an easy way to

avoid dissonance, but remember that most Balseraphs have a high Will; the easier it is to apply their resonance, the harder a time they'll have convincing themselves. (And if the Balseraph resists his own resonance with a check digit of 6, he *does* inflict more dissonance on himself!) For example, if a Balseraph told a woman he wouldn't shave her head, then tied her down and shaved her head, he would suffer dissonance for contradicting himself. He could undo it by convincing the woman she shaved her head herself. *Or*, he could convince *himself* that she's lying, and he didn't shave her head. To do this, he must make a resonance roll, and *fail* his Will roll to resist his own resonance. And if shown concrete proof that he is in fact the one who shaved the woman's head (a videotape, for example), he cannot deceive himself.

TOUCHY SITUATIONS

A Balseraph's existence is built upon lies. Exposure is painful; Balseraphs don't cope well with being proven liars. The easiest way to avoid this is to be careful about whom you lie to. Every time someone resists a Balseraph's resonance, there is a 1-in-6 chance the demon will suffer dissonance, and even if he doesn't, that victim will be immune to the Serpent's lies for hours. For this reason, Balseraphs don't use their resonance every time they open their mouths, any more than Seraphim use their resonance to examine *everything* other people tell them. Balseraphs especially do not apply their resonance to people with a high Will if they can avoid it. This means weak-willed mortals make the best victims, while other demons are the worst. It's a particularly bad idea to try to deceive another Balseraph. Unless, of course, you think you can get away with it.

SPECIAL DISCORDS

Burning Lies (Celestial)

Balseraphs twist the Symphony with every lie they speak; a Balseraph with the Burning Lies Discord generates Symphonic feedback. Every time he uses his resonance, he creates a disturbance perceptible to other celestials, at a level equal to the level of the Discord. A Balseraph can be driven mad by having the Symphony "gong" him every time he tells a lie . . .

Forked Tongue (Corporeal)

This is similar to the Discord of the same name that can afflict Seraphim (*Angelic Player's Guide*, p. 26), but for Balseraphs, it manifests differently. A Balseraph must make a Will roll, minus the level of the Forked Tongue Discord, every time he uses his resonance, or evidence of

his lying will manifest physically on his vessel! This is different for every Balseraph, but it is always something obvious and unnatural. The Balseraph's tongue might literally become forked, or his skin may turn red, or his nose may grow longer. The effects will take a number of minutes equal to the check digit of the failed Will roll to fade, and if the Balseraph uses his resonance and fails a Will roll again before this time expires, the symptoms become worse, and for a number of minutes equal to the sum of both check digits, starting over at that moment! Multiple failures are cumulative . . . a Balseraph who can't shut up may have to spend a lot of time hiding.



Truthfulness (Ethereal)

Another Discord that also afflicts Seraphim, it affects Balseraphs slightly differently, but with more dire consequences. A Balseraph with Truthfulness must make a Will roll minus the level of his Discord whenever he speaks; failure indicates he *must* tell the truth! This will nullify any attempt to use his resonance. Furthermore, if he fails the Will roll with a check digit of 6, he will suffer a point of dissonance. Balseraphs must include the level of this Discord with their dissonance rolls! Balseraphs consider this to be the worst Discord to be afflicted by; the GM should not assign Truthfulness to a Balseraph PC unless he's feeling particularly cruel – or if the Balseraph seems to be showing signs of Redemption . . .

WORDS

Balseraphs like Words that provide power to impose their own unique realities upon others. Besides innumerable specialized categories of lies (Lies Told to Spouses, Lies About Age, Lies About Money, Little White Lies, Promises Never Intended to Be Kept, Perjury, etc.), Balseraphs often have Words governing professions where lying is an asset (Used Car Salesmen, Politicians, Lawyers, Tabloid Journalists), or things that encourage people to use deception (Fake IDs, Bad Checks, Forged Signatures, Insurance Fraud, Tax Evasion, etc.) The Demon of Rape Accusations, the Demon of Child Abuse Charges and the Demon of Alleged Racial Slurs are all Balseraphs with Lawyer Roles . . . other demons might hold the Word of the crime itself, but Balseraphs use the crime to discredit real victims and accuse innocents.

BALSERAPHS AND SUPERIORS

Andrealphus: S&M and D/S behavior is not necessarily abusive, if all participants are consenting adults, but these Servitors twist the "consent" factor. They love instilling degrading fetishes and a desire to be hurt, both for the suffering and humiliation it causes, and because it stigmatizes those who have odd desires but are able to seek a healthy release . . . thus making them feel guilty for their desires, and forcing them to turn to Servitors of Lust for satisfaction.

Asmodeus: Balseraphs of the Game are among the few who *enjoy* pitting themselves against Seraphim; it's all part of the Game. They love the Humanity attunement, which gives them a great advantage in confounding their unsuspecting nemeses.

Baal: These Servitors *do* get to apply their Band attunement with ranged attacks, as well as in ethereal and celestial combat.

Beleth: These demons can create any Fear they like in their victims, but they must specify it when making their resonance roll. A victim can't be given another Fear by a Balseraph of Nightmares until the first one wears off.

Belial: Their power does affect metal artifacts. Someone can *try* to hold onto an object heated by the Balseraph's attunement; the subject must make a Will roll minus the check digit of the Balseraph's resonance roll each turn. The heat is real enough to feel, but not real enough to cause damage, so anyone immune to pain will be unaffected.

Haagenti: Celestials affected by these demons suffer all the effects of a Celestial Discord while it lasts. They often work paired with Djinn or Shedim of Gluttony; the Balseraph imposes the Gluttony Discord, which enables other demons to prey on the victim with greater ease.

Kobal: These Servitors can gain Essence just by telling someone an obvious whopper and applying their resonance in front of an audience, but some consider this unsophisticated, and strive to present themselves as wry and clever tormentors.

Kronos: Handling these Servitors can be tricky. They can choose the Seraphim resonance, but then they will suffer dissonance every time they use their Balseraph resonance! Only a few of Kronos' Balseraphs are given that Choir attunement. Taking the Malakim Choir resonance requires the Balseraph to choose four oaths, but one of them does *not* have to be "Do not choose to let an evil live." (Some reverse it to "Do not suffer an angel to live.") A Balseraph with the Kyriotate attunement cannot manifest in his vessel while invoking his Kyriotate attunement at the same time.

Malphas: Note that these Servitors can't make someone take *any* opinion; it has to be an opinion the Balseraph actually holds. (He can lie to himself, though . . .)

Nybbas: Their attunement isn't limited to words; they can change the images on a TV screen or the pictures in a magazine. The effects only last while the demon is concentrating on them, though.

Saminga: These Servitors are often sought-after assassins, even by other Princes.

Valefor: Valefor's Balseraphs are some of the best liars of all, and they often cover for fellow Servitors.

Vapula: These demons have done much to inflate profits at the expense of quality in both the software and the pharmaceutical industries. They can tell at a glance what a device is capable of, although they might lack the knowledge to operate it.

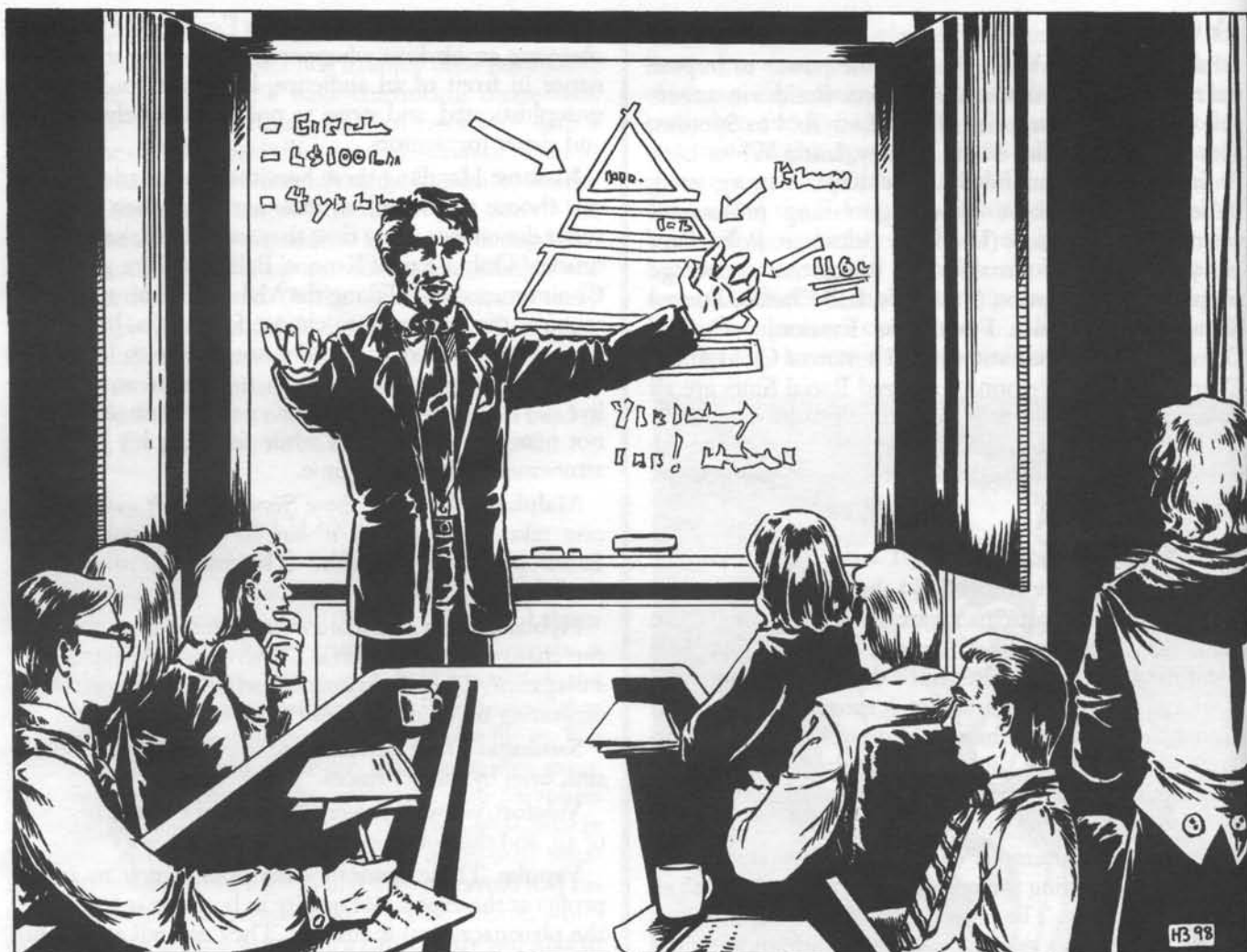
THE BALSERAPH PERSPECTIVE

Two opinions are presented below for each Choir and Band. The first is what a Balseraph might say about the celestials in question. The second, in italics, is what he might *think* about them if not invoking his resonance.

Seraphim: I'm quite hurt! Would I be foolish enough to lie to you? (*Bastards! A Seraph can ruin all your plans in an instant. As if knowing the "truth" makes them special . . .*)

Cherubim: I admire greatly your steadfast loyalty; you are the most caring and attentive creatures in Creation. Of course I wouldn't dream of trying to get past your guard. (*Cretins! We are all alone in this universe. Latching onto something like a baby clutching a bottle just makes you that much more pathetic.*)

Ofanim: Your grace astounds me – I'm sure I'm not alone in envying you. (*Easily distracted, easily manipulated. It's such fun sending them on wild goose chases!*)



Elohim: Objectivity is truly divine. Other angels should listen to you more. *(Help them understand that they're lying to themselves, that they really do care . . . Hell can always use another Habbalite.)*

Malakim: I surrender! No, I won't move an inch. You know, I've grown weary of serving the Dark Side; is there any way you could help me? *(We hate, hate, hate them! They can sniff us out, and there's no reasoning with them. Unless you're capable of taking one out yourself, stay away and let others deal with them.)*

Kyriotate: Your unique gift proves you have a special place in God's plan. *(Be careful with them, they're hard to understand and harder to see coming. But they're as gullible as anyone else.)*

Mercurians: You are everyone's best friend, suave, witty, charming, stylish . . . *(. . . shallow, vain, credulous . . . they're practically human.)*

Djinn: I know just how much you are underappreciated. How can anyone else understand the lonely vigil that

you maintain? *(Good doggy. Here, have a nice human to play with.)*

Calabim: You the man! You do that thing you do so well, just let me get out of the way. *(Very good to have on your side . . . make sure it's on your terms.)*

Habbalah: Of course you're an angel, my dear. We are all part of God's plan, aren't we? *(What pitiful, deluded wretches! How we love them!)*

Lilim: I've seen many of Lilith's daughters in my time, but you are surely her most perfect creation! *(Pretty to look at, fun to play with, but do not accept their "gifts.")*

Shedim: You have mastered the art of corruption. I love to watch you work. *(Keep them on a tight leash . . . they've got all the subtlety of a chainsaw murderer.)*

Impudites: You are everyone's best friend, and understand humans so well. Maybe you can give me some advice. *(Let them play with their humans. These leeches don't really understand manipulation.)*

DJINN

THE STALKERS

"We have created for hell many of the jinn and of mankind; they have hearts and they discern not therewith; they have eyes and they see not therewith; they have ears and they hear not therewith; they are like cattle, nay, they go more astray! These it is who care not."

— *The Quran, 7:179-180*

The Djinn are a paradox; relentless and determined, nothing can divert them from the objects of their obsession. Some of the most important jobs in Hell and on Earth are delegated to them – Demon Princes entrust them with tasks they can give no one else. They should be Hell's most loyal minions, yet often they are the least devoted to the causes they serve. The Djinn rarely rebel – it would take too much effort. It's neither loyalty nor laziness that makes them such good Servitors, but the fact that they know, deep in their selfish hearts, that they don't have any better options.

Some Djinn are belligerent and condescending; some are pitiful and whiny. They are by turns dogged, violent, apathetic and lazy. But beneath their uncaring exteriors, every one of them has the needful heart of a Cherub, purged of love and devotion and left with nothing but its own selfish symphonies to fill the empty spaces. They no longer dare to care, or that instinct for devotion will become an uncontrollable obsession, bringing humiliation and hurt.

Asmodeus and Beleth are Hell's ranking Djinn, both of them as cold and affectionless as a demon can be.

Asmodeus, once a loyal Cherub of Judgment, now obsesses over his stratagems and keeping track of every player in his Game, while Beleth has rid herself of every emotion but hate, so she can focus it all on her sole obsession: humanity.

Some Famous Djinn

Azazel, Lucifer's personal secretary, who has no Word and little power, but is accorded nearly as much respect as a Prince; Beelzebub, Prince of Corruption;

Charon, Kronos' infernal ferryman; Iblis, Baal's aide-de-camp and Hell's standard-bearer; Nergal, Asmodeus' chief Renegade hunter, one of his most feared Servitors; Meserach, once Prince of Sloth; Nygon, Demon of Strangulation; Tamiel, Demon of the Deeps, a frightening but rarely seen Servitor of Beleth, who inspires terror of the sea.

NAMES

Djinn would never admit to having any of their ego invested in such an insignificant thing as a name. Yet they usually change their names after Falling, not wanting to be reminded of a time when their hearts were warm and caring. Some may adopt a warped version of their angelic name, or string random syllables together to represent themselves. The names they use on Earth tend to be simple, often picked randomly out of a phone book, but the one point of vanity they allow themselves is choosing a name that is very "masculine" or "feminine," depending on the gender of their vessel. They dislike androgynous names like Chris, Pat or Terry.

Sample Djinn Names

Typical true names might be (or sound like) Ashralaam, Chorth, Kagagad, Shehariah, Ummah, Valthrax, Ymrupl or Zoblink. They don't care about the aesthetics of pronunciation. Their Earthly names will be random and usually ordinary.

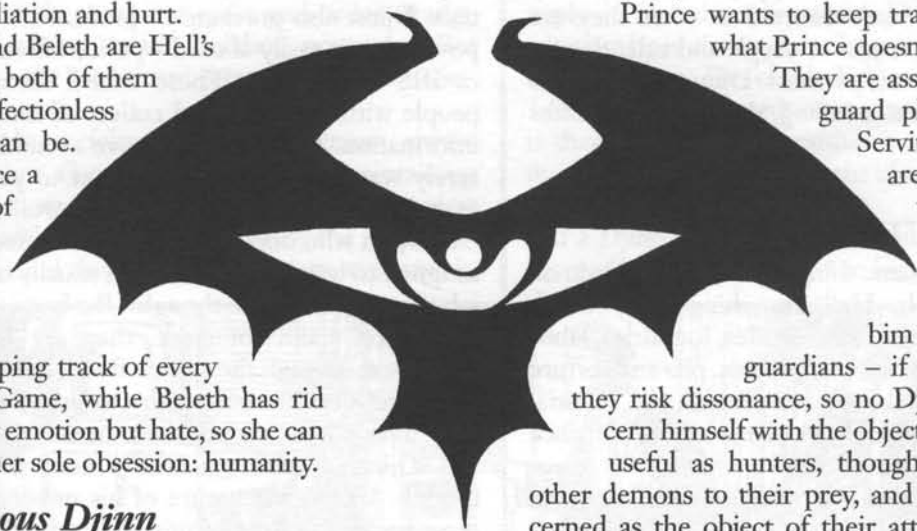
TRADITIONAL DUTIES

Djinn are the Hounds of Hell; if a Demon Prince wants to keep track of something (and what Prince doesn't?), he assigns a Djinn.

They are assigned to watch people, guard places or follow other Servitors. Sometimes they are expected to protect the object of their attunement, but this is an angelic role, and Fallen Cherubim don't make very good

guardians – if they get too involved, they risk dissonance, so no Djinn will willingly concern himself with the object's safety. They are very useful as hunters, though, since they can lead other demons to their prey, and then stand by unconcerned as the object of their attunement is beaten or killed.

Djinn occupy key positions in every Prince's Earthly information network. They are very good watchers.





Truthfully, many Djinn would enjoy having no other duties than to sit in one place and observe something. Many washed-up Djinn are made into "listening posts," sitting at a strategic location with no duty other than to report on disturbances. Though this would be a waste of a good Servitor, Princes often deem an otherwise-worthless Djinn worth keeping around in this capacity, rather than simply recycling his Forces. More reliable Djinn may be rewarded with a cushy job entailing more responsibility, but not much more action. Wherever there is a hotbed of angelic activity, there is probably a Djinn living in an apartment across the street, or crouching in a cardboard box along the sidewalk. Camcorders have been a boon to this Band.

As part of a team, Djinn often act as scouts and forward observers, sneaking ahead and attuning themselves to everyone and everything their companions will want to keep track of later. They're also good as backup, making sure no one slips away unnoticed. This is often the job their superior gives them without telling anyone else – spying on their allies to ensure loyalty. With all their pent-up aggression, Djinn will happily take part in any acts of violence that aren't directed at what they are attuned to. And they are just as tough and relentless as their angelic counterparts – most Djinn are slow to anger, but when it comes to killing, they are as merciless as any Malakite.

CELESTIAL DUTIES

Djinn do largely the same thing in Hell that they do on Earth: watch things. In Hell, the things they watch include gateways between Principalities, foundries, laboratories, meeting places, the compounds, pits and torture chambers where damned souls are penned, the celestial ends of infernal Tethers and the places where a Prince keeps his Servitors' Hearts.

Djinn are also notorious busybodies in Hell – if not stationed in one place (a safe but boring duty that is often delegated to gremlins instead), they are probably following other Servitors around, especially those that may be troublesome. Some Princes like to keep Djinn prowling

around just to remind their subjects that their acts might not be in secrecy. It's hard to avoid contact among the bustling hordes, and if a Djinn has ever bumped against you, you may have an unseen stalker. If a Prince has *reason* to suspect someone, he will almost certainly assign a Djinn to watch that Servitor and his Heart. Some do so openly, to keep their Servitors in line; others have it done secretly, to catch as many co-conspirators as possible.

TYPICAL ROLES

Djinn who are assigned to follow people around and change attunements often need a Role that allows frequent travel, and the ability to go places they shouldn't. If their subjects are famous, the Role of paparazzi is perfect; otherwise, any kind of journalist or photographer will do, though Djinn are rarely conscientious enough to produce reliable work on a deadline, so they will be freelancers at best. Some Djinn are private investigators. Some are even bodyguards, especially if their Prince actually wants someone protected. These Djinn may try to pass themselves off as Cherubim, if revealed as celestials. Djinn also gravitate to professions that give them power that is easily abused – police officers, for example, or IRS field agents. These uncivil servants can harass people with impunity and collect all kinds of mundane information. City workers move around a lot, and are rarely watched closely. They tend to get poor performance ratings on the job, but who cares? Not the Djinn.

A Djinn who doesn't have to move much, such as one assigned to watch a location, will usually have a dead-end job that requires little thought. Busboy, janitor, counterperson or mailroom clerk, they are uniformly surly employees, though they range from sloppy and irresponsible (and often frequent job-changers) to compulsively fastidious in carrying out their duties.

A Djinn doesn't necessarily need a mundane job, though. Unless the nature of his mission requires one, most prefer the Role of unemployed couch potato, collecting welfare or unemployment checks which they spend on video games; the only furniture in their apartment may be a ratty sofa, a television set and a Gameboy.

Djinn who truly don't care about comfort or material things may live on the streets, where they are likely to clash with Shedim, the other Band most often found among the homeless.

DJINN AND HUMAN SOCIETY

Djinn have a bad attitude. They dislike other demons, and they certainly dislike humans. On the celestial plane, they are glowering, disdainful beasts – on Earth, they're not much better. Afraid of getting close to anyone, afraid of discovering something about mortals they might actually like, most Djinn avoid social gatherings whenever possible. Some have managed to operate on Earth for a remarkably long time without learning much about humans at all. If some choose to interact, it is only on the most superficial level. They stick to large gatherings where they can blend in, anonymous shadows lurking on the fringes.

For the most part, Djinn don't have time to engage in Earthly pleasures. They just keep working. When not "on duty," they may be found brooding alone in a dark room. Some Djinn refer to this as a hobby. If they want a distraction, they tend to emulate the stereotypical couch potato and stare at the TV – Nybbas has a large viewer share among the Djinn. They slump in their recliners, surrounded by moldy pizza and dirty socks, and channel-surf. They like game shows (they think they're smarter than the contestants), football games (they think they're smarter than the coaches) and soap operas. (Some follow the soaps religiously – their friends joke that they've attuned themselves to the plot. This usually gets the TV thrown at the friend.) They also have a tendency to call late-night shopping networks and order strange appliances and phony wealth-building programs. But they don't care – the credit card they charge it on is usually stolen.

When they do socialize, Djinn are almost always unpleasant. Either they don't care about maintaining appearances, or they are compulsive about it. They view human society with a jaundiced eye, being the most cynical of all Bands, and they always find things to complain

about. Most people avoid their company entirely, and that suits the Djinn just fine.

MORE SOPHISTICATED USES OF RESONANCE

Djinn normally need to make physical contact with someone in order to attune themselves. They must touch the subject again in order to maintain their attunement past a number of days equal to the check digit of their original roll – when a Djinn renews his attunement, roll a d666, to get the check digit, which determines how long it will be before he needs to make contact again. A check digit of 6 when renewing an attunement means the same as on the initial resonance roll, but other than that, the only possible consequence of the d666 roll is an Intervention.

Some Djinn find it inconvenient having to constantly make physical contact with a long-term attunement. Conversely, some Djinn wish for shorter attunements, particularly when they are keeping track of many different subjects and would rather let their attunements lapse than make a Will roll to sever them prematurely. And while a check digit of 6 will allow them to maintain an attunement indefinitely, it also means they will have to make a Will roll to sever the attunement, which is risky – see *Dealing with Dissonance*, p. 34.

A Djinn can attempt to modify the duration of any attunement by taking a penalty on his resonance roll. For every -2 the Djinn applies to his target number, he may alter the check digit of a successful resonance roll by +/- 1. This is somewhat like taking a *risk* (*In Nomine*, p. 39), but the Djinn can choose the level of the modifier, and apply it in either direction. The Djinn must specify whether he is aiming for a longer or shorter attunement before rolling. The check digit cannot be reduced below 1 (the minimum length of an attunement is one day), nor is there any effect for raising it above 6. However, the modifier is always *added* to the check digit on a failed resonance roll.

If a Djinn does not want to touch someone at all – or more often, isn't able to get to him physically – he has the



option of making contact celestially. A Djinn can "touch" someone in celestial form and attune himself with a resonance roll, but the subject may make a Will roll to resist, and add his Celestial Forces to the target number. The subject gets to resist even if he is not aware of the Djinn's presence. If the subject makes his Will roll with a higher check digit than the Djinn's resonance roll, it is treated as a failed resonance roll. If he had not perceived it already, successful attunement or not, the subject will automatically become aware of the Djinn's celestial form.

ON EARTHLY MATTERS

Like the Cherubim, Hell's hounds sometimes have to locate their targets first before they can apply their resonance. They aren't called the Stalkers for nothing – once they're fixed on someone, they will follow that person relentlessly, even *before* they have a chance to lay on hands and attune themselves. This requires stealth, since Djinn, unlike Cherubim, rarely manage to make their attentions desirable. The Djinn tend to become accomplished at shadowing people, and they also become quite familiar with local stalking laws – or at least, with ways of avoiding scrutiny.

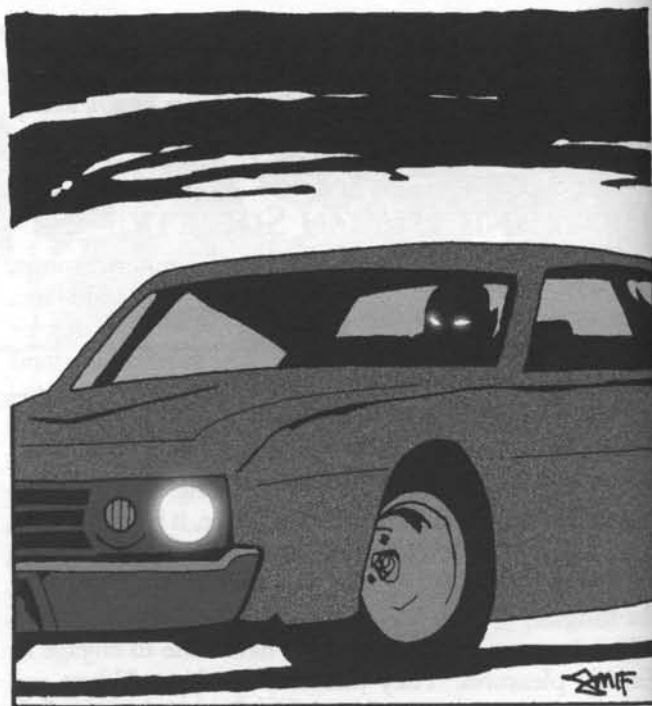
A Djinn's resonance is utterly reliable for as long as it lasts. If he is ever unsure of his target's exact location, he can use triangulation by circling the vicinity. If he is ever unsure of his *own* location on the corporeal plane, holding two or more attunements gives the ability to position himself in the same manner.

DEALING WITH DISSONANCE

Djinn acquire dissonance one of two ways: by harming the object of their attunement or by becoming too attached. There is just enough Cherub left in them that hurting something to which they are attuned inflicts a painful reminder of their original purpose, though they can allow others to harm it. A greater risk is becoming attuned to something in a Cherubic manner, which can happen if they try to remove an attunement and fail.

Dissonance generated by hurting something to which the Djinn is attuned can be removed if the Djinn can undo all the harm he did. If he caused physical harm, a simple application of the Corporeal Song of Healing might be sufficient, but emotional harm is usually more difficult to heal (especially for the Djinn).

Dissonance from a failed attempt to remove an attunement will fade when the attunement does – but any additional dissonance the Djinn suffered in the meantime, from allowing the object of attunement to be harmed, does not! The Djinn may erase that dissonance in the same manner that a Cherub can, by undoing completely



any damage the object suffered, so long as he restores it while he is still attuned to it.

One way that a Djinn can remove either type of dissonance is by abstaining completely from any attachments whatsoever. If the Djinn can sever *all* attunements, and lose himself completely in his own selfish symphony, he can bring himself back to a state of brooding complacency, secure in his lack of concern for anything but himself. A week spent not attuned to *anything* will erase a point of dissonance. This is easy for a Djinn who has no assignments and can vegetate in front of a television set, but most Princes won't allow their Djinn to sit idle and doing nothing for that long.

TOUCHY SITUATIONS

Djinn can't hurt the objects of their attunement, so they should not attune themselves to someone who might attack them or otherwise provoke violence on the part of the demon. Usually this is easy to avoid – the Djinn can simply retreat, if he has to, or let his friends beat the aggressor to a bloody pulp. It can be a problem when a Djinn is tracking a Renegade, or an angel, or anyone else who might turn on him. Generally, Djinn do not want their subjects to know that they are stalking them.

A more difficult situation arises if a Djinn becomes infatuated with something. Then he must protect it, turning away from his diabolical nature by putting the interests of another ahead of his own. If the Djinn can do so without letting the subject (or anyone else) know, all may be well, but Djinn are no longer used to protecting

people, and they make clumsy guardians. They also hate themselves for becoming so infatuated, and they hate that which lured them in even more.

The best way for them to avoid problems altogether is to be very careful about their attunements. Every attunement is a hazard; every time a Djinn applies his resonance, he risks having it rebound and wrap him up in alien feelings of nurturing and devotion when he tries to sever it. For this reason, they usually limit the number of attunements they carry at any one time, and they are not eager to keep track of every interesting person that their friends might like them to. And if they do become a slave to their own resonance, they will hide it at all costs.

SPECIAL DISCORDS

Apathy (Ethereal)

Djinn are naturally brooding. This Discord can paralyze them with indifference. An Apathetic Djinn must make a Will roll, at a penalty equal to the level of Discord, to take an interest in anything that is not an immediate threat to his well-being. (Direct orders from his Superior qualify as a threat.) If he fails the roll, he will totally ignore whatever is going on around him, miss important details, fail to report on things he should be reporting and allow attunements to lapse without checking on them or refreshing them. A Djinn with Apathy who shuts himself up indoors may sit, brooding in a dark room, for days, weeks or even months without lifting a finger. (Rarely longer than that, because his Prince will check up on him eventually . . .)

Distracting Attunements (Celestial)

This Discord makes it hard for a Djinn to concentrate when he has too many objects of attunement. Subtract the level of this Discord from the Djinn's Celestial Forces; count negative numbers as 0. This is now how many objects the Djinn may attune himself to without penalty. Each attunement over that number imposes a -1 penalty on *all* of the Djinn's target numbers, until he drops some attunements! If the level of Discord equals or exceeds the Djinn's Celestial Forces, he cannot attune himself to *anything* without penalty.

Obsessive-Compulsive (Ethereal)

This Discord sometimes afflicts other celestials, but Djinn are particularly vulnerable to it. It is the diabolical counterpart to the *Ritualized Responsibilities* Discord that sometimes afflicts Cherubim (*Angelic Player's Guide*, p. 32). Mechanically, it works exactly the same way – the name is different to distinguish the source. In order to reassure himself that he is performing his duties correct-

ly, he must engage in ritual acts that serve no real purpose. *Ritualized Responsibilities* result from a Cherub's loss of faith, whereas Obsessive-Compulsive behavior results from a Djinn's inherently obsessive nature growing out of control.

WORDS

Djinn may fixate on nearly anything so deeply that Lucifer may see fit to grant them a Word. The most appropriate Djinn Words are those dealing with obsessions and addictions, such as the Demon of Cigarettes, the Demon of Barbie Dolls (she gets people to spend ridiculous amounts of money on their collections *and* has promoted unrealistic expectations for American girls for decades) and the Demon of Bodybuilding (pump yourself up, no matter what the cost). Djinn are also good at perverting a respectable profession into something malign. The Demon of Paparazzi was one of Nybbas' favorite Djinn Servitors, though his popularity has been waning recently. The Demon of Nannies, on the other hand, is doing quite well. Many Djinn have a Word that is the same or very similar to that protected by a Word-bound angel, often a Cherub. By promoting their Word as a source of misery, they both strengthen themselves



and weaken their rival. Beleth's diametrical opposition to Blandine is a classic example, so is the Demon of Dieting (who has been beating the Angel of Dieting for years now) and the Demon of Addiction Recovery (who encourages the growth of addictions, so that he can expand the industry that has built up around its cure).

DJINN AND SUPERIORS

Andrealphus: The Djinn Band attunement is very popular with other Servitors of Lust, since it is so helpful in applying their resonances on their lovers.

Asmodeus: Asmodeus' Djinn tend to be compulsively neat and organized. Rather than attuning themselves to a person, they may try to get their quarry to carry an object to which they are attuned.

Baal: These demons can track each individual mass of flesh within range, so they know approximately how many (and how big); they do not automatically know the condition of the flesh, however – they can't automatically detect undead.

Beleth: These Servitors can attune themselves to someone in his dream-scape, and then track him on the corporeal plane.

Belial: These demons cannot harm those they have branded. Because of this, and the ability to trace them through the brand, it's usually not a good idea to brand someone involuntarily.

Haagenti: These Servitors *can* force an attuned person to Consume, *if* that person is a glutton.

Kobal: These demons are often pick-up artists, as love interests make ideal victims, especially those who will take a lot of abuse. Causing their attuned emotional harm with embarrassment doesn't create dissonance.

Kronos: When attuning to something, a Djinn of Fate may make a Perception roll to notice if he is displacing a Cherubic attunement. The Cherub will only know that his attunement vanished without causing dissonance.

Malphas: The victim may resist this attunement's effects with a Will roll. The demon can only cause the victim to hate one thing at a time.

Nybbas: If the Djinn pays character points for additional servants, he can attune to them for free as well.

Saminga: They can *kill* the object of their attunement, but wounding someone and not finishing the job *does* create dissonance!

Valefor: They can only attune themselves to one *person* at a time, but can still attune themselves to objects and other celestials (who do *not* become enthralled).

Vapula: The additional objects their computer can attune to are subject to the same rules as any other object of attunement: the Djinn cannot hurt them, and can become infatuated on a failed roll to sever an attunement.

THE DJINN PERSPECTIVE

Seraphim: Annoying, judgmental and so holier-than-thou it gives us a headache.

Cherubim: Their devotion is pathetic; it makes them vulnerable. It's only appropriate that humans portray them as fat children wearing diapers.

Ofanim: They're fast, but can't run forever. If we really want to catch one, we will.

Elohim: They just pretend not to care; we really don't. Is that why we live in Hell?

Malakim: Trouble. Get them before they get you.

Kyriotes: They're more annoying than the Shedim, but only half as ugly.

Mercurians: A baseball bat, some steel-toed boots and a Mercurian alone in a dark alley . . . now that's a fun evening.

Balseraphs: Just assume everything they say is a lie. Let them play their games, but don't get sucked into them.

Calabim: They *never* relax. If they look relaxed, they're probably about to smash something. Great to hang around with when angels

come by, not so great if you just want to watch the tube.

Habbalah: They can *make* you feel things – mess with humans, stay away from us.

Lilim: They'll try to cheer you up, and then charge you for it. Sometimes you can get a free favor by helping them find some poor schmuck who owes 'em, though.

Shedim: Creepy, sneaky bastards. And pathetically ugly. See how smug they are when you catch them in celestial form . . .

Impudites: If we could suck Essence out of people, maybe we'd pretend to like them, too.



CALABIM

THE DESTROYERS

"The sword of him that layeth at him cannot hold: the spear, the dart, nor the habergeon. He esteemeth iron as straw, and brass as rotten wood. The arrow cannot make him flee: sling-stones are turned with him into stubble. Darts are counted as stubble: he laugheth at the shaking of a spear."

—Job 41:26-29

The Calabim are not complicated. They destroy things. They're very good at it, and they enjoy it. Princes value them both for their usefulness and for their loyalty; as long as a Calabite gets to exercise his resonance frequently, he's usually as happy as a demon can be. Morale is rarely a problem among the Destroyers. They are Hell's front-line warriors, reckless and violent, who serve Evil not because they resent God or have a dark vision for the Symphony, but simply because they enjoy the feel of bone crunching under their knuckles. As the Ofanim embody motion, the Calabim embody entropy. Calabim Servitors only cause trouble when they're forced to act against their nature – don't expect a Calabite to be patient, subtle or restrained.

One thing that many demons (and some angels) overlook is that Calabim are *not* inherently stupid. They may give the appearance of mindless brutality, and it's true that most Calabim have a lot more in the way of Corporeal Forces than Ethereal, but they are as perceptive as any other Band. They are quite capable of being ambitious and clever, and the smartest ones know that letting people believe you're a simple-minded thug can be an advantage. Belial and Haagenti are the two greatest Calabim in Hell, and neither of them has a reputation for being a great thinker. Yet somehow they've attained and held their positions, fending off innumerable attempts to bring them down, while their rival Princes plot against them. Valefor, on the other hand, is an atypical Calabite, subtle and clever. He rarely wields his great power against other Princes, but few realize just how much damage he has wreaked on the corporeal plane. Whether it's native cunning or a carefully concealed intellect, plenty of Calabim have taught their foes the danger of underestimating them.

Some Famous Calabim

Demogorgon, Demon of Destruction, who might have become the most powerful Calabite ever . . . but Belial destroyed him when he made a bid for Princedom; Eurynomos, Demon of Cannibalism (a Baron of Gluttony who predates Haagenti); Forneus, Demon of Drowning (one of Saminga's Marquises, a former Servitor of Vephar); Furfur, newly crowned Prince of Hardcore; Murmur, a Duke of Asmodeus who commands all the souls brought to Hades; Sammael, Demon of Poison; Vephar, deceased Prince of the Oceans; Xaphan, Demon of Arson; Zimimar, Demon of Blizzards.

NAMES

Calabim names tend to have a harsh, diabolical ring that sounds unnatural on Earth. Babylonian names have a sound they like. A Fallen Ofanite rarely keeps his angelic name, preferring to cast aside the old and take something more reflective of his infernal nature. They often use their demonic name even on Earth, unconcerned by the reaction they receive. If forced to use a less noticeable alias, they may shorten their demonic name, or choose something descriptive . . . or they may just giggle wickedly when you ask their name.

Sample Calabim Names

Typical true names include Anaharath, Balaam, Cashgaraal, Esh-Baal, Harumaph, Hastur, Karesh, Pul, Rabmag, Sethur, Shamhuth and Ziddim. Earthly names range from traditional ones such as Jonah, Judas or Seth, to more obscure in-jokes like Smiley, Fracture or Pitt.

TRADITIONAL DUTIES

Calabim exist for two purposes: to break things and hurt people. Princes only send Calabim where there is a need for violence, or at least the threat of violence. Calabim can follow orders and even participate in planning, but they *can't* sit around waiting for the action to start . . . not for long. So most Calabim are either kept in Hell until they're needed on Earth, or given a Role that



allows them plenty of opportunity to work off their pent-up aggression between missions. Either that, or they wander aimlessly committing random acts of violence, waiting for the next call to action.

Specific assignments for Calabim, whether they are operating solo or as part of a group, usually fall into one of three categories: assassination, combat or sabotage.

Assassination is relatively rare – although Calabim are talented killers, they aren't the most subtle, and many other Servitors are equally effective at slaying mortals. A Calabite might be assigned to take out a *celestial*, or to kill a mortal in a particularly grotesque fashion (they're really good at headline murders, when that's what a Prince wants), but there aren't many who specialize in the quiet removal of one key target.

Combat assignments are much more common. Any group that expects to run into angelic opposition will want Calabim muscle along. For combat-heavy missions, such as a raid on an enemy Tether or an attack on one of David's cycle gangs, the diabolical group might be composed entirely of Calabim.

Sometimes a Prince only wants an object destroyed, or a breach created in an installation's defenses. Or he may want every fire hydrant in town dismantled. Some Calabim are simply set loose in an area to contribute to overall deterioration there; these Calabim will be told to occupy themselves with minor acts of destruction, but not do anything too spectacular . . . until their superior gives the word.

CELESTIAL DUTIES

Calabim don't have enough to keep them busy in Hell. They're very active on the battlefields of Gehenna, of course, but elsewhere they usually prowl their Prince's domain in roving gangs, looking for a fight while waiting for a chance to go to Earth. This inevitably causes strife, but there is little else a Prince can do with unassigned Calabim; they're too dangerous to be turned loose on Earth en masse, and they can't be kept sitting around doing nothing or they'll start taking the Principality apart. There are areas in every Principality where the Calabim roam, looking for a rumble. Many try their luck at the arena games in Shal-Mari. These Calabim gangs also provide added security; Calabim make poor sentries (that job is left to the Djinn), but they'll come running whenever an alarm sounds, and they present a definite hazard to would-be intruders or escapees.

There are only a few productive uses for Calabim in Hell, though, and most of them serve one or more of these duties occasionally. First, many Princes are stripping old structures down in their

Principality and building new ones. Calabim are excellent at demolition work, and some Princes continue these projects just to keep their Calabim busy. Secondly, there is the business of torturing souls for their Essence. Calabim enjoy that kind of work, for a while . . . but eventually they get bored with it, and if they're left there too long, they'll start stripping souls of their Forces. Some souls are *supposed* to be stripped down, though – Saminga is notorious for his wasteful dismantling of Forces, but every Prince uses a certain percentage of souls to supply raw Forces for new creations. The Calabim who handle this are only the most skilled and reliable . . . a careless Calabite may end up destroying Forces rather than just taking them apart, and Princes hate wasted Forces.

TYPICAL ROLES

Calabim don't really need Roles, and most prefer to avoid them altogether. They're perfectly happy wandering the streets and countryside looking for trouble, and interacting with human society only in random acts of violence.

When they do take a Role, it needs to be something that doesn't require much in the way of sociability, neatness or stability. Many have found their way into rock 'n' roll bands, though they need to replace their instruments often. They make competent construction workers (on sites that curiously also have a high accident rate), and better demolitions experts. Ironically enough, a Role as a pizza delivery person or taxi driver also suits them – they'll gleefully compete with their angelic counterparts, and you'd *better* give them a tip. Garbage men also have plenty of opportunity to break things and make a mess, and never need worry about their appearance. And a Calabite can always find a job in organized crime.



CALABIM AND HUMAN SOCIETY

The Freaks don't think much about human society. They understand infernal strategies and are perfectly capable of helping plan the corruption of civilization, but humanity and its creations are just toys to the Calabim, toys to be broken. Very little about human society particularly pleases or offends them. They like rock 'n' roll, rowdy sports events, stock car races, demolition derbies and tractor pulls – anything where people are likely to get hurt or things get smashed. The more violent the venue, the better. Some have developed a fondness for action and horror movies, the more mindless the better.

They hate rules. It's as easy to find an honest Balseraph as a polite Calabite. Laws, like everything else, exist to be broken. The only rules they respect, because they have to, are those set by Lucifer, Asmodeus and their own Prince.

Some Calabim have developed an appreciation for the finer things in life . . . fancy houses, expensive cars, fine art and marvelous, expensive gadgets full of delicate parts . . . they appreciate the satisfaction that comes with destroying precious objects as opposed to cheap ones. But they appreciate it most when these things belong to other people.

Remember, though, that Calabim don't *always* behave like the psychotic freaks they are. A Calabite who doesn't have the Angry Discord can be quite calm, even pleasant, if he wants to be. But even if he's not actually destroying things, he's thinking about destroying things, and he can reach out and break someone's neck with the same unruffled calm with which he opens a door.

MORE SOPHISTICATED USES OF RESONANCE

A Calabite's basic resonance is entropy unleashed. It's not subtle, and it's very effective, but Calabim have a knack for all kinds of destruction. They can find more efficient or subtle ways to take things apart, if they take the time to look.

Any time a Calabite uses mundane methods to destroy something, a successful resonance roll will shorten the time or increase the efficiency of his methods; the check digit of a successful resonance roll should reflect the degree of success, though it is up to the GM to interpret specific results. For example, a Calabite feeding documents into a paper shredder might get them shredded three times faster with a check digit of 3. A Calabite trying to blow something up can divide the amount of explosives he needs, or multiple the damage by the check digit. This function also applies to killing methods, when used against helpless victims – Calabim make excellent

CALABIM CHECK DIGIT RESULTS (SUBTLE USE AT -4 PENALTY)

1. Damage is not immediately visible on the surface, but is noticeable quickly. A person will cough up blood or show other signs of distress, and know that he is hurt. Inanimate objects simply manifest cracks, warping or other damage without sound or other warning.

2. Damage is not immediately visible, and will only become apparent by closer examination. Living beings will feel pain, but will not have any external visible symptoms. Inanimate objects manifest small cracks or subtle deformation that may go unnoticed (assuming the object isn't destroyed outright; if so, it simply falls apart).

3. Damage is hard to detect. A person will feel pain and realize he's been injured, but it will take a Medicine roll for anyone to confirm this, and it will be impossible to determine the origin. Objects will appear unharmed unless examined closely (Perception or appropriate skill roll).

