

IN NOMINE™



LIBER
SERVI FORUM

THE BOOK OF SERVANTS

STEVE JACKSON GAMES

*“Look in thy glass, and tell the face thou viewest
Now is the time that face should form another . . .”*

– Shakespeare

NOT JUST ANOTHER FACE IN THE CROWD

Ancient angels, new-fledged demons. Soldiers of Heaven and humans sworn to Hell. Reborn Saints and undead mummies. Ethereal spirits who side with darkness, light, or their own shades of gray . . .

Within the *Liber Servitorum*, Game Masters and players alike will find over 100 characters – enemies, allies, or plotters in their own right – ready to set their feet upon the stage as point-balanced player characters or experienced NPCs. Servitors from each Choir, Band, and Superior are represented here, as well as denizens of the Marches and mortals struggling on the battlefield between Heaven and Hell.

Also included are tips for making, maintaining, and destroying Roles, and guidelines for the creation and running of servants – human or otherwise.

So join the crowd inside these pages and get ready to rumble . . .



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You will need the *In Nomine*
basic rulebook to play.



WARNING: This book is intended for mature readers. It contains interpretations of religious themes which some readers may find unsettling.



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THE BOOK OF SERVANTS

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LIBER SERVITORUM

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A CAST OF THOUSANDS



There are many players in the universal orchestra – Choirs of angels, Bands of demons, ethereal spirits, and humans, some who know of the War and some who don't. All add their own unique notes to the Symphony.

Within these pages are star performers, typical Servitors, and servants who retain favor only through results . . . or luck. There are young demonlings, ancient angels, middle-aged Soldiers, and point-balanced characters suitable for players (indicated with a cross).

This book is designed for easy access to a multitude of well-rounded NPCs. Each chapter begins with a mini-index listing the characters. Angels and demons are listed in order by Choir or Band. Sections within celestial chapters are organized by Superior. Toward the end of the *Liber Servitorum*, there are chapters on how to use Servants in a campaign, and why Roles are a useful aid to celestials living on Earth.

Some of the beings described in this book possess Resources from the *Liber Canticorum*, *Liber Reliquiarum*, or *Revelations Cycle*, but with few exceptions (the Servitors of lesser Superiors), these abilities are *not* the focus of the character. The Game Master is free to ignore or replace those abilities (or any others) when using the NPC.

More detailed information about characters and their abilities can be found in the *Angelic Player's Guide*, *Infernal Player's Guide*, and the *Corporeal Player's Guide*.

All characters have their "local area" language at level 3 by default; if their native language is listed, it will be indicated by an asterisk (*).

And now, it's time to meet the cast of characters who can bring new life (or unlife) to any game. Just be careful . . . some of them bite.

ANGELOLOGY AND DEMONOLOGY

Angels (and demons, and ethereal spirits) have been interacting with humanity for a long time, and humanity has always had members who make it a point to remember the interesting stories they learn from these non-human beings. Unfortunately, between celestial misdirection, lying, and just plain forgetfulness (even a Seraph can say, "I don't remember who did that, but I think it was Camaysar.") – filtered through mortal misunderstandings, it's a miracle that even the bare bones of the tales aren't twisted into something entirely different. Having demons imper-

sonating ethereals for worshippers' Essence doesn't help matters, either. Add in the ability of humans to *make up stories*, and it can be understood how Za'afiel, EloHITE Seneschal of Hurricanes, is listed in various human texts as both Fallen and angelic, how Gabriel has been called a Cherub, and how Baal has been named both a Prince and a god. (And sometimes, to confuse matters even *more*, there's a celestial who takes a legendary name long after the legend was begun!)

There is usually some nugget of truth *somewhere* in the myths and legends around a name, but no human should depend on it. Sorcerers, in particular, should be wary of demons who *assure* them that Uriel is the Prince of Hades, and is perfectly summonable . . .

SERVITORS OF DAVID



BARRY

Ofanite of Stone



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

Vessel: Human Male/4, Charisma -1

Role: "Barry Goodman," Garbageman/3, Status/1

Skills: Driving/2, Dodge/3, Engineering/1, Fighting/4, Large Weapon/3 (Club), Move Silently/1, Singing/1

Songs: Motion (Corporeal/3), Speed (Corporeal/3, Celestial/3)

Attunements: Ofanite of Stone

There are five great forces of nature: Earth, Wind, Water, Fire . . . and Barry. (He's gone by Barry for centuries now, instead of his celestial name, Barachel.) A mortal Soldier once swore that even after Armageddon, Barry would manage to find his way to a bar and buy a cup of mead for everyone who was left standing. That was 500 years ago and since then things have changed . . .

