

IN NOMINE

SUPERIORS 3

HOPE AND PROPHECY



STEVE JACKSON GAMES

TAKE THE LONG VIEW . . .

WORK IN THE PRESENT TO CREATE THE FUTURE.

Herein find four Archangels who are more concerned with the future than the present. Meet Gabriel, Archangel of Fire, living in her self-imposed seclusion, searing mortal minds with divine inspiration. Khalid, the newly-returned Archangel of Faith, certain his cause is right yet unsure of his place in Heaven. Blandine, Archangel of Dreams, who has forsaken the councils of angels to explore the mysterious Marches. And Yves, the enigmatic Archangel of Destiny, who knows the potential for good in mortals and celestials alike.

Superiors 3: Hope and Prophecy includes:

- ✠ New attunements, Distinctions, and Rites for each Archangel.
- ✠ The Truth about each Superior . . . explained by both friends and enemies.
- ✠ The duties and organization of the Servitors of Fire, Faith, Dreams, and Destiny.
- ✠ How each Archangel interacts with his peers, both in Heaven and in the Realms Below.
- ✠ Alternate versions of each Superior for non-canon campaigning.
- ✠ Adventure seeds, from the most glorious cities of Heaven to the most squalid slums of Earth.



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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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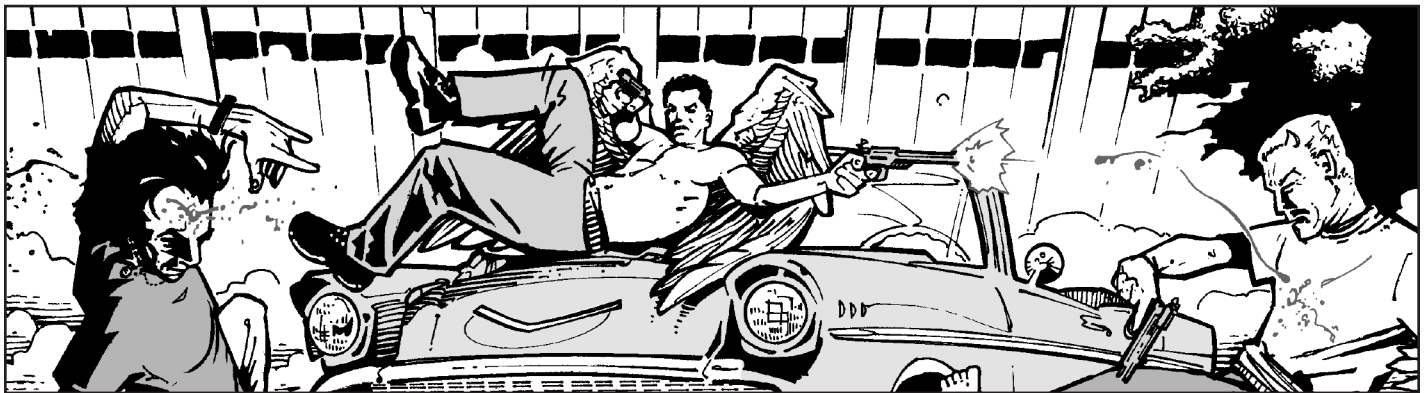


IN NOMINE

In Nomine was written by Derek Percy based on an original game by CROC, under license from Asmodée

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ABOUT *IN NOMINE*

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Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *In Nomine*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *GURPS*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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

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INTRODUCTION

Faith. Fire. Dreams. Destiny. At first glance, these Words might seem insubstantial and fleeting, slipping away from any attempts to understand them like sand through a fist. But these Heavenly Words have profound effects on humanity. Faith, invisible and indescribable, but with the power to bring peace or send whole nations to war. Fire, unpredictable, immolating the cruel, shining the light and warmth of Heavenly inspiration on those whom madness dictates. Dreams, often forgotten, but able to unlock humanity's hopes and fears and drive them to greatness. And Destiny, silent and knowing, helping people make the climactic choice in their lives.

The history of these four Superiors intertwines, drawing them together over time in ways that only Yves can fully comprehend. Blandine has an ember from Gabriel's Volcano shining from the top of her Tower, lighting the way to Heaven. Yves gave Gabriel the Quran, touching off a massive schism which ended in Gabriel's flight from Heaven. Khalid followed Gabriel's example, forsaking his peers in order to fight for his Word on the corporeal plane.