4. A person will feel pain the moment he takes damage, but only a thorough medical examination will reveal that he has suffered a systemic shock, which most doctors would classify as a heart attack. He will be unaware that he has reduced Body hits. Inanimate objects appear fine if they aren't destroyed, unless examined very closely (Perception roll or other appropriate skill at -4), in which case hairline fractures or erosion may be evident.

5. A person will feel a twinge if he makes a Perception roll (or collapse if he takes enough damage to Stun or knock him out), but a medical examination will not reveal any injury. The person will be unaware of any harm, though he will have reduced Body hits until they heal normally. Inanimate objects will appear unharmed unless they took enough damage to impair their function, in which case the source of the malfunction will be unknown.

6. As above, but a living being will be unaware of any injury unless killed outright! A person can walk around with negative Body hits and feel fine, though a single point of damage will knock him out. Inanimate objects will appear undamaged if they weren't destroyed outright, but they now have reduced hits and may fall apart with a tap.

butchers, and they've perpetrated some of the most horrible mass executions in history.

If an object or a person has a specific weakness, including a Vulnerability, a Calabite can make a Perception-based resonance roll at -2 to discover it. This requires a turn of concentration, during which the Calabite may not take any other actions, including making Dodge rolls. Discovering a weakness only works if a specific weakness exists – it will not increase damage or reduce a target's defenses. Most people and mundane objects have no such weaknesses (though applying the resonance to a block of ice, for example, would reveal that fire is the best way to destroy it).

By concentrating, a Calabite can take things apart more subtly. Spending an entire turn concentrating on the target, and making a resonance roll at -4, allows the Calabite to do normal damage and consult the check digit results on p. 39. Note that any damage to mortals and inanimate objects will still disturb the Symphony normally.

ON EARTHLY MATTERS

Destroying Things

The visible effects of a Calabite's resonance are open to the GM's interpretation, but usually they manifest as general damage with no apparent source. A Calabite's entropic field is invisible. Inanimate objects crack and crumble, and people bleed or feel their bones splintering. At the GM's option, however, a Calabite can inflict damage that reflects his Prince's Word, *if* appropriate. Calabim of Fate have this ability as part of their Band attunement; other Servitors only get the same benefits if they can justify it during play. For example, a Calabite of Lust who applies his normal resonance (not his special Band attunement) to someone with whom he is having sex might be able to inflict damage that appears to be caused by a heart attack, rather than tearing apart the victim's flesh. The *victim*, however, will always know that the Calabite is causing it (unless the Calabite uses his more subtle resonance ability, above). The damage inflicted by a Calabite of Fire may manifest in the form of burns or melted materials. Calabim of the Media have a knack for making things die when the cameras are rolling. Servitors of Malphas, however, when inflicting physical damage, rarely create any unusual effects. Any such special effects are completely up to the discretion of the GM.

Calabim and Discord

Every Calabite has Discord. It bothers them even less than it bothers most demons, and some wear it as a badge of pride: "We're the Calabim. Got a problem with that?"

Their starting Discord must be equal to the number of Forces they have of the Discord's type at character creation. They *do* get character points for their starting Discord. The Discord does not automatically increase if their Forces do, nor does it decrease if they lose any Forces. When a Calabite does accumulate more Discord, it will most often add to what he already had. There are an awful lot of Calabim with Angry/6.

Angry and Berserk are probably the most common Calabite Discords (especially since most Calabim don't allocate many Ethereal Forces, which means they can start with a lower Discord level). Some Calabim enjoy flaunting their Stigmata, Ugly or Vestigium Discords... most Corporeal Discords don't bother them, except Crippled or Vulnerability. Very few are Cowardly or have a Fear, though Paranoia isn't uncommon. They try to avoid Celestial Discords, unless they serve a Prince who epitomizes a particular Discord – Haagenti likes Gluttonous Calabim, and while Andrealphus doesn't exactly encourage Lustfulness in his Servitors (it can impair judgment), neither does he disapprove.

DEALING WITH DISSONANCE

Calabim have an easier time than most dealing with dissonance – they simply convert it to Discord. Since they all live with Discord anyway, accumulating more doesn't bother them all that much. A Calabite with a *lot* of Discord might start to become impaired, and that will eventually attract the displeasure of his Prince. So although dissonance does not unduly concern them, they will find convenient ways to get rid of it.

Normally, Calabim only gain dissonance when someone resists their resonance, and they choose to absorb it rather than redirecting it elsewhere. Only if there is nothing else nearby that the Calabite dares to attack will he absorb the dissonance. This is why they hate being stuck in Roles and interacting with society... it may put them in situations where smashing everything around them simply isn't acceptable. A Calabite can even redirect his resonance at himself; if he's not in combat at the moment, and especially if he has the Song of Healing, then self-inflicted wounds are preferable to dissonance.

If a Calabite is forced to eat dissonance, there is one way to get rid of it: go on a spree of destruction. A Calabite on a destruction spree must use his resonance repeatedly for a number of hours equal to his Corporeal Forces (tougher Calabim take longer to get it out of their systems). Each time he uses his resonance, he must use it again within a number of minutes equal to the check digit (and invoke it immediately upon regaining its use, on failed resonance rolls). Needless to say, if someone resists his resonance during this time, he must focus it

elsewhere rather than absorbing it, or he gains even more dissonance and the "spree" is ended. There is no limit to how long a Calabite can continue such a spree, though there may be a limit to how long the surroundings will last – some Calabim have worked off a lot of dissonance by going on cross-country rampages.

TOUCHY SITUATIONS

Any situation where a Calabite can't freely invoke his resonance is touchy. A Calabite trying to maintain a Role might have to avoid making things fall apart while people are watching. This is especially true when trying to avoid angelic scrutiny. In situations where restraint is necessary, Calabim will avoid invoking their resonance at all. But they don't like stifling themselves this way. They like to break things and hit people whenever they feel like it – just being required to restrain themselves makes them irritable and more prone to casual violence, and the longer they have to behave, the worse their mood will become. Something has to break eventually. Calabim are never taken on diplomatic missions, unless they are needed to intimidate people, and demons who value their possessions (including their servants) never invite any of the Calabim to parties.

Fortunately, everyone understands that this is how Calabim are. Superiors wisely avoid placing them in any of these situations. Anyone who brings a Calabite to a state dinner, a church or an electronics convention deserves what he gets . . .

SPECIAL DISCORDS

Aura of Entropy (Celestial)

Calabim constantly radiate entropy, which is why they ultimately develop a grungy, disheveled look. With this Discord, however, their field of entropy is drastically accelerated. Anything the demon touches will take Body hits equal to the level of this Discord, every minute. Clothing will be reduced to rags almost immediately, and a Calabite with Aura of Entropy/6 will leave footprints in concrete if he stands still too long. Riding in a vehicle becomes almost out of the question, as does using any kind of device. Celestial artifacts are not affected.

Indiscriminate (Celestial)

This Discord makes a Calabite's resonance hard to control – and it will lash out indiscriminately. Whenever the Calabite invokes his resonance, apply a penalty to the resonance roll equal to the level of this Discord. If the roll fails, but only because of the Discord penalty, then the Calabite's resonance still takes effect – but against a *random* target within range, chosen by the GM. Needless to say, this tends to make Calabim even more unpopular with their allies.

Pain (Corporeal)

The resonance of a Calabite with the Pain Discord is turned inward, causing constant pain as it tears at the demon's being. It functions like the Twitchy Discord, reducing the Calabite's Agility and Precision by the level of Pain, as well as lowering the target number of any other action requiring concentration. It does not add to the check digits of failed rolls, however.



WORDS

Calabim best serve Words that involve death and destruction. Most accidents fall under the jurisdiction of Word-bound Calabim: Broken Glass, Air Disasters,

Earthquakes, Train Wrecks, Auto Accidents, Avalanches, Forest Fires, Gas Leaks and so on. Destructive tools such as Pipe Bombs, Sulfuric Acid, Nuclear Warheads, Gunpowder, Blowtorches and Chain Saws are all Calabite Words. So are crimes ranging from Vandalism, Littering and Reckless Driving to Rape, Premeditated Murder, Manslaughter, Crimes of Passion, Serial Killers and Vehicular Homicide. (Saminga gets a *lot* of Word-bound Calabim – Lucifer allows it because the turnover rate is very high . . .)

CALABIM AND SUPERIORS

Andrealphus: Although their resonance alone cannot take away a Force, they can weaken someone enough to think twice about assuming celestial form. And using their special resonance ability (above), they can weaken a celestial without his realizing he's taken celestial damage!

Asmodeus: These Servitors are among the few Calabim likely to have a high-level Role. Remember that their Role will often allow them to use their resonance without causing a disturbance!

Baal: Baal's Calabim are itching to storm the gates of Heaven; in the meantime, they are some of the mightiest warriors in Hell.

Beleth: In order to use a victim's fear against him, these demons must have a way of producing it; the Ethereal Song of Light is a common tool.

Belial: Calabim flock to Belial's service; few other Princes offer as many opportunities for unfettered destruction. Though the damage they do can appear to be heat-inflicted, their resonance will not start a fire by itself.

Haagenti: Real party animals, these Servitors also gain Essence from large amounts of wasted food, as well as from mass slaughter committed for the sake of greed or sadism (such as when poachers slaughter an entire herd of elephants with machine guns).

Kobal: These demons like to let air out of tires, cut brake lines, spike trees, poke holes in diaphragms, erase disks, and commit countless other acts of petty (and sometimes fatal) vandalism that are funny only to themselves and their master.

Kronos: Repeated applications of their resonance can eventually reduce anything to dust.

Malphas: The relationships they destroy don't have to be personal; they can also ruin business relationships, religious affiliations or national loyalties.

Nybbas: These demons have a loose network in Hollywood and other media centers; many are stuntmen. Some of them specialize in arranging accidental fatalities on movie sets, or engineering tragic celebrity deaths.

Saminga: Saminga attracts many Calabim. These Servitors' ability to gauge how much damage someone can take means they can often pick out celestials, since anyone with 50 Body hits isn't a normal human . . .

Valefor: The rootless Calabim often gravitate to the wandering Prince of Theft. With the special application of their resonance (above), these Servitors can make locks or ropes or other restraints look like they fell off by themselves.

Vapula: On the rare occasions when Vapula needs Calabim for some purpose, he borrows (or leases) them from another Prince.

THE CALABITE PERSPECTIVE

Seraphim: Arrogant, pious jerks. You know where I'd like to shove their halos . . .

Cherubim: Stubborn creeps, they get in the way. They cry like babies when you destroy what they're protecting, though . . . that's fun.

Ofanim: Let me help you slow down. All the way down.

Elohim: I've seen what happens when they let go, and I like them better that way.

Malakim: They hate us. That's fine. You ain't earned your hooves until you've gone mano-a-mano with a Malakite.

Kyriotate: They just take a little longer to weed out. Start targeting their hosts and watch them get all panicky.

Mercurians: What a waste of skin. You want a sense of style? Personally, I like the color red . . .

Balseraph: They talk too much, and they think they're special. If you let them think they're in charge, though, they'll usually stay out of your way.

Djinn: They're good at fetching things. They can't kill their victims, but they like to watch us do it. Go figure.

Habbalah: Angels? Whatever . . . we're all twisted freaks, but we admit it.

Lilim: They're cute. Their vessels are fun to play with, and fun to take apart. Watch your back, though - they can call in favors from all kinds of places, and sometimes their "mommy" gets involved . . .

Shedim: What they lack in skill, they make up in enthusiasm, and you can always tell where they've been. Hail Satan.

Impudites: Marginally less annoying than Mercurians. They're still too soft.



HABBALAH

THE PUNISHERS

"Awake, O sword, against my shepherd and against the man that is my fellow, saith the Lord of Hosts: smite the shepherd and the sheep shall be scattered: and I will turn my hand upon the little ones."

— Zechariah 13: 7

Habbalah are whirls of painful emotion, retaining stability in a net of lies that lets them believe they are still angels and still serve God, that they are still strong and whole. When they were Elohim, they could understand and accept themselves; as Fallen, they maintain their own stability by fracturing that of others, bringing down the "weak" to convince themselves that they are "strong." To be able to survive in Hell, they must convince themselves all the more that each diabolical mission does the work of God and that their Superior (knowingly or unknowingly) serves God still – and self-delusion twists all the tighter round them.

Some Famous Habbalah

Vapula, the Prince of Technology, born a Habbalite in Hell; Caimael, the first EloHITE to Fall and thereby the first Habbalite; Ben-Japheth, Servitor of Asmodeus and holder of the Word of Student Discipline, with a long track record in schools; Nurbis, Demon of Mummification; Vathek, Servitor of Malphas and holder of the word Jealousy, a very old demon; Kame, Demon of Fast Food; Izkriath, Servitor of Kronos and holder of the word Blame.

NAMES

On Earth, Habbalah enjoy using exotic names or (enjoying the irony) ones with connotations of homeliness or the ordinary.

While working within the corporeal realm, Habbalah often choose names with emotional charges, conjuring images or arousing feelings.

The celestial names of Habbalah (especially those who

were once Elohim) often include the syllable -iah, meaning "of God." They truly think that they are angels still, and bear their names proudly.

Sample Habbalah Names

Ordinary names might be Ernie, Bertha or Martha. More emotional names might be Summer, Winter, Raven, Constance – or those that would work as a stripper's stage name: Rod, Lane, Candy, Anastasia or Yvette.

TRADITIONAL DUTIES

The Habbalah are obsessed with punishing those they feel to be weak. The Demon Princes capitalize on this, making sure that their duties coincide with their nature. Rather than let the Habbalah roam free, Princes assign them to specific individuals or groups, with specific goals.

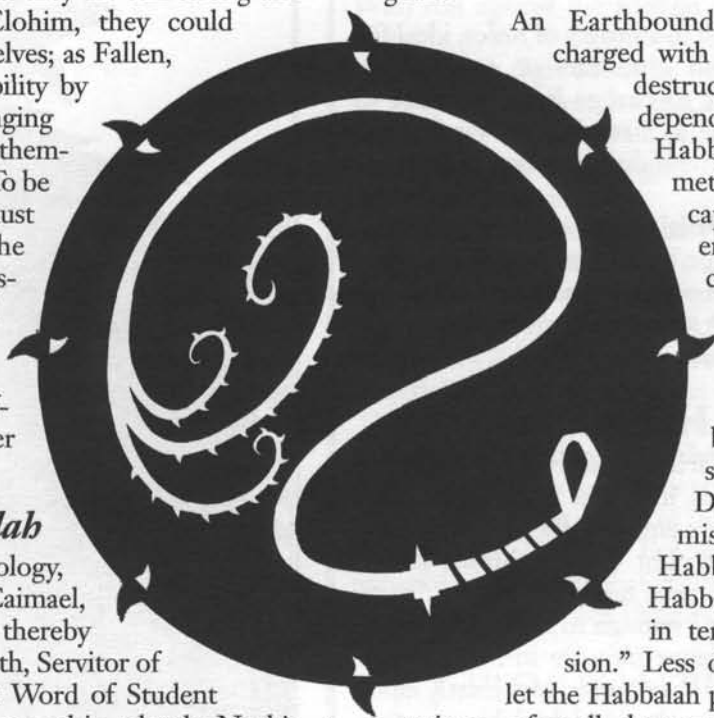
An Earthbound Habbalite is usually charged with testing an individual to destruction: the actual target depends upon the nature of the Habbalite's Prince, but the methods will be the same – capitalize on the target's emotional and psychological weaknesses, destroying his psyche and life while furthering the goals of Hell.

Since the Habbalah believe they are still in the service of God, devious Demon Princes use careful misdirection, slanting the Habbalite's duties so the Habbalite can justify his works in terms of his "divine mission." Less devious Superiors simply let the Habbalah produce their own justifications – after all, they *want* to believe they are still angels.

Habbalah justify themselves by destroying others, and can find no better pleasure than watching a victim tear himself apart from the inside out and destroy everything he holds dear. They see it as culling the weak, consoling themselves that the *truly* strong or worthy would have survived. The rest of Hell sees it for what it really is.

CELESTIAL DUTIES

While the Elohim are the calm arbiters of Heaven, the Habbalah's raging emotions make it impossible for them to be objective; they serve a different function within the Infernal realms.



The Habbalah are both gatherers of intelligence and agents of torment within Hell. In their first role, they use their resonance to convince other demons to reveal anything of interest or relevance. While Impudites may have the ability to make themselves your closest friends, Habbalah can twist emotions between the extremes of love and hate, sending their targets on emotional roller coasters and into confused, fractured states where they will tell everything. In their second role, Habbalah have the pleasurable duty of punishing the weak and pitiful, both emotionally and physically. While this is not necessarily common, some Habbalah find physical torture to be a useful aid to the more important emotional twisting, using physical pain to force breakdowns and weaken the mind's defenses. They are *the* Punishers.

TYPICAL ROLES

The Habbalah work well in a variety of Roles, ideal for anything that deals with emotions or psychology. Habbalah frequently have to change Roles to adapt to their current assignments; as a result, they rarely have Roles above level 3 unless their duty specifically demands it.

Some appropriate Habbalah Roles include counselor, entertainer, funeral director, prostitute, psychiatrist, psychologist and stripper. On occasion, in order to get closer to a given victim, they take on more mundane roles such as maids or secretaries.

HABBALAH AND HUMAN SOCIETY

Habbalah understand Earthly society all too well; they know that everything is as fragile as the humans who have created it. Humans are emotionally and psychologically weak, and with the right wrench thrown in the right gear everything can come tumbling down . . . as it should do, if it is not strong enough to survive.

The Habbalah take a bitter pleasure in many of the things that Earthly society has to offer, particularly emotionally charged forums such as nightclubs, sporting events, legislative centers and strip clubs. And it is common to find a Habbalite in such a place, combining work and play.

In conversation, Habbalah are often overly friendly and blatantly sexual; still, they are *always* searching for weaknesses, and waiting only for the right time to exploit what they find. As the Habbalah disdain demons – given their own Angelic nature – they often must abide by direct orders from their Demon Prince not to hone their talents on allied demons. Without such orders, many Habbalah would perish at the hands of their own infernal companions. As it is, the attrition level is high. *Sensible* Punishers just don't get caught doing it.





Unlike other Bands, Habbalah are displeased with the degradation of society in the 20th century. There are large sections of the world where little is taboo, particularly sexually. Without societal taboos, there are no repressed feelings or guilt, removing some of the Habbalah's former ammunition.

MORE SOPHISTICATED USES OF RESONANCE

The Habbalah resonance allows them to unleash a maelstrom of intense and raging emotion upon their victims. More experienced and perceptive Habbalah are able to use their resonance in more sophisticated ways.

A Habbalite can attempt to sense the emotions of others as an EloHITE would, though his distorted nature handicaps him. He may attempt a *Perception* (rather than Will) roll against the Elohim Resonance Table (see *In Nomine*, p. 99), but he must accept a penalty equal to the *highest* check digit which he wants to be able to reach – thus, to be able to reach a check digit of 4, he must accept a penalty of 4 on the roll. Should he roll a lower check digit than that, then he only perceives the lower check digit's level of motivation.

Habbalah may attempt to *enhance* existing emotions rather than inflicting their own, though they may not be sure what emotions they've boosted until the target manifests them! This resonance roll is at a penalty equal to the target's Ethereal Forces, but is harder to resist – the target's Will is penalized by the demon's Celestial Forces. The exact effects are determined by the GM, and last for a number of hours equal to the Habbalite's total Forces, fading slowly. The resonance is otherwise normal, reducing the Habbalite's choice of Intelligence or Precision by the demon's Ethereal Forces – and backlashing to enhance what the Habbalite currently feels, if his victim's Will roll succeeds with a higher check digit than his own.

ON EARTHLY MATTERS

There is some justification to the Habbalah's delusion that they are still angels, for they do retain traces of their old resonance. With a *Perception* roll, they can sense the emotions of others, but no longer have the objectivity to be sure what those *mean* (without great effort, as described above).

Habbalah sensing emotions use the Elohim Resonance Table (*In Nomine*, p. 99), but can only sense the emotional state, and strongest emotions. They cannot tell the *reasons* for emotions, nor can they predict how the target would react. (The more sophisticated uses of the Elohim resonance are also beyond them.)

Still, this means that a highly perceptive Habbalite can be a threat even if his Will is low. With use of the

Knowledge (Psychology) skill, he may not *need* to use his resonance to manipulate emotions – and Psychology will not backlash upon him. Habbalah with both high Will and high Perception are especially dangerous, as they can make subtle adjustments to a person by enhancing emotions they know are already there. Their victim seems to have just overreacted, rather than acting out of character, and even the target himself may not realize that he didn't *really* feel that way – and might react that way again later, on his own. To use someone's weaknesses in such a way pleases the Punishers.

Habbalah do *not* need to use this perceptive ability on a target to inflict an emotion on him. They may simply roll against Will and tamper as they please. However, choosing the wrong emotions to impose or enhance may have occasional unpredictable effects. E.g., someone under the influence of Love (see *In Nomine*, p. 41) might see the Habbalite as a threat to the object of desire, and lash out. Someone inflicted with Disgust might associate the demon with the revolting concept or thing, and become inconveniently hostile. Or (at the GM's option) the victim might spend Essence to boost his resistance to a “non sequitur” emotion. Most of the time, it's not a problem, but a Punisher shouldn't get too cocky.

DEALING WITH DISSONANCE

Habbalah generate dissonance by absorbing their resonance when it fails to affect its originally intended target. They have the option of suffering the emotions they unleash, but sometimes it is easier for them to accept the note of dissonance, rather than “blowing their cover” or losing control of the situation in a surge of emotion.

Habbalah can remove a note of dissonance by returning and affecting the original target with the intended emotion. Unfortunately, this is not always possible, so the Habbalite may try to balance his internal symphony by strengthening himself through the weakness of others. If, for a week, he can emotionally affect *everybody* with whom he comes in close contact (either through his resonance, or through simple psychology or body language) he will successfully shed a note of dissonance.

TOUCHY SITUATIONS

One of the major problems Habbalah suffer is their knowledge that they are *angels*, in the middle of Hell, surrounded by demons who call them demons, too. The frequent urge to punish fellow demons must be resisted if a Habbalite wants to live. Demons complain of their arrogance and self-deluding natures, and of their habits of stress-testing those near them to destruction.

Wise Habbalah (those who survive) learn to “understand” that God clearly intended them to be where they are, and that demons also provide a part of the Punishment inflicted upon the weak. They develop some tolerance for other demons, and work with them, Punishing others for the duration of their assignments. In general, a Habbalite's best company is that of other Habbalah; they understand each other's angelic nature, and do not mock one another.



SPECIAL DISCORDS

Mutilation

The celestial forms of Habbalah are often damaged: they bear scars, tattoos and sometimes gaping wounds. Under the influence of this Corporeal Discord, those mutilations *manifest* on the demon's corporeal vessel. At low levels, they appear as faint tattoos, concealable under clothing. At higher levels, scars are obvious, tattoos are garish and wounds are similar to Stigmata, save that they do not bleed. While many Habbalah are fond of corpo-

real tattoos, this Discord reveals far too much about their broken nature. Reaction rolls by others are reduced by the level of Mutilation. (Furthermore, it becomes easy to identify such a Habbalite, celestially or between vessel changes.)

Pity

This Ethereal Discord causes the Habbalite to begin to sympathize with those weak beings he is supposed to Punish; he must subtract the level of this Discord from *all* attempts to use his Resonance. In cases where using his Resonance will actively cause pain or trouble for the target, then he must subtract *twice* his Discord from his attempt to use his Resonance. A Habbalite who pities his victims is crippled, and other Habbalah will scorn him as weak and try to punish him.

Unshielded

This Celestial Discord is very inconvenient to Habbalah – they become incapable of *not* feeling the emotions of others, including what they have just inflicted upon a target! Whenever the Habbalite is around someone under the influence of a strong emotion, he must make a Will roll, minus the level of Discord, to *avoid* sensing what the other person is feeling. If the Will

roll fails, the demon must manifest that same emotion, just as if his resonance had backlashed upon him. If exposed to a crowd, the Habbalite must roll for each person he comes into contact with, individually and *concurrently* . . . (This Discord sometimes affects Elohim, too.)

WORDS

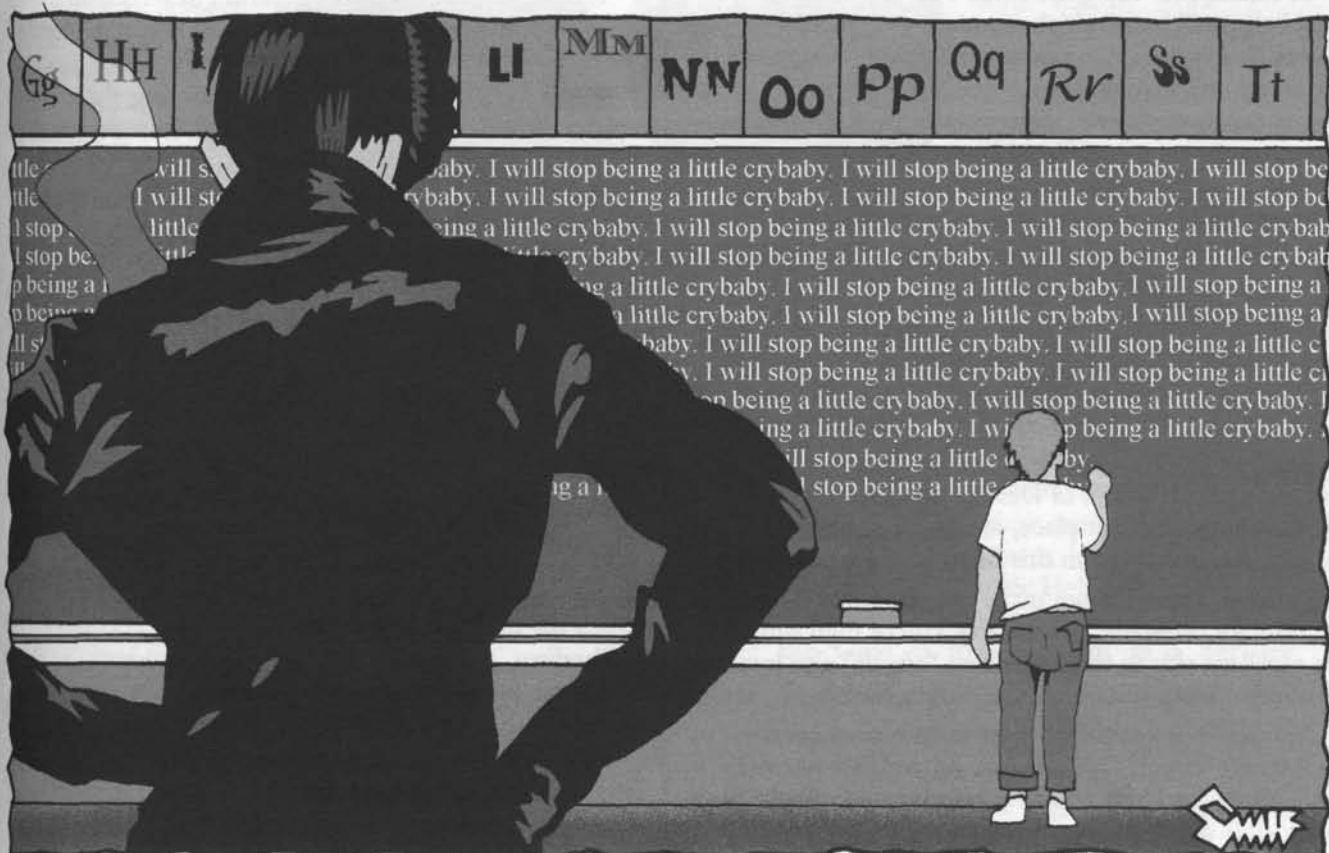
Habbalah are naturals for any Word associated with perverse or negative emotion, or that exposes or enhances weakness. Possible Words include Abusive Relationships, Codependency, Emptiness, Depression, Obsessive Love, Self-Doubt and Self-Abuse.

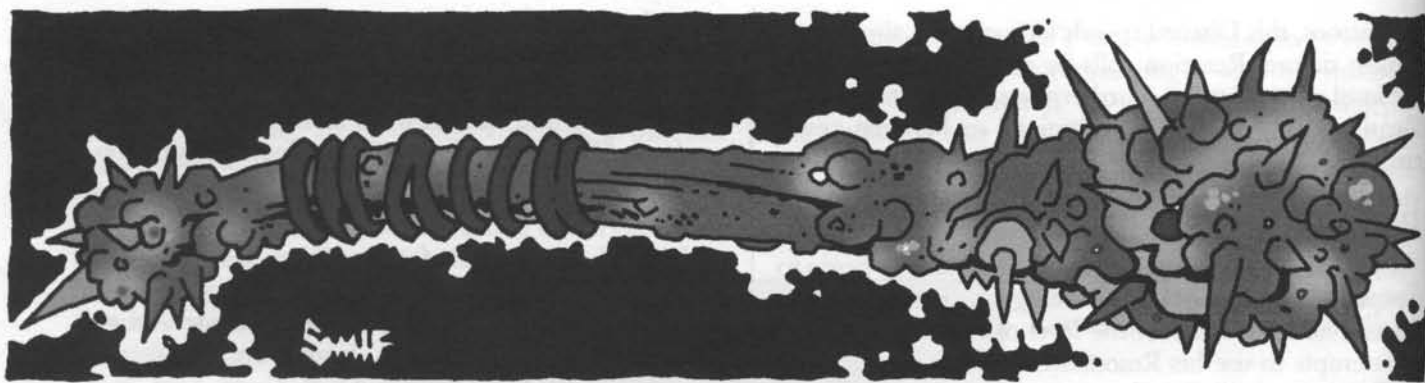
HABBALAH AND SUPERIORS:

Andrealphus: Rolling a Divine Intervention on a resonance roll will still cause something nasty to happen – such as the target realizing that the demon is attempting to manipulate them.

Asmodeus: Habbalah enjoy working for Asmodeus, for he often allows them to punish Renegades freely.

Baal: These demons will be aware of the rough direction of all the conflicts they can sense, and the general number of participants, though not who might be winning. Many Habbalah of the War are tattooed with rank-markings.





Beleth: Her Habbalah cannot “store up” stun-durations; they must use the duration from the *last* person they “healed” of fear on the very *next* person they attack with their resonance.

Belial: The demon must make a resonance roll, and the victim may resist normally.

Haagenti: The victim may make a Will roll to resist, as they would a normal use of this resonance; if it's failed, then the victim would be unlikely to notice subtleties in the food – such as poison.

Kobal: Habbalah of Dark Humor may use their resonance to fulfill their Band Rite.

Kronos: After using the Fated Future attunement, the Habbalite will know which emotions will lead the person to his Fate – though repeated applications (or a cocktail of emotions) may well be necessary. Celestial interference, as always, may alter circumstances enough to require a repeat use of Fated Future for this purpose.

Malphas: The Habbalite must be aware of the opinion to make the victim stubborn about it. If the Will roll succeeds, the Habbalite is barred from trying again for hours equal to the roll's check digit.

Nybbas: These Punishers often have Songs at high levels, so that they can be performed quickly and silently. They are also more skilled than many of their Band at manipulating the gentler emotions, to stage “healings” and “joyful reconciliations.”

Saminga: Habbalah of Death must know the Song of Possession in the first place, and successfully perform it to gain any benefit from this Band attunement.

Valefor: There are not many ways to affect the weather, even for celestials . . . mist, fog, rain or high winds can be excellent aids to thieves. These “angels” also love the clothing – black leather and skin-tight catsuits.

Vapula: The Habbalite must make a resonance roll to “close the circuit,” which can be resisted normally – though no backlash will ever be garnered. Their rings are visible as relics.

THE HABBALITE PERSPECTIVE

Seraphim: They believe that they hold the monopoly on truth – they delude themselves, as they do not realize how necessary we are.

Cherubim: Their protection of the weak impedes our duty. They need to be enlightened, or removed.

Ofanim: Their haste can frequently be fanned into some useful emotion. Failing that, avoid them – they condemn us with their customary lack of thought.

Elohim: Stop deluding yourselves. Let me show you the true way, the true path in service to the holiest of the holy. You blinker yourself and do not *understand*.

Malakim: They are strong, and act in accordance with their honor: I can appreciate this, and will test them all the more for it. Perhaps they are worthy.

Kyriotate: They lose themselves among their hosts, and become as weak as they. They shall be tested in their hosts, and stand or fall with them.

Mercurians: They spend their time living among and catering to the weak, and displaying their own weakness. They shall be punished like the mortals they mimic.

Balseraphs: They dare to call us liars, when they are tangled neck-deep in their own lies. If I had pity, I might pity them.

Djinn: They do not care for the weak and for their victims. I applaud this.

Calabim: Calabim are the destruction which follows punishment; their entropy shall tear apart all that is unworthy of survival.

Lilim: They believe themselves perceptive because they can offer a being his wishes. We go deeper, and touch the heart. Tolerate their folly where necessary.

Shedim: The Corrupters are also necessary, as they bring out the evil that lurks in the souls of many, and show they deserve their punishment.

Impudites: Petty, mortal-loving fools no better than the Mercurians. They encourage weakness, but we scourge it.



LILIM

THE TEMPTERS, THE DAUGHTERS

TANSTAAFL: *There Ain't No Such Thing As A Free Lunch*

– Lilim motto

There Ain't No Such Thing As A Free Lilim

– mockery of Lilim motto

Lilim are the smallest major Band, disproportionately represented on Earth. While Demon Princes favor quantity, Lilith prefers quality. Each Daughter is a work of art, created with 9 Forces and a true name. Aware of their value, Lilim rival Balseraphs and Habbalah for arrogance, but conceal it well.

Daughters are *created* Free, with a choice of serving a Prince or owing the usual Geases. Lilith will be happy to trade a Geas immediately afterward, or use Forces donated by a Prince in an attempt to form a Lilim who *wishes* to serve him. If a Tempter chooses to bind herself immediately after creation, the Prince typically gives Lilith something, but the demon herself owes no favors. A Lilim who starts out Free and changes her mind will still owe whatever Geases remain upon her, though her Prince might try to buy them. Lilith does, for her own reasons, however, try to acquire and retain a small Geas on all her children.

Free Lilim look down on their Bound sisters, yet envy their security. Bound Lilim smother their mixed emotions by saying their allegiance was freely given, and even Mother chose partisan safety over suicidal neutrality in the War.

Asmodeus thinks Free Daughters are loose cannons. Even the Servitors of the Game don't know *everything* done with hired Lilim – occasionally one is pushed into rebellion by her tasks, and then Asmodeus' demons must determine whether she's a threat to be destroyed, or if she can be brought back into line.

Some Famous Lilim

Interestingly enough, Lilim usually keep a low profile. Some suspect that Lilith wants no rivals for her position as Princess. Those who are known include Ephesus, the first Lilim to be redeemed; Shiza, the first *Free* Daughter to go Bright, who died in the battle against Legion; "Staciell," the Demon of Intrigue and Asmodeus' spymistress; "I'm Going to Hell," prize-winning racehorse, Servitor of Greed and Demon of Gambling Debts; and Ashley, the most recent Renegade to collaborate with the ethereal gods and get caught by the Game . . . the execution was broadcast throughout Hell.

NAMES

Lilith's choice of names is eclectic – Biblical, exotic or even wholly mundane. The only constant is that Lilim "true" names never have religious connotations or (if Biblical) contain the "el," "-iel" or "-iah" syllables that mean "the Lord" or "of God." Of course, some Daughters will assume such names for their own reasons.

Sample Lilim Names

Biblical: Mithcah (sweetness, pleasantness), Corinth (ornament, beauty), Massah (temptation). Exotic: Isoke (African: satisfying gift), Aaminah (Muslim: lady of peace and harmony), Pias (Romany: fun). Mundane: Daisy Smith, Erol, Melanie, Morgan.

TRADITIONAL DUTIES

Lilim are Tempters, not fighters. They are spies, subtle corrupters and diplomats. As they "work and play well with others," they often find themselves in the position of peacemaker within their demonic social circles, using charm (and occasionally Geases) to keep everyone else pointed in the same direction instead of backstabbing each other at ill-chosen moments. It's when Daughters get fed up that their companions should *worry* . . . Lilim prefer covert power, leaving "leadership" to arrogant Balseraphs or fanatic Habbalah.

Often Lilim are "bought" for a period of routine work, where the Geas is to "Function as a Servitor of (Superior)" for the duration. In such cases, it is expected they will also be *treated* as Servitors, not used as cannon fodder – "Put the Lilim in the room and see if she survives" – or abandoned more readily than any other Servitor of the same Prince – "She isn't *really* one of ours, so let the Malakite get her while we escape."

If a Tempter loses a vessel in the course of loyal and competent service, the Superior is expected to offer a replacement when she gets out of Limbo, or send Essence to her while she's there – assuming the Lilim's previous actions warranted it. While a Daughter geased into service is not bound by the Dissonance Conditions of her temporary Superior, if she acts *too* contrary to that Superior's Word, she will suffer dissonance from the Geas, along with whatever punishment he thinks he can get away with.

Some Princes will fudge on things such as vessel replacement, but most treat their temporary Servitors as well as their permanent ones, lest Free Lilim cease to work for them. (They might still be able to buy Geases from Lilith herself – depending on her mood – but the Princess drives harder bargains.)



CELESTIAL DUTIES

Lilim are a scarce resource, too valuable on Earth to be used as Hell-staff. (Besides, they get cranky around enslaved souls.) When found darkside, Lilim are usually “executive assistants,” rather than mere flunkies. They are also popular as “hostesses” and entertainers for Servitors being rewarded, or visiting VIP demons. Some take bribes; some are geased to loyalty.

Some Bound Lilim fulfill needs for Servitors of other Princes, so that their Prince can call in favors from the

ranks of his rivals. Tempters are also used as internal security, detecting needs in a Prince's other Servitors. The need not to be revealed as a Renegade is a damning one. Interestingly, Free Lilim are sometimes geased to this task, as they are more likely to be loyal in reporting the potential traitor instead of blackmailing him.

TYPICAL ROLES

Lilim are versatile; you can find them as nurses, cooks, streetwalkers, lawyers, teachers, police or the helpful neighbor. They like being attractive, and enjoy being the center of attention. They *prefer* Roles where they can “help” people, building Geas-webs of spectacular proportions, but will adopt others if required to by a Geas or their Prince. They do *not* like Roles that enslave others unfairly. (Their own Geases are, of course, always fair. Really.)

LILIM AND HUMAN SOCIETY

The Daughters are almost as human as Impudites and Mercurians; they enjoy good company, food, jewelry, music and clothes. They like humans who are fun. They understand most human motivations, but in terms of enlightened self-interest (at best): friendship is an association of mutual benefit, families exist so that parents are cared for in old age, etc. They appreciate the virtue of keeping bargains – while they don't expect it in others (especially not other Bands), they *are* impressed with people who keep promises. And, of course, they understand the desire for freedom, both metaphorical and actual.

What they *don't* understand are actions that involve sacrifice without obvious gain, or putting principles over personal comfort. They easily grasp motives of revenge or the satisfaction of making a point, but “just because it's the right thing to do” is not in their world view.

MORE SOPHISTICATED USES OF RESONANCE

Tracking

Surprisingly, Lilim are also very good trackers of individuals, if they possess the Celestial Song of Affinity (see *Liber Reliquarum*, p. 29) and have managed to set a Geas on the target. They rarely do this for any but themselves, though, and never for free . . .

Promises

Anyone able to consciously expend Essence can, if they wish, promise an unspecified favor to a Lilim. She need only exert her will (no roll required, just a round of con-

centration), and the Geas will manifest upon the volunteer, exactly as the ones owed to Lilith do.

Specific Needs

If a Lilim takes a penalty to her Perception roll, she can attempt to identify a particular *class* of desire – sexual, monetary, sartorial, etc. – or confirm an *obvious* need. (It's always annoying when you want to rescue someone from kidnappers, and all your resonance showed was that he wanted a new umbrella . . .)

For *obvious needs*, the penalty is a -2 to the target number – the difficulty in drawing one particular note out of the Symphony is counterbalanced by its glaring visibility in the corporeal realm. The Geas' level is still the roll's check digit, as some people will be more grateful than others.

For a *class* of needs, the penalty ranges from a -1 (for a large class, such as "something physical"), to -3 (for a more specific class, such as "something Discord-related"), to -6 or worse (for a specific, non-obvious desire), at the GM's discretion.

If the modified roll fails, it's the same as a normal failure. If it succeeds, but there is no appropriate need to be found (a kidnapping is actually staged, or the individual has no Discord), the Lilim will get nothing, but can try again immediately.

ON EARTHLY MATTERS

As befits Hell-born, the Tempters are supremely selfish, though they have wildly divergent personalities (and can cooperate well when necessary). Their "freedom" means, "I am free, I'll do anything to stay as free as I can, why the Hell don't you do the same?"

Amongst themselves, they joke that they can't say, "Pass the salt," without someone asking if they now owe a Geas. They keep careful track of who owes what to whom, including unofficial "pass the salt" favors. They are constantly aware of the number of Geases they owe, the number that they are owed, the un-tested Geases from fulfilled needs and all the unofficial favors that humans call politeness. Lilim expect that siblings given unofficial favors will reciprocate at some point in the future – failure to do so is a social faux pas that can ignite a feud. (They don't expect such politeness of other Bands, of course.)

Along with Impudites, Lilim are the demons who Know People. Lilim cannot trade their Geases in the direct way Lilith does; instead, they will pledge to their sisters (or others), "I will invoke this Geas only as and when you specify," giving themselves a Geas/1 to keep that promise. When Lilim want something done, they trace through the links until they find someone who holds the final favor.

They're perfectly happy to do the same with humans – though mortals may not hold Geases upon each other, they do have favor webs of their own, and Lilim have much practice finding the center of the web. When researching something leads to a tangled trail of, "My friend asked me to do it," suspect a Lilim at the end.



DEALING WITH DISSONANCE

Lilim gain dissonance when they attempt to get a return favor – and the target is an ungrateful wretch. This imbalance disrupts their personal symphonies. The typical repair is to ask the ingrate for a favor later (the second try at laying a Geas), or (if that fails) do him *another* favor and successfully invoke a Geas *then*. This dampens the jangle and erases the dissonance.

If usual tactics won't work, a Lilim can try to re-balance her celestial account by gaining favors from others *without* fulfilling their Needs or pledging her own service later. If she can get "something for nothing," such that

TRULY FREE LILIM

A Lilim who – Dark, Renegade or Bright – has succeeded in remaining unbound *and* owes *no* Geases to anyone is Truly Free. It is the state all new-born Lilim aspire to. It is, unfortunately, next to impossible to achieve. All the Princes (particularly Asmodeus) keep an eye on Lilim who haven't wound themselves in debt – and Geases in Hell are as apparent as any other kind of Discord.

Worse, while Lilim can avoid Hell (hiding their lack of Geas Discord), their Dark Mother's awareness is unavoidable. Lilith *knows* how many of her children still owe her – and she doesn't like to give up that last favor. The Truly Free Lilim may be a myth, as she will hold that final Geas/1 and never . . . call . . . it . . . in . . .

MALE LILIM

While most Tempters choose to be female, a minority prefer male vessels. These "Sons of Lilith" learn "masculine" behavior, but are not otherwise distinguishable from their sisters in personality. Likewise, Princes cheerfully employ male Tempters – if nothing else, it keeps the Other Side uncertain. Even Lust does not discriminate.

And, of course, some Lilim are bisexual – they have male *and* female vessels, and don't identify with one gender over the other – and a few have no human vessels at all (specializing in tempting those who believe in "magical, talking animals"). They are all Lilith's Children, and behave accordingly.

the Geas level is matched, she can shed the dissonance. This can be accomplished with one large "freebie" coaxed from another – something equal to the level of the failed Geas – or slowly, over a period of time (e.g., several Geas/1s from various people will absolve the dissonance from a broken Geas/5).

Dissonance acquired by resisting a Geas is lost when the Geas is finally fulfilled – and Lilim are under no obligation to stick to the intent of the Geas-holder. If annoyed, they may try perverting the letter of their instructions to their own devices. GMs may require a Intelligence roll to successfully re-interpret a Geas' wording without acquiring dissonance.

TOUCHY SITUATIONS

There are two main ways Lilim acquire dissonance. The first is when someone resists a Geas, and is avoided by being careful with targets – either not trying for the ones with strong wills, or using the Celestial Song of Charm on the tough cases.

The second way a Lilim becomes dissonant is when conflicting Geases are called in. This can happen as a case of simple bad timing – e.g., tasks in different locations – or it can get worse, with the Geases in direct conflict – such as happens if there's Princely plotting or (dread it) angels involved.