He's discovered bottled beer.

He can often be found propping up a bar (spinning on his stool and swinging his feet). If you buy him a drink he'll expound on his homespun philosophy, which holds that hard work doesn't complain about who does it.

Barry works hard at his current Role, which involves driving a garbage truck. He gets to wear big stomping boots with steel toe-caps, and the day's work is done by noon – which leaves plenty of drinking time. The other garbagemen compete to be on his round, because Barry is famous for being the fastest trash collector in town. Before Barry started on the job, no one had ever seen a garbage truck reversed at speed down three tight bends with barely an inch of space to either side. Now they see it pretty often, but they'd rather close their eyes.

Mortal friends say that though he's not the sort of person you come to if you're having a philosophical crisis, he's a good pal who won't let you down. He also has an uncanny ability to sniff out the way to the nearest bar. People shake their heads in admiration; that's such a *useful* talent.

Barry encourages charitable and fundraising endeavors by his drinking friends. They use their two-week annual holiday to deliver supplies to third world countries that have suffered disasters. They raise money for widows and orphans by caroling during the Christmas holidays. Barry is the only one of them who can keep time or stay in tune,

but having five hulking garbagemen looming over them and trying to sing seems to be a great incentive to people's charitable natures.

He's a regular at church, although his manner of prayer seems a bit *relaxed* to the more traditional members of the congregation. His local priest is the long-suffering type who believes God will be understanding of those who leave crushed beer cans in His house when they've donated so generously to church charities. And so enthusiastically, too.

Barry has an old-fashioned sense of chivalry and attempts to be polite to ladies, frowning on people who swear too much in their presence. He is never cruel to dumb animals either – a category that includes most humans. Unfortunately, in all other respects he has the social skill and *savoir-faire* of an old cabbage. If invited into an expensive house, it is guaranteed that Barry will be the one who throws himself into a chair and kicks his muddy boots up onto the antique furniture with a satisfying *thunk*.

Barry might not be the fastest thinker in Heaven, but he's always happy to answer a call from a fellow angel in distress. He even keeps an emergency kit in the back of his van. It's packed with everything he needs to do the Lord's work: a spare pair of boots, a wrench, and a 12-pack of Bud.

AHIAN

Habbalite Captain of Lust

“Can’t you feel His fire burn in your veins, moving you to the sacraments they call blasphemies?”

Corporeal Forces - 4 Strength 9 Agility 7
Ethereal Forces - 3 Intelligence 6 Precision 6
Celestial Forces - 4 Perception 6 Will 10

Vessel: Human male/3, Charisma +2 (attractive)

Role: “Carlos Ramirez,” Night Club Owner/3, Status/3

Skills: Detect Lies/4, Dodge/4, Emote/2, Fighting/3, Lying/5, Move Silently/5, Ranged Weapon/3 (Pistol), Seduction/3

Songs: Attraction (Ethereal/4), Dreams (All/4)

Attunements: Habbalite of Lust, Dark Desire, Captain of Diabolical Delight

Ahian has a Role as the owner of a trendy nightclub in the student district. He is a Latin male, just under 6 feet tall, with green eyes and wavy black hair. He is strongly muscled, but still lean and fast. It would be traditional to compare him to a cat, but they simply aren’t cruel and beautiful enough. Think rabid, man-eating Bengal tiger, fat and sleek from the flesh of infants, for a closer match.

His personal philosophy is a weird set of anti-Gnostic heresies. He believes that matter and material nature is superior to the soul and spiritual nature, because God – who was ultimate and pure Spirit – created the physical universe and pronounced it good. He uses, as further evidence of his theory, his belief of the Incarnation: God descended from perfect spirit into the material body of Jesus Christ, and thus transformed Himself from spirit into matter.

So Ahian believes that mankind and the angels must give up the false and heretical belief in spiritual perfection, and perfect themselves through pure and mindless sensual gratification. They must descend from virtue into vice to achieve the enlightenment of ignorance. He inflicts every form of violent sensation, from orgasm to agony, on those who cross his path. He makes no effort to distinguish between pleasure and pain; that would be an intellectual judgement, which must be extinguished in order to obey the will of God.