Their methods are as disparate as their Words. Khalid and Blandine agree that humans are the key to the War, but differ completely in their methods of waging that War. He crushes the opposition on Earth; she guides and instructs from the Marches, never presuming to intrude in the realm of the physical. Yves is subtle, preferring to let the Symphony lead him where it will, taking no action without due consideration; Gabriel strikes without thinking, letting God and her whims guide her aim.

This book offers detailed descriptions of the Archangels of Faith, Fire, Dreams, and Destiny, combining material from the *Revelations Cycle*, the *In Nomine* rulebook, the *Liber* series, and many others. In the few instances where there is a conflict, the information in this book supersedes any presented in earlier publications.



Mommy, Do Angels Sleep?

A note about sleeping – angels, being celestials, do not sleep or dream the way humans do. The vessels of angels in the corporeal realm may sleep, and as they “dream,” the angel enters the Marches without having gone celestial while on Earth. This is very handy for avoiding Blandine's dissonance conditions. Any time a “sleeping” angel is mentioned in this book, the text is referring to the angel's vessel.

Enjoy the book, and sweet dreams . . .

The Marches welcome careful Dream-Shapers

Views on Ethereals

Before the crusade, some ethereals were on almost friendly terms with the reserved Archangel of Dreams. Now, that is true of very, very few. Many more hide in the Far Marches or Beleth's side of the Vale, filled only with a blazing resentment against humans and the angels who guard them.

Blandine despises ethereals who stalk the mortal world, filled with malice or mischief. She also acts when necessary to protect the Near Marches from their schemes and predations, as she would with any other intruder. Humans were not *meant* to interact with their own "dreams given flesh," even if the ethereals have no intention of stealing Essence, perverting true believers, or treating humans as playthings. She understands, more than any other Archangel, how much harm they can inadvertently do.

DAVID

David's angels see all humanity as part of a group. For them, unity is strength, and individuality is weakness. But every dream is individual, and those personal dreams and hopes which Stone sees as weaknesses become the most precious things in creation to Blandine and her Servitors. David's preferred tactics on Earth are also so direct (crueler commentators might say "stupid") as to make Blandine wrinkle up her pretty nose in disdain. It isn't surprising that two such different worldviews have difficulty in seeing eye to eye.

Blandine feels no dislike for David personally; he has made his decisions, and serves his Word faithfully. She also cares nothing for what he might think of her work – if he dismisses it, then he is simply wrong. She doesn't prevent her angels from occasionally working alongside Stone, with due caution; both Superiors approve of charismatic leaders, and believe that humanity should be encouraged to live and die on its own terms, without angelic hand-holding.

POLITICS

Blandine is one of the least political angels in the Seraphim Council, keeping her methods, her moods, and her plans to herself.

While she will (very occasionally) take action or speak out against the more flying-fire-and-machine-guns factions of Heaven (twice recently, she's lost patience with Michael), she normally keeps a quiet vigil over the Marches, knowing full well her importance to the War.

Archangelic Opinions

David: I fear that the pain of Beleth's loss sometimes clouds her perceptions. Her hostility toward me has not yet exhausted my patience. After all, some trials take years to work through, and some take eons. (*He is brave and strong, but there is so much more to life than strength and bravery. His dreams are as dull and barren as any stone.*)

Dominic: Innocence and guilt bubble up in the surface of the dreamscapes; I make regular visits to the Marches. Blandine serves her station with skill and dedicated concern. Her judgment is sharp, and her methods effective. (*Dominic amuses me. He has spun his political webs for so long that he has become like a fat little spider waiting for flies, instead of a shining angel of Heaven.*)

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

Gabriel: I liked her, I think. I think she has visited me recently, in another guise. She sparks fires, and fans embers to flame. Yes, I'm sure I liked her . . . (*She has a great Dream, but I fear that it has consumed her . . . I've tried reaching out to her, but don't know if I ever penetrated her madness to the hope I know lies within. She can be destructive, dangerous, insane. Still – every child fears the dark, and she does bring Light . . .*)

Janus: Her Word is so unreal . . . I love it, the power it has. In the Marches, the humans are free to fly from truth to truth and slip through walls and over mountains in the blink of an eye. She does a good job. (*His nature can be very close to mine. He "inspires" quite literally, acting as the breath of God, scouring away the old and heralding the new. He understands that we must indulge wild flights of fancy, for who knows where they might lead?*)

*Muhammad smashed our idols
and persecuted our followers,
but the Kaabah wasn't always a
divine Tether, no matter how
much Khalid would like to pretend
otherwise. Allah was our father;
now he pretends he was never one
of us.*