In the first case, a sister may take over a Geas, usually for the price of that Geas plus a Geas/1. In cases where the Lilim might be put on opposite sides by their respective Geases, the price goes up according to danger – and lying to sisters about danger can start a feud. (Geas-holders *might* be able to veto Geas-exchanges – "You deliver the poison to Mazzaroth" is more constraining than, "Get this to the Boston Tether." The first requires permission to transfer; the second doesn't.) If the sister fails to complete the task, though, the original Lilim will take dissonance.

A Lilim may try persuading a Holder to word his Geas so she can fulfill both her Geases, or to cancel the Geas – unless the Holder *deliberately* arranged the Geas to cause dissonance! Fortunately, Lilim abuse that blatant is rare, due to Lilith's possible anger if she finds out about it. And Lilith often finds things out . . .

SPECIAL DISCORDS

Generous (Ethereal)

The Daughter cannot use her resonance without being Geas-bound to fulfill the desire she discovers! She may attempt to break this Geas with a Will roll, at a penalty equal to the Discord's level, at intervals equal to the Discord's level in days, but each failure causes a note of dissonance, in addition to any dissonance acquired for not obeying the Geas. If the Geased Need is fulfilled, her return-Geas is normal.

Chained Geases (Corporeal)

All the Lilim's Geases equal to or less than the level of this Discord manifest physically as unbreakable links around her neck, wrists, ankles, etc., when she takes corporeal form. They don't hinder her movements in any way, and she can cover them up or pass them off as adornments, but they have the appearance of slave-bracelets, cuffs or neck-collars, and cannot be removed until she fulfills the Geas corresponding to each one. Furthermore, celestials may recognize them in the same manner as relics are identified (*In Nomine*, p. 42).

Deteriorating Geases (Celestial)

The Lilim's Geases deteriorate over time, forcing her to use them or lose them. For every interval that passes, *all* Geases owed to the Lilim are reduced by 1 level. The interval is found by comparing the Discord's level

inversely to the Geas interval chart in *In Nomine*, p. 88. Thus, the Geases of a Lilim with Deteriorating Geases/1 decrease by 1 level per year, while Deteriorating Geases/6 would cause them to dissolve at a rate of 1 level per hour!

WORDS

Free Lilim are most likely to seek Words that apply to deal-making and freedom. Appropriate Words include: Libertines, Vows, Fine Print, Careless Oaths, Birthday Wishes, New Girlfriends and Easy Riches. Bound Lilim usually want Words that combine Freedom and their Prince's Word: Wildfires, Drug Legalization, Outdoor Sex. Free Lilim have trouble obtaining Words, lacking a Princely sponsor; buying such patronage is very expensive, and Princes will lean on a Free whose Word is "naturally" beneath their own.

LILIM AND SUPERIORS

Lilith: As an exception to the rule on p. 148 of the *In Nomine* book, Lilith offers her Rites to *all* her Daughters, if they will also accept her dissonance conditions. There is no other "payment" required. Most Free Lilim take this offer gladly; Princes may forbid it to their Servitor Lilim.

Andrealphus: They do not need to make eye contact. Roll to get the check digit for each need the Lilim wishes to sense (1 per round of contact) and check for Interventions; when seeking a *specific* need (see above), subtract the modifier from a 12 and roll against the resulting number. Andre is a favorite Prince for Lilim, too – even the Free often work with him.

Asmodeus: The rules of the Game are confining, and the Tempters are under-represented in Asmodeus' service. Asmodeus is frustrated by Free Daughters, and sets his Lilim to watch them – creating tension among sisters.

Baal: A Lilim of the War "charms" someone by using a skill to obtain a favorable reaction from her target; Seduction is popular, but Lying, Emote and Savoir-Faire are also useful.

Beleth: The Fear stops at level 6, but dissonance and Body hits do not . . . A Lilim can use her resonance on someone dreaming, but must *truly* fulfill the Need to place her Geas.

Belial: Lilim of Fire subtract their Ethereal Forces from the target's Will roll to resist the Geas of destruction – along with the level of the Geas itself.

Haagenti: While Lilim can be very popular at cafeterias, or even soup kitchens, the Geas will only affect the first person to actually eat the result of her efforts. To

affect multiple people, she must spend the entire required time making the meals, though she might serve it all at once (e.g., a 3 Corporeal Force Lilim spends 6 hours making a meal for 6 people). When she goes to call the favor in, the victim may make a Will roll (minus the level of the Geas) to resist normally. Other Servitors may take this attunement to create tempting meals, but they do not get Geases for them.

Kobal: Daring is best, but a Geas will also work.

Kronos: The Discord seen may be either true Discord or the human equivalent – but the Lilim cannot be sure which it is. A "charmed" person is one whom the Lilim has gotten a favorable reaction from, via skills or role-playing; their Celestial Forces subtract from the charmed target's Will roll, along with the level of the Geas.

Malphas: The Daughter must make eye contact for this to work, and if the target makes a Will roll, she will be unable to distract him for hours equal to that check digit.





Nybbas: The Lilim's servant usually owes a number of Geases, especially after play starts. (Or before, for NPCs.)

Saminga: Though Saminga has earned Lilith's contempt, the Princess seems only mildly puzzled by those Daughters who serve him. She's even less likely to intervene in their troubles, though – they should have known what they were getting into.

Valefor: Someone being geased into a theft by one of these Lilim must subtract her Ethereal Forces from his Will, along with the level of the Geas. Going around in black catsuits (and leather pants) appeals to many Lilim, and even the Free often work for Theft.

Vapula: Scientists and other techies (including computer programmers) subtract the Lilim's Celestial Forces from their Will roll to resist her Geas.

THE LILIM PERSPECTIVE

"Okay, Mother doesn't tell us *that* much, but a girl picks things up. Pay attention – if I have to repeat this, you'll owe me. First time's practically a freebie, cause we're sisters."

Balseraphs: "Aside from their lies, they're okay to work with, if you can ignore their little delusion that they're nobility when Hell's just full of 'em."

Djinn: "These guys are the best – they hate Shedim almost as much as we do, and they all have an intense hidden desire to be cuddled and cared about."

Calabim: "Depends on the Calabite; some are nicer than others. Hand them something to tear up, and they're happy. But don't get too close in a fight, or let them dump out your purse."

Habbalah: "Annoying lunatics. They'll try to upstage a girl anytime they can – in looks, clothes, cars, lovers . . . and claim they're *angels*! They're as snooty as Balseraphs, and just as plentiful."

Shedim: "No one has Needs as vile as Shedim! Never try your resonance on one, or you'll want to wash your head out with a flamethrower. But we all check one anyway. You'll be sorry. I sure was."

Impudites: "Almost as easy to deal with as humans, but sometimes they get a little casual with your Essence."

Seraphim: "More snooty than Balseraphs. They'll mess with our deal-making, too, telling everybody all the truth and more. Remember, when around a Seraph, don't lie."

Cherubim: "Their greatest Need is to protect the object of their attunement. Look for it carefully – they get overprotective if they think you're targeting them or their fixation."

Ofanim: "It's *hard* to make eye contact with 'em! They're always hyped! Weird, though – they've gotta be free to move around, even more than Free Daughters do."

Elohim: "They're slippery – even if you catch a Need, they can refuse when you try to give it to them. At least that won't backlash us. But they're the most likely to just *talk* to you. All that 'objectivity.' Spooky."

Malakim: "They're beautiful, but they want us dead, like any other Hell-born. Run away fast, and hope they're the kind that can't hit first or shoot you in the back."

Kyriotes: "It's no surprise they Fall into Shedim. Taking over people's bodies – is that any way for angels to behave?"

Mercurians: "The hardest to spot via their Needs, since they're so like humans. Fun at parties, but don't forget – *you're* not human, so they can hurt you."



SHEDIM

THE CORRUPTERS

"But those things which proceed out of the mouth come forth from the heart; and they defile the man. For out of the heart proceed evil thoughts, murders, adulteries, fornications, thefts, false witness, blasphemies: these are the things which defile a man..."

— Matthew 15:18-20

Shedim are twisted beings who find pleasure in reducing all others to their level, the only morality or sense that they can understand or accept. When they take a host on Earth, they gleefully lead him down a steepening path of sins, abandoning him when there is nothing left except despair and corruption. Confined to a single host, unlike their heavenly counterparts, the Kyriotates, they are unable to encompass any point of view save their own or to see themselves through another's eyes – locked into evil, they would drag the rest of creation down to join them and think of it as enlightenment.

Some Famous Shedim

Famous Shedim include Saminga, Prince of Death, and Malphas, Prince of Factions – also Legion, Prince of Corruption, who was destroyed by the combined forces of Heaven and Hell when he grew to be too much of a threat to both sides. Others are Masheth, servant of Baal and holder of the Word of Mutiny; Porris, Servitor of Valefor, Demon of Looting; and Cremnian, Demon of Lust, who bears the Word of Orgies.

NAMES

The name of a Shedite's host is important in human interactions, of course, but is of little significance to the Shedite itself. When conversing with other celestials, and known to be Corruptors, the Shedim expect to be addressed by their true names.

Shedim enjoy frightening, fully demonic names, when in celestial form or when unmasked in a host: partly for effect, and partly due to their fondness for Hellfire. These names are rolling and impressive ones, such as Alastor, Azrael, Thammuz and Ishaporth.

Opposing this point of view, there are Shedim who might choose names like "Bob," feeling that it expresses their evil nature in ways that no multisyllabic concoction could.

Sample Shedite Names

Shedim might adopt mortal names like Oriendram, Bazullarith, Confutator and Maledictor, if they find the sounds attractive to them: those more amused by irony might choose names such as Alice, Ted, Sue or Mike.

TRADITIONAL DUTIES

The Shedim are the Corruptors, and their nature lets them do little else. Within the corporeal realm, they perform in one of two ways – either a carefully directed nurturing of evil, or a wild career of pure chaos.

The Fleshless are infamous as highly effective agents in infernal plans. They are the ones who inhabit the bodies of important humans and wreck their lives and careers. They cause virtuous and promising presidential candidates to have careless extramarital affairs, and directors of charities to embezzle, and even make prominent church officials abuse children. Shedim are efficient tools in destroying a single life and all it touches.

When not directly controlled, the Shedim roam about debasing and degrading the human populace at large, turning ice-cream men into axe murderers and honor students into snipers. Shedim fuel the dark sides in their hosts, spreading chaos and doing their little bit to make every soul Hellbound.

Experienced Shedim are often turned loose, as their natural tendencies advance Hell's goals well as long as minimal caution is used. Younger or more reckless ones are provided specific missions, since their careless corruption of those around them – while useful – can interfere with another demon's duties, or draw angelic attention too rapidly to an area.





CELESTIAL DUTIES

While the Kyriotates are some of the best messengers and processors of information in Heaven through their multiple natures, the Shedim have no such selflessness. Most spend little time in Hell, preferring to find work and amusement on Earth at their Prince's leave.

If serving in Hell, they tend to be employed as guards or as envoys; their celestial appearance is unnerving, even to other demons. A Shedite as a guard is a terrifying entity, and one unlikely to be swayed by any appeals toward mercy or virtue; a Shedite as an envoy is more troubling yet, as it will deliver the message with all the sadism in its nature – snidely, viciously, pulsing and trailing slimy ribbons of self – and its very assignment to such a task tends to indicate the personal attention of a Demon Prince.

TYPICAL ROLES

Shedim do not hold particular, personal Roles. They must adopt the life of whomever they are using as a host. As a result, experienced Shedim have a great deal of knowledge of how to perform many different mortal tasks, drawing on the memories and experiences of their hosts. A Shedite is among the most expert of actors, and tends to have a wide understanding of the corporeal realm from the memories of its victims: it may be anything from the head of a business conglomerate to the sweet little 6-year-old playing with her kitten.

SHEDIM AND EARTHLY SOCIETY

The Shedim love Satanic imagery, motifs and undertones, and any sort of thing that declares itself as evil. If it's considered to be "wrong" or "evil," the Shedim are right there. They adore strip clubs, loud music, drug-crazed parties, drinking too much, any form of live sacrifice, mad orgies, pornography of any kind (the more taboo, the better), fighting, crashing cars, vandalism, rape, murder, burglary, arson and every sort of malice or excess. All these things give them the opportunity to be what they *are*, and to immerse their current host in corruption. Shedim are greatly pleased by the advances in modern technology and society, which allow for sin to be easier to indulge in or embrace.

On the other side of the coin, Shedim also enjoy communities of virtuous people, and areas which attempt to maintain standards of ethics and morality. Such places provide the longest-lasting hosts, whose standards can be slowly degraded day by day. They are the most enjoyable to defile and bring down.

In conversation, a Shedite will generally be guided by the manners of its host, unless an opportunity to further corrupt the host or others arises during an encounter. Should danger or necessity force the Shedite's true personality to emerge, he will communicate in the manner and diction he would in Hell. This is often drastically unusual – and unsettling – from a mortal form. The motions of the body become closer to the Shedite's celestial slithering, while the voice changes from the host's normal tone to the Shedite's inhuman accents.

MORE SOPHISTICATED USES OF RESONANCE

The Shedim resonance allows them to inhabit individuals and to corrupt them, step by step; more experienced and perceptive Shedim are able to use their resonance in more sophisticated ways.

A Shedite can attempt to alter the memories of a host, or implant completely false memories, making it easier to corrupt the host and force self-indulgent or vicious

actions upon the host. If it takes a number of hours equal to the highest check digit which it hopes to attain and then make a resonance roll, it can alter some detail of memory. This may vary from something as small as a digit in a license plate or a distant cousin's name, for a check digit of 1, to the details of a relationship with an old friend, for a check digit of 6. The player must state what detail or details he hopes to alter before making the roll. Should the demon achieve the required check digit, then it gets a +1 to all contests of will for corrupting the host *which involve that memory*. For instance, this could be used by blurring the details of the relationship to an aunt, then enjoying the bonus when causing the host to forget to attend the aunt's funeral or to insult her in public. Such alterations in memory are permanent, and exist even after the Shedite has left its host. Resolution through therapy would be a long process. If the Shedite *fails* the resonance roll, then there is no alteration or addition to memory. If the demon *succeeds* in the resonance roll but *fails* to reach the check digit, then the memory is implanted but gives no bonuses in attempts to corrupt the host.

Another use of resonance is for Shedim to pass between hosts silently. Normally, a Shedite must assume celestial form in order to move from one host to another, causing the normal disturbance in the Symphony. However, if the Shedite can establish physical contact between the current and prospective hosts, it can "ooze" into the new host without exposing its celestial form. This requires complete concentration – the Shedite may not take any other actions while attempting to change hosts (including grappling with an unwilling subject) and the new host must not break the contact (requiring that he be either helpless or willing to allow the physical touch). The Shedite must declare the intention to transfer "silently" and make its resonance roll normally. The process will take a number of seconds equal to the Shedite's total Forces, and neither the Shedite nor the target rolls until the end of this time period. If the resonance roll fails or the target successfully resists, then the Shedite is left without a host and creates a normal disturbance as it assumes celestial form. If physical contact is broken before the transfer is complete, then the Shedite remains in its current host.

ON EARTHLY MATTERS

An enthusiastic Shedite will have a number of hosts, inhabiting them regularly and corrupting them as it does. The physical mechanics of moving between hosts can be awkward for it, however, as it must either move between hosts without Symphonic disturbance by taking time and



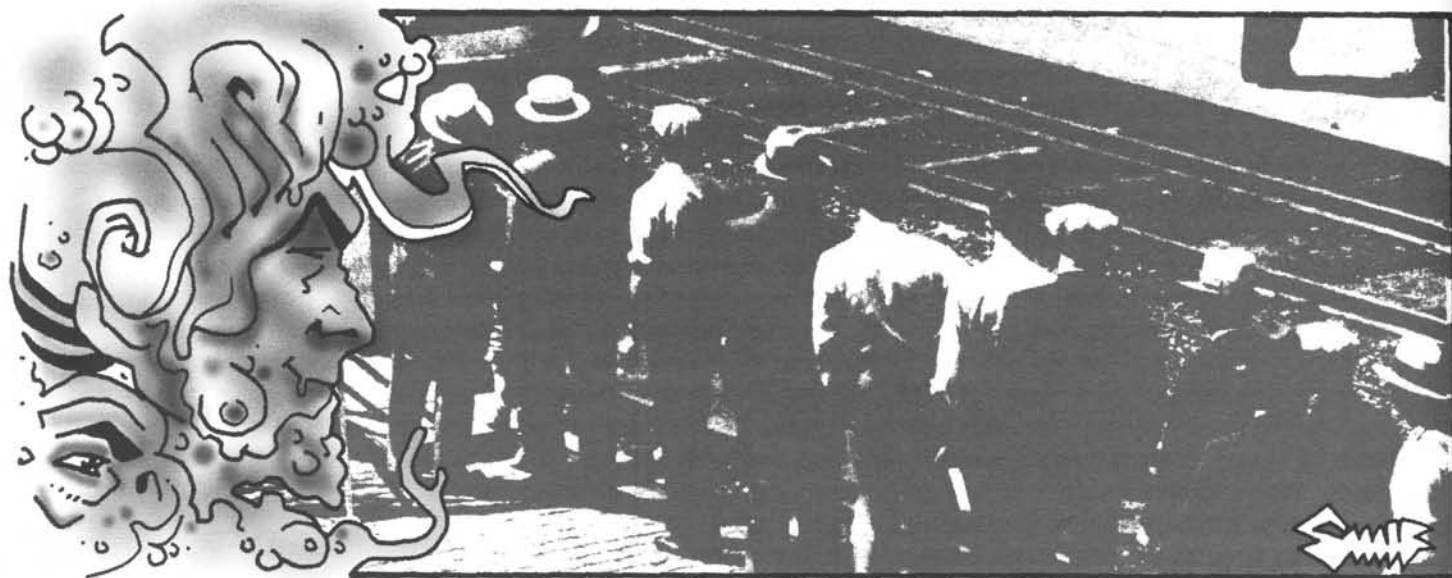
making physical contact, or must enter celestial form to cross between hosts.

Because of this inconvenience, many Shedim try to find some way to make general crossings less obvious: by inhabiting a family group, or some society or club, or people who often have an excuse to touch others (such as physiotherapists, nurses or lawyers who specialize in long handshakes). Some also stay on the outskirts of towns or cities, or in the country where cases of Symphonic disturbance might be missed (hobos, farmers, flying doctors). They also can attempt to make their transfers inside Tethers, where they can hide the Symphonic disturbance (not often easy, but if there is a large Tether to some convenient Superior nearby that is frequently visited by suitable hosts, then that is very useful).

DEALING WITH DISSONANCE

Shedim generate dissonance when they fail to compel their host to commit at least one act of self-corruption during the day, or when their host is killed with them still possessing the body.

Shedim can rid themselves of dissonance through what they refer to as the *Long Ride*; a Shedite chooses a



virtually pristine host and, ever so slowly, rides him to the depths of depravity, ending only when the host is killed by others or takes his own life. Through this act of dedication and the corruption of one so pure, the Shedite can bolster his nature to shed a note of dissonance.

TOUCHY SITUATIONS

Some situations force a Shedite to generate dissonant notes: the death of its host, or failing to force the host further into corruption. It may be compelled to hold back on corruption because it must "maintain its cover" and keep the host temporarily unsullied, acquiring dissonance rather than spoiling a larger scheme, or because celestial investigators are close and watching for signs of evil.

The host may also attempt suicide while the Shedite remains within him, or simply be in a situation where he is killed while still possessed. A Shedite can try to persuade the host away from suicide, ensuring his guilt is never quite enough to force him to the brink. If the host does die, leaving the Shedite bodiless and in need of a new victim, then the Shedite risks being drawn back to Hell and the disapproval of his Prince. Such a thing is to be avoided by any means necessary; sensible Shedim always stay within a short distance of a good supply of low-Will hosts. Shedim love jails.

SPECIAL DISCORDS

Oozing (Corporeal)

The Shedite cannot prevent traces of his normal celestial pattern of movement showing through his corporeal host: the host will move in faintly disturbing and unnat-

ural ways, canting his posture in a fashion that just isn't *right*. Shedim with this Discord must subtract the level of the Discord from all rolls involving social interaction, and also from the Check Digit of the roll. This Discord can be a severe handicap to maintaining a normal appearance or hiding one's possession of a host.

Cold-Blooded (Ethereal)

Some Shedite have gone so far from empathy for any creature that their cold hearts are perceptible in their bearing and conduct, and show even through their hosts. Shedim with this Discord must subtract the level of the Discord from all rolls involving empathy or understanding of human feelings (such as Seduction, Psychology, etc).

Driven (Celestial)

This celestial Discord manifests in Shedim as an eagerness to use their resonance and follow the nature of their Band; they grow fervent to corrupt yet more and more hosts, and accomplish it more quickly. A Shedite with this Discord must *add* the level of the Discord to the number of corruptions that they must force on their host daily, and take a note of dissonance if it fails to make up the full number of corruptions.

WORDS

Shedim are naturals for any Word that concerns corruption or evil, whether major or minor, and especially those which cause pain for the people around the perpetrator. Possible Words include Embezzling, Drug Pushing, Rudeness, Date Rape, Gang Fights, Incest, Child Abuse.

SHEDIM AND SUPERIORS

Andrealphus: These demons do not have to make a resonance roll to take possession of a target experiencing orgasm, but must still make the usual Will roll to force evil actions. They need not go celestial to transfer in this way, but the physical contact must continue.

Asmodeus: Many of his Shedim do corrupt their hosts at least a little, but Asmodeus frowns on actions that would reveal a Shedite's presence. Asmodeus' Shedim do not get extra points for a Role. Atypically businesslike, they are nearly the ultimate spies, even daring to slip into angelic Tethers. They are also the Shedim most able to go Renegade successfully . . .

Baal: Baal's Shedim prefer conflicts that have many potential hosts around, in case it is necessary to flee a dying one.

Beleth: Shedim of Nightmares enjoy large families – more people to possess, and terrify with their celestial forms.

Belial: Fire's Shedim do not need to "corrupt" flame, and as long as there is fire, they may remain indefinitely. They must possess more than a candle's worth of flame, however – a small fireplace is enough. They have their normal senses, but can only crackle suggestively to communicate.

Haagenti: In this case, "Discord" refers to the human disadvantages which mimic true Discord – Shedim cannot possess the vessels of other celestials with their resonance.

Kobal: These Shedim add their Ethereal Forces to their Will roll to force their ride to do something darkly amusing. This may or may not also count for the corruption they must perform – it's the Game Master's decision.

Kronos: The GM must decide when the victim's sense of time is crucial to what the demon urges. The action (or inaction) may or may not count as the daily dose of corruption, as the GM sees fit.

Malphas: The actions performed must still escalate, each worse than the last.

Nybbas: If the Shedite uses its servant as a host, it must still corrupt the servant (the attunement must be bought multiple times to be used on multiple servants). This sometimes requires roleplaying the acquisition of a new human pawn, as old ones are used up.

Saminga: While the Shedite is animating the corpse, it will not decay further, though it will still attract flies. Pre-death memories fade quickly; the older the corpse, the less the demon can access. Moral corruption of dead bodies is unnecessary.

Valefor: The general outlines of the Shedite in gaseous form can take any shape the demon desires. Humans may find this form disturbing, but not as horrific as they would its celestial form. The normal travel rates can be exceeded if riding along with the wind, and the gas can slip through cracks, etc. These Servitors can arrive on Earth in this form

Vapula: The Shedite may remain inside its computer indefinitely and need not corrupt it. They often hang out "in" the seedier newsgroups – the computer has no traceable IP address and can connect with any other normally accessible IP address as though it were suckling up to a T3, regardless of the demon's location. The computer can be identified as a relic.

THE SHEDITE PERSPECTIVE

Seraphim: So proud, so pure – it would be a pleasant thing to lead them down into corruption and let them recognize *that* truth.

Cherubim: They cannot hurt those they guard – which makes it that much sweeter when you guide their little pets into hurting *them*.

Ofanim: Run as fast as you like, I *can* stay one step in front of you.

Elohim: I'm perfectly objective. Objectively evil. Taste my emotions and see how much I love it.

Malakim: When I have finished with the games I play around them, there's none of their precious honor left.

Kyriotates: All talk, no focus – their knack for multiplicity is their weakness. They lack direction.

Mercurians – I enjoy using human hands to kill them, and watching them unable to strike back.

Balseraphs: They lie to the ears; we lie to the soul: it comes out the same in the end. We just get there a little faster.

Calabim: Effective, in a brutish and destructive way; as useful in the physical field as we are in the mental.

Djinn: Give me one good reason why you should know where I am. I thought as much.

Habbalah: Follow after me by all means, and punish the corruption that I raise up.

Lilim: Mmmm. So sweet, so pretty . . . and they hate us so. Pleasant to see how far you can push them – and then take it a little further.

Impudites: Petty, playful, obsessed with humanity. They can be useful in educating one's hosts in certain vices.



IMPUDITES

THE TAKERS

"A naughty person, a wicked man, walketh with a froward mouth. He winketh with his eyes, he speaketh with his feet, he teacheth with his fingers; Frowardness is in his heart, he deviseth mischief continually; he soweth discord. Therefore shall his calamity come suddenly; suddenly shall he be broken without remedy."

— Proverbs 6:12-15



Impudites like people. They *really* like people. Most other Bands despise humanity, as a general rule, but the Takers can't get enough of humans. They like talking, working and socializing with people. Many of them enjoy intimate relationships with humans. They *love*

them. Friendly, warm and caring, one could almost believe these are the nicest demons in Hell.

Don't let them fool you.

Impudites love humans the way a hungry man loves a good steak. It would be more precise to say Impudites *enjoy* humans. Certainly, many of them are genuinely fond of the people whose Essence they drain. Takers are as selfish as every other demon – some think of humans as utter cattle, while others empathize with their meal tickets to a limited degree, but every one of them is more concerned with his own gratification than the well-being of his victims.

Historically, Impudites have not been great movers and shakers in the War, but they are well-represented among Hell's royalty; Andrealphus, Nybbas and Kobal, while not the most powerful Princes, are the most influential when it comes to keeping an infernal finger on the pulse of humanity. Not coincidentally, these three Princes get along pretty well. And all three of them *enjoy* humanity very much.

Some Famous Impudites

Alaemon, the Prince of Secrets; Alastor, a Servitor of Asmodeus who claims to have been the first lawyer; Carniel, the first Demon of Gluttony – he was merely a Servitor of Mammon, and he was destroyed long before Haagenti came into existence; Marou, a seductress of Andrealphus who was better known as Delilah, and later Salome, both of Biblical fame; Moloch, Demon of Blood Sacrifices, one of Baal's highest-ranking Impudites (and the most bloodthirsty of his Band); Saleos, Demon of Fecundity, another famous Servitor of Andrealphus who (in both male and female vessels) was largely responsible for creating the legends of succubi and incubi; Vaphoron, a former Mercurian of Purity who became Outcast when he befriended ethereal spirits, then Fell when Uriel was recalled, and is thus one of a handful of former Servitors of Uriel in Hell.

NAMES

Impudites are as image-conscious as their divine counterparts. They won't usually keep their Mercurian name after Falling, but whether a former angel or Hellborn, they won't choose a horrid-sounding "demonic" name. They prefer names that resonate, flowing easily from the lips even in corporeal form.

Unlike Mercurians, Impudites almost never use their true names on Earth. Even if it's aesthetic, it's rarely fashionable. Impudites carefully choose a name according to the culture they supposedly come from and the image they want to project. They often consult baby name books or character-naming references for writers, to find just the right one.

Sample Impudite Names

Typical true names are mellifluous yet diabolical: Ahora, Charchemish, Ferenzi, Lazaemon, Molong, Vaius. Human names will usually be aesthetically pleasing, a little uncommon, but not too unusual. Often they are a little archaic, to give them that stylishly romantic air. Names an Impudite might use today include Aisha, Gwendolyn, Lauren, Marcus, Morgan, Sebastian, Vivianne, Wendell, or Zoe.

TRADITIONAL DUTIES

Being "people" Diabolicals, Impudites traditionally have duties that entail blending into, interacting with, observing and influencing human society. In other words, they are spies. Impudites are infernal "moles," often assigned somewhere years before their Prince expects to need them. They insinuate themselves into a community, make lots of friends, possibly set themselves up with a family, and do the devil's work while often hoping that they'll never actually be called on for a real mission – Impudites can become quite cozy where they're at. Even an Impudite who's in "deep cover" will be expected to further his Prince's Word, though. They corrupt society slowly, by convincing people that they can be selfish *and* popular, that sinners really do have more fun.

No other demons understand people like Impudites do, so they often have the unenviable task of *explaining* people to their diabolical comrades. Demons new to Earth usually need quite a bit of acculturation. Impudites get to teach newbies how to avoid notice – ("No, there's a *reason* why we don't just kill the next person we meet whenever we need money." – and the basics of human interaction and modern society. Few Impudites like teaching a Calabite how to "blend in," but they reason that a properly socialized demon is less likely to kill people on a whim. Impudites also provide a lot of material aid to their fellow Servitors – an Impudite is most likely to have extra money, the means of transferring it and a safe place to stay *sans* demonic agents.

Impudites also play the role of seducer better than Lilim do – a fact they like to remind the Tempters of. An Impudite doesn't have to find something a person wants, or do anything to earn cooperation – he can get it just by smiling. When a Prince wants a mortal enthralled, but

oblivious to the nature of his servitude and still acting of his own free will, he assigns an Impudite.

With their talent for socializing, Impudites are also the most likely to interact with angels – a task most of them don't enjoy very much. Some Princes encourage Impudites to make friends with angels, and there are places like Austin (see *Night Music*) where celestial diplomacy is the norm. Other places are filled with intrigue – befriending an angel who thinks you're a mortal is dangerous, but the Impudite who can pull it off has a good chance of earning a hefty reward from his Prince.



CELESTIAL DUTIES

Impudites don't like Hell. It's a dismal, nasty place where the only humans are the damned – not a fun group to hang out with, and you can't siphon their Essence . . . not unless you want to find out how your Prince deals with poachers.

Impudites who do get stuck on the celestial plane usually hold lowly bureaucratic positions. They have to be pretty low in their Prince's esteem to be kept from Earth, as

it's rare to find a high-ranking Impudite in Hell. They may be teachers, preparing young demons for their first foray to Earth, and some get to interrogate newly arrived souls (siphoning a little bit of Essence as a perk, when they can get away with it).

With their knack for interacting, Impudites do hold some important diplomatic positions. Although keeping demons in line is usually accomplished with brute force rather than persuasion, some Princes like a more delicate touch when it comes to keeping peace in their Principality. And there are the rare interactions with angels – Impudites usually deal with divine envoys, and sometimes even courier messages to the Archangels. Any who return with their Forces intact are rewarded.

The only prized job for Impudites in Hell is on a Prince's inner council. Demon Princes often miss the finer points of mortal psychology, and if they are trying to implement a diabolical plan that requires manipulating human society, they may need Impudites to explain how to best accomplish their goals. Not every Prince is

wise enough to listen to this most "human" of Bands, but those who do tend to enjoy greater success expanding their Word. Even lesser Word-bound demons have been known to take on Impudite consultants for this purpose.



TYPICAL ROLES

Impudites like Roles that allow them to interact with lots of people, especially Roles that let them befriend many people. They flock to the care-giving professions – doctors, nurses, teachers, nannies, clergy . . . all positions that give them respectability, comfort and access to an almost unlimited supply of Essence. Prostitute is also a popular choice, almost a stereotype . . . it's less respectable, but if someone finds himself literally exhausted after the encounter, he'll probably *thank* you. And it isn't just Impudites of Lust who find sex an enjoyable way to drain the life energy of a human. Or an Impudite might become a family man or a housewife (acquiring children through adoption, or other means, often unknown to the spouse!) with a ready supply of adoring Forces from which to feed.

Impudites don't need to have Roles that foster intimacy, though. Anyone who works with the public can drain a little Essence here and a little there, and go unnoticed. Impudites don't like to be police (too much risk of having to kill someone), but they can be bus drivers, theater ushers or just anonymous drifters wandering through rush-hour crowds.

IMPUDITES AND HUMAN SOCIETY

Impudites rather like human society, but they really don't feel that strongly about it. Mercurians value humans for what they're capable of producing, for the little glimpses of divinity you can see in mankind. The only thing humans produce that Impudites really value is Essence. They may enjoy the arts, technological gadgets or fine cuisine, but an Impudite can be equally happy in an expensive mansion or a dingy tenement, as long as he's warm, safe and sated. They develop preferences, certainly, but when an Impudite affects a fondness for Armani suits or rap music, he's really just ingratiating himself with the humans he wants to hang out with. They are stylish and personable in the most shallow way.

Modern society offers a couple of trends that Impudites love. Transience is one of them . . . in the old days, it was hard to break into a close-knit community and have a buffet of human Essence to feed on. People would take notice when someone seemed to be a "jinx," or when their neighbors were tired or unhealthy for no good reason. Today, especially in urban centers, most people don't even know their next-door neighbors. Millions of people living huddled together . . . who will notice a little missing Essence?

Modern society is extremely selfish. Personal fulfillment and instant gratification are the highest ideals to which many people aspire. Impudites can really get into that. People today cling to one another just long enough to satisfy their own needs, and then discard their friends and lovers once they've had their fill. The Takers are quite proud of how human they've become.

MORE SOPHISTICATED USES OF RESONANCE

An Impudite who knows someone intimately – that is, who gets to know his arrangement of Forces – can more easily manipulate him. Impudites like to maintain a set group of victims, both to charm and to steal Essence from.

In order to make someone a slave to the Impudite's affections, the demon must successfully charm his victim at least once daily for a number of days equal to the victim's combined Ethereal and Celestial Forces. During this time, the Impudite cannot ever fail a resonance roll against that victim, or be successfully resisted (this includes resonance rolls to drain Essence), or he must start over. The victim must also maintain a generally positive attitude toward the demon – if they have a fight, or if the victim is given strong reason to mistrust the demon, his trust is broken and any long-term charming attempts must begin anew.

Once the required number of days has passed, with the victim held regularly in thrall, the Impudite will receive a +1 bonus to all uses of his resonance against the victim (including to steal Essence). This bonus will last as long as the Impudite remains in at least daily contact with the victim, and will not disappear if the Impudite happens to fail a resonance roll against him (except on a Divine Intervention). The Impudite can follow the same procedure multiple times to get a cumulative bonus, not to exceed the victim's Ethereal + Celestial Forces (in other words, the Impudite can bring his resonance roll against that victim up to an unmodified Will roll).

The entire bonus will disappear if the victim becomes hostile to the demon. If the two are separated for more than one day, the bonus will diminish by 1 point for each day that passes thereafter. There is no limit to how many victims an Impudite may charm in this manner – a Charmer with a large circle of devoted friends can become very powerful indeed.



ON EARTHLY MATTERS

Impudites have a very powerful, often underestimated resonance. Although it's more difficult to use than most, Impudites rarely have trouble affecting mortals. They tend to pick big, strong people to befriend . . . the more Corporeal Forces a human has, the easier he is to prey on.

An Impudite's charming ability is *not* mind control. Imagine two old and dear friends who would trust one another with their lives. An Impudite's charmed victim may be willing to hand over large amounts of money,

perform criminal acts (depending on his personal morals) and even risk his life (depending on his bravery) for the demon, but anything that will obviously cause him great harm will probably generate confusion and/or rejection. A human won't abandon his real loved ones for the sake of an Impudite, nor forsake deeply held convictions, though setting up conflicting loyalties may cause him a great deal of distress.

Impudites who are well-situated have an almost unlimited source of Essence. They can hold Essence only up to their Forces, but as long as an Impudite expects to be able to drain more from the people around him, he can spend Essence freely during the day. Impudites love relics, and especially reliquaries . . . an Impudite can fill himself with drained Essence, put a little bit into a reliquary, perform a Rite to fill himself back up to capacity, put that Essence into the reliquary, etc. GMs should be wary of Impudites carrying lots of reliquaries around.

Although the random human on the street only has 1d-4 Essence at any given time, the people an Impudite knows are probably more predictable. The demon will learn their routines, know what time of day is best to drain them, what actions they tend to spend Essence on, and generally be able to optimize his source. However, too much casual draining carries the risk of a successful resistance draining the demon instead. Fortunately, even a "backfire" of the Impudite's resonance does not create disturbance in the Symphony.

Impudites cannot apply their resonance to animals or undead. (Impudites of Saminga are an exception; they can take Essence from any human corpse, even an animated one.)

DEALING WITH DISSONANCE

Impudites gain dissonance by killing people, or letting them be killed. If someone dies in a situation over which the Impudite had no control, he does not suffer dissonance, but standing by doing nothing while your demonic buddy kills someone will cause dissonance. Of course, sometimes the alternative is more painful than dissonance . . .

Impudites are the most sensitive Band when it comes to Discord. They greatly dislike suffering Discord, especially the sort of Discord that makes them look unattractive or give them difficulty interacting with humans. An Impudite will always try to get rid of his dissonance if possible, rather than converting it to Discord.

Usually, dissonance can be erased if the celestial can undo what caused it. Unfortunately, it's very difficult to *unkill* someone. Unless an Impudite can acquire the fabled Shroud of Resurrection, this is not going to be an option.

Because of their unique facility for manipulating Forces and Essence, however, Impudites can rid themselves of dissonance by bolstering their own Forces. They need a lot of Essence to “flush” the dissonance out of their system. An Impudite can rid one point of Essence by expending *twice* his Forces in Essence from his own person, and then filling himself back up to capacity, within one 24-hour period, between sunsets. This requires draining himself twice completely, and the Essence he fills up on can come *only* from his resonance and from Rites. (He can use other Essence during the time period, but it will not count for “flushing” purposes.) A 9-Force Impudite, for example, beginning with a full Essence reserve, would have to expend it all (he can do this all at once, just casting it into the Symphony if he wishes, or spend it a point at a time), drain another 9 points of Essence from people, expend that, and fill himself up again. If he is short even a single point of Essence when the sun sets, or if any of his Essence came from a reliquary or was transferred to him by another, it has all been for nothing. The Impudite can use this technique to supplement or supplant the less-expensive (but more-restricted) version described on *In Nomine*, p. 59.

TOUCHY SITUATIONS

Impudites prefer to avoid violent situations. They don't like violent people, especially Soldiers of God, because they might be forced to kill them in self-defense. They try to avoid violent demons... their fellow Diabolicals rarely sympathize with an Impudite's pain when they slaughter whoever happens to be in their way.

Note that Impudites are not necessarily pacifists, however. They can *hurt* people; they just can't kill them. As long as the situation is under control and the Impudite knows no one will be accidentally killed, he may even enjoy a brawl now and then, and some Impudites can be extremely abusive to their charmed victims. Most consider any sort of violence wasteful, however; besides being risky, humans are most likely to blow their Essence when they're threatened.

SPECIAL DISCORDS

Infatuation (Ethereal)

This Discord makes it possible for an Impudite's charming ability to backfire on him just as his Essence-stealing ability can. When an Impudite tries to charm someone, and the victim successfully resists – *or* if the Impudite fails his resonance roll – the Impudite must make a Will roll, at a penalty equal to the level of this Discord, *or* he will be infatuated with his intended victim, just as if the victim was an Impudite who charmed him!

Reduced Essence Capacity (Corporeal)

Sometimes an Impudite becomes “burned out” – too much Essence manipulation, combined with too much dissonance, leaves him unable to hold as much Essence as he used to. Subtract the level of this Discord from the demon's total Forces to determine how much Essence he can now hold.

Tainted Essence (Celestial)

An Impudite afflicted with this Discord can no longer drain Essence at will – only Essence taken under certain circumstances will flow into the demon. This effectively limits the conditions under which the Impudite can use his resonance to steal Essence. The level of the Discord determines how difficult it is to meet the criteria. Tainted Essence/1 might force the demon to touch someone while stealing Essence, or prevent him from taking Essence from pious individuals. Tainted Essence/3 imposes a significant hindrance – the demon can only steal Essence while having sex, or only at night. Tainted Essence/6 makes it very difficult for the demon to fulfill the requirements – he can only steal Essence from someone in a coma, or only while in an infernal Tether.

WORDS

An Impudite best serves a Word that can be strengthened by working within human society. Words associated with physical or social intimacy – Marriage, Divorce, Massages, Psychotherapy, Bad Sex – are all good Impudite words. Words that help twist society toward a more selfish perspective are also appropriate. The Demon of High School Cliques is a youthful but ambitious Servitor of Malphas. The Demon of Pedophilia is a powerful Impudite Baron of Andrealphus, disliked even by many of his fellow Servitors of Lust. Other sample Impudite Words include Personal Injury Lawsuits, Diaries and Inconsolable Grief.

IMPUDITES AND SUPERIORS

Andrealphus: Of course these demons seek to have sex with as many people as possible – an Impudite of Lust with a Role of Prostitute is a cliché because it's so often accurate.

Asmodeus: These Servitors are rarely warm and affectionate – instead, they hold their victims enthralled in emotionally abusive relationships. They are true sadists.

Baal: “Honorable” means the victim had to have a chance to fight back, with the demon not benefiting from a situational advantage. It doesn't mean the fight had to be fair – a fight between a demon and a human is almost never fair.

Beleth: An Impudite *can* use his resonance on someone in the victim's dreamscape. These demons may add the number of *minutes* spent in someone's nightmare to any resonance rolls against that person, and that resonance *can* be used within the dreamscape.

Belial: The amount of fire need not be large, but there must be at least a little flame – a candle will suffice, but a lit cigarette will not.

Haagenti: These Servitors *can* steal Essence at a distance like most Impudites, but they must charm the victim first, as usual.

Kobal: Although they can kill people with their jokes, they don't like to – it's still a waste of a future victim.

Kronos: If the demon is looking for specific details in the subject's past, make a Perception roll for each desired fact (one attempt per fact per resonance roll). Failed rolls mean the subject's own memories are too hazy at that moment.

Malphas: The Essence gained is a one-time bonus, but the subject is assumed to have that much available whenever the demon takes it.

Nybbas: These demons have been responsible for the deterioration of many stars, who aren't able to shine as brightly with their Essence drained away.

Saminga: Determine how much Essence a corpse has normally (1d-4 usually). The corpse does not need to be charmed first.

Valefor: These Servitors are particularly good at skimming Essence from a crowd. Their attunement has no effect on someone who is deliberately trying to get in their way, of course.

Vapula: These Servitors' special glasses *are* detectable as artifacts. An Impudite of Technology who is trying to purge himself of dissonance (*Dealing with Dissonance*, p. 63) only has to expend twice his actual Forces, but he has to empty himself completely to do it.

THE IMPUDITE PERSPECTIVE

Seraphim: We didn't like them much as Mercurians, and they're absolutely insufferable now.

Cherubim: Dull. And when they're not dull, they're violent. Don't mess with their charges, unless you *like* getting your teeth kicked in.

Ofanim: Spastic idiots! Keep out of their way and they usually won't even notice you. It's really a pity, all that energy going to waste . . .

Elohim: They put up a good front, but there's an awful lot of passion brewing under the surface, if the Habbalah are any indication.

Malakim: One word: run.

Kyriotates: Can't stand them. One moment you're sweet-talking a little Essence out of someone, the next, that little old lady is hitting you over the head with a tire iron.

Mercurians: If they only knew what they're missing . . .

Balseraphs: For would-be "royalty," they have zero class. They're all talk, and none of it true.

Djinn: How depressing. They should get out and live a little . . . there's a whole wide world to exploit!

Calabim: Let them bust heads with angels, but keep them away from people.