Note that he pays considerably less attention to his own beliefs than might be expected for a Habbalite. But this is exactly what his ideals demand. Philosophy itself, as an intellectual pursuit, is higher and more spiritual than casual cruelty and physical gratification, so he must ignore it as much as possible.

When he is trying to break someone, he will typically use his resonance to drive them into wild passions that

oscillate between indescribable agony and mind-blowing highs, then use Dark Desire to get them to transgress any and all inhibitions and moral qualms they have. The specific transgression he drives them to – cannibalism, rape, torture, self-mutilation – does not matter to Ahiam, as long as it is a violation of his victim’s moral code. He *loves* playing with Malakim, though he thinks it a great pity that even they break.



In demonic games, Ahiam may well “graywash” PC demons by acting as a violently evil contrast to their actions. In angelic campaigns, he is certainly not a combat-weak street-walker, unable to stand up to the Host’s more aggressive members; neither is he an “inoffensive” demon, to be converted or dispatched at divine whim. It may be obvious when he’s in town, but angels will have to be creative to deal with him. Just smiting him may put him in Trauma, but he comes back eventually. It’s very hard to actually make Ahian suffer for his crimes, because he enjoys all strong sensation, *including* pain itself. He sees even death and Trauma as chances for his strange brand of exaltation. Probably the only way to upset him is to undo his work . . . which means healing the people he has broken.

PUCK

Faerie Trickster

Actor playing Puck: Thou speak'st aright, I am that merry wanderer of the night.

Peaseblossom: "I am that merry wanderer of the night"? I am that giggling-dangerous-totally-bloody-psychotic-menace-to-life-and-limb, more like it.

– Neil Gaiman, "A Midsummer Night's Dream,"
Sandman – Dream Country

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

Vessel: Humanoid/2

Skills: Detect Lies/4, Dodge/6, Emote/6, Fast-Talk/6, Fighting/4, Move Silently/5, Savoir-Faire/4 (Seelie Court)

Songs: Attraction (Ethereal/2), Charm (Corporeal/3, Ethereal/3, Celestial/3), Draining (Celestial/3), Entropy (Celestial/1), Form (Ethereal/4, Celestial/4), Light (Ethereal/4), Motion (Celestial/5), Tongues (Corporeal/2)

Also known as Robin Goodfellow, the Puck is ye originale faerie trickster. Although technically unallied to either Court, the Puck is most commonly found associating with the Seelie Fae, whose king he sometimes serves.

Despite (or perhaps because of) his reputation for being unpredictable and dangerous, he is always welcome among the Fae, although he appears to be a completely different class of being. The King frequently refers to him as "Hobgoblin," though he bears no resemblance to goblins and their kin.

His usual role at the Seelie Court is as a jester and bard. He entertains the jaded faerie with both japey and storytelling – the latter usually about his own exploits. He is a prankster of the first water, using Song and skill alike to humiliate and embarrass both mortal and fae. However, his tricks are rarely good-natured, and there is always a sadistic gleam in his eye as he plays them.

The Puck is proud of his many pranks and japes, but the ones for which he is most famous – those found in Shakespeare's *A Midsummer Night's Dream* – are totally fictional (though he will claim otherwise). In truth, having his greatest fame come from these fabricated exploits grates upon his ego, which is (not surprisingly) huge. He is continually seeking a


way to outdo the fictional Puck, and to this end spends as much time as possible in both the corporeal world and the dreams of mortals, tormenting humans with increasingly elaborate and often dangerous pranks.


Despite this, he avoids becoming yet another of those beholden to Beleth and the servants of Nightmares. He is a trickster, bowing only to his king, far too arrogant to bend the knee to a mangy pack of leather-winged, humorless demons. He might appreciate – and be appreciated by – Kobal, but if so, neither Prince nor ethereal is talking. As for angels, he has little but scorn for the "feather-headed Halos," who interfere with his fun when they can.


Although he is boastful and occasionally vain, the Puck can override his impulsive nature to be cautious. He prefers to remain invisible when approaching or approached by strangers, especially celestials, no matter which realm he is in. And anyone who looks stupid or naive is a ripe target for his humor. In the corporeal world, his vessel is humanoid but clearly not human – he uses the Song of Form to alter it as needed to blend in.




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