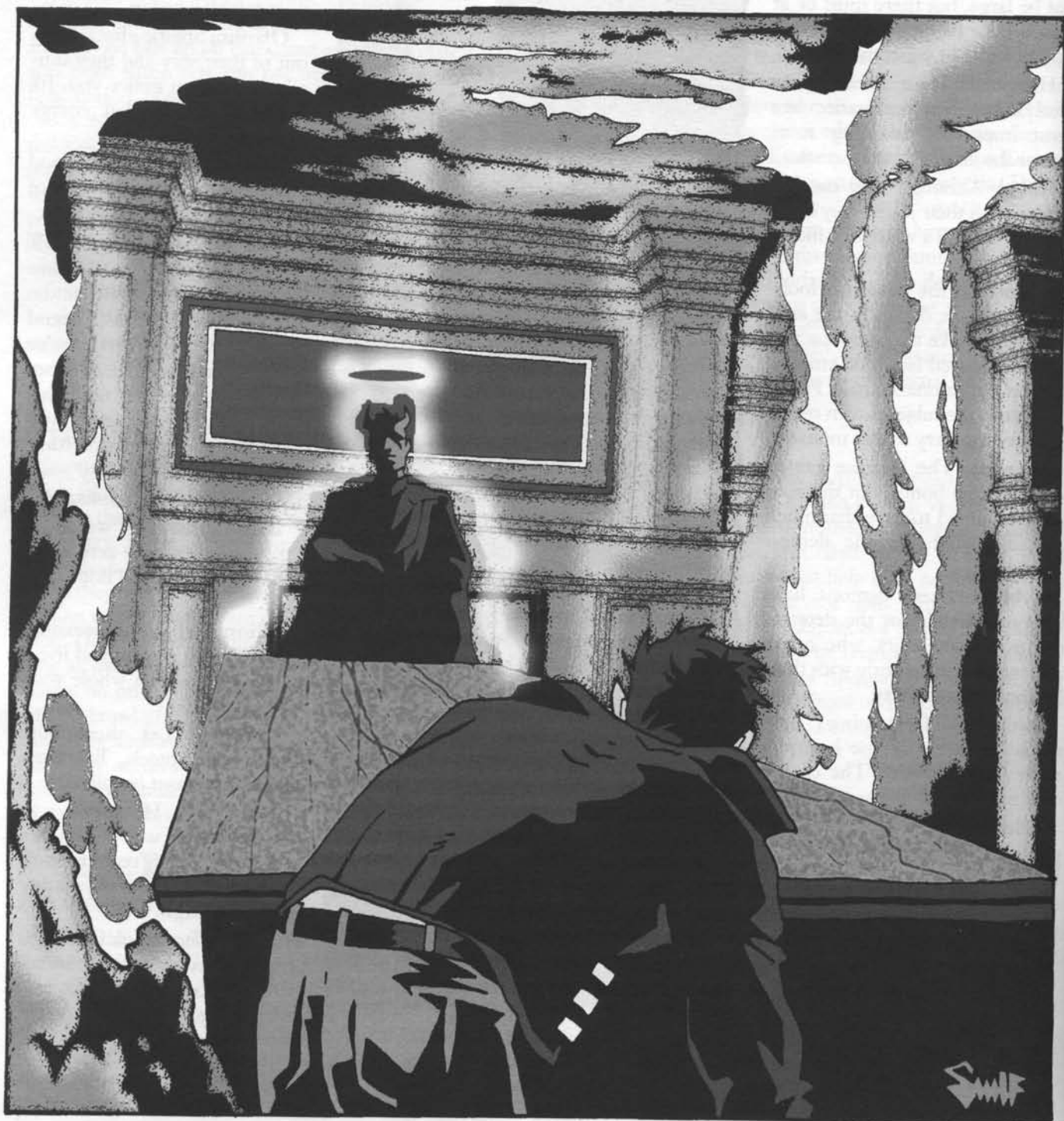
Habbalah: How can you trust a demon who thinks he's an angel? They're almost as good as we are at manipulating people, though.

Lilim: They think they're so crafty. They have to give something to get something . . . we just take.

Shedim: Brrrrrr! These creeps are no fun, no fun at all.



MEETING YOUR BOSS



66

MEETING YOUR BOSS

Before any demon makes his first visit to Earth, he will be summoned to an audience with his Prince. For some, it will be their first actual meeting with the power that owns their lives. Other demons will already know their Prince and be known to him. Either way, this is the interview at which the Prince gives his orders, possibly hands the demon a small favor of some kind, perhaps even listens to a quick question or two . . . and warns of the awful consequences of failure. The message "Don't screw up . . . or else!" is always implicit in every meeting with a Prince. Some say it aloud; some just expect you to know and tremble.

After he starts his mission on the corporeal plane, a demon hopes he won't see his Prince again any time soon. Every Prince has *lots* of earthly Servitors. Demon Princes are capable of manifesting in multiple locations at the same time, but they're just as busy as their divine counterparts, and don't have time to waste on individuals.

If your Prince is showing up too often, it means he's worried about your performance. If he feels a need to check up on you regularly, you're in very dangerous waters, and your next mistake may be your last. Thus, infrequent visits from your Superior are a good sign. Some Princes, of course, will show unusual interest in a particular Servitor from time to time precisely because it keeps them on their toes.

Of course, if something brings you to your Superior's attention, he's more likely to drop in. Most demons try to avoid being noticed until they have important news (preferably very *good* news) or a really spectacular accomplishment to report. Princes vary in their temperaments, but they are all (of course) selfish and malevolent, even those who choose to appear friendly . . . and most are prone to snap judgments. Any audience with a Prince has the potential to end in disaster for the hapless Servitor, even if the demon believes he's been doing a good job. Many demons prefer to go completely unnoticed by their Prince; as long as they do an adequate job, they get to stay on Earth, and that's enough reward for them.

Most demons regard earthly service as a reward. In this, they are different from the angels; many angels see the corporeal plane as a place of exile and sad imperfection. But demons *love* Earth. On Earth, they escape the constant tension and misery of Hell, they have a greater opportunity to advance, and best of all, they can exert their selfish will on weak, unsuspecting mortals. It usually takes many years of miserable servitude in Hell before a demon earns a chance to go to Earth.

However, for every such demon, especially those who have earned the special notice of a Prince (such as the



PCs), there will eventually be a reckoning. Whether it results in promotion or a fate worse than death depends on many factors, and a successful Servitor must understand them all.

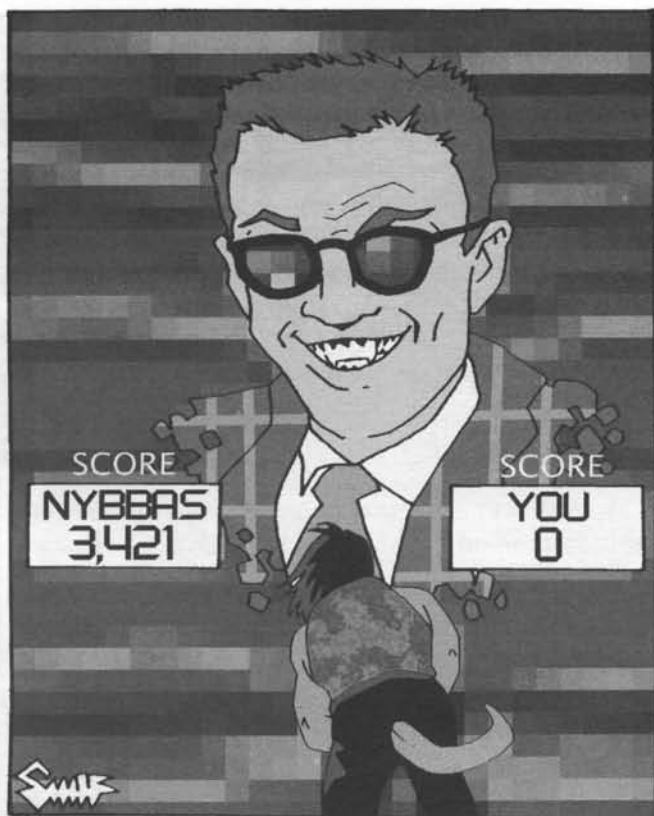
HELL'S HIERARCHY

Demon Princes don't worry quite as much as Archangels do about the activities of their Servitors. They are alert for signs of rebelliousness or treachery, but as long as a demon is doing his job, most Princes don't care much what he does in his free time.

Demonic Servitors often have more freedom than their angelic counterparts do on Earth. Some princes turn loose their demons with very general assignments (sometimes as broad as "stir up trouble in this city"). They may operate independently for years without their Superior ever checking up on them. Other Princes are much more watchful. Baal's organization, for instance, is very efficient. Every demon knows his place in the chain of command, and no one is given too much autonomy. A few Princes, like Saming, probably don't even remember everyone they have sent to Earth, making it very easy for their Servitors to go Renegade. Asmodeus frowns on such laxity, but no one wants him meddling in their affairs, so his efforts to enforce strict monitoring of earthly Servitors have been resisted, even by those Princes concerned about security breaches themselves.

No matter how *laissez-faire* a Prince is, however, everybody reports to *someone* in their Superior's organization. A demon's immediate superior is rarely the Prince himself. Most Servitors are assigned an intermediary. How many levels there are between a Servitor and his Prince depends on each Prince's organization, but only a favored few report straight to the top. Those demons who receive their orders directly from the Prince are on the fast track . . . either up or down.

MEETING YOUR BOSS



A mid-level superior is often a Word-bound demon, who may be assigned Servitors permanently, or may supervise an ever-changing pool of minions. If a Prince sees a demon playing a certain role and sticking to it, he'll probably give the Servitor a permanent Word-bound boss. "Special talent," like many PCs, may be given a new supervisor with each assignment. It can also happen that a superior has been destroyed or sent to Limbo, and his subordinates have gone unsupervised for many years, before their Prince finally checked up on the situation. (This only happens in the organizations of less attentive Princes, of course – Baal would immediately round up all underlings of such a supervisor and reassign them.)

Some supervisors watch the demons assigned to them very carefully. Demons are notorious for abusing authority, and almost every demon is stuck with an intrusive, egotistical control freak as a supervisor at one time or another. Some see this as punishment that must be endured, others see it as opportunity; demons love discrediting their bosses. This is risky business, though, since if it comes down to one demon's word against another, the higher-ranking Servitor wins. Few fates are as unpleasant as those reserved for a demon who tries to best his boss and fails.

Some demons have cordial, even friendly relationships with their boss. If the boss is Word-bound, the demons assigned to him may or may not become his Servitors

directly and take on his Word. This requires approval from their Prince. As with most other things concerning infernal hierarchies, some Princes are fairly easygoing about this, and others are very careful about what relationships they'll allow to form between their Servitors.

There is a good reason for this; while every demon is ultimately responsible to his Prince, the relationship between a Word-bound demon and his Servitors can become quite close, and a demon might feel more loyalty to his immediate superior than to his Prince. Once you devote yourself to a Word, you are committed to it. You resonate with it. When the Word waxes and wanes, you feel it. Regardless of what you might think of the demon who holds that Word, you have a vested interest in ensuring he remains hale and strong. It's very rare for this sort of Servitor to backstab their Word-bound superior. This is a mixed blessing, from a Prince's point of view. It increases cooperation in his organization, but it also creates factions. Malphas has given every Prince reason to fear letting their Word-bound Servitors collect too many Servitors of their own.

If a demon takes the Word of a demon below his Prince, he keeps everything that all the other Servitors of the Prince have; Choir and Servitor attunements, dissonance restrictions, rites and Distinctions. He also still has the ability to invoke the Prince directly. He gains any special rites the lower-level Word grants him. Sometimes lesser Words come with attunements and dissonance restrictions of their own.

For example, Ragon, the Shedite Demon of War Crimes, a Word-bound Servitor of Baal, might be assigned a Djinn to work under him. If it's a temporary assignment, the Djinn will just take his orders from Ragon until the mission is over, and then move on. If Baal wants the Djinn serving Ragon on a semi-permanent basis, he might remain a Djinn of the War who simply takes orders from the Demon of War Crimes. If Baal allows it, however, the Djinn could become a Djinn of War Crimes. He keeps the Djinn of the War attunement, and he still can't retreat from battle without orders from Baal or Ragon, or he suffers dissonance. Besides Baal's rites, he can also use Ragon's rites. If Ragon has any special attunements, he may choose to grant those to the Djinn as well.

INFERNAL APPEARANCES

Demon Princes are very busy and have countless Servitors to deal with. As with Archangels, PCs shouldn't expect to see a Prince every adventure. Many infernal Superiors won't make an appearance for an entire campaign. But sooner or later, it's going to happen. Either a demon will invoke his Superior, or a Prince will decide

it's time to check up on a Servitor he hasn't heard from in a while, or something really big will happen and a Prince will take a personal interest.

Princes use the same methods as Archangels to avoid the problems associated with personal appearances. They won't always answer an invocation by manifesting in person. They may send an intermediary, or speak with the summoner using a Song of Projection. Some Princes are very active on Earth, and visit their Servitors using one of their many corporeal vessels. They may not always announce themselves, either. Princes love surprise visits, and while a Prince always recognizes his own Servitors, no Servitor can recognize all his Prince's vessels.

Below are the most common reasons a Prince will make an appearance.

Invocations

Princes will most often appear during an adventure because someone invoked their Superior. A successful invocation gets the Prince's attention, but he won't drop everything and jump right to that location. The check digit of a successful roll indicates the Prince's mood, and the better his mood, the more likely he is to manifest in person. They'll never appear in all their infernal glory with humans around. They might possess a nearby mortal and speak through the individual, or they might wear a nondescript form, and walk in with a simple, "What do you want?" Remember, even in the vessel of a small animal, a Superior manifesting on the corporeal plane generates a large disturbance in the Symphony. Some Princes have ways of getting around this, but they don't always bother. *You* summoned him; you must be prepared for the noise.

Giving Orders

Unless you're one of a Prince's hand-picked minions who runs personal errands for him, you won't usually get your newest assignment from the Prince himself. Most orders descend through the chain of command, and for a Prince's routine operations, orders are usually generated at a subordinate level. The Prince doesn't personally assign duties to every one of his Servitors.

If a demon's boss tells him that his orders come straight from the Prince, it usually means something important is happening (or the boss is trying to inflate his own impor-

tance). If a Prince shows up in person to give the orders, it's definitely something big. Princes vary in how much questioning they're willing to tolerate.

Aftermath

As with assignments, Princes don't handle debriefings in person unless the mission was of great importance. Of course, demons don't always know how important a mission is beforehand. It can be very disconcerting to return from a seemingly routine assignment and find your Prince waiting for you.

If the Prince assigned the mission, he'll probably receive the report afterward. Usually, he'll inform his Servitors whether they should meet him back at a Tether, another meeting place, or proceed directly to Hell for the debriefing. Sometimes a mission is completed by invoking a Prince after the Servitors have made suitable preparations, and sometimes the Prince just appears when the mission is over.

When a Prince questions you after a mission, it's time to exercise all your infernal etiquette skills. But knowing how to spin the mission may be less important than guessing how much the Prince was actually watching...

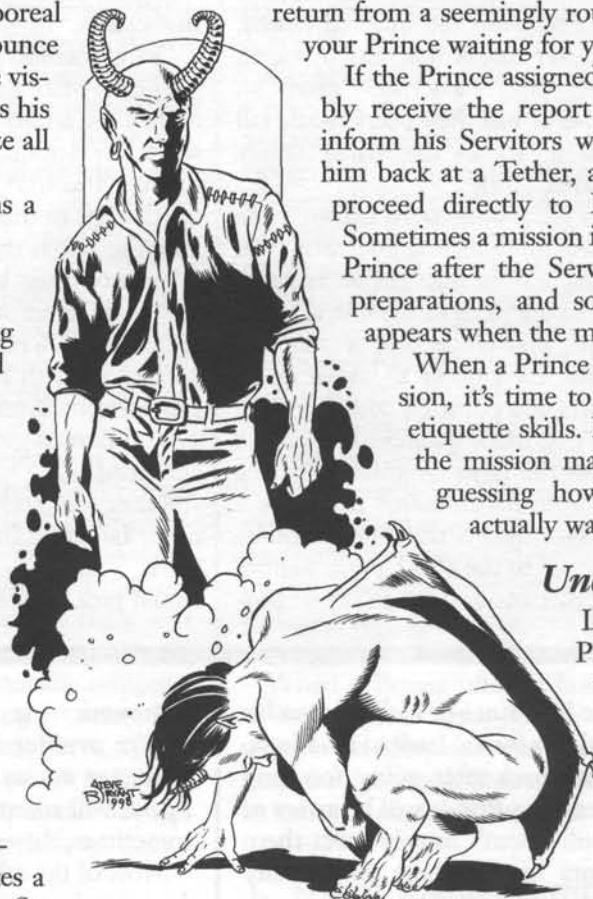
Unexpected Visits

Like Archangels, Demon Princes like to drop in unexpectedly on their Servitors from time to time. It's the friendly visits when you are greeted by a Princely smile that should make you nervous. Princes don't always suspect actual wrongdoing when they

lean on their Servitors. It's just a good way to keep them honest. Princes actually spy on their Servitors without making their presence known more often than they make announced visits.

Audiences in Hell

Earthly Servitors, able to invoke their Prince, unlike the hordes of demons stuck in his Principality, have little reason to request an audience in Hell. Visiting him in his Principality is no guarantee of finding him in a more receptive mood, and the waiting list is extremely long. Princes sometimes summon their Servitors to Hell for a formal audience. This usually portends either high honors or terrible punishment. Otherwise, the only time



SEEKING AN AUDIENCE

In every Principality in Hell, there is a long line of demons waiting for an audience with their Prince. Most of these are low-ranking peons hoping they can make such a good impression they'll be given a chance to go to Earth. Almost every demon in Hell wants to get out; Earth represents freedom, a surcease of pain and a step up the infernal ladder. Demon PCs should never forget that just by being chosen for Earth duty, they have been given an opportunity that the majority of their peers would kill for. Every demon waiting to see the Prince craves some kind of special favor.

If for some reason a PC wants to go through the laborious process of seeking a formal audience with his Prince, first he must wait in line just to make an appointment. Getting to the front of the line is a trial in itself. Technically it's first come first served, but demons bully and bribe each other to move up in line. Every demon starts at a point 2d days from the head of the line. Each day, make a d666 roll with the demon's total Forces as the target number. Essence may be spent on this roll; it represents bribes or a show of strength. Success means the demon moves up a number of days equal to the check digit. Failure means he moves back that many days. PCs will usu-

ally be able to move forward quickly, since they're a lot more powerful than the wretched hordes that populate Hell.

Once at the head of the line, you must request an appointment. Here, another d666 roll is required, with a target number equal to the Prince's Chance of Invocation.

On a success, the demon is actually granted an audience, after a wait of seven days minus the check digit. On a failure, the Prince's appointment secretary sends the demon away. He may return to the end of the line and start over again if he wishes, adding the check digit of the failed roll to the 2d roll to see how long the line is this time.

Essence may be spent on the roll, representing bribes or attempts to intimidate the clerk. The following modifiers also apply:

Demons with Distinctions get a bonus equal to the Distinction's level (i.e., Knights get +1, Captains get +2 and Barons get +3). Word-bound Servitors get an additional +2.

Renegades and Servitors of another Prince would never be left in line long enough to actually face the clerk. The Prince's security forces, or Asmodeus', would pick the demon up long before then.

that a demon is likely to see his Prince in Hell is when his corporeal vessel is slain and he's forced back to his Heart, or when a Shedite is pulled back after going too long without a host. In both cases, the Prince will be aware of the demon's return, but still doesn't usually meet them personally. Lesser Servitors handle these involuntary returnees, and report the details to the Prince, who may bring it up, just when the Servitor thinks the Prince may have forgotten all about it . . .

AUDIENCES WITH A PRINCE: ETIQUETTE AND SURVIVAL TIPS

An audience with a Prince is fraught with peril. If you make yourself look good (and/or make others look bad), it's an opportunity to earn accolades and promotions. It's also an opportunity to get your infernal behind kicked down to the deepest pits of Hell, or have your Forces fed to your Prince's pets. A Prince having a bad day may take it out on a loyal Servitor whose only mistake was being in range. Smart demons study their Superior's ways carefully. They learn how long they can stay on Earth without

communicating with their Prince, before he decides they're overdue for a visit. They learn what to say and what not to say. They learn how much flattery their Prince will accept before their toadying annoys him. And sometimes, they still catch him on a bad day and get fried.

Most of the advice that applies to angels meeting their Archangel is doubly true for demons meeting their Prince. Diabolical Superiors are an unforgiving lot. Below are a few guidelines for proper behavior in the presence of one's Prince:

1. *Be discreet.*

Demons tend to be paranoid, backbiting conspirators, and Princes are no exception. Even if a Prince gives a mission briefing to a group of Servitors all at once, more than likely he'll convey individual instructions to each separately. Anything a Prince says in private is *private*. They almost never bestow awards publicly, and Servitors have many reasons not to reveal what their Prince has given them, not the least of which is that it will seriously irk the Prince. The few Princes who permit dissent will only tolerate it outside of anyone else's hearing.

The worst crime of all, short of defecting, is to reveal a Prince's secrets to the Servitors of another Prince. Even casually mentioning mundane operations that are common knowledge, when outsiders are present, can land a demon in hot water . . . boiling hot, up to his eyebrows.

2. Be brief . . . and patient.

Demon Princes despise having their time wasted. Demons who waste their time will never do so again. On the other hand, Princes don't mind wasting their Servitors' time at all. If a Prince wants to rant and rave for a while in his underlings' presence, a smart Servitor smiles and nods, chiming in with ecstatic agreement every now and then. But whatever you have to say to a Prince should be kept succinct, embellished with hon-orifics and platitudes only if that Superior expects them.

3. Don't take too much credit, and don't take any blame.

The fine art of accepting just the right amount of credit while evading as much blame as possible is one that successful Servitors must master. Balseraphs have an obvious advantage in this area.

Demons always want to present themselves in a good light when speaking to their Superior. The mistake some make is speaking too highly of their own accomplishments. Even if a demon's boasts are true, diabolical Superiors regard ambition and competence as a dangerous combination. Demons who are good at their jobs earn recognition and rewards, but demons who are *too* good at their jobs may get sent on suicide missions. Rapid advancement is rare in Hell, and only a select few manage to climb quickly to the top and stay there. When a rising star falls, on the way back down he will most definitely meet the same people he bullied on the way up. The smartest Diabolicals learn to temper their ambition; patience is a survival trait.

While not taking too much credit for your accomplishments, you should have someone else to blame for your failures. When a Demon Prince receives bad news, be sure someone is going to take the fall for it; make sure it's not you. The best choices are Servitors who are not present to give their own side of the story. If they're dead, so much the better; that makes it hard for them to defend themselves later. And of course, since most Princes assume (with good reason) that other Princes are conspiring against them, outside interference is often a good excuse.

Remember, though, that no Prince, except of course Saminga, is stupid. They're very good at detecting lies, and they know when they're hearing a snow job. Also, they're prone to punishing the bearer of bad news even if he really isn't at fault. This presents a dilemma, since

the messenger is often the one who gets shot . . . but he's also the one who gets to present his side of the story first, which can be a life-saver.

4. Don't ask for too much, or too little.

Another important skill for dealing with Princes is learning how much to request, when you need assistance or when it's time to collect rewards. Some Servitors think it's safest to never ask for anything, and leave it up to their Prince's judgment. This is the safest course, but it also gains you nothing. Princes are tightfisted with their resources, and stingy with rewards. If a Servitor presents a problem, but doesn't ask for any aid, the Prince may assume the demon can solve the problem with what he has on hand. When the demon fails to do so, he'll be in big trouble for *not* asking for help when it was available. Likewise, if you don't claim your due, obviously you're happy with what you've got (or else you're too passive to be worthy of further favors.)

On the other hand, Princes abhor greed. (Except Mammon; he loves it, but he's no more generous than any other Prince when it comes to bestowing favors.) Servitors are an investment, and investments that don't pay off get liquidated. Some Princes assign a value in Forces to each Servitor, and punish anyone who goes over his expense account. This can leave demons who know they're close to their limit scrambling to acquire money, equipment or celestial aid from other sources. Princes don't send Servitors to Earth so they can keep getting requests for help and support.

When a Prince offers a boon, try to guess what he's willing to give. Then ask for just a *little* bit more. The teeniest bit of audacity may gain an extra favor or two, as long as it's merited. Outrageous demands, of course, earn an extreme negative response.

5. When in doubt, suck up.

When you're in real trouble, grovel.

Believe it or not, sucking up works. Princes like flattery. They recognize it for what it is, of course, but they still like it. Going overboard is dangerous, since no one likes to feel they're being mocked, but most Princes consider a little bit of sycophancy to be healthy.

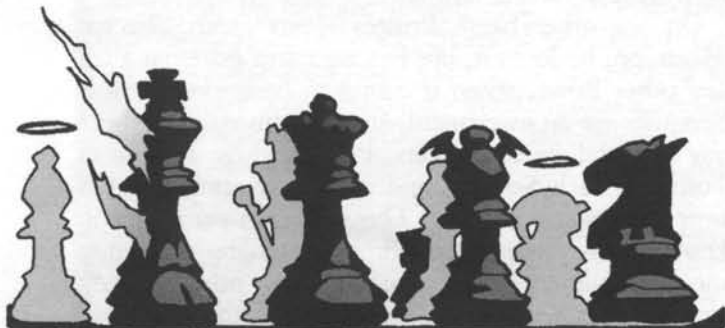
On the other hand, if you've earned a Prince's wrath and there's nowhere else to divert it, groveling is your only hope. Abject pleas for mercy might, just might, earn a Servitor another chance, if his previous record is exemplary. There's no guarantee, but a sufficient amount of bootlicking may placate an angry Prince enough to consider whether a failed Servitor is worth keeping alive. Good luck.

If things go badly, see *Punishments*, p. 91.

SETTING YOU UP TO FAIL

Every diabolical Servitor is expendable. Most of them are smart enough to realize that. Nonetheless, it always comes as a shock to find out your Prince has sent you on a suicide mission. Sometimes this is an impersonal strategic decision – but often this is how a Prince rids himself of rebellious or irritating Servitors. If a Superior decides to terminate one of his underlings, he'll try to benefit from it if he can, rather than letting their Forces go to waste.

A typical mission of this nature is the assassination of a mortal who seems to have no particular significance in the War. A demon might attempt the hit, only to find out that his Prince knew the Host had a special interest in this mortal. Or, the mortal might be insignificant, but the location of the hit is not. When the mortal dies, the Prince gets to see whom the disturbance flushes out. The Servitor deals with the consequences.



Since "suicide" missions rarely actually kill a celestial, they are a good way to punish demons who need to be taught a lesson. A demon who's been getting arrogant or careless, or needs to be put in his place, may be dispatched to a no-win situation designed to put him in Trauma. The Prince will be there when the demon recovers, ready to make sure the point was not lost on his humbled Servitor.

Another common reason to set a Servitor up for failure is to test his loyalty. Whether the Servitor's loyalty is suspect, or the Prince is just being paranoid, trapping demons in hopeless situations often flushes out cowards and traitors. If your assignment seems extraordinarily difficult, it's wise to remember that sometimes a Prince cares less about whether you succeed than how well you obey his orders.

Lastly, remember that Demon Princes are egotistical, ruthless, and often downright petty. Some of them are insane. They are all playing a grand chess game, and every Prince sees himself as a player and everyone else as pieces. Being the epitome of selfishness, they enjoy the feeling of power they get from manipulating lesser beings. They don't have to be fair, and not everything

they do has to make sense. Sometimes, Princes jerk their Servitors around just because they can.

PRINCES IN PERSON

Every Prince has his own way of dealing with Servitors. Each Prince also has a characteristic manner of manifesting on Earth.

Andrealphus: The Prince of Lust is always charming and friendly with his Servitors, appearing to take a personal interest in their well-being. It's a lie, of course. Andrealphus doesn't care about his Servitors any more than they care about the humans they manipulate. But he does believe that a happy demon is a hard-working, loyal demon, so as long as he's satisfied with a Servitor's performance, he's one of the easiest Princes to talk to. Andre likes demons to enjoy their work. He runs his organization with a casual manner that drives Asmodeus crazy, but Andrealphus has relatively few defectors; demons of Lust are usually having too good a time to want to run away. On Earth, Andrealphus is equally likely to appear as a man or a woman, but he's *always* gorgeous. He has a vast "wardrobe" of beautiful vessels. He prefers to appear at parties and other social gatherings, particularly where sex is occurring. Invoking Andrealphus in a wet, dirty cave, or in the middle of a firefight, is not a good way to get on his good side.

Asmodeus: The Prince of the Game runs his organization with an iron hand. Everyone reports to a higher-up, to whom they are expected to give the same unquestioning obedience they'd give Asmodeus himself (unless, of course, one has concrete proof of a superior's treachery). Asmodeus has an army of scribes who record every demonic deed known to him, good or bad. He keeps lengthy dossiers on all his Servitors. There is no room for dissent in Asmodeus' organization; he doesn't want your opinions, just your loyalty. Asmodeus is one of the few Princes whose Servitors can expect to see him regularly. He will make an *announced* visit at least once a month, but he could be watching any time. His usual appearance is a tall man with burning eyes, often in the guise of a judge, a traffic cop or a professor. He also chooses less conspicuous forms, though; a housewife, a taxi driver or a fly on the wall. The Prince of the Game is a master of subtlety, and his minions are ever alert for signs of deception.

Baal: As authoritarian as Asmodeus, Baal also monitors his Servitors frequently, but they won't usually know it. He doesn't have time for personal visits, but anyone who gets summoned to Hell had better start worrying about things he might have said or done in supposed privacy. Baal runs his organization in a military style. Everyone has a place in the chain of command, and disobedience to

one's superior is a capital crime. It is a strict meritocracy, however. Baal purges failures ruthlessly, but he rewards performance. Unlike most Princes, he does not fear competent subordinates (as long as their loyalty is unquestioned) and he does not tolerate lieutenants who do. And unlike most Princes, Baal abhors sycophants, just as much as snivelers. Sucking up or bootlicking won't work with the Prince of the War; you're either doing your job or you're fodder for Gehenna. On Earth, Baal is always a dignified, formidable presence, almost always male, with lots of charisma, whether appearing as a military officer, a Mafia don or a CEO. The exception is when he leaps into combat with celestials: he may bring out one of his dreaded battle vessels, enormous brutes with impervious hides and monstrous appearances.

Beleth: The Princess of Nightmares rarely visits Earth. She's usually brooding in her Tower, or walking the Marches seeking dreamers to scare. When she wants to talk to someone, she'll often appear in their dreams. She's fond of surprising her Servitors. You could be going about your business in the Marches, and turn around to find her standing there, wearing a smile that will make your skin crawl. For her corporeal manifestations, she'll do much the same thing; she never misses a chance to inspire fear. Her usual vessel is a creepy-looking woman of indeterminate age, but she's also good at monsters.

Aside from favoring everyone with the same frightening stare, Beleth will be cold but polite to Servitors who are doing a satisfactory job.

Those who bring

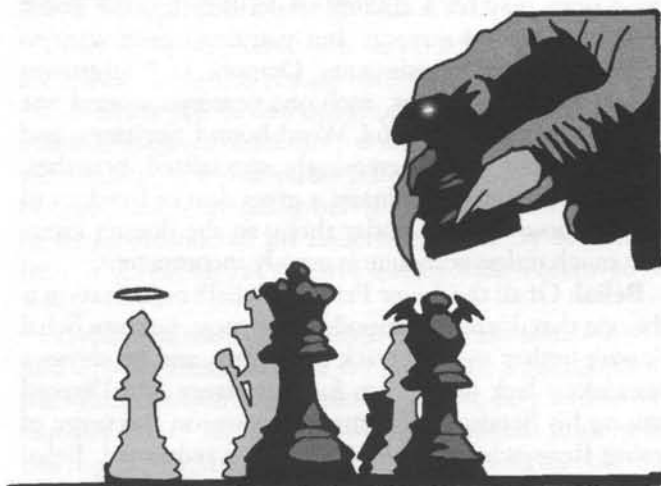


good news may see a chilling smile. Beleth is fair about recognizing good servants, but you don't even want to think about her punishments. Demons of Nightmares are organized in groups, each one centered around one of Beleth's most powerful Word-bound Servitors, and spreading out into increasingly specialized branches. Beleth gives her subordinates a great deal of freedom to handle those demons under them, so she doesn't interfere much unless someone is grossly incompetent.

Belial: Of all the major Princes, Belial's organization is the one that distresses Asmodeus the most, because Belial doesn't bother to keep track of anyone, and he shows a scandalous lack of concern for dissonance and Discord among his Servitors. If someone seems on the verge of going Renegade, or worse, becoming redeemed, Belial might notice, and put a fiery end to the wayward demon, but otherwise, he's usually shortsighted, careless and unpredictable with his Servitors. He often won't even notice them unless they've gained a Distinction or a Word from him, or they've set themselves on fire. The key to dealing with Belial is to be respectful, don't tell him anything he doesn't want to hear, and talk about burning things a lot. When he's angry, he burns things, usually starting with the person who triggered his wrath. He spends most of his time on Earth, usually in big, strong vessels covered with scarred burn tissue. Lately, Baal has been persuading Belial to organize his Servitors a little bit more, and act more like a leader, but most demons of Fire remain loose cannons, answerable to no one but their Prince.

Haagenti: Organization? What's that? Actually, Haagenti isn't quite as careless as many demons assume. He has a very loose management style. He'll assign demons to work together based on the needs of the moment, and your superior is as likely to be a Servitor of Kobal as one of Haagenti's own. Haagenti almost never comes to Earth except when summoned. He's too busy eating, and his infernal chefs make sure the food never stops coming. If you summon Haagenti, it's a good idea to make sure there's something more appetizing than you nearby. His vessel is usually small and monstrous. If he's forced to assume human form, he'll either be a bloated gourmand or a frighteningly skinny man with a ravenous appetite. He doesn't like prolonged conversations with his Servitors. Because of all the years he spent as a familiar, Haagenti is *very* sensitive to any sign of disrespect. Give him the slightest amount of lip, and you'll be the next course served.

Kobal: Hell's court jester usually has a smile and a one-liner for everyone who meets him. Often his Servitors are treated to his most wicked barbs ("What's the matter, can't you take a joke?"). His vessels are always different, and may be of any age, race or gender, but his Servitors



always recognize him (unless he doesn't want to be recognized). Kobal will let his Servitors back-talk him and even insult him, if they're funny. Trying to one-up the Prince of Dark Humor is risky, but he may admire your nerve. On the other hand, Kobal *always* has the last laugh. He's no more tolerant of disobedience than anyone else, and his punishments are usually particularly humiliating. He rewards creativity and wit, and so a demon who steps out of line but pulls off a fantastic stunt may earn forgiveness. His Servitors are fairly organized, with everyone supervised by at least one higher-ranking demon, but Kobal frowns on excessive interference, so most of his demons enjoy a great deal of freedom.

Kronos: The Prince of Fate has a very efficient, very loyal organization. Problem Servitors are usually weeded out before they ever create trouble. Demons of Fate are organized in an infernal bureaucracy allowing each demon to rise to his own level of competence and no further. The hierarchy is absolute, and to those whose ambition exceeds their grasp, it can be stifling, filled with unending, petty chores, but those who have earned Kronos' favor have great freedom and power. Kronos monitors everyone, but those at the top of the hierarchy see him a lot more often than those at the bottom. Kronos *always* appears as a little old man with an aura of quiet authority, even in his celestial form. He undoubtedly could take other forms if he wanted to, but he never has. He is polite and distant with all his Servitors, from the mightiest Dukes and Barons to the lowliest clerks. He listens attentively to everything, but may cut the conversation short with an abrupt nod of his head. With the merest wave of a finger, he can consign the unproductive or the rebellious to the deepest pits of Hell. Nobody gets smart with Kronos.

Lilith: With no permanent Servitors, Lilith has no organization per se. She might drop in to check on someone temporarily working for her, or chat with those

who owe her a Geas. She likes to remind people of their obligations. Sometimes she visits Lilim in the service of other Princes too, for no obvious reason. She always appears as a beautiful woman, always recognizably Lilith. Her exact appearance may change, but some say she has only one vessel, and just uses various abilities to alter her looks as it suits her. When she's invoked, her mood varies, but usually she reacts with mild curiosity, and just a hint of disdain. She'll take her leave if someone is wasting her time, but blatant disrespect may provoke her wrath. Lilith does not overlook slights.

Malphas: Naturally, Malphas' organization is split into many factions. In fact, each of his Servitors could be considered a faction unto himself. Cunning and charismatic, Malphas always seems reasonable and easy to talk to, even when he's disciplining someone. If you have complaints about your boss, Malphas is always willing to listen. If you want to recommend a disobedient Servitor for termination, Malphas will gravely assure you that he'll look into it, and that he's grateful for your vigilance. He lets all his Servitors persist in the delusion that he's singled them out for the fast track, and he doesn't worry about betrayal, because he knows that with everyone isolated as they are, no one Servitor can ever do significant damage to his organization. Being a Shedite, Malphas typically manifests on Earth by possessing someone. Whomever he possesses begins to look like a wizened old man, and he has several such individuals who serve as permanent hosts. Only when he's in a hurry will he appear in his celestial form.

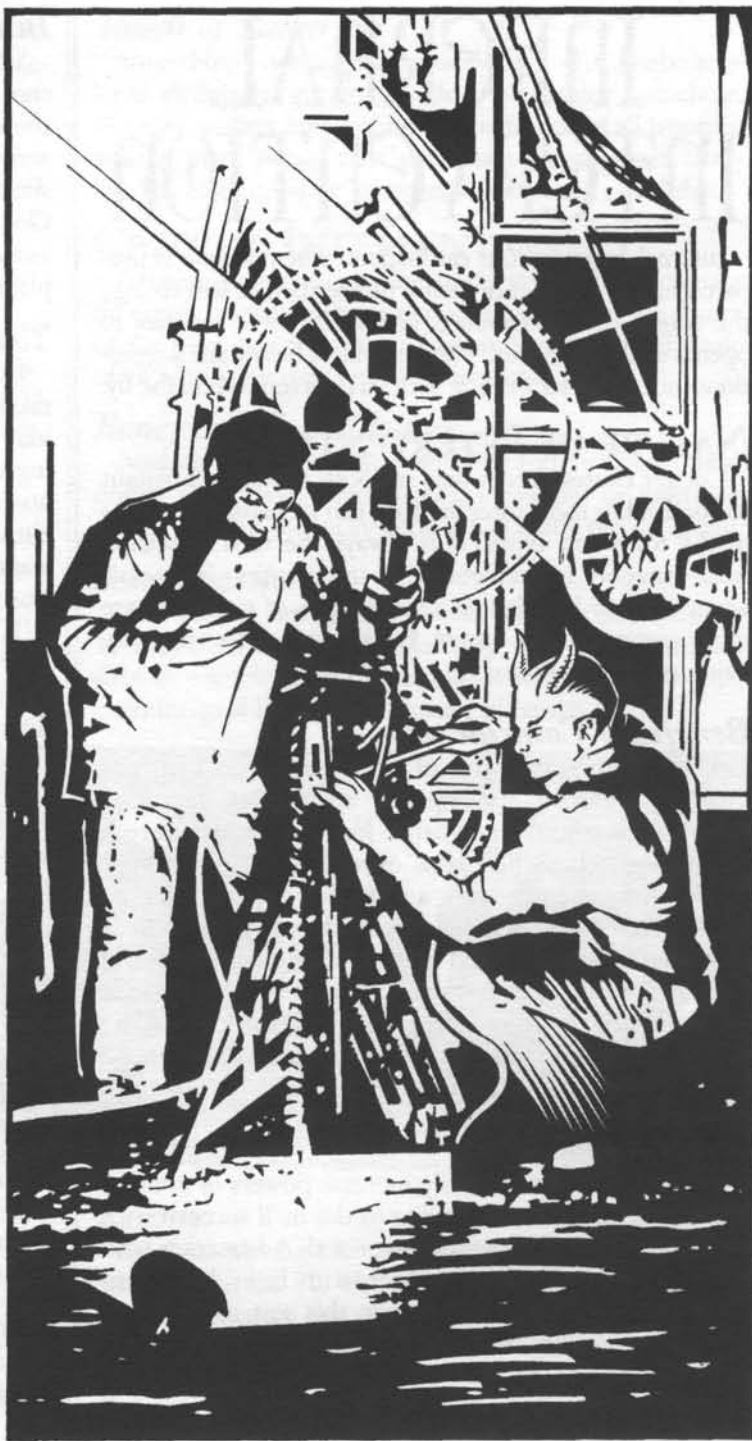
Nybbas: Nybbas is perpetually on the go, cheerfully hyperactive and garrulous. He spends almost all his time on Earth, usually with a cellular phone in his hand. His vessel is always dressed like a Hollywood agent, always handsome and grinning, yet with an unmistakable aura of sleaze. No one has ever seen Nybbas' eyes. He likes to give the impression that he's the busiest of all the Princes, so his Servitors rarely get more than a moment of his time. Of course, if there is a television set anywhere nearby, this is Nybbas' favorite method of communicating. His demons are grouped according to project. Some projects are long-term (like R&D on the Nybbas Computer); others are formed just for a special event. The head of the project is usually a Word-bound supervisor, who may operate out of an office, or who may direct Servitors scattered over a wide area. Nybbas likes to see creativity and initiative, but he hates dead air. If someone's not performing, Nybbas pulls the plug and sends them back to Hell.

Samanga: The Prince of Death assumes that all his Servitors are utterly loyal to him. Utter loyalty means never questioning him, never disagreeing with him and never showing anything but overwhelming gratitude for

whatever rewards or punishments he may mete out. Anyone who does otherwise is tortured, maimed and dumped in Abaddon, to be harvested and eventually consumed along with the damned human souls trapped there. His immediate subordinates tend to take a similar approach. Saminga fields a lot of independent operators on Earth, though, demons who report straight to him and are expected to summon him whenever they've finished their last assignment. Rather than creating a complicated organization that requires actually keeping track of who reports to whom, Saminga just turns his most talented Servitors loose on Earth. When summoned, Saminga expects to find a suitable corpse lying around for him to animate. Otherwise, he'll manifest in his celestial form, and probably be unhappy.

Valefor: Valefor's Servitors play as fast and loose with the rules of infernal society as they do with human civilization. There is no "organization" among them; Valefor sometimes has some of his Servitors team up for an important heist, but otherwise, every demon of Theft is on his own, free to make his own rules and wreak havoc, until Valefor gives him a specific assignment. No one has a permanent supervisor, though Word-bound Servitors of Valefor can gather Servitors of their own; if both demons are happy with the arrangement, Valefor almost always approves. Asmodeus considers the Prince of Theft irresponsible, and says he has no control over his own minions, but his attempted crackdowns have had little effect. On Earth, Valefor usually appears as a stylish rogue, glib and likable, but he has a dark side that may surface when a Servitor screws up badly or disobeys him. Valefor is *not* a nice guy, even if he can appear charming when it suits him.

Vapula: The Prince of Technology spends most of his time in Tartarus working on new inventions, but he does like to come to Earth now and then to watch the field tests in person. Vapula is almost always cheerful, never more so than when he's strapping a clumsy or disobedient Servitor into his newest torture device. Most of his Servitors have a supervisor, sometimes several, and Vapula considers it part of a supervisor's job to keep him from being unnecessarily disturbed. Thus, invoking Vapula without good reason usually means the supervisor will get called on the carpet, and the Servitor has just incurred the wrath of his Prince *and* his immediate boss. On the other hand, if there was a good reason to summon Vapula and the supervisor didn't do it, it may be the supervisor who gets fed into a celestial reproces-



sor. Vapula's appearance on Earth is usually that of the consummate mad scientist, though he can assume a more dignified (less noticeable) appearance if he has to. He often uses technology to communicate with his Servitors. Vapula loves beepers, pagers, call waiting and other intrusive, annoying gadgets that demand attention at the most inconvenient times.

INFERNAL INTERVENTION

Infernal Interventions can happen when no one is prepared for it – both at dramatic moments that will change the course of an adventure, and when someone tries to open a sticking drawer. The guidelines below are suggestions (not rules) for dealing with an intervention on the fly.

NATURE OF INTERVENTIONS

Lucifer causes events that are both subtle and blatant (or both), but most interventions can be classified as one of the following types. It is always the GM's decision *which* category (or categories) of intervention will occur when the 666 is rolled, but some types of meddling are more common than others. Lucifer got where he is by being tricky and indirect.

Beneficial Coincidences

The most common sort of intervention; the recipient may not be aware that anything special has even happened! A beneficial coincidence looks like a lucky break – the thug behind him trips over something, the cops chase someone else's car or a target leaves his house key on the front steps. Beneficial coincidences usually occur when nothing dramatic is going on, but can happen in combat as well: an enemy's relic explodes, or a damaged floor caves in beneath an opponent. (Note that some other interventions can also be beneficial coincidences; the categories are not hard and fast.)

Amplification

Amplifications temporarily increase powers or abilities – whatever the person is trying to do, he'll succeed with far better results than anyone expected. A berserker who bloodily slaughters his opponent, with little damage to himself, may have benefited from this sort of intervention. Amplifications may be mistaken for "good luck," but they're obvious. Typically, they increase a characteristic, or the Power of an attack; treat the Infernal Intervention's result as a success with a check digit of *at least* 6.

Respite

This intervention gives aid and relief to the subject. Healing, rest, money – suddenly, he gets what he needs in an obviously supernatural way. His wounds close, he regains all his Essence or cash appears in his pocket. Though rarely dramatic, the lucky recipient knows that somewhere, Lucifer has noticed him.

Intercession

When all looks bleakest, the cavalry comes to the rescue. This overt form of intervention sends assistance to the demon when he most needs it: a gang of Calabim arrive and join in the brawl, a Hellsworn police officer shows up to help or a rabid dog attacks the Soldiers of God chasing him. Usually, the instruments of Lucifer's assistance will return to their own plots after their part is played, but some may stick around and offer further help.

Touch of Satan

Lucifer sometimes not only takes notice of events, he takes direct and potent action. Though this intervention may not be dramatic or have an (obviously) overwhelming effect, all who witness it will know the Lightbringer was involved, if only briefly. This is *usually* reserved for climactic, important events – but sometimes Lucifer will wander by and open a stuck drawer, for his own reasons.

WHEN INTERVENTION OCCURS

Different kinds of intervention are more common in different kinds of situations. Lucifer does not show up to help the underlings by the whim of the dice; he's busy, and interventions are usually proportionate to the importance of the event. The GM is encouraged to take the examples below and improvise to fit the needs of the game.

TRIVIAL INTERVENTIONS

Interventions are rarely "trivial," but most die rolls aren't for terribly important, life-or-death actions. Generally, interventions on a trivial roll should be subtle.

Beneficial Coincidence

The demon gets a mundane lucky break, such as a bystander being friendly, or discovering a useful clue.

Amplification

A success has a check digit of 6, and there are some additional, serendipitous benefits. The stuck drawer opens and the sheet of passwords taped to it comes loose.

Respite

A demon who has just spent Essence recovers it. Small wounds heal. He discovers an extra clip of ammunition.

Intercession

A friendly NPC happens by and helps out. An imp or gremlin shows up, full of Essence and with useful Songs.

Touch of Satan

If this happens for trivia at all, it's not much more than what the PCs could have accomplished alone – an important clue is surrounded with a dark aura, or appears in a puff of brimstone-reeking smoke.

MINOR INTERVENTIONS

These occur in non-urgent but important situations; the demon doesn't *need* the help, but it's very useful.

Beneficial Coincidences

Something very lucky happens; the demon finds an item he'll need later, something inconvenient breaks or his own damaged equipment starts working again.

Amplification

The success is spectacular, beyond what he could have achieved himself – though not supernaturally so. A burglar shuts down the whole security system from one window; a strong-willed opponent fails to resist a demonic resonance.

Respite

All wounds are healed, or all Essence is returned.

Intercession

The friendly NPC who shows up has major influence in the situation, or is a trustworthy demon himself.

Touch of Satan

The effect is impressive, but not of major impact to the Symphony: water turns to blood, an angelic artifact corrodes or words of smoke appear in midair.

MAJOR INTERVENTIONS

When things get serious, when someone's life is at stake (such as in most combat) or when in the middle of important interactions with a powerful NPC, a major intervention may occur. In these situations, the intervention should be decisive.

Beneficial Coincidences

The "coincidence" is clearly unusual and impressive. A pursuing car's engine explodes, or a fugitive on foot finds a *fast* car left idling.

Amplification

The demon surpasses his usual limits and accomplishes extraordinary things. Essence spent gives double the bonus to a skill, or his attacks cause twice as much damage. This lasts for a round, or for the remainder of a fight.

Respite

All wounds are healed, all Essence renewed and (GM's option) dissonance may be lost or Discord suppressed.

Intercession

Major assistance shows up – a powerful Word-bound with a grudge against your attackers, a gang of Hellsworn with Unholy Pistols or a collection of Baal's Servitors with rifles looking for a good fight.

Touch of Satan

Something awe-inspiring happens – the Diabolicals have definitely gotten Lucifer's attention, somehow. *Everyone* serving Hell's cause will be healed of all wounds; a falling plane's wings turn batlike as it glides to a safe landing; the conditions for an infernal Tether are established.

CRITICAL INTERVENTIONS

Critical interventions happen during decisive, climactic events, in which the outcome could impact the future of the War. Interventions rolled during the grand finale of an adventure may be this spectacular.

Beneficial Coincidences

Nothing is too unlikely – winning lottery tickets, randomly fired shots, earthquakes, tornadoes or lightning strikes . . . And the lucky demon will come out far ahead.

Amplification

The demon becomes a conduit for Lucifer's powers. Whatever he does works Hellishly well. Opponents are slain by a single blow, cars can be tossed around like toys, enemies quail in terror at his aura of power.



Respite

All those serving Hell are healed of wounds and regain lost Essence; the PC who actually rolled the intervention loses dissonance, and possibly some of his Discord as well.

Intercession

A Prince notices the situation and shows up in a good mood, or sends a cadre of his Servitors to assist.

Touch of Satan

Lucifer unleashes his power directly, and the only limit is how much the GM wants the event to impact his campaign. Mountains move, opponents are destroyed utterly and satisfyingly, Archangels decide they have something *else* very important to attend to *right now* . . .

DIFFERENT DRUMMERS



78

DIFFERENT DRUMMERS

There are a lot of demons in Hell, and no two are exactly alike. Even knowing a diabolical's Band, which Prince he serves and what his Forces and Resources are doesn't begin to describe what that demon is really like. Two demons can have exactly the same character statistics, yet be entirely different individuals. One Shedite of Belial could spend his time driving humans to commit arson as a means of corrupting their souls, while his identical sibling serving the same master might specialize in starting forest fires out of a pure joy in massive destruction. The abilities are the same; the motives are different.

And that's a good thing. Character attributes are just a way to quantify what a character is able to do. They are not a complete description of that particular Diabolical. The player is the one who creates the character as a person. Often players come up with excellent ideas that are difficult to model using the basic character-creation system. Game Masters find themselves caught in a dilemma: do they let the player have a possibly unbalancing character in order to fit a good concept, or try to shoehorn the player's idea into the standard format? Further problems arise when it isn't clear to anyone just what abilities a character should have. Are newly created demons any different from old fallen angels who were around before the War began? Can players run an Imp or other lesser demon?

In a long-running campaign, characters are likely to change and grow, sometimes in surprising ways. After a player has run the same character for months or years, he's going to gain new insights into how that demon thinks and reacts. Events in the campaign may change the character's attitudes and goals.

As any GM will confirm, players are experts at getting their characters into unforeseen situations. Often the basic rules don't cover what the players decide to do. Game Masters must improvise to decide what happens when a Diabolical wants to change his allegiance from one Prince of Hell to another, or when two demons fall in love, or when one of the Infernals turns Renegade, or when some players want to be demons while the rest prefer angel characters.

Improvisation isn't necessarily a bad thing, of course. But when different GMs come up with different solutions to the same problem, it can annoy the players. ("What do you mean, I don't keep my Distinctions when I switch Princes?! Bob let me do it in *his* campaign.") This chapter provides a set of standards to follow for special cases.

It should be explicitly stated, however, that Game Masters are free to ignore or change any rules presented here. If you've already dealt with one of these problems in your campaign and come up with a satisfactory solution of your own, then by all means keep using it.



YOUNG DEMONS

HELL'S FRESHMEN

Unlike Heaven, Hell is burgeoning with young celestials. Demon Princes prefer quantity to quality, and no one wants to be outnumbered by the Principality next door. Thus, Hell churns out new demons as quickly as the supply of Forces permits.

Some Principalities grow more rapidly than others; Saminga would rather invest his Forces in undead servitors than in new demons, so the diabolical population of Abaddon is relatively small . . . while the undead are everywhere. Shal-Mari, on the other hand, seems to be undergoing a population explosion, and no one is quite sure which Prince is responsible. Eyeing one another suspiciously, some Princes with neighboring Principalities have become alarmed.

For immortal beings, "young" can mean but a few centuries old. Compared to other celestial environments, though, in Hell you grow up fast. While no celestial who was born after the Fall can truly be considered "old," a demon who survives long enough to match a young angel in Forces is generally considered fully mature. Until then, they're infernal youngsters, and are treated accordingly.

CREATING YOUNG DEMONS

Choosing to play a young demon means accepting a lower power level than the average starting *In Nomine* character. With the GM's permission, anyone who wishes to take on this added roleplaying challenge may create a diabolical character with less than the usual 9 Forces to start with.

The very youngest demons worthy of the name have 7 Forces, and most are created by their Prince with that amount. Some start out life as imps or gremlins (see p. 95), and a very rare few are the offspring of two other celestials (p. 84). A demon who is not quite fresh out of the crèche, but still immature, may be built with 8 Forces. A diabolical PC may have been an infernal spirit, or created as a full-fledged demon, but character creation is the same. They are designed like any other celestial PC, except that they have fewer Forces to start with (and thus, fewer Resources).

Young demons tend to be short on skills, since they haven't been around long enough to learn them, and they're unlikely to have spent enough time on Earth to have a Role. It's also unusual for a young demon to possess an artifact or a servant; Princes prefer to see their Servitors develop their own capabilities before handing them Resources. Thus, a typical demonic youngster has only a few Songs, a couple of skills, an Attunement or two, and a single vessel.

Lilim are an exception to the usual Forces progression. Lilith *always* creates Lilim with 9 Forces; there are no Lilim with fewer (unless they lost them in celestial combat), nor are any Lilim former spirits.

PLAYING THE YOUNG DEMONS

Celestials are "born" fully aware and functional, but they still have to gain knowledge and experience the hard way. Like angels coming to Earth for the first time, newly arrived demons are likely to commit many social blunders and do stupid things, which is why novices are *never* turned loose on Earth without supervision. There is a difference between demons who started out as demons, and demons who started out as infernal spirits. The latter actually have more experience, though they're no more powerful. A recently created demon will be completely new to Earth, and that should be emphasized when playing one. (See *Feast of Blades*, p. 27.)

What little they know about Earth mostly consists of propaganda and lies, and what they know about Heaven is even more distorted. The most crucial point in understanding the mentality of a young Diabolical is this: *they never Fell*.

Young Diabolicals – and here this category includes every demon born since the Fall – have no memory of

RELATING FORCES TO AGE

A lot of the discussion here assumes that older demons have more Forces. This is generally true, but it is not *always* the case.

As discussed in *Older Demons* (p. 82), some very old celestials have fewer Forces than one might expect. And a Superior can create a brand new celestial with any number of Forces; it's just very rare for Princes to invest more than the minimum in a newly created demon.

Thus, just as it's possible for a 9-Force demon to be quite old in human terms, it's also possible for a demon with the same number of Forces to be newborn (though it would be an interesting question why his Prince chose to give him a couple of extra starting Forces at birth).

Heaven. They can't even conceive of what it's like to be an angel. They have only the word of their Prince (whom they've been well-trained to obey) and that of their elders, for what Heaven and Earth are like. They are taught Lucifer's version of the Great Revolution, and indoctrinated in the diabolical perspective on the War.

Young demons believe absolutely that Heaven is a place of tyranny and stagnation – as regimented and totalitarian as Hell, but with fewer opportunities for advancement – and that the Divine plan would involve depriving every human being, as well as every celestial, of that which is most prized in Hell: individuality.

Furthermore, consider what exposure young demons have had to humanity. Hell receives the souls of the damned, generally a pretty rotten, pathetic lot. Demons who have never left the Pit see only the very worst of humanity, and believe them representative of the whole race. Small wonder that by the time a demon is ready to be sent to Earth, he has very little sympathy for humans. Many demons never abandon the basic premise that *they aren't the bad guys*.

Young demons should be played with a sense of malicious naiveté. Some start out with an almost Habbalah-like delusion that they're actually doing mankind a favor; humanity is better off tormented and suffering, but free, than protected and coddled but devoid of any choices. Remember that the average angel is more powerful than the average demon, and in Hell, angels are presented as terrible instruments of Divine retribution. Most young demons are terrified of angels, and it's a rare demon who ever *totally* loses his fear of the Host. It will take a green Diabolical a long time to fathom the idea that not all

angels are implacable killers, and that there are a few who might even be pleasant to know.

Like young angels, young demons begin with distorted perceptions of human behavior, but in the opposite direction: they *assume* that every human they meet is a lying, self-centered hypocrite. Demons understand altruism and love as intellectual concepts, but they don't believe in them. To young Diabolicals, Hell not only represents the natural order of things, but the *only* sensible model. It's an unpleasant place, but it *makes sense* to them. They see that the strong and clever thrive, while the weak serve and the foolish are destroyed. This seems far more sensible, and even *fair*, than any reliance on "goodness."

YOUNG DEMONS IN THE CAMPAIGN

Princes rarely send juveniles to Earth; it's bad enough that they'll be outgunned by any angel they meet, but they'll also be easy targets for the Servitors of rival Princes. Most Princes use gremlins and imps for minor chores on Earth, and keep their young demons at home until they've grown enough to handle themselves. However, a Diabological who's already spent time on Earth as one of those lesser spirits would be more familiar with the corporeal terrain, so they often stay there upon becoming full-fledged demons. If you want to play a newly created demon, there should be a very good reason why your Prince would send an unproven fledgling to Earth.

Any young Diabological sent to Earth will have a supervisor, usually an older demon who monitors the youngster very closely. The junior demon will be expected to obey his mentor as he would his Prince, and a demon's first experience with reality failing to conform to his expectations may be when his supervisor says and does things that conflict with his ideals. Demons are brought up to dread dissonance almost as much as they dread angels, and witnessing how easily it's acquired on Earth, and how casually some veterans treat it, can be a rude awakening.

Playing the role of an ingenue can be fun, but rookie demons usually have to take a back seat to their elders, and it may not be much fun to play a character that gets bossed around by everyone else. One option the GM may wish to consider is a "low-powered" campaign. Rather than having everyone play demons and angels as the default, give *every* PC only 6-8 Forces, and let them play Soldiers, celestial spirits, undead or young demons. In such a campaign, the young demons would actually be the higher-ranking characters.

Remember that all will have a superior, however, since newcomers aren't allowed too much autonomy.



OLDER DEMONS

HELL'S SURVIVORS

Celestials span a huge age range, from those who were literally born yesterday to those who have been around since before the Earth cooled. It's important to remember in an *In Nomine* campaign that celestials do not automatically gain power with age. Slow, steady gains over the centuries are possible, but usually a celestial's development is mapped with long plateaus marked by occasional rapid changes – up *and* down. Especially in Hell, a single brilliant move can earn a demon accolades from his Prince and a corresponding increase in personal power . . . but no one is too highly favored to be taken down a few notches for a slip of the tongue. Demons who are active in the War accumulate rewards faster, but also expose themselves to greater danger, including the losses that come with celestial combat.

Hell suffers more casualties than Heaven. Demons start out at a disadvantage, and celestial warfare usually results in more demons dying than angels. Moreover, infernal Superiors execute their own Servitors with frightening regularity. Demons who live a long time are more often the ones who avoid the most intense conflicts in the War, and register with their Princes as reliable but unremarkable Servitors.

Thus, there are occasional young hot-shots who have risen far above their peers – Haagenti's rise from familiar to Prince is an infernal rags-to-riches story that inspires many young Diabolicals – but there are many more older demons who have avoided both distinctions and death by plodding faithfully along and keeping their heads down. Hell's population is weighted toward youth, but it's not unheard of to meet a 9-Force Servitor with no Word and no distinctions who is older than his Superior. Player-characters may be such demons, but it requires some extra work to describe their history, and understand what sets them apart from a wet-behind-the-ears youngster who has just as many Forces.

CREATING OLDER DEMONS

An old demon may be created using the standard rules, giving him the usual 9 Forces to start with. The GM *may* wish to consider allowing some extra Resources, and

FALLEN ANGELS

One of the most intriguing options for older diabolical PCs is a Fallen angel. Hellborn demons – including some Princes – lack the insight possessed by those who once soared in Heaven. Knowing what it's like to be an angel gives the Fallen a unique advantage in dealing with their former peers, and when they get to Hell, they exploit this advantage for all it's worth.

An older PC who is a former angel requires an even more complex background. Which Arch-angel did he serve, and what was his status in Heaven? Why did he Fall, and when? How did he come to serve his present Prince? And does he revel in his freedom, or does he experience regret? There are few Fallen angels who don't, in their heart of hearts, miss the glory of Heaven, just a little bit.

An even more interesting possibility is a demon so old, he was present when Lucifer rebelled. The First of the Fallen occupy a unique place in infernal society . . . Lucifer has a special fondness for those who were there at the beginning, and most of the original rebels consider themselves superior to the ones born afterward, and the Johnny-come-lately angels who only joined once Lucifer had already proven there *was* an alternative to serving in Heaven.

Of course it's harder to justify a beginning-level character who's been around since the Fall. But even among such ancient demons, there are bound to be a few who settled into a routine and *never deviated from it*, even after thousands of years, as well as a few who may have once occupied positions of great power, until something Really Bad happened . . .

possibly even an extra Force or two. If you do this, the veteran should have a special role to play in the game, but not one that further overshadows the other PCs. Experienced demons should be reserved for experienced roleplayers who are very familiar with *In Nomine*. If you, as a GM, fear that older demons in your campaign will simply become a power-gamer's option, then they should absolutely not be allowed.

The player should consider what the demon has been doing for most of his life, and then build the demon's skills and other Resources accordingly. A fairly wide selection of skills, or a narrow skill focus at high levels, is most appropriate. Songs should be chosen to support the demon's area of expertise. On the other hand, few of

these types of veterans have extra Attunements, and if you are permitting older PCs to have some extra Resources to start with, it's recommended that they be used to buy things *other* than Attunements. If an old demon has earned enough regard from his Prince to have extra Attunements, then he really should occupy a higher position by now.

An experienced demon could easily have picked up an artifact or two over the years, and a servant would also be reasonable. Veterans of the corporeal plane have usually learned to maintain at least one spare vessel, too. A high-level Role is definitely appropriate. The GM may choose to give older characters any other extras he wishes, such as extra Rites, or perhaps special Songs unavailable to others. A Distinction would probably be unbalancing, and under no circumstances should *any* PC be allowed to start with a Word. One thing veteran demons have had plenty of opportunity to acquire is Discord, so with the GM's permission an older demon may begin with Discord, and the extra points that go with it. Perhaps the Discord is part of the reason he hasn't advanced further.

The most valuable resource an older demon has is something that can't be measured in character points: experience. A cocky young demon who considers himself the equal of his elder simply because he has as many Forces and Attunements may learn the hard way that old demons don't become old without having made a few friends . . .

VETERAN DIABOLICALS: PROFILES

One would expect a Diabolical with centuries of experience to have gained *something* more than he has, but such is not always the case, and here are some of the reasons why.

The Bumbler

"What? A Triad of Judgment is in town and you want me to spy on them? (gulp) Yes sir, you can count on me, Sir! I won't let you down this time!"

Narcis is a Lilim of the War. She's not a coward, but she's not particularly brave, either. She's spent more time in Trauma than she has on Earth. A career counselor would say she's in the wrong line of work, but Narcis doesn't have much choice now.

Because she has proven useful, Baal has let her live, blunder after blunder. At some point his patience is going to run out.

Most Princes have little tolerance for incompetents, and one major screw-up, or several minor ones, is as much as most Servitors are allowed. And yet, there are a fair number of bumbling demons who are infernal embodiments of the Peter Principle ("Everyone rises to his own level of incompetence"). Some of Vapula's hipper Servitors call them "Dilberts." They manage to persist in an unimportant post for years, sometimes centuries, annoying everyone who has to work with them, yet somehow avoiding that fatal blunder which proves to be the final straw. A bumbler's greatest desire is to prove himself and finally earn the promotion he knows he's deserved all along. Many players won't want a bumbler PC, but they can be amusing to play, especially when they've finally been assigned the mission that will either be their big break – or the last nail in their coffin.

The Drudge

"Keeping gluttons well-fed is a full-time job. I take pride



in my cuisine. I make sure every drooling soul in Hell eats until it hurts, eats until they cry out in agony because they can't stop eating . . . and after they burst, I feed them more."

Saida is a Habbalite of Gluttony. She's head chef at one of Hell's largest kitchens, and she excels at her job. The starving souls of mortal gluttons crawl to Shal-Mari, begging to be fed, and giving up their Essence to Saida's Prince. She sees to it that they are . . . fed and fed and fed. She believes she's serving up just desserts. Saida has been very happy doing this job for centuries, and Haagenti is very happy to keep her there.

"Drudges," like Saida, perform the countless menial chores necessary to keep Hell's wheels grinding. They lack ambition and rarely complain, and they're useful enough that Princes don't mind the minimal amount of attention it takes to keep them happy.

Not all infernal drudges work in Hell, though most drudgelike jobs on Earth are performed by gremlins and imps. An old PC might be a drudge, or a former drudge who has decided that it's finally time for a change. When these lackeys occasionally grow discontent, after countless years of faithful drudgery, their Princes are usually willing to provide them a chance to prove themselves suitable for more important work.

The Casualty

"Don't tell me what to do! There was a time when I could have pulled off this whole operation by myself. In fact, I once planned and executed a heist a lot like this, and it should have gone perfectly, too – there was no way I could have known that the one soldier I had to dispose of was actually an incognito vessel of Laurence . . ."

Rakham is a Calabite of Theft. Once, he was a major player, but then he ran into a little trouble with an Archangel, and was never quite the same again. After what remained of him returned to Hell, Valefor put him back together enough to let him slowly regenerate his faculties, but Rakham is a shadow of his former self.

This is a very interesting option for a PC: a demon who was once far more powerful than he is at present. Perhaps he was on the losing end of a major celestial battle, like Rakham, or perhaps he *really* ticked off his Prince . . . not enough to be terminated, but enough to be stripped down to practically a fledgling. Either way, the demon will both be mourning his lost prestige and power, and eager to return to his former self.

Some veteran demons have constantly fluctuated in Forces over the years, because they continue tangling with angels in celestial combat. Until they learn to avoid conflicts they can't win, they'll never rise very far, but what they lack in proficiency they make up for in enthusiasm.

INFERNAL REPRODUCTION

Most new demons are created by one of the Princes of Hell. The Superior binds together the appropriate configuration of Forces into a new servant of Darkness, and sends it out into the world. Because the Princes make lots of new demons, they don't value their creations very highly. To the lords of the Fallen, their legions are useful but expendable.

However, there is another way for demons to come into existence. It's very uncommon, and is hedged around with dangers, but it does happen. A pair of demons can decide to have a child.

MAKING A NEW DEMON

Most celestials can't bind Forces together into a new being, so prospective demon parents need the help of a Superior. Needless to say, the Princes of Hell don't exactly have a reputation for being helpful.

Samanga is the most hostile, with a long-standing reputation for annihilating any prospective parents who ask for his help. Malphas and Asmodeus are almost as tough to deal with, because both hate to see a pair of Infernals caring so much for one another that they want to create a child. It shows that the demon couple lacks the fine selfishness and self-absorption that is the hallmark of a true Diabolical.

Kobal is completely unpredictable. Sometimes he is helpful, but he is also capable of turning the whole thing into an elaborate sick joke – forcing the parents to accomplish insanely difficult quests, demanding outrageous sacrifices from them and then presenting them with an imp or a mindless idiot.

Andrealphus and Vapula have a reputation for being the easiest Princes for a couple wanting a child to approach. Andrealphus normally compels the parents to indulge *his* desires for a week or two first. Vapula is generally favorable to requests for aid from prospective parents, but he cannot resist adding "improvements" – children created with his help always have at least one level of Discord that cannot be removed.

All Princes, no matter what other price they exact, do insist that the newborn be pledged to their service. This can cause serious problems if the parents serve different Superiors. Lilith is the exception; she requires a level 6 Geas from each of the prospective parents, and places one on the newborn.

Once a Prince's cooperation has been secured, the two demons join their Celestial forms in writhing union, and each parent contributes a few Forces to make up the new being. A parent must give at least 1 Force, and can voluntarily give up to 1 of each type. The Superior binds the Forces contributed by the parents together with loose Forces drawn from the Symphony to create a new demon.

Little Devils

Newborn demons belong to the Band of whichever parent contributed the most Forces during the process of creation. If both parents contributed equal Forces, then the assisting Prince can choose which parent the child will take after.

An infant demon is not a baby. In power and Forces he is a fully functional adult. But Hell is a very dangerous place for a naive youngster, and the newborn's parents must give the child a fast education in how to survive. The newborn's patron Prince will probably assign the demon child to some relatively safe duties in Hell until it is capable of handling missions on Earth.

Although a newborn demon is (or at least is supposed to be) tainted by evil from the moment of creation, every demon is an individual, and some are simply less demonic than others. It sometimes happens that an infant demon may suddenly realize what he is and what he could be, and perceive the corruption and insanity of the Fallen. He can start turning into an angel.

This, of course, is one reason that Hell is so . . . well, hellish . . . for young demons. Surrounded by cruelty and temptation of all kinds, most young demons learn to become selfish and develop the darker side of their natures. Occasionally, though, a new demon will be strong enough to resist and clever enough not to show it. If such a being can get to Earth and make contact with angels, it is a likely candidate for quick Redemption. This will lead to great embarrassment for its Prince, and probably annihilation for its parents and trainers.

There are also stories of "spontaneous Redemption" of young demons who were somehow created with little or no evil. It is unsafe to repeat these rumors in Hell.

HALF-BREEDS

It's rare for a demon to fall in love with anyone. But they do, and not just with other demons, either. Demons have formed relationships with mortals, Renegades and even angels. Inevitably, some have tried to have children.

Since angels and demons are both celestials, the process for a "mixed marriage" creating an offspring is fundamentally the same as that for two demons. The difficulty is finding a Superior willing to assist.

Surprisingly, many of the Princes of Hell who give demon couples a hard time are very cooperative when approached by a demon in love with an angel. Why not? It's a good step toward corrupting another one of the Host. Only Saminga and Asmodeus utterly refuse to help demon-angel couples. And all Princes demand a terrible price from the angel. Information about Heaven's activities, theft or sabotage within Heaven itself, or possibly a Celestial assassination are the kind of payment a Prince of Hell asks.

Demon Spawn

Demons in corporeal Vessels can mate with humans, but normally such unions are not fruitful as a celestial's Vessel is sterile (the Shedim are a special case – their hosts are living human bodies and can reproduce normally). But there are two ways for demons to have children with mortals.

The first method is to use the Celestial Song of Fruition, as described in the *Angelic Players' Guide*. The



Song allows angels and demons to have children with humans. It is seldom used by Diabolicals, because the inherent corruption of a demon's Forces often interferes with conception or creates monstrous births. When a Diabolical attempts to conceive a child using the Song of Fruition, *halve* his Celestial Forces for the purpose of determining the target number for Song success. Calabim also add 2 to the Check Digit to see if the child turns out to be a Nephallim monster.

Aside from the practical difficulties of siring a child with the Song of Fruition, demons simply don't have much reason to want mortal offspring. A human child is a natural target for the Diabolical parent's enemies. And wanting to have a child with someone requires a level of affection and commitment few demons can even fathom.

Half-demon children conceived with the Song of Fruition are mortal; they must grow up and grow old. But they aren't entirely normal. They have the potential to gain extra Forces, making them ideal candidates to become Soldiers of Hell. With a little training they can expend Essence with the same degree of control as a Diabolical.

The second method by which Diabolicals can reproduce with humans is much more convenient. Any demon with both a male and a female Vessel, or who knows the Corporeal Song of Form, can do the "succubus trick." The process is simple: in female form the demon mates with a human man. Then, within a few hours the demon assumes male form and impregnates a human woman with the man's seed. It's a kind of artificial insemination. (Calabim can't do this at all – their aura of entropy is sufficiently powerful that the stored sperm is rendered sterile.)

A child conceived via the succubus trick is simply the ordinary human child of the sperm "donor" and the mother, but only the demon actually knows this. Demons disguised as mortals have used the succubus trick to get girls pregnant right before abandoning them, while others have used it to bamboozle would-be Brides of Satan into thinking their child is to be the Antichrist.

MIXED PARTIES

In Nomine players who want a mixed group of angel and demon characters must cope with some fairly serious problems. Because angels are usually supposed to be obedient and truthful, much of the burden of holding a mixed group together must fall on the demon characters. Diabolicals are more . . . *flexible* than angels.

FRIENDS, FOES OR FOOLS?

There are four ways for demon characters to adventure alongside angels. They can be enemies, fighting the War against each other on the front lines. But if constant conflict isn't what the group wants, the Diabolicals can be friends of the angel characters, or they can be ordered to cooperate by higher powers. Lastly, the demon characters can fool the angels and pretend to be mortals or other angels. Obviously, the tone and style of the campaign will determine which options are possible.



The Front Lines

"So, Balseraph – we meet again."

Even before I turned around I knew who it was. Nobody but a Malakite would ever say something that pretentious. He had a blessed sword ready, and was grinning like a fool in anticipation of chopping me into dog food.

"Nice to see you again, Adrian. Do you know there's a pair of demons behind you with guns?"

"Save your lies for the Father of Lies, worm. It's time to send you . . ." His last words were drowned out by the roar of automatic weapon fire. I dove for cover as Etzel and Jengis emptied two magazines into the surprised angel.

"Thanks, boys," I said, dusting myself off. "Beers are on me." I fished the Malakite's wallet out of the ruins of his jacket and extracted a couple of twenties. "Nice talking to you, Adrian."

By far the most direct mixed campaign is one in which the angels and demons are doing exactly what they're created to do: fighting the War for the souls of humankind.

An adversarial campaign will engage a lot of combat, since the simplest way to keep the enemy's plots from succeeding is to go in and beat up the enemy. Of course, an endless series of player-character battles can grow dull, so the angel and demon characters may decide to agree on some "rules of engagement" to encourage a more cerebral style of roleplaying.

It's unlikely that a group can maintain a stalemate indefinitely. Eventually one side is going to gain the upper hand. Consequently an adversarial campaign works better as a limited series, possibly even as a long afternoon one-shot.

Celestial Pals

The nicely dressed young man had casually placed his umbrella on the floor, right where the waiters bustling in and out of the kitchen would be sure to trip on it.

"Not tonight, sweetie," said his date, a cute girl with a halo of short blonde hair. "You promised."

"Sorry. Force of habit." He moved the umbrella just as a waiter loaded with a heavy tray came trotting out of the kitchen.

"Good boy. So, what's the plan for after dinner?" She began looking over the menu.

"I thought we could go see a movie, hit the clubs and dance until the wee hours, then take a walk along the lake under the stars."

"Sounds nice. You do know how to show a girl a good time."

"A Hell of a good time."

"If you're especially nice I may decide to give you a little taste of Heaven."

It's not unknown for angels and demons to form friendships. A mixed party in which the angels and demons are genuinely friends has the easiest time of it. They don't have to conceal their identities or worry about betrayal (not as much, anyway). The Austin celestial community described in *Night Music* is a good example of a group of angels and demons who more or less like and trust one another, and even work together well.

Outcasts and Renegades can fit easily into a "friendly" mixed party. Certainly either type of exiled celestial will need some friends, and can't be too picky about who they get help from. An entire party might consist of Renegades and Outcasts drawn together for mutual aid and protection. Sufficiently brash characters might try to hire themselves out as celestial mercenaries, working for the side that pays the best. The chief danger in this kind of campaign is the threat of discovery.

Friendly mixed groups work best with players who want a campaign focused on the gray areas between the stark black and white of Heaven and Hell. They also fit well with a satirical tone, as the minions of both sides in the War must band together to cope with an impossible situation.

Orders are Orders

"I don't like it," Theodora whispered to me for the tenth time that night.

"Shut up," I answered for the tenth time. "You heard what the boss said. For now, we're on the same side."

CALLED ON THE CARPET

Characters with friends on the other side of the War must do their best to hide their association with the enemy. But what happens if they fail? A lot depends on which Superior learns their secret.

If Asmodeus finds out, the players may just want to start creating new demon characters. He's almost certain to stage a grand show trial of the infernal PCs, in order to embarrass their Superiors and instill fear in all lesser Diabolicals. When the trial ends, the criminals will be handed over to Asmodeus' expert torturers for a lingering execution.

Other Princes of Hell are likely to be more merciful. Most other Princes understand the value of blackmail. If they catch a demon with angel friends, it's much more useful to leave him in place and use the threat of exposure to control him. This is especially valuable if their victims serve a rival Prince. Often a Prince can use the infernals in a group as hostages to compel cooperation from the angels. The more farsighted Princes, like Baal, Kronos and Malphas, may make use of the demons to feed misinformation to their angel friends as a way to manipulate Heavenly strategy.

Archangels tend to be more strict. Nearly all of them will take swift action against angels found associating with demons. The most strict is Gabriel, who would certainly annihilate any of the Host she found consorting with demons. Dominic would naturally hold a trial first, but the outcome is scarcely in doubt.

Novalis is famous for her merciful nature, and might permit her servants to continue trying to redeem their Diabolical comrades. Marc is almost as generous. The two greatest warrior Archangels, Laurence and Michael, are more like the Princes of Hell in their treatment of those found fraternizing: it's a good opportunity to give Hell false intelligence, and possibly learn a thing or two. Needless to say, this is possible only if the angels involved can convince the Superiors of their loyalty and good faith. If an angel seems to be at all sympathetic with the other side, then the word "poof" is an accurate description of his fate.

"I still don't like it."

"If it's any consolation, babe, I don't like being here either," said the Impudite from the back seat. "The sooner this whole thing is done the happier I'll be."

"The sooner you're back in Hell where you belong the happier I'll be," Theo snapped back.

"Both of you quiet down. We're coming to a truck stop; maybe we can pick up the creature's trail there."

DIFFERENT DRUMMERS

"Good. And just so you know, demon – the moment we kill that thing you'd better start running, 'cause you're No. 2 on my list."

I sighed and looked at Theodora in irritation. Her posturing was starting to interfere with the mission. I decided that I preferred dealing with demons to working with a hard-headed Cherub like her.

Angels and Diabolicals may wind up adventuring together simply because they've been ordered to by their Superiors. From the perspective of the players and game master, this is by far the simplest arrangement.

Any joint Host-Diabolical operation is going to be fraught with backstabbing and hidden agendas. Demons who have been commanded to go on a mission with angels will have a field day harassing and tempting their heavenly comrades. But they should also beware – angels can hold their own at plotting and double-crossing. Nor is the paranoia and intrigue limited to demons vs. angels. Cooperation among Superiors on opposite sides of the War is definitely against the rules, so the Celestial Inquisition and Asmodeus' agents will be hot on the trail of the characters, and may have planted agents in the group!

This type of group is most suitable for a limited campaign. After all, the Superiors on both sides don't want their minions to continue working together once there is no longer a threat. The paranoia and counterplotting among the characters requires players who won't take events in the game too personally.

Sheep's Clothing

Call it paranoia, if you like. I was out on the old highway just before lunch when I spotted Anton's racked-out old Caddy pulling into the House of Eng parking lot. It was a strange time for him to be out – why wasn't he at his job at the pastry shop? Maybe something was up. I made a U-turn at the next light and pulled my car in next to his.

Inside I decided to be discreet. If something was going down I didn't want to spoil it for Anton by barging in. I grabbed a booth in the corner and watched over the top of my menu.

What I saw made me want to cry. Within fifteen minutes Anton made six trips to the all-you-can-eat buffet, loading up his plate with towering mounds of food, then practically pouring them down his throat when he sat down. The staff watched him in disbelief.

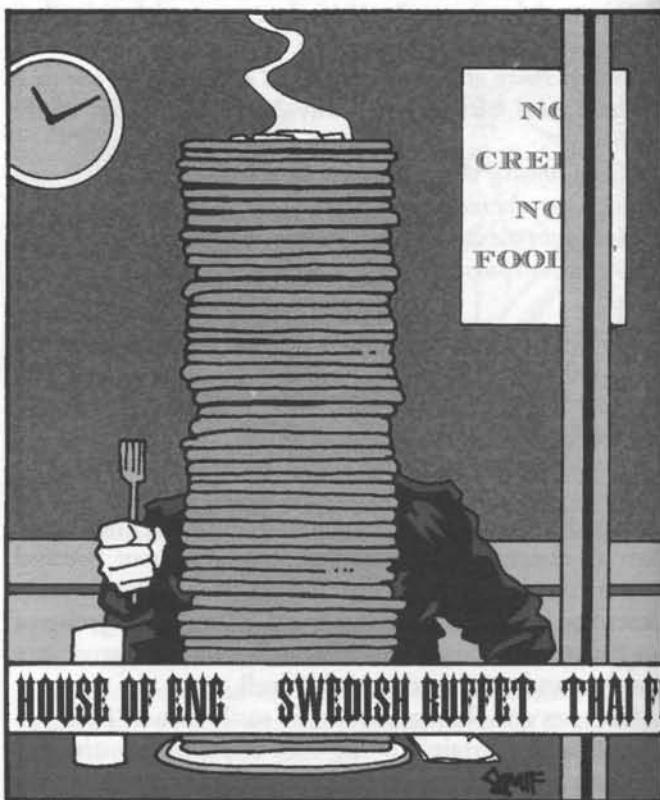
After his seventh trip I went over and took a seat next to him. He looked at me, guilt and fear mingling on his face. Finally he gave a wan smile. "Would you believe a tape-worm?"

"Angel of Eli, my ass. You're one of Haagenti's little pigs, aren't you?"

"Okay, copper. You got me." He slurped down another disgusting heap of beef chow mein. "But before you do anything

rash, let me ask you one thing: how many times have I saved your life in the four years you've known me?"

One simple (yet risky) method for Diabolical characters to get along with angels is to keep their identity secret. After all, unless a demon sports an "I Love Lucifer" t-shirt, there's no way for an angel to tell at first glance he's not one of the Host. Depending on the gaming group, the angel players can be aware of the demon character's true nature, or the Diabolical's player can keep it a secret known only to himself and the Game Master.



One thing which the player must carefully consider is why the Diabolical is expending so much effort pretending to be an angel. Is he trying to spy on the enemy? Has he developed a crush on one of the other characters? Is he considering turning Renegade? Or is he hiding out from a disgruntled Prince? This will make a big difference in the conduct of the campaign, especially if the demon's cover ever gets blown.

A demon in disguise can masquerade as an angel – though he must be careful the other angels can't do a background check on him in Heaven. A useful trick is to pretend to be the servant of an Archangel who isn't on speaking terms with the other characters' Superiors.

If the angel characters are charitable sorts, the demon might even masquerade as an Outcast. That's a good excuse for not having a Superior, and even lets a demon show a little Discord now and then without worry.

Diabolicals masquerading as angels or Outcasts must be careful using their resonances and attunements. While many demonic abilities are not conspicuous or duplicate angelic powers, some can reveal the user's demonic nature like a neon sign. And nearly *all* demonic Rites are dead giveaways. A Diabolical character must use his powers discreetly.

Daredevil demons can pretend to be mortals. It's tricky, and not for the faint of heart or slow of wits. First of all, the demon has to explain why a mortal knows about the War and the celestials at all. He must be extremely careful not to expend Essence around his angel friends, and can't use any supernatural abilities. (A demon might claim to be a Soldier of God to account for skilled Essence use, but then the angels are liable to start ordering him around.) On the other hand, nobody expects humans to meet Heavenly standards of behavior, and most Celestial and Ethereal Discords can be explained as ordinary human frailty.

There are drawbacks to being a devil in disguise. If anyone sees the demon's celestial form, the jig is up. Hidden Infernals can't enter a heavenly Tether celestially. Seraphim, Elohim and Malakim can use their Resonances to spot a hidden demon. Servants of Dominic, Gabriel and Yves have attunements or distinctions which can penetrate a disguise, as well.

If the disguised demon's cover is blown, the other party members probably won't be too happy to find a Diabolical in their midst. Depending on what the demon's done while undercover, and his relations with the other characters, the angels may be forgiving . . . or they may *not*. Undercover work is dangerous, even for the minions of Hell.

Diabolicals masquerading as angels can work in any kind of campaign. The tone can range from humorous to very grim, and the demon's relationship with his angel comrades can vary from "wink and nudge" acceptance to the lonely, paranoid life of an undercover agent in enemy territory.

MIXED ADVENTURING

The demon found me in the library, alone in a long row of shelves.

"I got the information you wanted. It's not good news. According to my contacts back in Tartarus, the trigger's already been moved to Earth and put in place. And you'll never guess who took delivery."

"Okay, I won't guess. Who was it?"

"Ever met an Ofanite named Bolide?"

"I think so. A servant of Gabriel, I think. You mean he picked up the bomb?"

"Yep. My contact's an imp; he saw the whole thing. I even tortured the little sneak to make sure he was telling the truth."

ANGELS UNDERCOVER

It's just barely possible for an angel to join a group of Diabolical characters, disguised either as a mortal or another demon. Seraphim and Malakim can't manage it, but members of other Choirs might. Servants of Dominic, Gabriel and Novalis are probably unsuitable, as they would be hard-pressed to avoid picking up dissonance while in demonic disguise. It's going to be very difficult for an angel to maintain his cover identity without running the risk of Falling. As with demons, undercover angels must be very cautious which powers they use when others are watching, and must at all costs prevent a demon from seeing them in Celestial form.

"Vapula and . . . Gabriel are behind this?"

"It makes a weird kind of sense if you think about it. Doctor V gets to make the biggest bang anyone's ever heard, and our favorite psycho Archangel gets to burn up all the bad people in half a continent. More, if the blast kicks off a war." His face was serious, but I could see that somewhere in the depths of his demonic soul, he approved.

"There's no way we could tackle either Gabriel or Vapula, much less the two of them. But we can try to find that bomb. Get us some weapons; I'll arrange transport. We've got twelve hours to save the world."

Adventures for mixed parties are likely to concern themselves with ambiguities and unusual situations, rather than straightforward stand-up fights between good and evil. The characters may find themselves involved in human problems, or encountering other celestials disillusioned with the War. A substantial

MORE DEVILS IN DISGUISE

An undercover demon masquerading as a mortal can also work well in a group of human characters. The demon could pretend to be a Soldier himself, or an Outcast, or even (if the Game Master has a vicious streak and allows it) pass himself off as an angel!

A demon among human characters could be an enemy agent, working to undermine the efforts of the mortals in the War. Or he could be a rebel against Hell, acting as a sort of "Scarlet Pimpernel" to help his human allies.

Either way, a demon pretending to be a mortal is likely to be in big trouble when the group's *real* angel patrons show up!

amount of game time can be spent just making sure no outside force discovers the true nature of a mixed group.

Alternately, a mixed campaign could involve parts of the *In Nomine* universe that aren't directly concerned in the War – the Far Marches, beyond the control of Beleth and Blandine; the secretive Grigori; old gods and surviving pagan cults. The characters might well be active combatants in the War, but still join together to explore supernatural mysteries during their “down time.”

This doesn't mean all mixed-party adventures have to be small-scale or low-key. A combined group may have to deal with rogue Superiors, or discover signs of collusion between Heaven and Hell, either to prolong the stalemate or to end the War. The player-characters may have to defy both of the cosmic powers of the Universe – if that isn't epic enough, what is?

Of course, a mixed group does get certain advantages. With proper precautions, the characters can draw upon the resources of both Heaven and Hell. Demons might have a hard time getting close to a rogue angel who has taken refuge in a heavenly Tether, but angels can walk right in and nab him.

If the players are inventive enough, a mixed group really doesn't need set-piece adventures at all.

CHARACTERS FOR MIXED CAMPAIGNS

Players must think more when creating characters for a mixed campaign group. Celestials in a mixed group should have personalities that won't turn every game session into a standoff between hostile characters. Characters in a mixed party must be the sort of demons who can reasonably work alongside an angel – even if they are just doing it in order to stab him in the back later on.

Certain Bands and Choirs are better than others for mixed groups. On the angelic side, Malakim are pretty much impossible to run in a joint party, unless the character is so incredibly dense that he never realizes the other celestials around him are demons, or is under very strict and detailed orders. Angels of Dominic are unlikely to be friends with demons, but might be commanded to go on a joint mission with them. Gabriel's servants have trouble, especially if their demon friends insist on tormenting humans when they're nearby. Unless under orders to cooperate, angels of Laurence are liable to gain dissonance by fraternizing with the enemy.

Among the infernals, Shedim have the hardest time cooperating with angels. Their constant need to drive their hosts to greater and greater evil is almost certain to provoke conflict. Diabolicals in service to Asmodeus had better have written orders commanding them to associate with the Host. Saming's demons are also troublesome.

A character's Resources should be selected with an eye to their appropriateness in a mixed campaign. Demons who take Roles like “kiddie porn producer” or “e-mail spammer” may find them just too evil for angel characters to ignore. And taking the Murderous Discord is asking for trouble.

CLIMBING THE LADDER

Far more than their counterparts in the Host, demons are concerned with their own advancement. Those who grew from 1-Force demonlings learned the rules early – use people weaker than you, shove your equals aside and ingratiate yourself with the powerful. Created demons start out knowing the score – they owe their existence to their creator, and he expects to recoup the time and Essence they cost. But even the lowliest demonling can dream of Princedom; Haagenti and Nybbas are role models for many. The most ambitious think about becoming the Lord of Hell . . .

DEMONS AND ORGANIZATION

The first step up for demonlings is imp or gremlin status – they're useful enough to serve a demon, and earn additional Forces. Some, like Haagenti, serve a tour of duty as familiars. “Join up! Gain valuable corporeal experience!” . . . Become the expendable property of an often-abusive master!

An infernal is really on his way when he reaches demonhood at 7 Forces, and gets his Heart. While he's now under the thumb of his Prince, at least he outranks humans and minor spirits. The standard 9-Force PCs are Hell's yuppies – favored by the management, standing above (or sometimes on) the rank and file. This also makes them visible targets.

Further advancement requires serving a Prince so well that he grants distinctions, letting the demon manage more and more Servitors. Most Diabolicals seek a Word now, though powerful Words usually go to those who bide their time and increase their influence.

The highest any demon can realistically expect to go is Prince – which doesn't keep Princes from scheming to increase their own power, with the ultimate goal of displacing Lucifer. Smart infernals notice that while Princes come and go, no one has yet toppled the Prince of Lies.

Hell is rigidly hierarchical; like humans, the demonic cogs in the infernal machine have a few simple rules: suck

up to the boss, beat the competition, try to look useful, CYA, and, above all, *don't get caught*.

Superiors

Most demons have one or more intermediate superiors in the hierarchy between them and their Superior. Usually these middle-managers possess distinctions, are Word-bound or both.

Unlike the stable Heavenly hierarchy, the complex politics in Hell cause frequent reorganizations among a Prince's Servitors. "Musical Superiors" is the most popular game in Hell. Demons down in the rank and file get new superiors regularly, and corresponding changes in their duties.

Bypassing this entirely are special Servitors, assigned missions by their Superior and reporting to him.

While any Servitor can call directly on his Prince, there would better be a *very* good reason to bypass the chain of command – when a Superior says "my door is always open," it's usually the trap-door in front of his throne.

Distinctions and Rank

Within an infernal hierarchy, rank is based on personal power, and is generally reflected in the command chain. Power includes the ability to command others; even a 7-Force demon may have a human soul or an imp as a servant. The more powerful, the more minions one has. Clearly, the ability to command *loyalty* is an important factor. Loyalty may be based on fear, reward, mutual advantage or even admiration.

A Prince's special agents usually do not have servitors, but may possess distinctions, Words and other indications of rank so they can call out the troops to help fulfill their duties. Most regular superiors will cooperate, since these Servitors have the Prince's ear.

Rank rarely carries over between Principalities, though most demons will grudgingly help someone more powerful, if only out of self-preservation. When helping a Servitor of a hostile power, the demon had better advance his Prince's goals, too. Most demons cooperate with Servitors of the Game, though – it's not a survival trait to stand in *their* way.

Promotion

Within the normal hierarchy, promotion means gaining authority over more and more servitors. Initially, these will be human souls, Soldiers, imps and gremlins. As the demon advances, his minions will include lesser demons. At the higher levels, a powerful Word-bound will have lesser Words serving him.

For special agents, promotion is reflected in distinctions, attunements, artifacts, access to sensitive informa-



tion and permission to borrow powerful relics. The ability to directly call upon a Superior – without being busted down to demonling – is also a measure of power.

Punishments

Hell can be Hell for a Servitor who's messed up – or gotten blamed . . . Demonic Superiors are rarely tolerant of failures, and have creative ways of showing this. (Modern Princes call this "motivation" and "incentive;" old-timers call it "making an example.")

Minor failures often are punished by a level of Discord, soul damage, confiscation of artifacts or scutwork assignments. A Servitor responsible for – or in the line of fire of – a major failure can look forward to loss of Forces, distinctions or attunements; assignment to a hopeless job with a sadistic superior; or complete destruction . . . slowly. Even simple demotion can be dangerous, if people you stepped on going up now have authority over you.

GAINING A WORD

All demons seek power, and the only route to *real* power in Hell is a Word, preferably one with a wide scope – being the Demon of Buggy Whips is a lot less useful than being the Demon of Politics. The most ambitious scheme for Princedom . . . and beyond. The more cautious settle for *enough* power to keep rivals at bay, but avoid challenging their Prince. If you want a

DIFFERENT DRUMMERS

CHANGING WORDS

Once you have a Word you're usually stuck with it, though Lucifer can always change it, for good or ill. He rarely does this on request, though. Given this block to further advancement, some ambitious demons have creatively interpreted their Words to widen their scope . . . or engineered a whole new meaning. The Demon of Spam is a *lot* more powerful since the Internet adopted the word for junk e-mail, and he now reports to Nybbas rather than Haagenti.

specific Word, you may also have to ensure that it's available . . .

Since all infernal Words are granted directly by Lucifer, there is no sure route to gaining a Word, nor is there any guarantee that the Lightbringer will grant the *desired* Word. Trying to second-guess him is a dangerous pastime – no ordinary demon can hope to predict his reactions, nor even reliably determine what might please him and what might leave the petitioner a sulfurous grease spot on the floor, or just the Demon of Pond Scum. Still, it's the best chance for major advancement.

While every case is different, there are three main ways to get a Word in Hell. You can perform some spectacular feat that draws Lucifer's attention and approval. You can convince your Prince to petition for a Word. Or you may simply find yourself with a Word, due to some incomprehensible whim of the Lightbringer's.

Taking the Short-Cut

The fastest way to get a Word is to do something incredibly clever that advances the cause of Hell in a major way. There are three main problems with this. First, you need to do something really impressive (and stealing credit rarely works here). Next, you have to gain Lucifer's notice. And finally, you have to *survive* his notice . . .

This is the best route to getting a really powerful Word. Unfortunately, your Prince may view this sort of

HELL ON EARTH

While high-powered angels stay in Heaven to politic and run their hierarchies, powerful demons may not – many areas of Hell aren't vacation spots even if you've got the corner office. And it's easier to build a covert power base in the corporeal realm.

ambition very unfavorably, so this can be a dangerous tactic.

Nybbas is the shining example of this path to Word-dom. He went instantly from being a lowly Servitor of Technology to being the powerful Prince of the Media – Lucifer saw the immense diabolical potential of television, liked the inventor's style and rewarded him correspondingly. Many demons have since been inspired to go for the gold, but no one has yet managed quite so spectacular a jump. And many short-sighted schemes have broken against the Lightbringer's superior understanding of the Symphony, with the perpetrator being left, at best, a laughingstock.

Politicking for a Word

The safest route to getting a Word is to gain your Prince's favor, and get *him* to petition Lucifer for you. This requires walking a thin line between ambition and safety – you want as powerful a Word as you can get, but asking for *too* powerful a Word is liable to trigger paranoia. Also, many Superiors indefinitely dangle the promise of a Word petition to encourage loyalty and diligence from their Servitors.

Any open Word under your Prince is likely to draw rivals, and many Princes will have more than one candidate for a useful Word – competition is a good motivator. Each Superior has his own ways of deciding who he'll ultimately choose, though any candidate he offers to Lucifer must pass the Lightbringer's scrutiny, or the Prince will lose standing.

Inter-Prince politics can arise in Word-petitions – many Words could fit under two or more Princes, and if other Superiors are aware of the request, they may oppose it, present their own candidates or even support the petition and then ask that the new Word-bound be given to *them*. A smart demon tries to subtly cultivate other Superiors than his own, though Princely paranoia and jealousy makes this dangerous.

Lucifer personally interviews all candidates for a Word, and may require some sort of competition or quest.

The Bolt from Below

It sometimes happens that Lucifer gives out a Word completely unexpectedly. The current Demon of Strippers (Lauren, from *Night Music*) got her Word this way. Such whimsically granted Words are often a mixed blessing – the demon may have aspired to something very different (and more powerful), or may be completely unsuited to the Word. The Lightbringer advances his own goals – whatever those are – by his gift, even if it isn't apparent to the recipient. And you *don't* refuse such a grant!

Becoming the Word

No matter how the Word is obtained, the actual granting is done by Lucifer. He asserts his will, realigning the demon's Forces to resonate with the Word. Any ceremony is optional – a simple thought is all the Lightbringer needs, but he always makes the new Word-bound aware of the change. At least one Word-related Rite is always bestowed, and often a special attunement; the demon will be instinctively aware of these as his personal symphony resonates to his Word's meaning.

SWITCHING SUPERIORS

Unlike angels, who normally stay with one Superior for all their existence, demons may change Princes several times in their lives. Some demons *want* to change bosses – due to ambition or fear – but mostly Princes just swap their Servitors around like pro sports teams. (The only free agents are Lilim, though . . .)

When Servitors are traded permanently, the old Prince usually strips the demon of any Band attunements to his Word. Distinctions or Servitor attunements are sometimes left – this depends on the Prince's mood toward the departing Servitor, and also on how he feels about having *his* attunements accessible to another Superior. Rites are usually kept in a trade, since they boost the former master's Word when used. (The new Prince may remove them, though, if he doesn't like his Servitors enhancing someone else's Word.)

The transferred demon normally gets the appropriate Band attunement from his new Superior, as well as his Rites. Depending on the circumstances of the trade, the new Prince *might* grant other attunements and distinctions to replace those lost in the transfer. If a character loses invested points, the GM may choose to "bank" equivalent character points to be paid out slowly along with normal experience points.

TRADES

Hell is not big on employee satisfaction, but then, many demons aren't very good employees, either. It's sometimes more cost-effective for a Prince to trade away an incompetent or troublesome Servitor than try to correct – or eliminate – the problem. The goal is to get better demons than the ones you're trading.



Getting Traded

If a demon wants to switch Superiors, he must proceed carefully. Most Princes will be reluctant to trade away a good Servitor unless there's something in it for them. There are three main options: convince his Prince to trade him, get his desired master to buy him or simply run away (hopefully with some prior arrangement with his new Lord). Which path to take depends greatly on individual circumstances.

One way to get traded – but not a very safe one – is to reduce your value in your Superior's eyes. Fumbling a few missions is probably safest, but causing trouble is also good cause for a trade. The two main problems with this strategy are avoiding punishment or getting traded to someone *worse*. Your Prince isn't likely to listen to your suggestions under these circumstances . . .

Or you can get your Prince to see some advantage in trading you. The easiest course here is to volunteer to be a plant in the new Superior's service, acting as a spy or saboteur for your current boss.

You can also try convincing your desired new Prince to buy you, but you'll have to make it worth his while – either you possess unique talents he can't get among his own Servitors, or you can provide something of value, such as information or artifacts stolen from your old boss.

Most Princes don't appreciate being pushed by their underlings, so getting traded on favorable terms will tax

any demon's bootlicking skills. Careful planning, subtlety and patience are required.

In extreme cases, a demon may simply run away from his current Prince. This is not really different from going Renegade, except that there's someone waiting to accept you into their service. You *did* get that in writing, didn't you?

Word-Bound

Word-bound demons are rarely traded, since they're much more strongly tied to their current master's Word. However, many Words will fit under several different Princes, so it's possible to be traded to someone else whose Word also covers yours. Usually this entails an exchange of Word-bound for Word-bound, and between Superiors who are not hostile toward each other.

LOANS

Sometimes, rather than being traded permanently, demons are loaned to another Prince, either indefinitely, or for a term of months to years. The demon is "in service to" the new Prince, but is still considered a Servitor of his original Superior, and owes his primary loyalty there. However, he takes his orders from his new Prince, and becomes part of that hierarchy until recalled. Free Lilim under general Geas (see p. 50) to a Prince also fall into this category.

Since this isn't a permanent transfer, the loaned Servitor keeps all his prior abilities. On the other hand, the new Prince rarely grants any attunements or distinctions to such Servitors. Occasionally, the temporary Superior will grant a boon for exceptional service, or to meet a specific requirement of the temp's job, or for political reasons. Most rewards to such Servitors will be Songs, Rites or simple artifacts.

RENEGADES

Renegades often seek a new Prince to serve, especially if Asmodeus' Servitors are catching up with them. The potential new Superior normally requires something of value for the trouble of rescuing the fugitive and giving him a new Heart. This payment may be as simple as information on his old Prince and his plans, or a valuable artifact, or it may be a dangerous service.

The Renegade enters his new Prince's service with all of his old Servitor attunements and even his Distinctions. He may even keep his own Band attunement, though the new Prince may choose to supplant it with *his* attunement for that Band, if he doesn't want the demon to keep that close a connection to his old master.

A Renegade who kept his Heart will not even lose his Rites, though his new Superior may wish to strip them

away, especially if they serve a hostile Word. (For that matter, using those Rites may attract the attention of the former master, so the demon may *want* them gone . . .)

MOLES

Some demons serve two masters: an official Superior, and an unofficial one. The double-agent demon may be "planted" in a trade or recruited in secret . . . or he may clandestinely offer his services to another Prince. It's a dangerous, but potentially rewarding, situation.

Moles normally have only those attunements, Rites and distinctions given by their nominal Lord, since their boss might notice a Servitor whose nature is connected to someone else's Word. However, a low-level demon who never sees his Prince in person may have some abilities granted to him by his true master, since few demons below Prince level can see deeply enough into another's nature to detect such things. (Of course, they may still notice them being used.)

The demon's secret boss normally rewards him with untraceable benefits like Essence, Songs, skills or artifacts. Also popular are promises – empty or otherwise – of future rewards, and assurances of eventual adoption.

ORPHANS

It sometimes happens that a Prince is destroyed. This leaves his former servitors as orphans, serving no one. If their Superior was defeated by a challenger, the usurper may absorb the victim's Servitors into his own organization, especially if he has a similar Word; that's how Valefor started out when he betrayed and supplanted the Demon Prince of Rapine. Or the old Prince's demons may become instant Renegades, by declaration of the new Superior. Or he may collect their Hearts and offer them to another Prince (usually in payment for support).

When a Prince dies from other causes (such as battling an Archangel), things are more chaotic. Anyone holding *any* boon from dying Prince will feel the change as his Word reels and his Rites cease to work. Some Servitors will run to offer allegiance to a Prince who they think will reward them. Others may take the opportunity to smash their Hearts and go Renegade, in hopes the Game will assume they're dead and not look for them. Powerful Word-bound may fight for the dead Prince's place. Other Princes may attempt to annex the unprotected Principality and its inhabitants.

Orphans are usually permitted to keep their dead Prince's attunements and distinctions when they take service with a new Superior. In fact, any truly unique and useful attunements granted by a dead Prince will become valuable, since he's not around to grant them to anyone else. This makes their holders valuable and sought after, even by former foes.

INFERNAL SPIRITS

HELL'S LITTLE HELPERS

As noted elsewhere, Hell prefers quantity over quality. Not surprisingly, infernal spirits are often a Prince's favorite tools. Two or three minor spirits can be created for the "price" of one demon, and the successful ones can grow to become demons on their own, without their Prince investing more of his own supply of Forces in them. Thus, gremlins and imps outnumber demons by a considerable margin. Princes keep some spirits in Hell to perform simple, repetitive tasks, but many are sent to Earth, to perform countless diabolical errands that require minimal ability or initiative. They are never independent operators; either they are assigned one specific task (such as harassing a mortal, or randomly inserting computer viruses into the disks shipped by a particular software company), or they are given to demons (or occasionally Soldiers and Sorcerers) as servants. Major infernal Tethers often have a large staff of familiars, gremlins and imps, doing everything from monitoring visitors (and stealing things from them) to housekeeping.

Infernal spirits are useful because they can do things that mortal and undead servants cannot; they can go anywhere, undetected for the most part, and they have a small repertoire of Songs and attunements to help them perform certain jobs. On the other hand, they disturb the Symphony with their actions like any other celestial, and when an infernal spirit runs into an angel, that's usually the end of the spirit.

Spirits can use and regain Essence like any other Diabolical. They also heal damage at the same rate. They cannot invoke their Superior, and they cannot voluntarily ascend to the celestial plane. Gremlins and imps can remain in celestial form on Earth indefinitely, though; usually they have no other form. A few may be given corporeal vessels, without being bound into familiars. Infernal spirits with vessels (such as familiars) can switch between corporeal and celestial form at will, spending 2 Essence and creating an additional disturbance equal to their total Forces. A familiar can assume celestial form normally, with the same require-

ments as any other celestial (*In Nomine*, p. 54). A spirit whose corporeal vessel is killed gets sent to Limbo (*Heaven and Hell*, p. 79). Spirits are also bound to whatever purpose brings them to the corporeal plane. If they cannot fulfill that purpose, they return to Hell, where their Forces may be recycled or they may be reassigned, depending on the circumstances. This happens if a spirit is somehow captured, or kept away from its assignment. The spirit will also be yanked back to Hell if the subject of its assignment is destroyed or killed. For instance, the infernal servant of a demon who goes into Trauma will automatically follow the demon back to Hell, where it must wait for its master to recover.

Infernal spirits have as much individuality and personality as their often-limited intelligence allows. They also have free will, though very few would even think of exercising it. It would never occur to an imp to seek Redemption, for instance; most wouldn't even know what that means. But they can acquire a liking or (more often) an animosity for their masters, which will affect how they perform their chores. Spirits assigned to a person or place may become attached to their charges – not necessarily in a productive way.

Successful infernal spirits can gain experience and acquire more Forces. Eventually, if they aren't smashed first, they will gain enough power to become a full-fledged demon.

Unlike relievers, their divine counterparts, infernal spirits come in two varieties. Both can become familiars. Their duties often overlap, and their behavior can be very similar. Few non-Diabolicals can tell the difference, but each type is discussed below.



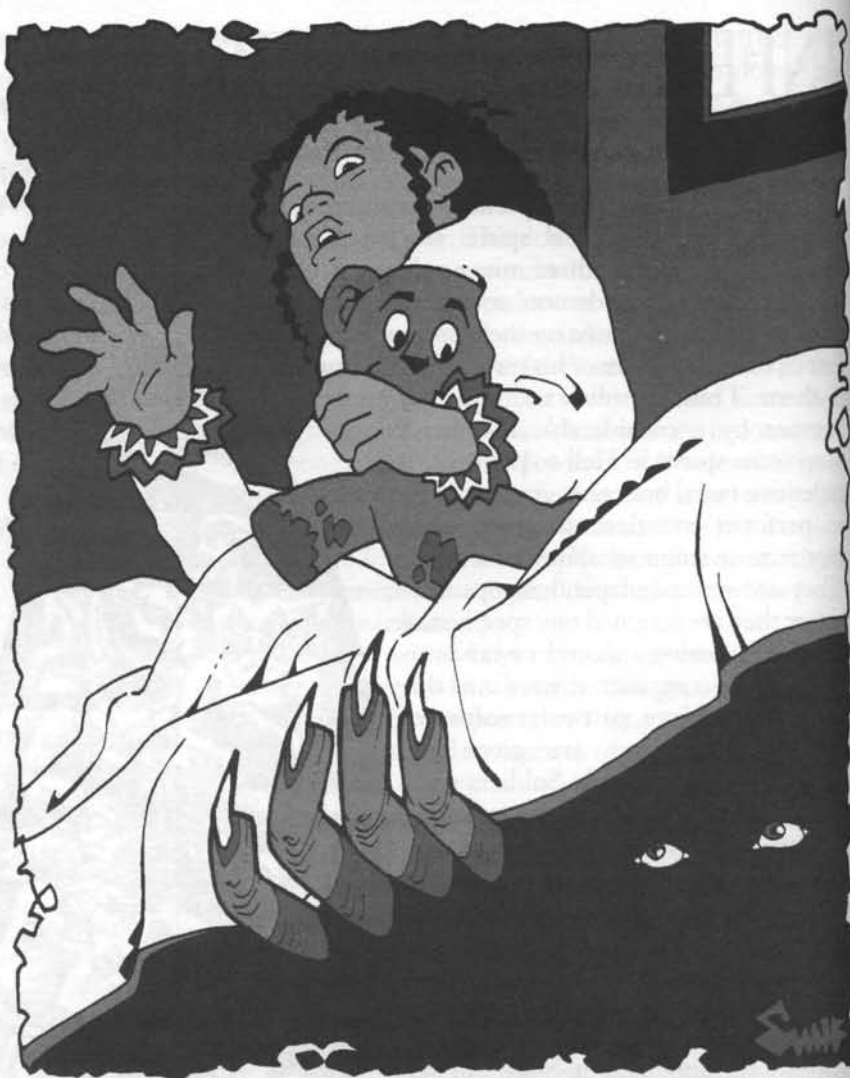
Gremlins

Gremlins are the most likely to have vessels. Gremlins vandalize places, break machines, spoil food, start fires, deface works of art and harm animals. Gremlins are usually assigned to locations, rather than people, and their orders will somehow further their Prince's Word in the assigned area. Gremlins often know the Songs of Entropy, Motion, Thunder and Numinous Corpus and may be given any other Songs that allow them to affect the physical world. If they grow powerful, they can become Balseraphs, Calabim or Habbalah.

DIFFERENT DRUMMERS

Imps

Imps work more closely with humans than do gremlins. They are usually assigned to individuals, either to spy on, protect or harass someone (but rarely to cause physical harm – if a Prince wants a mortal injured or dead, he'll send a demon, or do it himself). They get to know their victims, which makes them very effective in their assigned duties. Some humans learn to recognize their imp (though they may not believe in diabolical spirits – they're more likely to believe they're being plagued by a poltergeist or some other sort of curse). On rare occasions, an imp may even reveal itself to a human (accidentally or on purpose). Sometimes an imp is assigned to a child so that it can grow with the human, becoming a demon as the child reaches adulthood, ripe for the purpose for which he was cultivated. Or, an imp may be placed as a "marker," so that in the future a Prince's other servants can be brought rapidly up to date by the imp that's been watching all this time. Imps may know the Songs of Dreams, Form, Light, Motion and Possession, and any other Songs that allow them to torment and manipulate humans. Upon graduating to demonhood, they can become Djinn, Shedim or Impudites.



Familiars

A diabolical familiar is just a gremlin or an imp specially bound to a vessel (almost always an animal) and given to one of a Prince's minions as a Servant. This gives familiars some advantages and disadvantages (from its point of view!) that spirits with normal vessels don't have (see *In Nomine*, p. 192). If a familiar's vessel is killed, it goes to Limbo. Since its master does *not* get back the points he invested in the Servant, it behooves him to send Essence to it in the hope that this will bring it out of Limbo faster. Familiars can work their way up and become demons, though many masters will strip their Forces to prevent this. If a familiar does reach 7 Forces, it becomes a demon of whatever type is appropriate (as for gremlins and imps, above), and is no longer a Servant.

INFERNAL SPIRITS AS CHARACTERS

Playing a familiar, gremlin or imp may not be very appealing in a campaign where everyone else is an angel or a demon, but they make good characters in a "low-

powered" campaign (see *Young Demons*, p. 79.) They can also be a good way to introduce a new player to *In Nomine*. Another way to use infernal spirits as player characters: if a player's regular character has been killed or put in Trauma, or otherwise taken out of the current scenario, letting him play a minor character allows continued participation in the game, and the introduction of an infernal spirit is easier to handle in the middle of an adventure than the sudden arrival of a brand-new demon.

Infernal spirits can be built on 3 to 6 Forces. The GM should determine how many are appropriate. They must have at least one Force of each type; gremlins usually have more Corporeal Forces than imps. They get Resources equal to $4 \times$ total Forces. Vessels are not required except for familiars. They may buy one or more of their Prince's Band attunements, usually that of the Band the spirit is most likely to become. On rare occasions, they may be granted Servitor attunements as well.

They may buy any of the Songs listed above for the appropriate type (familiar can buy Songs corresponding to the type of spirit they really are). Most infernal spirits have only one or two skills. It is extremely unlikely that a spirit would be given an artifact, a servant or a Role.

Spirits don't usually have Discord, and probably shouldn't be allowed to buy it as starting characters. (They can gain Discord later, if they start accumulating a lot of dissonance for trying to disobey their masters. And spirits *do* have to follow their Prince's dissonance restrictions.)

SAMPLE INFERNAL SPIRITS

Below are some sample characters, suitable for use as NPC encounters, servants or player characters in a campaign where spirit characters are being used.

KRYPHOS

Gremlin of Nightmares

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

Songs: Entropy (Ethereal/3), Light (Ethereal/4)

Attunements: Shedite of Nightmares

Kryphos is a very small, weak spirit, but she's good at what she does: she's the Monster Under the Bed, or the Thing in the Closet. She's most effective against children since their fears won't be taken seriously by the adults around them. However, a grown-up who's on the jumpy side, and preferably not too bright, also makes a good victim; the gremlin has already managed to cause two adult heart attacks in her short career. Kryphos bides her time and stages her scares at irregular intervals, calculated to inflict maximum trauma. Although her current abilities are more typical of an imp than a gremlin (the Song of Light was a special gift from Beleth), she will probably be acquiring a vessel very soon, which will allow her to add a whole new dimension to her psychological terrorism.

Note that all imps and gremlins serving Beleth on the corporeal plane must either have a vessel and stay in it, or possess her Shedite attunement.

PYXWELL

Imp of Technology

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

Vessel: Doll/1

Songs: Dreams (Corporeal/5, Celestial/4), Motion (Ethereal/2), Possession (Celestial/3)

Skills: Computer Operation/3

Pyxwell isn't just assigned to neurotic, socially inept computer geeks; he *creates* them. With a little help from Kronos, Vapula identifies students, sometimes still in grade school, who have the right combination of potentials: for genius, technical aptitude, and a dark fate. Then he arranges for that student to be given a gift; some kind of small plush toy or plastic figure that will have an enduring sentimental value. And thus, Pyxwell is infiltrated into the home of a future hacker and technopirate.

Pyxwell uses his Songs of Dreams to influence the development of his charge, and he uses his other Songs to alienate him from friends and family with countless deceptions and nasty pranks. (He also sends obscene e-mail from his victim's account, while the person is asleep or not at home.) After a few years of conditioning, a human may come to welcome the urges and inspiration he gets from his dreams, and sometimes he even accepts hearing voices in his head when he's awake; Pyxwell's current assignment, completely unaware of the true nature of the Pinky doll he keeps next to his computer, refers to his "Dark Muse," who tells him secrets about his friends and coworkers, as well as helping him crack codes on the Internet.

NIKODAEMUS

Familiar (Imp of the Game)

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

Vessel: Cat/1

Songs: Form (Ethereal/3), Motion (Celestial/3)

Skills: Climbing/1, Dodge/1, Emote/3

Attunements: Humanity

Nikodaemus (or "Niko") and his Habbalite master make an excellent team; together, they've caught dozens of demons who were on the verge of going Renegade, and they also foiled an angelic plot against one of Nybbas' operations. Their method is simple: Niko gets infiltrated into the home of a suspected conspirator (sometimes after his master has engendered a love of cats in the host). With his "Humanity" attunement, Niko can pass himself off as a mundane cat even to the most paranoid Diabolical. (There is always the risk that a really paranoid – or cat-hating – Diabolical will simply kill him, but usually he's protected by his adoring host.) Once he's gathered enough evidence, he lets his master know, and Asmodeus sends in his secret police.

Asmodeus likes Niko's style, and he's due to be promoted to full demon status soon; he will probably become an Impudite.

RENEGADES

"Better to rule in Hell than to serve in Heaven!"

— *Lucifer, quoted by Milton*

"Better to rot on Earth than to serve in Hell."

— *anonymous renegade*

Hell was spawned by mutiny. It is a land of rebels, ruled over by the first and greatest rebel. The first of the Fallen gave up everything for their right of self-determination, and yet, as soon as they began consolidating their new territory, the Princes of Hell went about making sure that no one would ever start a rebellion *there*.

Lucifer says that in Hell, everyone has perfect freedom . . . including the freedom to dominate and exploit the weak. You can go as far as your strength, your will, and your cunning will take you. Demons can gain a Principality simply by being strong enough to claim one.

And yet, Hell has remained almost as static as Heaven for millennia. For every Nybbas or Haagenti, there are millions of demons toiling away at the same job they've held for centuries. Princes squash any new idea that might change the status quo, unless it's guaranteed to change it in their favor, and some of the best and the brightest demons have been ruthlessly exterminated because a Superior felt threatened by their potential.

There is, to put it mildly, a considerable amount of discontent in Hell. Some believe that if Lucifer ever declared Hell truly open, and all its celestial residents free to come and go as they please, most would leave. Others say that it's only the malcontents who stand out, and most of the diabolical hordes are quite content, or at least, don't believe there's anything better on the other side. Still, the discontent is obvious and pervasive.

It is hard to go Renegade, as any Renegade will tell you. And yet, every Prince has former Servitors living a Renegade's life on Earth, and the number is higher than anyone will admit. Asmodeus' minions hunt them constantly, and sometimes Nybbas broadcasts the capture and/or execution of high-profile Renegades.

This deterrent doesn't prevent the steady trickle of demons fleeing their Princes. Even in Hell — or perhaps *especially* in Hell — some just weren't born to serve.

GOING RENEGADE

Diabolicals say "going Renegade" rather than "becoming a Renegade," because it is fundamentally different from an angel becoming an Outcast. Demons don't just spontaneously become Renegades after one too many notes of dissonance; most of them choose to be

Renegades, or are declared one by their Prince or by Asmodeus. There is no immediate change in a Diabolical's status when he decides to stop serving his Prince, no tangible difference in his celestial makeup, as there is for an angel who becomes disfavored. He simply stops obeying orders and walks away.

Of course, rebelling against your Prince is a capital crime. A Prince will destroy anyone who leaves his service, if he can, and Asmodeus will destroy anyone who leaves *any* Prince's service. In fact, Asmodeus can declare someone Renegade for doing anything that *he* considers rebellious, including gaining certain Discords, and his Servitors have the same authority. Thus, a Diabolical never becomes Disfavored "randomly" — it is always a conscious decision. It just might not be *his* decision . . .

BREAKING YOUR HEART

For demons who choose to go Renegade, there is one major impediment: their Heart. As long as a Prince possesses a demon's Heart, it's nearly impossible for the demon to run far. The Prince has only to look into the Heart and locate his Servitor, and then send as many minions as necessary to bring him back (or go after the Renegade himself, if he's perturbed enough). He can also remove the Renegade's Rites (though not Attunements, Distinctions, etc.) through the Heart. The Prince may also shatter the Heart himself; he loses his ability to track the Renegade, but he instantly inflicts three levels of Discord. The only way a demon can truly strike out on his own is to steal or destroy his Heart first.

Most Princes keep their Servitors' Hearts under lock and key. However, they have to be somewhat accessible to the Prince himself, and so Servitors returning to Hell from the corporeal plane have somewhere to materialize. The exact safeguards each Prince uses are described below (*Demon Princes and Renegades*, p. 101), but a determined demon can usually steal his own Heart, if he really wants to. But once a demon has his Heart, he probably can't walk away with it. Most Princes post guards at the exits, and a celestial Heart can't be taken out of the celestial plane. A demon must make a successful Will roll to destroy his own Heart. Having done so, he must flee to the corporeal plane immediately, as his Prince will know what he's done.

Thus, a demon who wants to go Renegade may not have the skills or Songs (or Will) necessary to do what must be done. A demon (or his Heart, if his Prince is suspicious) may also be under too much scrutiny. And though anyone might be able to steal a Heart if his plans were clever enough, it is normally impossible for anyone but a Superior or the Heart's owner to actually *break* one. In such cases, a would-be Renegade has only one other recourse: Lilith (see *Lilith and Renegades*, p. 99).

PCs who begin the game as Renegades are assumed to have already succeeded in destroying or stealing their Hearts. A demon who wants to go Renegade during play will have to figure out how to accomplish this.

DEMONS WITHOUT A HEART

Renegades are demons with no Heart (or in possession of their own Heart) and no Superior. They remain members of their Band, keeping its natural resonance and its dissonance restrictions. Renegades also keep their Band and Servitor attunements, and any Distinctions they had (if the Prince could reach them to remove attunements and Distinctions, he would just kill them). If their Prince has their Heart, though, he can take away their Rites, and probably will. (As a small compensation, the loss of Rites also relieves the demon of his Prince's dissonance restrictions.)

A Renegade who can steal his Heart will keep his Rites . . . but any time he uses them, their Prince will know he is still alive, and may gain more information. And he does keep his dissonance restrictions!

If someone other than his own Prince gave the Renegade any Rites, that Superior *might* not remove them. It depends on who the Superior is, and who the Renegade defected from, and whether or not the Renegade is likely to reveal where he's getting his extra Essence. Most Superiors will immediately strip any Renegade of all his Rites, even if it's a Renegade Servitor of an enemy Prince. Asmodeus makes it too dangerous for most Princes to provide any *overt* aid to Renegades.

Renegades can't invoke their former Prince. A Renegade cannot return to Hell on his own, though he could follow another celestial there. (This is not a good idea, though.) Renegades are also less obvious in their celestial forms; an Outcast is usually marked by the amount of Discord accruing to him, but demons are more casual about such things, and some Servitors are more Discordant than many Renegades. However, they do share one major problem with Outcasts: corporeal death.

RENEGADES AND TRAUMA

Like Outcasts, a Renegade who suffers Trauma goes to Limbo (see *Heaven and Hell*, p. 79.) In fact, Renegades have been known to commit corporeal suicide, banishing themselves to Limbo, rather than be captured by Asmodeus' minions.

Of course, having an extra vessel makes it much easier for a Renegade to avoid Limbo. It won't help much when one is about to be cornered by Servitors of the Game, though. *Body Bags (In Nomine)*, p. 71) are highly desirable artifacts for Renegades!

LILITH AND RENEGADES

There is a persistent rumor in Hell that the Princess of Freedom has helped certain demons go Renegade in the past. Exactly how she arranges to have their Hearts broken is the subject of wild speculation, and Lilith naturally denies ever doing any such thing. Asmodeus would have her crucified if he could ever prove her involvement in such a caper. Nonetheless, the rumors persist, and it *is* the sort of thing Lilith would do, if she could get away with it.

Demons considering summoning Lilith to make such a request had better make sure *no one* else is present or watching. Lilith won't even discuss the matter unless she's absolutely certain she's not being observed. If you're foolish enough to petition Lilith to commit a high crime on your behalf and you haven't made sure *her* ass is covered, she'll probably turn you in to Asmodeus herself.

Assuming she'll even listen to you, the price for such a favor would be astronomical. Over and above the Geas you'd owe her just for showing up to hear your request, she will apply a level 6 Geas binding you never to reveal her involvement in the affair, on pain of death. And *then* the real negotiations will begin. A Renegade who enlists Lilith's help in escaping has probably exchanged servitude to a Prince for eternal indebtedness to Lilith. But some consider it worth it.

Shedim

Shedite Renegades have the same problems as Kyriotate Outcasts; if they exceed their time limit in celestial form, they can't return to Hell, but the Symphony will no longer tolerate their presence. If a Shedite leaves or is expelled from a host, he has (10 × Celestial Forces) minutes to find a new host. At the end of this time limit, he must make a Will roll. If the roll is *successful*, he suffers one note of dissonance, but takes no damage.

However, this roll must be repeated after a number of minutes equal to the Shedite's Celestial Forces. If he fails his Will roll, he gets a note of dissonance and takes Soul Hits equal to the check digit *plus* his Celestial Forces! (More powerful Shedim provoke a more violent reaction from the Symphony as it tries to expel them.)

This process will continue indefinitely until the Shedite either finds a host or becomes stripped of all his Forces and dies.

If a Shedite is expelled from a host because it was killed, the Shedite takes a note of dissonance as usual, and begins the process described above. Like Kyriotates, Shedim cannot go to Limbo.

RENEGADE MOTIVES

There are a number of reasons why a demon might choose (or be forced) to go Renegade. The differences don't matter much to Asmodeus, but they might matter to other Superiors.

The Fugitive

A fugitive Renegade probably didn't choose to go Renegade on his own; he screwed up, and was forced to run for his life. The reason doesn't matter; he's now in the same boat with all the other Renegades. However, a fugitive does have a slight chance of gaining refuge in the service of another Prince, if he can prove that he's valuable enough to take in, and deal with the disapproval his new Superior will get from Asmodeus.

The Rebel

Some demons decide they know better than their Prince, and are tired of taking orders from an unappreciative boss. The rebellious Renegade hasn't forsaken the cause of Evil; he believes he can do a better job on his own. This requires a tremendous amount of arrogance, not to mention guts, but a rare few Renegades *have* proven themselves so effective, while operating independently, that Lucifer has granted them amnesty and a Word. This is a Renegade's dream, and infernal propagandists say it proves Lucifer really does value independent thought and initiative, if you prove yourself worthy. A Renegade too independent to accept recognition *even* from the Lightbringer will be destroyed by him.

The Burn-Out

Many demons love their work, but some burn out. Having second thoughts about the side one chose is a common symptom among War veterans (on both sides), and some demons, while not ready to join the angels, decide they can't keep fighting a losing battle. Some believe they're locked in a stalemate, and are unwilling to continue risking their lives pointlessly. A few actually become disgusted with what they've done in the name of their dark lord. These few Asmodeus hunts most relentlessly, because with a little encouragement from the other side, they might become penitents.

The Penitent

The rarest and most persecuted type of Renegade is the penitent . . . a Diabolical who's decided he wants to switch sides. Maybe he finally started feeling guilty for all the atrocities he committed. Maybe he realized that there really wasn't a future for him in Hell. Or maybe he's just decided Hell is losing, and he wants to join the winning side. Heaven has little use for this last type of

"penitent," of course. A penitent will try to avoid other demons, while very carefully looking for angels that might be willing to help him defect.

Many Malakim don't ask questions before killing demons and may not pick up the honorable action of seeking redemption, so until the Renegade is actually granted refuge by the Host, he's on the run from both sides, like every other Renegade.

LIFE ON THE RUN

Unlike Outcasts (who are ignored or even tolerated by some angelic Superiors), Renegades are by definition marked for death. Servitors of Asmodeus are obligated to destroy Renegades on sight (unless Asmodeus wants the Renegade brought back to Hell). The Servitors of a Renegade's former Prince will probably be competing to bring in the traitor before Asmodeus' minions can get to him. Other demons may try to turn a Renegade in, or they may ignore him, but almost no one will help. And to angels, a Renegade is still a demon. Only Renegades are so persecuted that Asmodeus and Dominic will sometimes cooperate to hunt them down.

Though there may be exceptions (see *Renegade Motives*, above), Renegades probably aren't taking sides in the War any more. Most have already abandoned their own side, and very few want to join the enemy. They are fighting for survival, following their selfish instincts; a Renegade's only side is his own. Renegades usually go "underground" and avoid other celestials entirely. Some Renegades form gangs for mutual protection, but these groups are usually short-lived. Demons are too mistrustful and uncooperative to work together for long without a powerful leader, and any group of Renegades that gets too big and formidable will attract attention.

There are rumors of a network of disfavored celestials, including Renegades and Outcasts, that provides safe-houses, contacts and occasional work for Renegades.

There are also rumors that some Superiors employ Renegades. Just as Archangels occasionally have a use for Outcasts, there are times when Princes may need expendable agents who can't be traced to them. Anytime a Prince wants to do something *really* illegal, something that would get him in trouble with Asmodeus and/or Lucifer if he's caught, or when he wants to do something that would have unpleasant political ramifications (such as acting against an allied Superior), Renegades may be employed. The Prince will act through intermediaries, and the Renegades will probably never know who's behind the operation. Usually the payment for such a mission is in tangible items that can be transferred without revealing the source, such as money or Artifacts, or

Essence. On the rare occasions when a Prince is willing to reveal his own involvement, he may offer Songs or even Rites. A Renegade freelancer who is *extremely* successful *might* impress a Prince so much that he's willing to take the Renegade on as a Servitor. However, it's far more likely that a Prince will try to dispose of everyone involved; not many Renegades last long as freelancers.

It isn't just Princes who might employ Renegades. A Word-bound demon might also need help, and be unable to get it from his Prince.

A particularly powerful Renegade (or Outcast!) may even be in a position to hire others. Some Renegades seek aid from ethereal spirits – the Far Marches hide a number of pagan deities who have taken in disfavored celestials. And every once in a while, an Archangel may have a very special mission that only a Diabolical can perform . . .

WORD-BOUND RENEGADES

It's rare for Word-bound demons to go Renegade; they've already been thoroughly screened by Lucifer himself, so their loyalty and dedication are usually exemplary. However, even the Word-bound can suffer burnout, or have a falling out with their Prince. And no Diabolical is immune to the wrath of Asmodeus.

Word-bound demons hold their Words only at Lucifer's pleasure. So why would Lucifer *not* strip a Renegade of his Word? Sometimes he does, but more often, he does not. The reason goes back to Lucifer's alleged fondness for true rebels. The darkest of dark lords never pursues Renegades himself. Most often, he's willing to let them run as far as they can, and if a Word-bound Renegade can maintain his Word even as a fugitive, it increases the odds that Lucifer will eventually recognize him, and perhaps even elevate his Word. It's up to a Renegade's former Prince, and Asmodeus, to prove that a rebellious demon doesn't deserve a chance.

Word-bound Renegades keep all the special attunements and Rites that their own Word gives them, even though those Rites draw on their Prince's powers (the Prince, of course, *bates* this). Moreover, they can grant these attunements and Rites to other celestials. No

Servitor in his right mind would accept favors like this from a Renegade, but other Renegades might. Word-bound Renegades often form the nucleus of Renegade gangs . . . but they're almost always crushed sooner or later.

DEMON PRINCES AND RENEGADES

Each Prince takes different security measures with his Servitors' Hearts, and a different attitude toward Renegades:

Andrealphus: There's nothing more pleasurable than fondling your own Heart, and so the Prince of Lust lets his Servitors have access to them. They sit on velvet stands in special private rooms where only Andrealphus' Servitors can go. Thus, it's not hard for demons of Lust to go Renegade, but few do. Andrealphus rarely spends much time chasing Renegades; he figures Asmodeus will make their life miserable enough, and he has better things to do. He employs Renegades when he wants something really nasty done, or when he needs a big, ugly bruiser. Andrealphus often pays with services . . .

Asmodeus: Asmodeus makes it *very* hard for his Servitors to go Renegade. Their Hearts are locked behind iron bars in dark cells, like prisoners in a jail, which is where his Servitors must appear when returning to Hell. A small army of Djinn patrols these warehouse-prisons where Hearts are stored, and at least one such Djinn is attuned to every single Heart, which makes stealing and destroying them especially difficult. No more needs to be said about how



Asmodeus deals with Renegades.

Baal: Baal stores his Servitor's Hearts in small, thick bunkers in Gehenna, next to his armories. Getting one out requires going through a foot of concrete, with other demons always in plain sight. Baal *bates* deserters; he doesn't care much about Renegades from other Princes, but he employs hit squads who do nothing but pursue Renegades from his service. He's unlikely to employ Renegades, though he'd never rule any option out.

Beleth: The Hearts of Beleth's Servitors all sit in nooks ringing the basement of her Tower. Anyone can grab them, but Beleth is attuned to them *all*; she'll know

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DIFFERENT DRUMMERS

immediately. Still, for someone with quick hands and iron nerves, it's not hard to smash one's own Heart and run. Just make sure you never sleep again . . .

Beleth occasionally employs Renegades for missions on the corporeal plane, but she always keeps her involvement secret. She will actively harass the Renegades she's hired (and probably terrorize them until they're caught by Asmodeus, once their mission is done).

Belial: The Prince of Fire, naturally, throws all his Servitors' Hearts into intense heat. Burning at the bottom of flaming pits or floating in the Lake of Fire, any Servitor who's immune to heat can retrieve them . . . except that Belial has made it so that a demon in contact with his own Heart loses his immunity to heat and fire, *instantly*. This makes fishing your Heart out of a pool of lava difficult. Belial is vindictive about hunting Renegades; he assigns a hit squad to bring back Renegades dead or alive, and if they don't catch the Renegade in the allotted time, they share his fate. This has increased the number of Belial's Servitors who go Renegade, but it's decreased the number remaining at large. Belial rarely hires Renegades, and when he does, he inevitably torches them afterwards.

Haagenti: The Prince of Gluttony keeps all his Servitors' Hearts in one big vault beneath his mansion in Shal-Mari. The only way out of the vault is past a huge Knight of Banquets who's capable of swallowing nine-Force demons whole. Haagenti offers large rewards for killing his Renegades, and larger rewards for bringing them back alive for him to slowly devour. He might secretly hire a Renegade himself.

Kobal: Kobal admires chutzpah; he enjoys making his Renegades' lives miserable, but he rarely tries to have them killed. He just has them hounded relentlessly. Many end up turning themselves in to Asmodeus rather than suffer any more of Kobal's cruelties. A few turn the tables on their persecutors, and if Kobal is impressed enough, he'll call off his dogs. The Prince of Dark Humor locks his Servitors' Hearts in steel cages, and assigns his dimmer Servitors to guard them. Kobal hires Renegades who amuse him.

Kronos: In the lowest levels of the Archives, there are rows and rows of metal cabinets, containing demonic Hearts locked in steel drawers. Kronos' Servitors manifest here when they return to Hell. Breaking into a cabinet to steal your Heart wouldn't be that difficult, except that other demons are always nearby, moving the cabinets around in the perpetual reshuffling that takes place in the Archives. Kronos doesn't spend undue effort hunting his Renegades. As for employing Renegades, he's been known to do it, and the results have always been grim, especially for his unknowing tools.

Lilith: You can't really "go Renegade" from Lilith; her Geases remain binding no matter your status. She's known to be ever-so-slightly sympathetic toward Lilim Renegades, but her dealings with others are merely the stuff of speculation. (See *Lilith and Renegades*, p. 99.)

Malphas: Many Hearts are locked up in a warren of tunnels in Stygia. Malphas assigns certain Servitors to watch them, as a sign of his great trust. If a Servitor of Malphas seems discontent, one of his friends may be assigned to watch his Heart. Malphas isn't particularly bothered when his demons go Renegade; it just adds to the division in Hell. He's been very successful at making sure other Princes lose more Servitors than he. He is a major employer (or more accurately, user) of Renegades.

Nybbas: Perdition's arrival terminals are lined with storage lockers containing diabolical Hearts, and they're monitored 24 hours a day by closed-circuit TV. Servitors of Nybbas with nothing else to do are assigned security cam duty; it becomes a media event when a demon tries to steal his Heart and go Renegade. Nybbas sends film crews to cover the hunt, capture, and torture or execution of his Renegades. He doesn't like to work with Renegades, but he will do anything for ratings.

Saminga: The Prince of Death believes his Servitors are too afraid of him to go Renegade, but keeps their Hearts guarded by undead minions just in case. The Hearts are stored in crypts beneath his Bone Citadel, and he will descend instantly if a demon's actions alarm any of his guardians. He assigns Djinn to chase Renegades. If a hunter is slain, he just assigns a replacement, and will keep doing so forever, until the Renegade is captured or killed. He may deign to employ Renegades, through intermediaries, but he'll try to kill them afterward.

Valefor: The Prince of Theft locks each of his Servitors' Hearts in a box, puts the box in a safe and puts the safe behind a steel cage in a vault. An ever-changing system of alarms, guards and Artifacts provides additional security. Valefor figures any demon who manages to succeed anyway deserves to be free, so he doesn't chase Renegades. He's quite open about hiring Renegades to act as distractions, and doesn't mind when his Servitors hire Renegades, either. Asmodeus is not amused.

Vapula: Sometimes Vapula locks up his Servitors' Hearts, or puts them in a pit, but he's as likely to stick them into his latest experiment, surrounded by electrified force fields, levitating homing razors or attack robots. He's also likely to leave Hearts scattered around his labs, dropped on desks as paperweights, or thrown into a vat of acid. Just where your Heart may be is a constant variable when you return to Tartarus. Vapula doesn't like Renegades; he has Servitors who are employed full-time as Renegade hunters. The only use he has for Renegades of other Princes is as experimental subjects.

REDEMPTION



STEVE
BRYANT
1998

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REDEMPTION

THE PATH TO RIGHTEOUSNESS

GOING UP

I hear you chased a Djinn from our side of the Marches today. Well done. A pity that you did not destroy it. Perhaps. It is a painful and lonely thing, to be a Djinn.

Yes, you remember now. I was Hellborn. It's been a while since I thought about what I used to be. Hard to imagine me as a demon, isn't it? They are so selfish, so implacably hostile when we confront them. Yet demons may yearn for love and the safety of trust, even while denying that it exists. Most smother the loneliness with power and sadism. Some can only pretend . . .

I was born among the imps and gremlins of Hell, grew up within Beleth's Tower, serving her Servitors and finally pledging my loyalty. Set to terrorizing mortals, I did so dutifully. Knowing that I made humans miserable did something to fill the hollowness within me.

For my first Earth mission, I sought out a human I had attuned to during a raid across the borders, into Blandine's territory. I was to terrorize that dreamer into Nightmare's side, where an ambush for her protective angels would be laid. But I was the one ambushed, and I attempted to sever my attunement prematurely, so that I might use the girl as a hostage.

I failed, and the backlash struck to my hollow core. Unable to harm my suddenly-beloved attuned, I fled. That night, I sought her out in dreams – and found her besieged by nightmares of her own mind. I could not stand by and allow her to be harmed, even by figments. While her guardians battled in the Marches against my fellow Servitors, I defended her from the nightmares. And when I had driven them away . . .

She thought me one of her dream-guardians, even in my monstrous Djinn form. She wrapped her arms about my neck and thanked me for saving her. For the first time, the emptiness within me truly eased, just a little. Selfishly, I realized that doing things for others might make them like me.

Thus the beginning of my slide into disgrace – or, rather, grace. To gain the friendship and caring that I craved, I began

helping a few humans within their nightmares. I began to respect their emotions, to see their worth as more than faceless sources of kindness or Essence. Soon enough, I was helping as many humans toward Blandine's Tower as I forced toward Beleth's. This could not be hidden forever, and I knew it. I grew wary, selfishly nurturing my selfless desires, and hiding the dissonance that conflict generated. Finally, I could not bear the masquerade any more. I shattered my Heart, and then fled into the Marches.

*I know now that my actions were observed, and I was carefully watched by Servitors of Dreams. Then, it merely seemed that I was very lucky, prowling the border and nudging humans away from Nightmares. The closer I drifted to Blandine's Tower, the nicer the dreamscapes became, the more friendly the dreamers were, the **happier** they were. I craved that happiness for myself, and dimly realized that I would only get it by giving it. And the Tower of Dreams, once despised, grew more alluring every night, until I found myself creeping within, drawn up the stairs by threads of music I could barely bear.*

Yes, when I reached the top, our Lady Blandine was there. I was ashamed of my twisted form, knew that I was unworthy to set paw within her view. Incoherent, stumbling in the angelic tongue, I apologized for what I had done and what I was.

"Yes, you are Hellborn," she said, drifting to stand over me, lightly touching my head before I thought to flee. "But you may choose to become more."

Awed, I realized that she was offering me a chance to know love, and kindness, and all the things that humans had shown were possible. I felt light-headed, eager to do anything that would finally make me whole. But I also knew that demons did not often survive, and I was afraid.

Our gentle Archangel then said, "I will help you, if you can trust me." In that instant, I saw the depth of her compassion, and would have done anything to make her happy. If trusting her would do that, then I would throw my entire being open to her. I whispered, "Yes, Bright Lady."

She smiled and knelt, wrapping her arms about my shoulders. "Remember, I am with you."

And then she released the protections that had shielded me from the full glory of the Symphony, ringing about the balcony



of her Tower. Suddenly, I was surrounded by brilliant Light, burning into me like fire, tearing at my very self. I cried out and tried to fight it, attempting to retain everything I thought I was, but the Symphony would not be denied. Knives ripping through my vessel would have been less painful, as it seared away the darkness inside me. But within it all, I felt Blandine's arms, and heard her say, "Do not fear, do not fight. If you lose yourself, I will find you again."

It was the hardest thing I had ever done, to relax, accepting the changes within me, letting go of my defenses while I was reshaped by the Symphony and my Archangel. I lost all sense of self, knowing nothing save the strands of music, but I was brought back, cradled within her arms. And then, oh, then I could finally look out upon the Marches and see every sparkling dreamscape as a star of hope, finally understand how giving love and devotion would return it infinitely, finally embrace the glory of the True Symphony.

It was not always easy, of course. I had long habits of being a demon, pretending not to care, and always watching for chances to rid myself of those in my way – even as I guarded my back from those who would rid themselves of me. For a long time, I wasn't trusted, and rightly so.

Though it hurt to be so alone, I strove to unlearn my selfish ways and prove to our Archangel that her mercy was justified. To repay her kindness, I would have endured anything, even destruction. My dedication won respect, and, slowly, the friendship of my fellow Servitors. I learned how to trust, and how to be trustworthy. The hollow place within me was filled.

THE DISSONANT MINDSET

Demons are not incapable of feeling affection and respect, or even friendship and love. Many of them were once angels, created to feel all those things, and the Hellborn were made to the same patterns. Being able to feel the "soft" emotions is part of free will.

Most demons hate that. Depending on others, physically or emotionally, is a good way to get a knife in the back in Hell. It's a weakness that's likely to get them killed if anyone else discovers it, so they put up walls and tell themselves that all kindness is a lie. The little lonely parts are still there buried beneath layers of power-hunger, betrayal and the demon's own self-image as a tough revolutionary.

Dissonance can break those barriers, eroding a demon's surety and letting the pain through. Even as dissonance will sever an angel's connection with the Symphony, so will it jangle a demon's personal symphony, and perhaps allow the true notes to enter his mind, no longer entirely drowned out . . .

Usually, the clash of Symphony and symphony twists the demon's nature even further from the divine, eventually adding Discordant notes to his infernal theme (see *In*

THE SELFLESS DISCORD

Infernals with this Celestial Discord care about others, and value them as people. The demon sometimes places others' needs ahead of his own. Make a Will roll, minus the level of this Discord, whenever the character wishes to promote his own interests to the detriment of others. For low levels of Selfless, the demon really only cares about close friends. As the Discord's level increases, the scope widens to include associates, and finally almost everyone. (A demon with Selfless/6 may be more giving than many angels!)

Selfless demons are prime candidates for redemption, and for that reason, they're at the top of Asmodeus' hit list. Most Princes will not look kindly on a Servitor with this Discord, often removing the Discord by destroying the holder . . .

GM note: Selfless doesn't appear on the random Discord table, and it normally shouldn't happen "by accident." This is a plausible outcome for a Divine Intervention on a dissonance roll or from a 111 on a resonance roll. The GM (or player) might also choose this Discord to explain a character who is already acting selfless.

Starting PCs may have this Discord; it is especially suitable for demons in mixed groups, or for a player who wishes to roleplay joining the other side. One interesting case is the demon who's become Selfless, and is fighting it every step of the way – the player has plans for eventual redemption, but the character isn't aware of them . . .

Angels are normally selfless, so this Discord does not apply for them. There is no corresponding "Selfish" Discord, since many other Discords are manifestations of selfishness, and all of them are bad for members of the Host.

Note that it's not Discordantly selfless for a demon to be decent to someone if it's no real skin off his own nose. Many perfectly selfish demons are not malicious, and would rather make others happy rather than sad if causes them no significant trouble. They understand the principle of enlightened self-interest: if you're nice to people, they'll be nice to you. Further, Andre's Servitors and most Impudites like happy faces – it helps build repeat business.

Nomine, p. 58). But sometimes, the Symphony's intrusion erodes the diabolic core of his nature – the demon's sense of self. He loses his isolation from others, and gains the Selfless Discord (see above).

Some rare Diabolicals "back into" redemption (see *The Other Path*, p. 111), but most become dissonant first, unable to defend their self-image from their self-doubts.



Most often, a Selfless demon got that way from denying his Superior's Word. However, a demon who gains dissonance from opposing his Prince or his Prince's Word for selfish reasons is rarely on the pathway to Heaven – especially if the dissonance was directly imposed by an unhappy Prince!

A demon who becomes dissonant by using his resonance rarely moves toward selflessness. (In game terms, only a Divine Intervention on a resonance roll is likely to recoil in a way that makes the diabolical question his own nature.)

The potential for selflessness is why dissonant Servitors are hunted so ruthlessly by Servitors of the Game. Asmodeus knows that dissonance isn't *just* a sign of bad luck or poor planning, it's a crack in a demon's will, a flaw that the Host can exploit – assuming the affected celestial doesn't seek out angels on his own!

As a demon's internal defenses break down and he begins to question his self-image – encouraged by the Symphony telling him he's broken – his personality may change. Often, these changes are based on how the dissonance was acquired.

DENIAL

Some demons simply ignore their dissonance, and pretend nothing is wrong – this is especially common

with Balseraphs and Djinn. The sufferer will avoid his Prince (who most likely will spot the problem and ask embarrassing questions, or worse).

Denied dissonance tends to convert into Word-related Discords, since those won't affect the demon's actions very obviously; a Servitor of Haagenti will become Gluttonous, a demon of Lust will acquire Lustful, etc.

DISLOYALTY

A demon with Prince-inflicted or Word-related dissonance may blame his Prince and his unreasonable strictures. After all, it can't be the *demon's* fault! This reaction is popular with more powerful demons (who may think their Prince sees them as a threat), Habbalah, and Calabim. Ultimately, this sort of dissonance may lead to Paranoia, the more violent Discords like Angry or Berserk or to Discords that are antithetical to the Word the character serves, such as Slothful for the War, or Ugly for Lust.

FALSE DISCORD

Sometimes a demon under stress will display Discord-like symptoms, without actually having a full-blown Discord. This is a roleplaying opportunity – the player should pick a Discord that he thinks the character would either fear or be attracted to, and have the PC flirt with it.

If the dissonance evolves into Discord, the GM should take the roleplaying experience into account. The character will likely either develop the full Discord, or recoil from the bad experience – into something completely different.

FANATICISM

If a Diabolical has been suffering from lashback from his resonance, he'll likely concentrate on the stability of his Prince's Word, since he can no longer depend on his own nature. Besides, a Prince might remove dissonance and its attendant confusion from an exemplary Servitor – another reason why demons throw themselves into their work, even if they've badly failed previous assignments. The demon may avoid using his resonance, or work very hard to pick "soft" targets.

Like Servitors in denial, fanatical ones can gain Word-related Discords as they plunge enthusiastically into their Superior's Word. Other typical Discords are those which oppose the demon's Band nature (i.e., add to dissonance rolls for the Band). Fear of resonance backlash, or Cowardly are common Discord results.

OVERCOMPENSATION

A demon failing his Prince may fall back on what little he still has faith in: his personal nature. Desperately, Balseraphs construct their universes, Calabim destroy

indiscriminately and Impudites charm everyone they cross paths with. Other Bands are similarly affected.

Besides the usual dangers from overuse of resonance, overcompensating characters may acquire Discords that are exaggerations of Band nature. Thus, Calabim are likely to become Angry, Lilim get Greedy, Impudites turn Merciful, Djinn sink into Sloth, etc.

DISSONANCE, DISCORD AND THE GAME

For Asmodeus' Servitors, dissonance is an early warning sign of deviance. One danger lies in the confusion engendered in the victim's nature. Until this confusion resolves itself, by correction of the dissonance or by conversion into Discord, the dissonant demon is a ticking bomb.

The other problem with dissonance is that it may mark a demon who is frequently disobeying his Prince, or hiding problems from him by not converting the sour notes to the more obvious form of Discord. These chronic malcontents and bunglers are likely to turn Renegade.

Servitors of the Game are interested in *any* dissonance, but their degree of interest varies with the amount. A demon with only one or two notes of dissonance isn't much of a problem. Such demons are noted and watched, but not taken in. Most Gamesters use such opportunities to benefit themselves a bit: "You'd better get that fixed up, or I'm going to have to report you, but because I'm such a nice guy . . ." (Of course, the demon had better be reported anyway; that's how the Game is played. Asmodeus doesn't mind a *little* personal initiative, as long as the reports are complete.)

Infernals who chronically carry small amounts of dissonance are reported to their Prince for correction. If the condition persists, they get a free trip to Hades for more effective action.

With more than two or three notes of dissonance, the personality effects grow serious enough for the Game to take a major interest. The demon is probably avoiding his Prince, and is in serious danger of going Renegade, or worse. Most Gamesters will take the wretch directly to Hades for a pleasant little chat with a high-level Servitor of the Game. This may involve killing the target's vessel, and collecting him while he's still in Trauma.

If a deviant demon is suspected of being in a wider conspiracy, such as dealing with Renegades, he may be watched for a while before being collected, in the hopes of bagging bigger prey.

Renegades – those who have either deliberately run off, or those the Game declares to be too deviant from the purposes of Hell – are hunted down and vessel-killed in the corporeal realm. In Hell, they are collected and

punished, often being destroyed in educational ways on Hell-wide TV broadcasts. Renegades may or may not be dissonant, since those who strike out on their own may do so for their own selfish reasons, without violating either their nature or the Word of their Prince.

Many Servitors of the Game consider the Redeemed to be traitors within their jurisdiction (see *Yo-yos*, p. 119). Gamesters may attempt to capture and drag an ex-demon back to Hell, for a quick trial and exemplary celestial death.

A demonic character in trouble with the Game *may* be able to cut a deal, but he'll normally need the backing of a Prince (not necessarily his own), and something of major value to offer. Any deal requires Asmodeus' personal approval, to have any chance of being honored.



DISCORD

Hell's secret police are less concerned with Discord than dissonance. For demons, unlike angels, Discord itself is not necessarily a sign of errant behavior – demons can gain dissonance simply by having bad luck using their resonance, and as long as they quickly correct it, or convert it into "harmless" Discords, there is no significant danger to Hell's goals.

Some Discords are of more concern to Servitors of the Game. The Selfless Discord tops the list, of course – any demon with it is almost certain to turn traitor. Merciful diabolicals are also seriously suspect. One reason dissonant demons are hunted is because they might move toward the divine in these ways.

Besides these deadly Discords, the Discords that enhance dissonance in each Band are considered dan-

gerous, since they increase the chances of picking up a bad – i.e., “good” – Discord. (While the Selfless Discord never arises at random in *In Nomine*, Asmodeus’ Servitors don’t know the rules of *this* game . . .)

Other Discords can cripple a demon’s effectiveness, but as far as the Game is concerned, that’s a matter for the Servitor’s Prince to deal with.

DISSONANCE AND YOUR BOSS

When a demon can’t depend on his own nature for identity, he has one thing left to cling to: his Prince’s Word. Even if the dissonance came from failing that Word, there’s still a chance his Prince will forgive him, and ease his turmoil. Of course, some are more forgiving than others . . .

Andrealphus

Dissonant Servitors of Lust tend toward the coarser manifestations of the Word, lessening the risk of caring for their victims. Andre rarely cares about dissonant Servitors, since they become that much more vigorous. On the other hand, Asmodeus gets so uptight about it, and a smart Servitor of Creation might exploit weaknesses. Still, Andre is big on giving his Servitors a chance to prove themselves – especially if they’re cute. He’ll discipline them personally.

Asmodeus

Servitors of the Game don’t have the chance to become dissonant . . . for long, anyway. While they last, they become even more dutiful, and fanatically seek out dissonance in *others*.

Very dissonant Servitors are destroyed as soon as they’re discovered, as Asmodeus tolerates no unreliability. While he’ll give a valued Servitor a chance to fix things (probably with an attuned Djinn following the Servitor around, to make sure), one who slacks off or gets worse will be made an Example in the Hall of Loyalty.

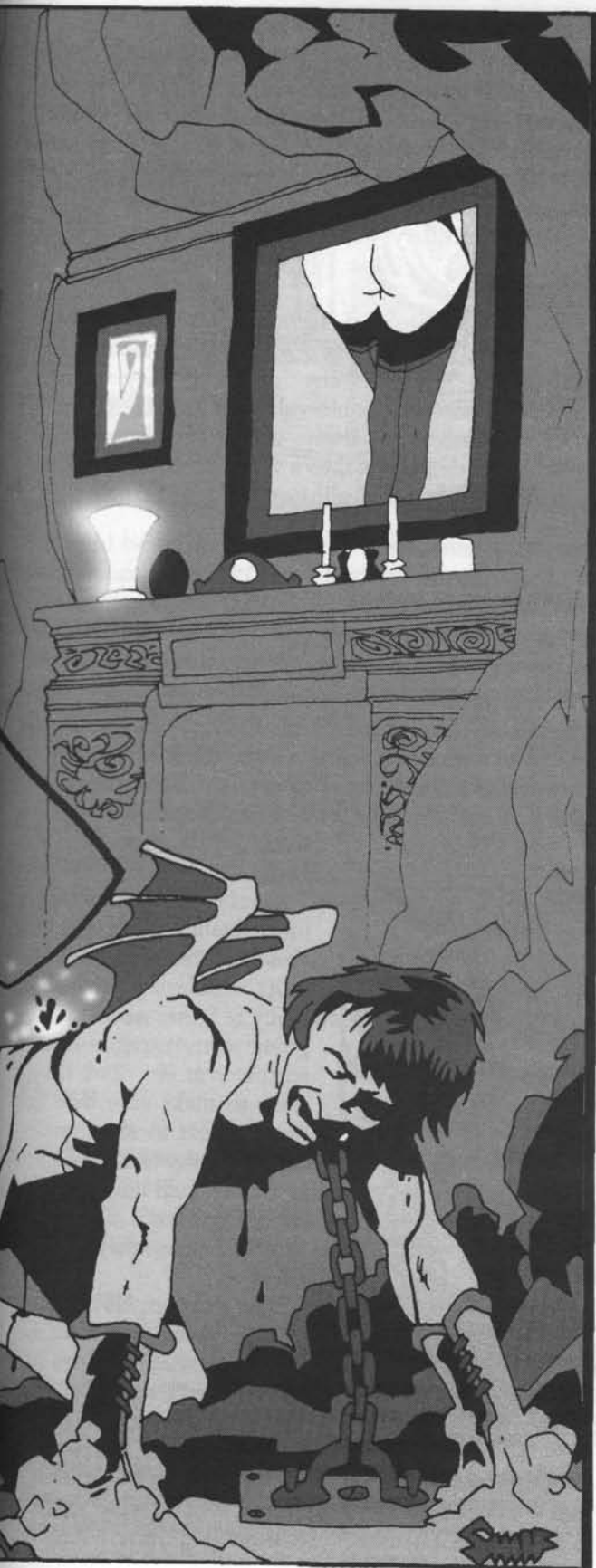
Baal

Dissonant Servitors of the War pick fights. Highly dissonant ones start *suicidal* fights. Baal doesn’t like it when his Servitors exceed orders. Sometimes he gives one a chance to go out fighting the enemy. Sometimes Baal gets in some combat practice himself.

Beleth

Dissonant servitors of Nightmares ease their confusion and pain by bringing new heights of terror (and midnight heart attacks) to their dreaming victims. They





rarely leave the Marches, preferring malleable dreamscapes to unpleasant personal realities.

The Princess of Nightmares is more concerned about her Servitors' performance than their dissonance. But if work suffers, the Servitor had better prove himself valuable quickly, or become an object lesson for his fellows.

Belial

Fire Servitors with dissonance make grandiose plans, but often get burned worse when they try to carry them through. When Belial notices that someone is getting burned out, he takes a personal interest – and often a fatal one.

Haagenti

Not known for restraint in the first place, dissonant Servitors of Gluttony *really* go overboard using their Consume attunement on humans. Look for them at Mardi Gras, the local chili-cooking festival or sale day at Bloomingdale's. Haagenti doesn't worry much about dissonant Servitors . . . they can serve or be served.

Kobal

Dark Humor's dissonant minions find humor in the slightest misfortune – even their own. If nothing else is in the offing, they'll clown *themselves* into trouble that their Prince might find funny. Anyone around them will suffer endless practical jokes, and . . . bad puns.

Kobal finds dissonance mildly amusing. He may even give a surreptitious helping hand (or banana peel) to keep the victim's tribulations going as long as he finds them diverting. A final pratfall at Asmodeus' feet makes a perfect punch line.

Kronos

Dissonant Servitors of Fate develop a creative streak – not content to push people to their fate, they actively invent *worse* fates, especially for humans who are easy to manipulate but don't have sufficiently nasty natural ends. Kronos generally ignores dissonance in his demons – after all, they have fates, too. Once a Servitor is no longer useful, he might as well demonstrate this.

Lilith

While Lilith has no permanent Servitors, her "temps" could devote themselves to her Word in the hope she'll forgive them any failings. Dissonant Free Lilim may also obsess with Freedom, hoping anarchy around them will ease the chaos in their minds. At the extreme, some demons wind up rebelling against *everything*, including the Rebellion itself.

The Princess of Freedom doesn't care – unless the dissonance was acquired from *her* conditions, in which case

she might have a chat with the demon. Temporary Servitors who yield to restraints will not have their contracts renewed. Daughters with such perverse habits may be disowned until they can please their Mother again. (Asmodeus watches for Free Lilim who are no longer under Lilith's laissez-faire protection.)

Malphas

Used to dividing others, dissonant Servitors of Factions can wind up dividing *themselves* – they take up positions in many opposed factions, developing split personalities to match. An extremely-dissonant Faction demon can argue with himself in a mirror . . . and lose on both sides. On the principle of “the more sides, the merrier,” Malphas does absolutely nothing to his dissonant Servitors. He does, however, hold a grudge against any who seek redemption – Heaven is the *only* faction that doesn't ultimately belong to him.

Nybbas

With the battle cry of “increasing the numbers,” dissonant Media demons develop an obsession with all forms of media, devouring TV sitcoms, tabloid newspapers and mindless Internet rantings – all at the same time. They also churn out trivial media content: crank letters to newspapers, long rambling calls on talk-radio and sometimes strangely truthful tabloid stories.

Nybbas makes one thing clear to all his Servitors – you're either producing for the company, or you're worthless and about to be downsized. And he's too busy to remove dissonance from anyone who's not pulling his weight.

Saminga

Dissonant Servitors of Death start their own death cults, and design “Make Your Own Zombi” kits for the neighborhood children. Subtlety, never a hallmark of Saminga's minions, doesn't even get a gravestone. Animal, vegetable, or mineral, it needs to die. Some have even tried to score points by smashing pet rocks . . .

Saminga's opinion? Dissonant is dead. Dead is good. Pass the embalming fluid.

Valefor

Dissonant Thieves go *seriously* klepto; nothing in their reach is likely to stay put more than a minute. At least the cops will peg them as loonies when they get caught – stealing out of “observation” is easier than breaking out of jail, and *lots* more fun. Is that a cop car parked over there?

Valefor's Golden Rule: Don't get caught.

Valefor's Corollary: Especially by the Game.

Vapula

Dissonant Servitors of Technology become obsessed with gadgets. They will carry as many mundane toys as possible, as well as any artifacts they possess. Dangerously dissonant ones volunteer as beta-testers. To Vapula, volunteers are always useful, and dissonance in Technology's demons is thus a self-correcting problem – an elegant solution to dealing with the weak.

DISSONANCE AND YOUR FRIENDS

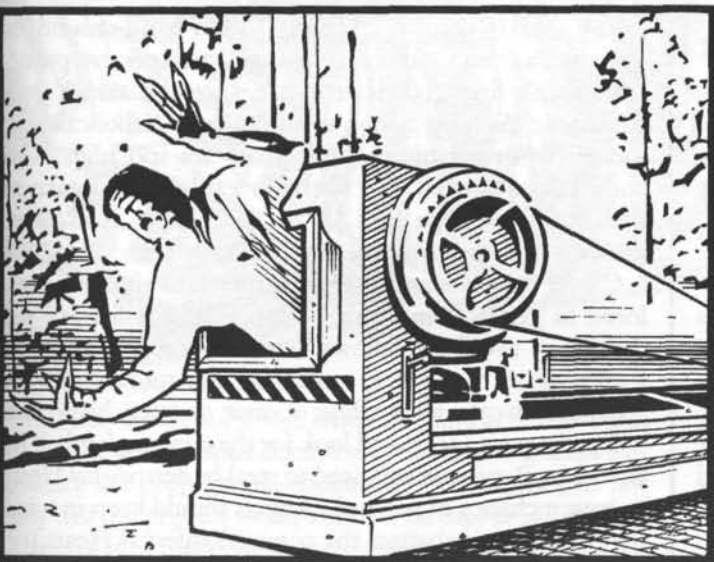
Since a demon's companions know him better than anyone else – except maybe his Prince – they're usually the first to notice him acting a little funny. What they do about it depends on their Prince, their Band and if they think he'll stiff them for the Essence they loaned him last week (or if they can stiff him).

As the demon becomes more dissonant, his companions start watching him carefully, wondering what's up. They're not worried he's going to turn traitor – since so few ever *do* – but they'll want to make sure that he's not a threat to *them*, politically or physically. If they stand to gain anything by reporting him to a Prince or to the Game, they'll think about it.

If he worsens, his companions may take direct action. If he owes them Essence of a favor, they'll try to collect, fast. If he doesn't, they'll try to *borrow* some. Either way,

the Game might pay a reward. Or they can help their pal lose the dissonant notes in a friendly Tether, or suck up to his Prince. Then he'll owe them, big time.





Should he go Renegade from the dissonance messing with his head, his best friends become his worst enemies. The Game believes in guilt by association, so it's better to take the Renegade out before they get involved, or at least volunteer to guide the executioners to the Renegade's hideout – and name his *real* associates on the way.

THE BANDS

Each Band has its own ways of taking advantage of a fellow's muddled thinking.

Balseraphs

"A problem? No, of course I don't think you've got a problem. Why?"

A Balseraph will be the first to tell a dissonant demon that he hasn't noticed anything different. He'll be that demon's best friend . . . He'll also be the one who leads the hunting party.

Djinn

"So?"

Djinn could not care less about other people's dissonance, even if they notice it. Eventually, they might decide to report it, if it doesn't take too much energy – unless they have the misfortune of being attuned to the victim.

Calabim

"Hey, watch it there. You're getting on my nerves!"

A Calabite, used to his own personal Discord, doesn't quickly notice dissonance in others. When he does, he'll be the first to call for a posse. Hunting Renegades is such fun!

Habbalah

"Been feeling a little perplexed lately? Bothered? Worried? Stressed?"

Habbalah notice accumulated dissonance when it becomes a tool for them to use. They adore the way dissonance messes with a demon's mind; there are more levers to play with. And who cares if a *demon* gets shredded by the Game? They deserved it.

Lilim

"Of course I won't tell . . . but you'll owe me."

Lilim are always looking for a bargain, and a sworn Geas beats a dead demon, especially if he already owes them. They'll even help the poor fellow get rid of his dissonance, for the right price.

Shedim

"So you've got a problem? Can I borrow your chain saw?"

Shedim are more concerned with corrupting their hosts than with other demons' problems. If things get dangerous, they can always slip away to another host.

Impudites

"Aw, man, tough luck! So, how'd it happen?"

Since Impudites are such "people demons," they'll help, or at least sympathize, especially if they can get something out of the dissonant celestial. Essence will do.

THE OTHER PATH

Most demons who seek redemption either suffer from the Selfless Discord or are so warped and fractured with Discord that they're no longer useful tools for their Prince, and are desperately grasping at any chance for survival.

However, there are the rare few demons who rebel against the Rebellion, who refuse to serve the ends of Hell. Rather than being bent toward the divine by the force of the Symphony, they exercise their free will – they choose to follow the same path as the Symphony . . . for their own reasons. These "born-Renegades" are fellow-travelers with the angels, and are perfect redemption candidates.

Unfortunately, angels may mistake them for the better kind of human, or other angels – with no diabolical agenda in sight, there's little reason to suspect a demon's presence. Even if angels do discover one of these rebels, they'll find the atypical behavior very suspicious – a demon doing good deeds is obviously one with a very Machiavellian plot.

DISSONANCE AND THE OTHER SIDE

As a demon becomes dissonant, he also becomes more interesting to the hosts of Heaven – if they can recognize the symptoms. Some angels see a perfect opportunity to destroy a weakened enemy. Others, particularly Elohim and those serving the peaceful Archangels, see an even better opportunity – to exploit his weaknesses so that he seeks redemption. After all, it's the kindest thing to do (and a sound tactical move, too). Or if he's not good redemption material, maybe he can be turned against his buddies.

Most Archangels will accept converts, but they don't like to waste their time and Essence on unsuccessful redemptions. A wise Servitor gets permission before going too far out of his way to separate the target from his fellows.

Guiding a demon toward divinity is tricky work. A former member of the candidate's Band may provide insight into the subject's mindset, and can often tell if the demon has *truly* strayed from the crooked paths of Hell – often the confusion will resolve itself selfishly. Also, some Princes enjoy placing ringers with inexperienced angels,

trying to Trip them up. Having an old hand around, or even just a friend, can keep an angel's perspective pure.

Heaven's first goal is to make sure the target goes Renegade. As long as he's around other Diabolicals, the incentives to get his problem fixed are too high – his companions are all too likely to exploit his weakness themselves or turn him in to the Game. And other demons will just reinforce his selfish nature.

Clever angels maneuver the target into situations tailored to generate more dissonance – this will force the demon to avoid his fellows, lest he be reported to his Prince or to the Game, *and* make him more confused. This only works for a while; sooner or later, his Prince will pick up his Heart and look for the straying lamb. The would-be Renegade will need to steal or destroy his Heart to have a chance of survival. (Angels should keep in mind that redemption shatters the convert's infernal Heart.)

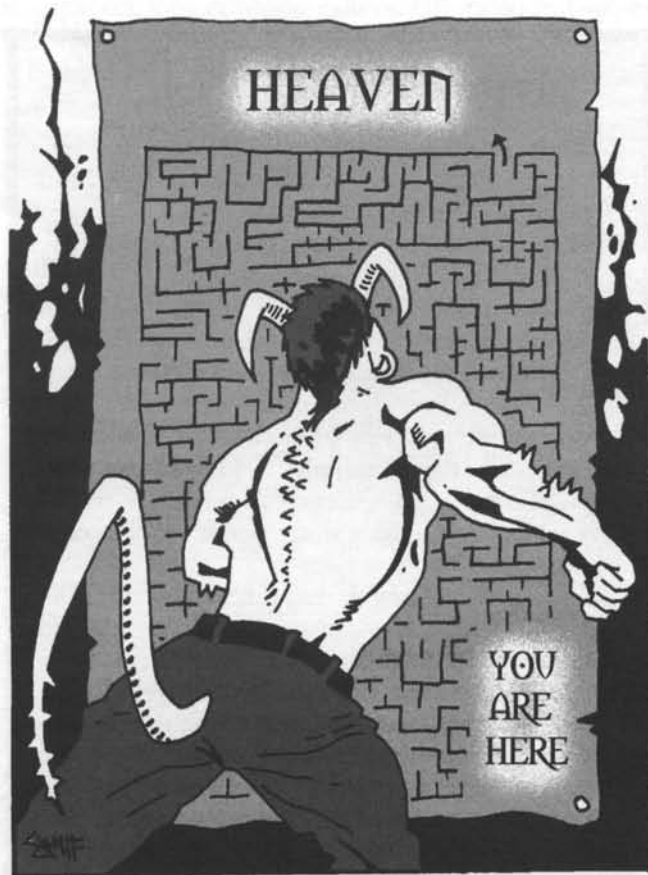
After a demon goes Renegade, in his own mind if not officially, the angels are in a position to offer him tolerance and protection – someone to talk to, who understands and can *help*. Elohim make particularly good contacts, ruthlessly manipulating the victim into enough self-contempt that he will consider alternatives, but leaving him enough hope that he doesn't just commit suicide. Used to the unsubtle Habbalah, most demons underestimate the deviousness of the Powers.

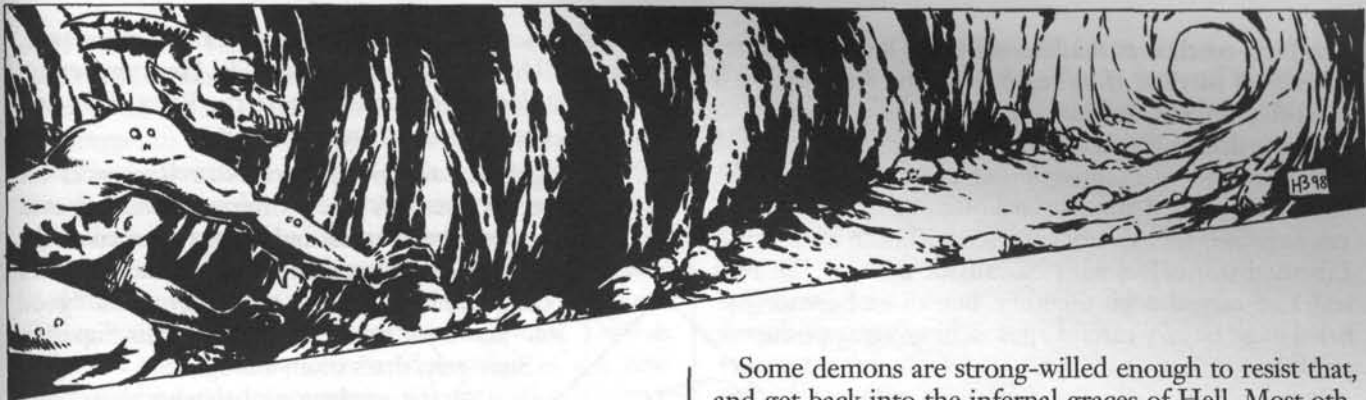
Example: Caiphas, a dissonant Djinn of Lust, is spotted caring for an obvious attunement. Since she's still a Servitor, the angels don't want to risk coming out into the open yet. Instead, they arrange things so that good people are in place to treat Caiphas with kindness, reinforcing his dissonant behavior. The angels remain undercover – if Caiphas discovered she was being manipulated, he might harden his heart; if her fellow demons noticed angels, it would mean a fight.

If the subject tries to regain Hell's favor or remains stubbornly selfish, the angels should destroy him before his dissonance-caused weakness is cured. They did what they could, and it's time to cut their losses.

If the demon seeks redemption, the angels should get him to the nearest Tether or other safe house, and work out whose Superior he'd fit best with. Matching attitudes helps demons survive the process. (See *Redemption*, below.) Naturally, each angel will be trying to match the Renegade to *his* Archangel's Word – having fresh data from the other side is valuable.

During the sales pitch, the angels also try to instill the proper mindset in the demon; encouraging affection or love in the Renegade is helpful and common. (Hell calls this brainwashing.) Redemptions undertaken for selfish reasons fail, so new recruits are *never* bribed with the promise of resources or attunements. They'll be told they can earn such things, but they'll have to start on the bottom rung of the ladder.





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In Hell, demons are told that redemption never works – you just get a crisped demon – so the angels will have to counter the propaganda, convincing the subject that not only will the process work, but he'll be *happier* afterwards. The goal is to make the demon yearn for the purity of the Symphony, more than he fears what it will do to him.

Example: Caiphas enjoys the feelings she is now covertly encouraged to explore, and continues to gain dissonance. Even after lectures and threats from her immediate superior, she persists in caring for humans, and decides to leave before Prince Andre himself shows up for a "chat." The attending angels offer sanctuary, and begin to skew Caiphas' attitude, presenting concepts such as selfless love, trust and kindness for its own sake. They praise Caiphas when she evidences progress toward these emotions, feeding the hunger within her and convincing her that, as a Cherub, she will never be lonely again.

They also offer suggestions about which of their Archangels she might be most comfortable with. Eventually, Caiphas will make a choice and offer herself to one of their Superiors. There is some pressure, though – Caiphas didn't shatter her Heart, so if Andrealphus gets peeved enough, he'll dig out that Heart... Then the choice of new Archangel may boil down to, "Who can we invoke quickest?!"

REDEMPTION

Dissonance and Discord jangle celestials, leaving them uncentered. It's especially bad for Renegades who no longer dare serve their old Prince's Word. The True Symphony sneaks into their dissonance-fractured personal themes, throwing snatches of what they *could* be into their subconscious.

Some demons are strong-willed enough to resist that, and get back into the infernal graces of Hell. Most others, weakened by Discord, are easy prey for their former fellows, the Game or angels. They remain selfish, despite the cacophony of mingled Symphony and symphony.

But some few begin to dream of higher things.

Unlike Falling, redemption takes *serious* effort. Divine Intervention aside, only an Archangel can hold a demon's Forces together in the pure light of Heaven, retuning them into a stable configuration after the Symphony itself has purged the warped parts. They don't do this lightly; it's much less work to destroy demons than save them.

Furthermore – and perhaps more importantly, from a demon's point of view – redemption *hurts*. When you've spent your life in darkness and silence, the light and music of Heaven is overwhelming. When an Archangel is focusing all of that glory into *you*, shining light into all your dark corners, changing your *nature*... It takes a very brave demon, or a very desperate one, to ask for this.

Most Diabolicals do it from desperation – they're suffering from Discord, have demonic enemies on their tail and there's nowhere else for them to turn. Unfortunately for them, redemption isn't just swearing fealty to an Archangel. The demon has to be willing to give up his entire being, place himself in the hands of the Divine Symphony, and accept what it does to him as an instrument. If he can't submit to that, he's going to be ripped to celestial shreds whether the Archangel involved wants that or not. Many redeemed celestials emerge with fewer Forces than they started. (PCs will survive, but the GM and player should decide if the process damaged the character, and if the Superior will make repairs.)

While redemption isn't common, it happens enough that Archangels have learned some tricks. If the demon



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REDEMPTION

has been coached in thinking selflessly, he's got a better chance of survival. If he really *trusts* the Superior, he'll probably make it, at least as a reliever. It's also easier to realign a demon if your Word is akin to the one he served before, and you get more relevant information about the Other Side, too. Thus, Michael often gets Baal's deserters, Janus acquires Valefor's and so on. Those who served Lust find themselves with Novalis or perhaps Eli. Fire and Fire may also go together, but an ex-Servitor of Belial must be *very* careful approaching his opposite numbers.

Superiors approach redemption in various ways. Some are gentler than others, willing to take more time – Blandine and Novalis are especially kind – while others are in the “throw him in and see if he swims” camp. David is notorious for rough redemptions, with Michael, Laurence and Gabriel not far behind. Nobody talks about what Dominic's coils might be like, but even in Heaven, gossip thrives about Eli's methods...

Regardless of which Superior aided them into Heaven, the survivors speak of the experience with reverence. For Hellborn, it was the first time they really heard the True Symphony. For those once Fallen, it's a return *home*. Redemption is a fresh start, but the new angel must cope with his dark past, both within himself and in how others treat him.

The celestial must also learn how to *be* an angel. His nature provides him with the correct instincts, but he's got plenty of demonic habits to overcome – and plenty of “friends” back in Hell to be bad examples. Some brand-new angels try to talk their demonic buddies into redemption, and end up Falling again themselves, betrayed by their old thought patterns.

The newbie's former Prince may try to recover his lost tool through bribery, intimidation or poisoning the ex-Servitor's new relationships. Between that and the occasional ringer (see *Ringers*, p. 119), it's no wonder the Host doesn't trust a newly redeemed celestial until he's both proven his dedication and learned how to behave.

WHAT DO I GET?

When a demon is redeemed, he becomes the divine analog of his former Band (except Lilim; see p. 115). He loses his Band resonance and all his infernal attunements

and Distinctions, but gains his Choir resonance. Celestial Discord is also removed. He regenerates Essence at daybreak, gains access to the Rites of his new Superior, and is given an angelic Heart.

New angels are *not* given rewards or Resources for coming over to Heaven's side – offering rewards would only have tainted the process, and maybe even killed the candidate. If their reports on their former activities are complete and helpful, they may get a “good job” and a pat on the back from their Superior. Strangely, that's often enough.

As the ex-demon's behavior shows him to be trustworthy and dedicated, his Archangel will take the time and effort to remove any other Discords the new angel might bear. (Geases are a special case – see p. 117.) Any Forces lost during redemption may also be replaced.

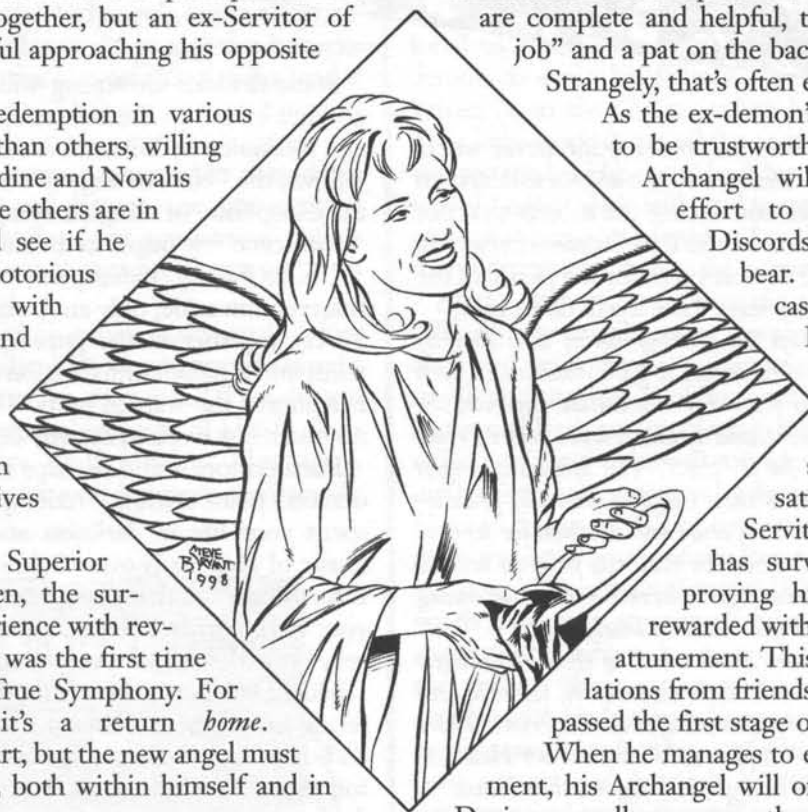
When the sponsoring Archangel is satisfied with his new Servitor (and if the celestial has survived the process of proving himself), the angel is rewarded with his appropriate Choir attunement. This is cause for congratulations from friends, as the ex-demon has passed the first stage of rehabilitation.

When he manages to earn a Servitor attunement, his Archangel will often award it publicly. During a small ceremony, the celestial is proclaimed to be a true angel, his noteworthy actions for Heaven's cause are announced, and there is a celebration. It's a way of telling other angels that the new kid is trustworthy, and it's good for everyone's morale to have saved a celestial from Hell.

A few Archangels are much more casual. Eli, in particular, is suspected of having performed a few redemptions in his wanderings, without bothering to tell *anyone* about it, except maybe the Seneschal at the Tether where it happened.

WHAT DOES HEAVEN GET?

A new angel typically serves the Archangel who performed the redemption, unless other arrangements are made by the Superiors themselves. If Yves really wants a new Servitor, for instance, and the angel agrees, most of the other Superiors will make the transfer. Even Michael might put his new Servitor “on loan” – as a spy.



But recently, Laurence, the supreme commander of God's armies, has decided that he needs more advantages in the War. When potential subjects for redemption are discovered, or when a redemption is actually announced, Laurence immediately requests that the Servitor be transferred to *him*. He'd prefer a permanent transfer, but will accept "in service to" as an alternative.

He doesn't always get his way. If both Archangel and ex-demon are happy with each other, the Seraphim Council will rarely force even an extended loan. They *do* support Laurence's requests for debriefing of the new angel, finding out every scrap of information he ever learned as a demon. This is often the first direct experience the celestial has with the Divine Inquisition.

Also, if Laurence conceives a mission which would benefit from the new angel's presence, his Archangel will usually order him to help out.

REDEMPTION AND YOUR NEW FRIENDS

Angels are kinder toward outsiders than demons, but that doesn't mean a new recruit will have an easy time fitting in. In the first place, he's probably got a little Discord, and in the second place, sometimes he still acts like a demon! If *that's* noticed, it will be ruthlessly squelched.

Servitors of the Archangel who did the redeeming are rarely openly dismissive. If nothing else, they are *not* going to question their Superior's wisdom in this matter, especially not in public. The demon survived the process, so obviously he's got something in his favor. However, they are exceedingly strict in private – inappropriate acts get the recruit dragged to a private spot and sternly lectured . . . or worse. Until he's earned at least their individual respect, the new angel's companions will be distant and cool.

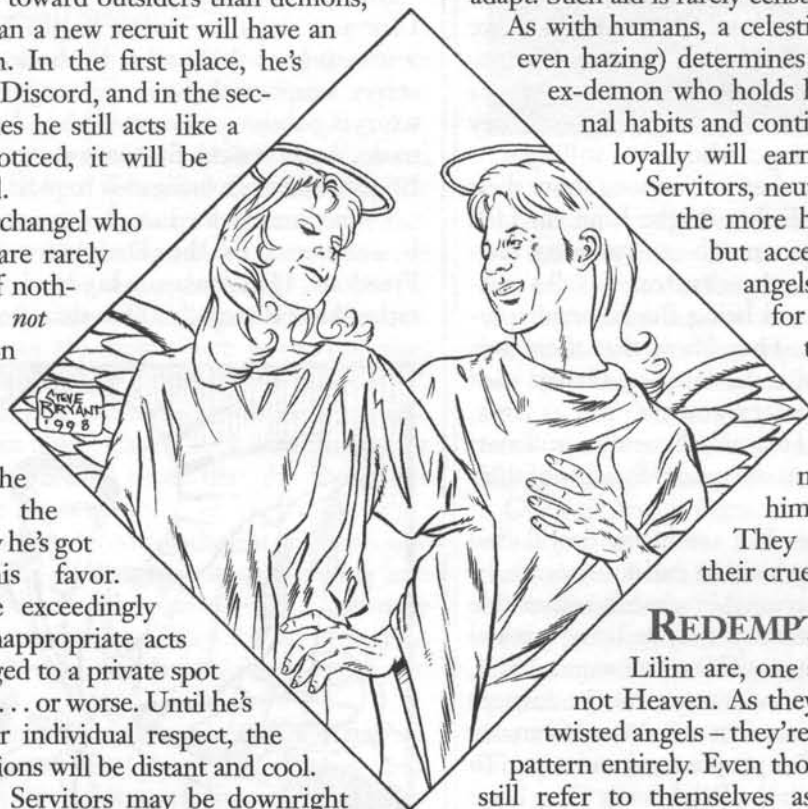
Other Superiors' Servitors may be downright abusive, questioning the ex-demon's value, and whether such a vile creature should have been offered redemption in the first place. If they serve a hostile Archangel, they might even insult the *Superior's* judgment in performing the redemption! In Heaven, it's best to remember that starting a fight causes dissonance.

Angels in the "war party" are more likely to harass ex-demons than those of the "peace faction." Celestials belonging to allied or associated Superiors will be kinder than those who follow neutral or hostile Archangels.

Cherubim, Ofanim and Kyriotates are the Choirs likely to give a new recruit the most grief – their resonances are useless in judging character. Mercurians judge people by their friends, and Seraphim can read Truth in a new angel's protestations of devotion. Malakim are only abusive if circumstances warrant – they hold off with great restraint while their resonance tells them the new angel is being honorable, but come down *hard* on one who slips. Elohim only mock an ex-demon if they believe it will have a salutary effect on his psychology and behavior.

Of all the angels the newcomer knows, those who helped him seek redemption are the most likely to be openly friendly and almost parental at times. (Sometimes they compare themselves to the parents of a teenager with five-inch blue hair-spikes and a nose ring, but they took on the job knowingly.) They got him this far, he survived, and now they're going to use his trust in them to help him adapt. Such aid is rarely censured by their Superiors.

As with humans, a celestial's reaction to teasing (or even hazing) determines how quickly it ceases. An ex-demon who holds his temper, represses infernal habits and continues serving his Archangel loyally will earn respect from his fellow Servitors, neutral angels and finally even the more hostile ones. It takes time, but acceptance is possible. Many angels even come to admire him for putting up with everything they dished out. At the ceremony that marks him a full angel, a celestial may find that his "worst enemies" are waiting to toast him and make him welcome. They might even apologize for their crueler taunts.



REDEMPTION AND LILIM

Lilim are, one and all, creations of Lilith, not Heaven. As they proudly say, they are not twisted angels – they're made to a different Hellish pattern entirely. Even those who survive redemption still refer to themselves as Daughters of Lilith, so Heaven took the easy path and merely calls the survivors "Bright Lilim." (Even Yves, the namer of all things, accepted the name without comment.) After all, it's not as if there's enough of them to be a real Choir anyway. Most celestials, if asked, would guess that there are fewer than a dozen currently extant.

The Process

Like other demons, Lilim must deny their "weaknesses." They have to, or their sisters would have a field day. They must also shut away the full Symphony, listening only to that theme which is uniquely and exclusively theirs. And, as with other Diabolicals, dissonance eats away at the psychological walls and damages the Lilim's personal symphony, sometimes letting the True Symphony creep in.

It's easy for a Lilim to go Renegade – as dissonance gnaws at her sense of self, she can turn to her Mother's Word. Even a Lilim sworn to a Prince may start acting like a dissonant Servitor of Freedom, especially if she was suffering from his dissonance conditions. Hell is a hierarchy of control and oppression, and Lilim find it very easy to just run away from that, attempting to vanish and survive by their wits and Geases. If they're careful enough, Free Lilim can even go Renegade – in fact, if not officially – without anyone finding out!

This inclination, and the fact that Lilim *are* better able to go Renegade without being caught (their Geases give them a support network, and some aren't on the run from a Prince), makes it difficult for angels to snare them. Yes, they're fed up with Hell and want nothing to do with Princes, but they're equally resistant to the idea of *serving* an Archangel. "Are there Free Brights?" they ask, to the confusion of an angel who serves willingly.

However, some Daughters become curious about their angelic cousins. Surviving Fallen Bright Lilim in Hell can be counted in the negative numbers (Asmodeus considers them personal toys), so there's no one to tell a curious Tempter that Heaven and being Bright aren't anything to get excited about. They know that their own Mother sometimes deals with the Host, so if they want information, where else are they going to get it? True, they can't just walk up to a Heavenly Seneschal and start asking questions, but they can always call in a few of their favors . . .

If the angels who contact her are lucky, they'll find themselves with a Lilim who's either curious enough, or desperate enough, to be interested in what the other side can offer her. (If they're unlucky, they're being yanked around by a Tempter who wants Geases on angels.) Still, the Lilim in question has to find a way to fit the concept of selflessness into a world view that was shaped from day one by seeing only what other people need and want. To a Lilim, nothing is free. Even the Brights say, "Yes, Love has a price. The price of loving someone – is loving someone."

Naturally, Marc's Servitors are the best at phrasing the concepts of "fair trade" and selflessness in ways the Daughter can understand.

Expectations

If a Lilim survives redemption, she has obviously been accepted by the Symphony. Her celestial form alters, she can travel to her new angelic Heart with no problems and her desire to geas others to her will is gone. Malakim can tell that her sense of honor and dishonor has aligned itself with Heavenly beliefs. But with so few examples of stable, established Bright Lilim, not even the Archangels can be sure how to interpret a Daughter's behavior, or predict her reactions.

Uncertain how to deal with their new Bright, most Superiors will assign a Cherub or two to watch over her, encourage any pre-redemption angelic mentors to keep in contact with her, and step back to watch what happens.

Dominic, when he discovers a new Bright Daughter, sends a triad around to ask her a few questions, and gets one of his Cherubim attuned to her "just in case." Depending on the Lilim's Archangel, this can be little more than a routine visit, or a very stressful experience. Lilim redeemed by Eli, for instance, might want to avoid the notice of the Divine Inquisition entirely.

Matters become even more complicated when Laurence steps in – since Bright Lilim *are* so rare, he wants to have them *all* at his beck and call in the War, secret weapons that can be assigned instantly, without worrying about what some other Archangel wants them to do. As soon as he finds out about a Bright or potential Bright, Laurence brings his request before the Council.

Unfortunately for him, his insistence upon obedience is anathema to the Daughters of the Princess of Freedom. Hell makes a big deal out of this – they'd rather have Renegade Lilim than Bright ones, and swear



up and down that “the runt with the sword” always gets his way. (They also say Brights are myths, and Hellborn Lilim can’t survive redemption in the first place.)

As one might expect of Balseraph-generated propaganda, there’s no truth to it. The Seraphim Council knows that an unhappy Bright is a Fall waiting to happen. If she doesn’t want to transfer to Laurence’s services, the Council probably won’t make her do so. However, it is true that the Council then turns into a political circus as Laurence tries to get the Lilim assigned to someone who will put her on loan to him, and the Council tries to decide where she’ll be safest.

The discussions can drag on for weeks, and the new Bright will probably meet a half-dozen Archangels and a baker’s dozen of Seraphim and Elohim psychologists before the Council comes to a decision (hopefully the right one) about the best Superior to hold her Heart. Often, it’s the Archangel who did the redeeming, but not always. If the Council believes that the Bright and the War will both be better served if she’s assigned to another Superior, then they’ll do it.

Geases and Redemption

Very few Lilim are entirely free of Geases, and as far as anyone knows, all those are in service to a Superior, not “Free Lilim.” Lilith herself likes to keep tabs on her children, and many Daughters refer to the last Geas/1 owed to her as “Mother’s Token” (see *Truly Free Lilim*, p. 52), turning a source of frustration into a perverse pride that “Mom cares.” (Other Bands may also carry Geases at redemption, presenting the same problem.)

Lilim usually owe Geases to Lilith and other demons. Many of those Geases are minor, such as the promises made between sisters: “I swear I shall invoke this person’s Geas only when and as you specify.” Some are more potent, including the nine Geases that Lilith charges for a Free Lilim’s creation, and those that the Daughters pledge in return for Resources.

Archangels do not like the notion that, at any time, one of their angels might be sought out and geased into actions that could harm Heaven’s cause. The more Geases a Lilim owes, the less likely she is to find an Archangel willing to even *look* at her, much less try to redeem her.

Sometimes she can get help from her angelic friends, locating the holders of her Geases and getting them invoked, destroying the holder or buying the Geas personally. Sometimes she just has to bide her time, working toward freedom so that she may choose a Heavenly Superior.

There is another option, though not an easy one. Geases are Discord, and so they can be stripped away by a Superior. However, the structure of Geases and their



interaction with her nature makes this *very* dangerous to the Lilim. (Other Bands are *slightly* less endangered.) Essentially, the Archangel must disassemble the celestial into her component Forces, unravel a Geas from her being, and put her back together again – all without wiping her memory clean or letting her dissolve into the Symphony. This is much harder than creating a celestial from scratch, and even when it works, a few Forces usually get mangled beyond use during the process.

Oh, yes. And it hurts. A *lot*. Worse than redemption, which at least leaves the new angel with glory singing through her head. Geas-stripping leaves *scars*.

Demon Princes don’t do it because it’s so difficult, results in a less-powerful (or dead) celestial and annoys Lilith no end if the Geas removed was owed to her.

Archangels don’t *like* to do it for the first two reasons, but most will offer the option to a prospective Bright. The process can be undertaken during redemption, or at any point afterward, so some Archangels may redeem a Lilim and hope that she’ll acquiesce to the necessity of Geas-stripping when her demonic nature has been eradicated. Again, the fewer Geases she bears, the better – each one requires the Archangel’s personal, undivided attention, and each one risks an agonizing death for the Daughter.

The Seraphim Council forbids Bright Lilim to pledge their favors to Diabolicals or ethereals, though any Bright who's survived a Geas-stripping doesn't need to be told – her celestial scars are reminder enough. Lilim are especially forbidden to promise "unspecified" favors to *anyone*, as they could be called in at any time, for any purpose. Even angels may Fall, insists the Inquisition.

This doesn't always prevent a Bright from being geased by demons, though. Since Geas-stripping is such an arduous process, it may take a while before all the Geases are removed. (And her Mother will be annoyed enough to sell the remaining Geases to nasty people, cheap.) Less often, a Bright may be ambushed by Diabolicals and told to promise a Geas to them or be destroyed. Some Brights would rather the second option . . .

Bright Lilim in Action

A redeemed Daughter no longer looks like a green, wingless Impudite. Instead, she gains a soft aura of a color matching her personality and that of her Archangel, and a pair of translucent wings, shimmering extensions of her aura. The horns and green coloration are lost. Bright Lilim are sometimes called the "Gifters," as they discover that the joy they receive from helping others is infinitely more rewarding than any Geas.

Many angels find Bright Lilim excessive – unrelentingly cheerful and awestruck by the glory of the Symphony, they sometimes act as if half their being were tucked away in the higher Heavens. Often, they don't even notice insults from less-friendly celestials, and when they do, they either cry or try to do the hostile angel a favor. Truly, even in Heaven, there is nothing so irritating as a convert.

Eventually a Bright begins to act more normally, much to the relief of the angels around her. And, as befits a Daughter of Lilith, she never loses her deal-making talents or her love of Freedom, though now it's the Freedom of the Symphony, instead of anarchy and chaos. Bright Lilim remain warm, sympathetic, sensuous and fun – nothing if not fun – but now it's all *real*. The Brights care deeply for those around them, rivaling Mercurians in their love of humanity and humans. A one-night stand with a Tempter would be one Hell of a



good time, but the same time spent with a Bright is a Heavenly experience; the Tempters give and take, the Gifters love and share.

Malakim and Bright Lilim

Malakim are normally understanding with newly redeemed demons, since they can sense a being's honor, but Bright Daughters make them nervous. The Virtues know that Lilim are considered to be the "opposite" Band to their Choir – the demons who bind others with Geases vs. the angels whose oaths bind themselves; the demons who were never angels vs. the angels who *cannot* Fall. Seeing a redeemed Daughter in Heaven implies uncomfortable things about symmetry, even though the Malakim know that's mere superstition . . .

Besides, Lilim are the creations of a once-human Demon Princess – at least two times removed from the true creations of God, and therefore not to be trusted. There's no telling what strange behaviors they might be capable of, without careful watching.

Individual Malakim can overcome their unease, especially around a Bright who serves the same Archangel, but most remain wary and aloof. Despite this, Bright Lilim regard the darkest Choir with the same wonder

and delight as all else in Heaven. The thrill of seeing a beautiful Malakite in all his deadly glory, and *not* having to run for cover, makes Daughters seek out places where they can gaze at the Virtues admiringly.

A few Malakim whisper that the quickest way to cure Laurence of staking claim to all Bright Daughters would be to *give* him all the Brights in Heaven. After a few days with some dozen Lilim following *him* around and sighing raptly, he'd surely have learned his lesson . . .

Ψ0-Ψ0S

Some ex-demons just can't make it as angels. Either their demonic habits are too strong, or they get Tripped up somehow. For whatever reason, they Fall. Demons call this unlucky celestial a "yo-yo," as he's been down and up and down again, and for the most part, their "welcome" is vicious. Where a normal new-Fallen celestial might expect bribery from demons and Princes, a Fallen traitor will be lucky if he can bargain for survival and protection from the Game. He'll be even luckier if the Prince he deals with honors the bargain.

Asmodeus especially hates traitors (Fallen or not). Only the protection of a Superior will deter him from hunting them down. Catching one leads to months of debriefing, followed by a few days of cooking up just the *right* kind of spectacle to haunt the minds of all viewers, and then a week or two of televised torture, culminating in the utter and painful destruction of the traitor. Sometimes Vapula's latest creations play a prominent part. Potential Renegades keep their heads way down after one of these Examples has been broadcast. Kobal sends videotapes to angelic Tethers; it's bad for their morale, and the irony suits him.

It's whispered that the one way a Fallen traitor can avoid this fate, if the Game catches him, is to swear fealty to Asmodeus himself, as quickly as possible. Then maybe after a few decades of punishment, there would be a chance of survival . . .

Falling hits an ex-demon even harder than a born angel. They've known both lies and Truth, and it's hard for them to ignore the True Symphony anymore. They've grown accustomed to thinking of their old demonic nature as "broken," and the demonic form as ugly and twisted, and that has its effect on their self-image. Even Habbalah suffer from doubts as they wrap their delusion around themselves again.

Lilim take the most psychic shock from Falling. They have lost their wings, lost the status of being the smallest Choir in Heaven, and lost all sense of being valued for who they are instead of what they can do. They may also

RINGERS

Sometimes a Prince will set up a group of angels – especially young, idealistic ones – with a redemption prospect. The candidate may be in on the scheme, trying to corrupt his "friends," or he may be a cat's-paw. Only the dumbest or craziest Princes would try to plant a knowing agent in Heaven (Saminga comes to mind), but sometimes an otherwise-useless Servitor can be made to serve a higher purpose, so to speak.

Once in a great while, a Prince sets up a weak Servitor for redemption. This serves several purposes. First, other agents can monitor the redemption process, possibly gathering valuable information on the enemy in the area. Second, the pawn can serve as an unwitting conduit for disinformation. Third, if the demon is weak enough, he can probably be made to Fall later, hopefully with useful information on the Host. Finally, if the Servitor is truly, hopelessly inept, maybe he'll do some damage Upstairs . . . (This is usually Kobal's main reason.) This trick doesn't work too often, but it explains why the newly redeemed are watched so carefully, and trusted so little.

Princes don't do this often because it rarely works, and more importantly, Asmodeus takes a very dim view of sending anyone over to the other side, for any reason. Even Princes fear the Game.

feel that they were betrayed by a harsh Archangel, one whom they trusted with their very existence and who now reveals himself to be cold and callous, content to *let* Lilim Fall and be tortured to death.

A Fallen Bright usually hates herself, hates her former Archangel, hates her old angel buddies and isn't too keen on Hell, Princes and demons, either. Furthermore, if she allowed her Geases to be stripped from her, she's going to have some fast-talking to do if she runs into Lilith.

If there's anything Asmodeus hates more than a traitor, it's one of the Free turning traitor. He has a hard enough time keeping track of the Free Lilim, and Lilith certainly doesn't go out of her way to help him there. Every time one gets away with running Renegade or being redeemed, it seems to start a rash of Renegade Lilim – whom he *can't* make Examples without compelling evidence, lest Lilith turn his Game messy and unmanageable. But a traitor Lilim, or a yo-yo one – now *those* he can use as he pleases, without the Princess of Freedom making a single public comment against it.

Once-Bright Lilim caught by the Game can look forward to having Asmodeus' *personal* attention for a long, long time . . .

DEMON CREATION GUIDE

This step-by-step guide is for players who are familiar with the rules and tired of flipping through big sections of *In Nomine* to create a demon character. It has all of the character-generation information listed in a succinct format. Note that this guide is not intended to replace the main rulebook for information – just to give informed players enough information to make appropriate character decisions.



I: CHARACTER CONCEPT

Come up with a character concept. Decide which Band the demon belongs to, and which Superior he serves. Discuss your decisions with the Game Master and make sure they mesh with his campaign.

Following is a list of the Bands, giving their resonance and dissonance. Make a note of these for your character's Choir; neither resonance nor dissonance costs character points. Information on Superiors appears in Step Four.

BAND MECHANICS

Balseraph

(*In Nomine*, p. 141)

Resonance: Lies

Game Mechanics: Able to inflict their versions of reality on others. Will d666 roll. Rules on page 142.

Dissonance: Violating their internal consistency.

Djinn

(*In Nomine*, p. 143)

Resonance: with just a touch they can attune themselves to something (or someone). If on the corporeal plane they will have a feel for its location and condition.

Game Mechanics: Will d666 roll. They can attune themselves to as many different items/people as they have Celestial Forces. If an object is destroyed, the pieces can only be detected with a 6 check digit. Will roll needed to negate an attunement. Check digit chart on *In Nomine*, p. 96. Advanced uses on p. 25.

Dissonance: Giving a damn about the object of his attunement.

Calabim

(*In Nomine*, p. 144)

Resonance: the resonance of Calabim is entropy. They may impose their whirling energies on reality to destroy.

Game Mechanics: Will d666 roll. Does Body hits to corporeal targets equal to check digit plus demon's Corporeal Forces.

Dissonance: Invoking his resonance without destroying anything. Calabim begin play with 1 Discord.

Habbalah

(*In Nomine*, p. 145)

Resonance: fractured objectivity gives Habbalah emotional subjectivity they can inflict on others.

Game Mechanic: Will d666. Emotional effects on *In Nomine* page 147. Advanced uses on p. 45.

Dissonance: having emotional projections backfire on them.

Lilim

(*In Nomine*, p. 147)

Resonance: they extract a favor in exchange for services rendered.

Game Mechanic: Perception d666. With eye contact, check digit determines degree of need detected. Advanced uses on p. 51.

Dissonance: A victim may resist and cause dissonance. Lilim are also capable of using their resonance on themselves.

Shedim

(*In Nomine*, p. 151)

Resonance: they can control multiple vessels, and must use these bodies to make their mark on reality.

Game Mechanics: Will d666. Unwilling subject can make a Will roll to reject for a number of hours equal to subject's Will check digit. Can control/possess creatures up to his Forces. They cannot spend more than 10 Celestial Forces minutes in celestial form without any host vessels. Details on *In Nomine*, p. 152. Advanced uses on p. 56.

Dissonance: fail to cause a host to commit an evil act.

Impudites

(*In Nomine*, p. 153)

Resonance: They are able to charm people and steal their essence.

Game Mechanic: For Charm, the effects lasts for a number of minutes equal to the check digit, resistible by the victim with a Will roll . . . For stealing essence, he can rob as many points of Essence as the check digit. Advanced uses on p. 62.

Dissonance: killing a human causes dissonance.

II: ALLOCATE FORCES

Allocate Forces (Corporeal, Ethereal, Celestial). Demons get 7 Forces, and must have at least 1 of each type.

III: CHARACTERISTICS

Assign characteristic levels, at 4 levels per Force:

Corporeal Forces control Strength and Agility

Ethereal Forces control Intelligence and Precision

Celestial Forces control Will and Perception

IV: ATTUNEMENTS

Note attunements. The Band Attunement your Superior offers your Band is free. You may buy additional attunements that your Superior offers other Bands by spending 5 character points, if the attunement could logically be held by your character. You cannot buy a Band Attunement that requires you to have the resonance of another Band; a demon cannot have a resonance outside of his Band.

To purchase Servitor Attunements, a player must spend 10 character points each. He can only buy Servitor Attunements of his Superior.

Listed below are summaries of the attunements and dissonance each Superior offers. Note down the attunements your character has, and the dissonance mechanics.

SUPERIOR MECHANICS

ANDREALPHUS

(*In Nomine*, pp. 158-159.)

Dissonance: a demon of Andrealphus mustn't feel sympathy for a human, and they are prohibited from feeling or showing concern for the fleshly beings around them.

Band Attunements

Balseraph: force a victim to enjoy any single physical sensation he chooses.

Djinn: fake emotions and keep a human calm no matter what.

Calabim: may do celestial damage to anyone they can touch.

Habbalah: never suffer a reversal of their resonance if their target resists.

Lilim: automatically detect what a victim needs if they can make physical contact.

Shedim: can move into anyone experiencing an orgasm by making physical contact and add their Corporeal Forces to any resonance roll for someone they can touch.

Impudites: add their Corporeal Forces to any resonance roll against a person they touch.



Servitor Attunements

Dark Desire: imprint any desire upon a person's psyche.

Kiss of Death: attempt to kill someone with whom you're having sex.

ASMODEUS

(*In Nomine*, pp. 160-161.)

Dissonance: disobeying Asmodeus' direct orders or by helping a Renegade escape judgment.

Band Attunements

Asmodeus' Servitors are attuned to the members of their respective Bands and can identify them and their Dissonance with a Perception roll. All get 12 extra character points for a role, as follows:



Balseraph: roles that require creative lying, like stockbrokers or meteorologists.

Djinn: roles that require them to keep track of people coming and going, like security guards.

Calabim: roles that involve physical labor, such as loggers and oil tanker captains, which let them destroy with impunity.

Habbalah: roles that let them be overly inquisitive without arousing suspicion - like fast-food clerks and private detectives.

Lilim: roles that let them get kinky or sexual like hookers or substitute English teachers.

Shedim: may stay in a borrowed vessel for a number of days equal to the check digit of the successful resonance roll and don't need to corrupt their host.

Impudites: roles that let them "help" - like doctors or lawyers.

Servitor Attunements

Dissonance Binding: bind a demon with his own dissonance.

Humanity: pass as a human being.

BAAL

In Nomine, pp. 162-163.

Dissonance: retreat from conflict without a direct order.

Band Attunements

Balseraph: their opponents subtract the demon's Corporeal Forces from any attempt to Dodge their attacks.

Djinn: detects the presence of any flesh (alive or dead or undead) within a number of yards equal to their Corporeal Forces.

Calabim: add their Corporeal Forces to any roll to rend flesh.

Habbalah: feel physical conflict around him.

Lilim: add Corporeal Forces to any attempt to charm.

Shedim: add their Corporeal Forces to any Will roll designed to urge their hosts into combat.

Impudites: acquire no dissonance by killing a human in honorable combat.

Servitor Attunements

Art of Combat: adds extra attacks per combat round.

State of Ophis: allows a demon to assume his Celestial form without making noise in the Symphony.

BELETH

In Nomine, pp. 164-165.

Dissonance: may not take their Celestial form on Earth.

Band Attunements

Balseraph: create irrational Fear.

Djinn: enter the nightmares of their attuned no matter how far.

Calabim: can stun or terrify anyone they can see.

Habbalah: move Fear around, "healing" someone of fear and then inflicting twice that much on another.

Lilim: add level 1 Fear to the penalty for failing a Geas.

Shedim: may take Celestial form in Corporeal realm.

Impudites: add the number of hours most recently spent in a target's nightmare to their resonance roll.

Servitor Attunements

Dream Walking: enter Marches through a dreaming human.

Terror: haunt a nightmare of a person you've seen.

BELIAL

In Nomine, pp. 166-167

Dissonance: to be burned by a fire you create.

Band Attunements

Balseraph: heat up any metal object.

Djinn: brand a victim and create a permanent attunement.

Calabim: add double Corporeal Forces to their resonance roll and they do not disturb the Symphony when using their resonance.

Habbalah: can make someone believe they're on fire.

Lilim: add their Ethereal Forces to geas someone into doing something destructive.

Shedim: may possess flames.

Impudites: add their Corporeal Forces to their resonance roll while in the presence of Fire.

Servitor Attunements

Incendiary: ignite anything or everything consumable by fire that is nearby.

Smite: protects from damage from fire.

HAAGENTI

In Nomine, pp. 168-169.

Dissonance: must force humans to Consume.

Band Attunements

Balseraph: can give others the Discord of Gluttony.

Djinn: can spot gluttons from miles away.

Calabim: they regain 1 Essence if involved in an orgy of destruction.

Habbalah: make their victims feel hungry.

Lilim: are great cooks and can create undeniable food.

Shedim: find it easier to possess those with Celestial Discord and with Gluttony.

Impudites: can steal Essence with simple physical contact and makes the target hungry.

Servitor Attunements

Consume: amplify any human's secret hunger. Note this is a required Attunement for all Haagenti's Servitors.

Devour: consume matter very quickly.

KOBAL

In Nomine, pp. 170-171.

Dissonance: can't go a single day without worsening someone's misfortune by laughing at him or making others laugh.

Band Attunements

Balseraph: gain Essence when they lie to someone and make others think he's stupid.

Djinn: gain Essence by embarrassing a target of their attunement.

Calabim: gain Essence when a human ironically discovers something important to him has been destroyed.

Habbalah: gain Essence by making humans embarrass themselves.

Lilim: gain Essence by successfully daring a human to do something foolish.

Shedim: add their Ethereal Forces to any Will roll to force their hosts to do anything darkly silly or degrading.

Impudites: gain Essence by playing practical jokes.

Servitor Attunements

Prank: create an illusion worthy of the greatest cartoon madness.

KRONOS

In Nomine, pp. 172-173.

Dissonance: helping a human achieve his destiny.

Band Attunements

Balseraph: may choose to emulate the resonance of any one Choir of angel.

Djinn: knows when an object of their attunement is slated to be destroyed in the next 24 hours.

Calabim: start the game without Discord, and may choose to make their resonance look like their target was wracked by time.

Habbalah: using the attunement Fated Future automatically know what emotion to inflict on a target to best serve the cause of evil.

Lilim: can see Discord in the eyes of others, and add their Celestial Forces to any attempt to inflict a charmed person with their infernal geas.

Shedim: alter their host's perception of time and mortality to create a sense of urgency.

Impudites: can touch a person and, with a successful Perception roll, know the story of his past from his own perspective.

Servitor Attunements

Fated Future: can tell at a glance if a person has great potential either way.

Temporal Projection: launch people through time and space.



MALPHAS

In Nomine, pp. 174-175.

Dissonance: go more than a day without creating division between two people.

Band Attunements

Balseraph: can make one person at a time take the demon's opinions as their own for a number of hours equal to his Ethereal Forces.

Djinn: can create hate.

Calabim: can destroy relationships.

Habbalah: can make a person take an unwavering stand on any of his opinions.

Lilim: can distract a target's attention.

Shedim: drive away their host's minds entirely and need no Will rolls to assert control.

Impudites: discover how to destroy a person's trust with a Perception roll.

Servitor Attunements

Imbroglia: makes things get taken the wrong way.

Polarize: ignite conflict between any two people.

NYBBAS

In Nomine, pp. 176-177.

Dissonance: fail to spend at least an hour every day contributing to the growth of the world's media.

Band Attunements

They get one free human Servant.

Balseraph: can make any medium lie and have entertainment lawyers, script writers and other liar servants.

Djinn: always attuned to sports figures.

Calabim: at least one vicious servant.

Habbalah: don't disturb the Symphony when their doings appear to have been performed by their "psychic friends" and are associated with new age psychic freaks.

Lilim: is a star with a Role at a level and Status equal to her Corporeal Forces, her servant is a faithful fan.

Shedim: inhabits servants without the need of a roll.

Impudites: are groupies, whose servants are the stars.

Servitor Attunements

Soundtrack: You hear the soundtrack of the movie of your life.

Subliminal: binds Song or attunement into a medium.

SAMINGA

In Nomine, pp. 178-179.

Dissonance: encouraging life.

Band Attunements

Balseraph: may kill a human with their own bare hands without disturbing the Symphony.

Djinn: don't generate dissonance for killing an object of their attunement.

Calabim: knows how much damage a creature can take before dying.

Habbalah: may use the Song of Possession to possess a body longer than normal.

Lilim: starts with an undead servant worth character points equal to 3 times her Celestial Forces.

Shedim: may possess a corpse.

Impudites: can pull Essence from the dead.

Servitor Attunements

Zombi: can turn any fresh corpse into a Zombi.

Vampiric Kiss: suck life force out of a willing victim.

VALEFOR

In Nomine, pp. 180-181.

Dissonance: staying in a place for more than three days.

Band Attunements

Balseraph: add their Celestial Forces to the target number of their resonance rolls.

Djinn: can only attune themselves to one person at a time, but the subject of that attunement becomes enthralled with the demon.

Calabim: add their Ethereal Forces to any roll involving breaking locks, opening doors or otherwise freeing themselves or others from corporeal restraint.

Habbalah: can predict the weather.

Lilim: may add their Ethereal Forces to any attempt to geas a victim into any form of theft.

Shedim: may assume a gaseous form.

Impudites: crowds part for them, and they can tell whether something was stolen or not.

Servitor Attunements

Passage: open any lock.

Swipe: make an object vanish for a while.

VAPULA

In Nomine, pp. 182-183.

Dissonance: cannot allow his gadget to fall into human or angelic hands.

Band Attunements

Balseraph: may add Celestial Forces when convincing someone that mundane item has fantastic properties.

Djinn: are given palmtop computers which they can attune to a number of objects equal to their user's Celestial Forces.

Calabim: There are no Calabim in Vapula's ranks.

Habbalah: get mood rings which change color to reflect the emotional state of the nearest person.

Lilim: add their Celestial Forces to any Computer Operation roll and to any use of their resonance against someone of a scientific or technical bent.

Shedim: are given a laptop computer which requires no power and has a high-speed cellular Net connection to use as a vessel.

Impudites: can store twice as much Essence as a typical creature of their Forces!

Servitor Attunements

Invention: temporarily creates a relic.

V. RESOURCES

You have (4 × total Forces) in character points to purchase artifacts, vessels, Roles, Servants, Skills and Songs. You may take Discord, if the GM allows, to get extra points.

ARTIFACTS

In Nomine, p. 41.

Corporeal artifacts cost 1 character point per level as a Resource.

Talismans cost 2 points per level.

Relics cost 3 points per level.

Reliquaries cost 3 points per level.

A celestial artifact that is both relic and reliquary, but with Essence only usable for Songs in the relic, costs 5 points per level.

A celestial artifact that is both, but with its Essence unrestricted in use, costs 6 points per level.

VESSELS

In Nomine, p. 48.

Vessels cost 3 points per level. Charisma costs another 2 points per level. Up to two levels of negative Charisma can subtract 2 points per level from vessel or Role cost.

ROLES

In Nomine, pp. 43, 72.

Roles cost Status level divided by 2, round up. Roles can only be bought at character creation. Some samples with requirements:

Archeologist (*Survival*, Status 3-4)

Bartender (*Fighting*, Status 2-4)

Doctor (*Medicine*, Status 4-6, Precision above 5)

Entertainer (*Performance Skills*, Status 3-6, Charisma useful)

Hacker (*Computer Operation*, Status 2-4)

Hunter (*Combat Skills*, any Status)

Journalist (*Fast-Talk*; also useful: *Move Silently*, *Lockpicking*, *Computer Operation*, *Dodge*, *Escape*; Status 3-6)

Lawyer (*Fast-Talk*, Status 3-6)

Policeman (*Need 2 of following*: *Detect Lies*, *Area Knowledge*, *Ranged*

Weapon (Pistol), *Small Weapon (Baton)* or *Tracking*; Status 3-4; Charisma can be useful)

Politician (*Lying*, Status 4-6, Charisma)

Private Detective (*No Skill required, useful are: Fighting, Escape, Lock picking, Move Silently, Fast-Talk*; Status 3-4)

Religious Figure (*Emote*, Status 3-6, Charisma is useful)

Scientist (*One Skill in character's field*, Status 3-4)

Sports Hero (*One athletic Skill*, Status for a successful pro is 4+)

SERVANTS

In Nomine, p. 45.

Servants cost Class × level as a Resource, divided by 2 (round up).

SKILLS

In Nomine, p. 46, pp. 73-78.

Each level of a Skill costs 1 point.

Acrobatics (Agility), Default -3

Artistry (Perception), Default -2

Chemistry (Intelligence), Default -5

Climbing (Agility), Default -2

Computer Operation (Intelligence), Default -4

Detect Lies (Perception), Default -2

Dodge (Agility), Default -1

Driving (Precision), Default -2

Electronics (higher of Intelligence or Precision), Default -5

Emote (Perception), Default -1

Engineering (Precision), Default -4

Escape (higher of Agility or Precision), Default -3

Fast-Talk (Will), Default -1

Fighting (varies), Default -1

Knowledge (Intelligence), Default -4

Languages (Intelligence), Default -4

Large Weapon (Strength), Default -3

Lockpicking (Precision), Default -3

Lying (higher of Intelligence or Perception), Default -2

Medicine (Precision), Default -4

Move Silently (Agility), Default -1

Ranged Weapon (Precision), Default -2

Running (higher of Strength or Agility), Default -1

Savoir-Faire (higher of Intelligence or Precision), Default -4

Seduction (Will), Default -1

Singing (Perception), Default -2

Small Weapon (Precision), Default -2

Survival (higher of Will or Perception), Default -4

Swimming (Agility), Default -2

Tactics (Intelligence), Default -2

Throwing (higher of Agility or Precision), Default -3

Tracking (Perception), Default -2



SONGS

In Nomine, pp. 78-85.

Songs cost 1 point per level. Most Songs have three versions – one for each realm of existence. These must be purchased separately.

Attraction

Corporeal: Causes two items to tug toward each other, useful for making a homing device.

Ethereal: Makes the victim passionately attracted to a person or object of the singer's choosing.

Celestial: Attunes singer to something; gives a general feel for location and condition.

Essence Requirement: 1

Degree of Disturbance: check digit.

Charm

Each Song reduces one of two characteristics of victim by its check digit. Characteristics affected are:

Corporeal: Strength or Agility.

Ethereal: Intelligence or Precision.

Celestial: Will or Perception.

Essence Requirement: 2

Degree of Disturbance: check digit.

Dreams

Corporeal: per Dream Walking attunement (*In Nomine*, p. 110), the singer enters the Marches through the mind of a dreamer.

Ethereal: adds to or subtracts from Skill rolls within a dream.

Celestial: controls style and direction of subject's dream. Singer must be within subject's dreamscape.

Essence Requirement: 1

Degree of Disturbance: number of people affected.

Entropy

Corporeal: makes objects or people age or grow young.

Ethereal: a mental attack that inflicts terror on a single victim.

Celestial: causes breakdown of target's psyche, with hallucinations.

Essence Requirement: 1 for Corporeal/Ethereal, 2 for Celestial

Degree of Disturbance: check digit plus singer's Forces.

Form

These work on singer only.

Corporeal: adds Protection.

Ethereal: makes semi-invisible.

Celestial: alters appearance.

Essence Requirement: 1

Degree of Disturbance: check digit, but only after the Song's effects end.

Harmony

Corporeal: all in area become weak and sluggish, unable to attack.

Ethereal: renders people incapable of mental conflict.

Celestial: temporarily negates the effects of Discord.

Essence Requirement: 1

Degree of Disturbance: number of people affected (including performer).

Healing

Corporeal: heals Body hits.

Ethereal: heals Mind hits, insanity.

Celestial: heals Soul hits, Will.

Essence Requirement: 1

Degree of Disturbance: check digit.

Light

Corporeal: produces a glowing aura of light around the performer.

Ethereal: creates illusions.

Celestial: dazzling light attack.

Essence Requirement: 1, maximum 3

Degree of Disturbance: none.

Motion

Corporeal: lets performer fly.

Ethereal: lets performer move matter with his mind.

Celestial: lets performer teleport items.

Essence Requirement: 1

Degree of Disturbance: check digit.

Numinous Corpus

These corporeal songs create one of the following natural weapons:

Acid

Claws

Fangs

Feet (hooves or spurs)

Horns

Tail

Tongue (long and barbed)

Wings (non-weapon; allow flight).

Essence Requirement: 1

Degree of Disturbance: none.

Possession (Celestial only)

Performer wrests control of a vessel from its rightful owner.

Essence Requirement: 1

Degree of Disturbance: check digit.

Projection

Corporeal: projects singer to any place on Earth previously visited.

Ethereal: projects singer to any place in Marches previously visited.

Celestial: projects singer to a celestial level, and if in Heaven or Hell to any place previously visited.

Essence Requirement: 2

Degree of Disturbance: Celestial Forces 2.

Shields

Corporeal: protects from all physical attacks.

Ethereal: protects against any Essence-based attacks, including resonances and attunements.

Celestial: creates barrier to observation for celestial senses, and delays disturbances to the Symphony.

Essence Requirement: 1

Degree of Disturbance: check digit.

Thunder (Corporeal only)

Creates sonic explosion in the corporeal, ethereal and celestial realms.

Essence Requirement: 1

Degree of Disturbance: check digit plus user's Forces.

Tongues

Corporeal: subject can speak any human language.

Ethereal: subject can communicate telepathically.

Celestial: binds brief message to a bit of Essence that can be sent to anyone singer has previously met.

Essence Requirement: 1

Degree of Disturbance: none.

DISCORD

In Nomine, pp. 85-89.

Discord *provides* 3 character points per level. Unlike demons some of whom *must* begin play with Discord angels rarely may begin play with it (only with the Game Master's approval).

Corporeal Discord

Chained Geases (Lilim): manifests physically as unbreakable links around neck, wrists, ankles when corporeal form is taken (p. 52).

Crippled: portion of anatomy lost.

Damaged Sense: Perception rolls get more difficult.

Discolored: strange pigmentation.

Forked Tongue (Balseraphs): must make a Will roll, minus level of this Discord, every time he uses resonance or evidence of lying will manifest physically on his vessel (p. 28).

Mutilation (Habbalah): scars, tattoos, wounds manifest on corporeal Habbalah vessel (p. 46).

Obese: unnatural girth.

Oozing (Shedim): unable to prevent traces of celestial pattern of movement showing through corporeal host (p. 58).

Pain (Calabim): resonance of a Calabite with this Discord is turned inward, causing constant pain (p. 41).

Pallid: deathly appearance and odor.

Reduced Essence Capacity (Impudites): victim cannot retain as much Essence as he used to (p. 64).

Stigmata: open, bleeding wounds.

Twitchy: lower Precision, Agility.

Ugly: very ugly vessel.

Vestigium: supernatural growths that are useless and pathetic looking.

Vulnerable: specific physical weakness that causes damage.

Ethereal Discord

Angry: Will roll needed to avoid violence.

Apathy (Djinn): Paralyzed with indifference. Must make Will roll to take an interest in anything not an immediate threat to well-being (p. 35).

Aura: celestials sense more easily.

Berserk: Will roll to stop fighting.

Bound: Will roll to assume celestial form.

Claustrophobia (Ofanim): enclosed spaces generate dissonance.

Cold-Blooded (Shedim): cold hearts perceptible in their bearing and conduit, shows even through hosts (p. 58).

Cowardly: Will roll to seek danger.

Fear: modified Will roll to avoid fleeing object of fear.

Geas: a forced oath or promise.

Generous (Lilim): Daughter cannot use her resonance without being Geas-bound to fulfill the desire she discovers (p. 51).

Infatuation (Impudites): charming ability will backfire if victim successfully resists (p. 64).

Paranoia: Will roll to believe anyone.

Pity (Habbalah): Habbalite will sympathize with those he should punish (p. 47).

Obsessive-Compulsive (Djinn): A Djinn's inherently obsessive nature grows out of control (p. 35).

Ritualized Responsibilities (Cherubim)*: compulsive behavior.

Truthfulness (Balseraph): A Balseraph with Truthfulness must make a Will roll minus level of his Discord whenever he speaks; failure indicates he must tell the truth (p. 28).

Celestial Discord

Aura of Entropy (Calabim): field of entropy is drastically accelerated (p. 41).

Burning Lies (Balseraph): with this Discord, each time a Balseraph lies he generates Symphonic feedback (p. 28).

Celestial Blindness: weakens sensing of celestial beings and effects.

Deteriorating Geases (Lilim): Lilim's Geases deteriorate over time, forcing her to use them or lose them (p. 51).

Distracting Attunements (Djinn): Makes it difficult for Djinn to concentrate when he has too many objects of attunement (p. 35).

Driven (Shedim): eagerness to use Shedim resonance and fervency to corrupt more and more hosts (p. 58).

Gluttonous: morbid desire to eat.

Greedy: Will roll to resist expanding material holdings.

Indiscriminate (Calabim): makes Calabim resonance hard to control – and it will lash out indiscriminately (p. 41).

Lustful: Will roll to avoid seducing object of desire.

Merciful: morals impede killing.

Murderous: requires going for the kill, regardless of consequences.

Need: prevents regenerating Essence naturally.

Slothful: Will roll to begin a new task or do any hard work.

Tainted Essence (Impudites): can no longer drain Essence at will (p. 64).

Unshielded (Habbalah): incapable of not feeling the emotions of others (p. 47).

** Although most common in the listed Band, these Discords can at times affect others, perhaps with minor modifications.*

VI: BACKGROUND

Develop the character's background. Think about his appearance, the kind of food and music he likes, the hobbies he's picked up, how he gets along with others, etc. Show the character to the GM for approval.

VII: PLAY!

DEMON CREATION GUIDE

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