– al-Lat, Goddess of the Sun

KHALID'S MOSQUE

Khalid's Heavenly Cathedral is a grand mosque in the Eternal City, just opposite the Halls of Worship, and conspicuously out of sight of Laurence's Church of the Sword. It is a larger, more perfect version of the *Masjid* (Holy Mosque) in Mecca that contains the Kaabah (p. 92). Like the *Masjid*, Khalid's Mosque has an enormous open courtyard in its center. Muslim Saints and other holy men can be found here and in numerous courtyards and gardens leading away from the center square. Great scholars like Abu Hamid al-Ghazali and Jalad al-Dun Rumi can be found conversing with religious leaders and other Saints, like the Sufi mystic Abd al-Qadir al-Jilani. The Hearts of Khalid's angels sit in dusty recesses along the perimeter. Angels are comparably rare here, as most

of Khalid's Servitors stay on Earth with him, and few other angels are Muslims. Of course not all the blessed souls (or angels) in the Mosque are Muslims; all are welcome. But non-Muslims usually prefer the subjectivity of the Halls of Worship, which are more amenable to the perspectives of other faiths.

Impossibly tall minarets rise from the Mosque above the streets of the Eternal City. From those lofty towers, Servitors of Faith lead calls to prayer five times a day. All Muslim souls in Heaven, wherever they may be, can hear these calls, and prostrate themselves for the *salat*. Though the Eternal City is considered analogous to the Earthly Jerusalem, blessed Muslims have traditionally regarded Khalid's Cathedral as corresponding to the Kaabah in Mecca. Thus, they pray in the direction of his Mosque (or in the general direction of the Eternal City if they are elsewhere in Heaven). Given that Jerusalem is also holy to Muslims, and there isn't really much correspondence between Earthly geography and Heavenly locations, it seems an adequate compromise.

Khalid built his Mosque shortly after becoming an Archangel, but he never took up residence here. In fact, his visits to his Cathedral have been very rare for the last 1200 years, and as he edged closer to Falling, those few Servitors stationed in his Mosque despaired of ever seeing him again. Since mending his soul, Khalid has returned to his Cathedral several times, to express his appreciation to those loyal angels who had faith in him, and to encourage other angels and blessed souls throughout Heaven to visit the Mosque and hear the True Faith in the divine tongue. But he still spends most of his time on Earth, so those hoping for an audience with Khalid are better off seeking him on the corporeal plane.

ANGELS AND THE FAITHFUL

Angels of Faith have something of a dilemma dealing with Soldiers, since they cannot reveal their true natures, even to those who already *know* about the War. Nor are they allowed to bestow artifacts or other supernatural gifts upon any mortal. This means first of all that most Soldiers of Faith are recruited by other Soldiers (often after an angel of Faith has identified a potential candidate), or sometimes by Servitors of other Archangels. Secondly, it means that an angel of Faith can never actually *admit* to being an angel, nor can he do anything in a mortal's presence that will prove he is one.

Thus, while a Servitor of Khalid may work with mortals, he must always do so as a fellow servant of God, never as an angel. Soldiers of Faith who are

aware of the restrictions placed upon their angelic allies have learned to quietly accept the unusually capable individuals who sometimes appear among them, without asking questions. They will even politely avert their eyes when asked, and not speculate about any disturbances they hear. (Naturally, both angels and Soldiers have developed subtle methods of confirming that the mysterious stranger isn't a diabolical infiltrator . . .)

Soldiers in service to other Archangels are not always as tactful, and blunt questions like "Are you an angel? What Choir? Can you tell me what Songs you know?" will earn a silent rebuke. The angel will usually leave if pressed.

SERVING YVES

Few Archangels are as easy to work for as the Archangel of Destiny; he is not a taskmaster or a tyrant, but neither is he a pushover or apathetic. Angels in service to Yves count themselves blessed and cursed. Blessed, because they have a great deal of autonomy in how they perform their missions; cursed because of the vagueness of the missions and the awesome responsibility attached to them.

Usually, Yves doesn't even have to tell his angels what to do or why. They just do what needs to be done of their own accord (even if they are not aware of this all the time). In the rare cases when Yves, or a high-ranking angel of Destiny, needs to intervene, a simple word or a gentle nudge is all that is required.

Yves *knows* his Servitors. Not in the way Laurence keeps battle rosters or Dominic maintains files; Yves knows the destinies (or fates) of *all* his angels, from relievers to the Word-bound. Yves does his best to place his angels where they are "meant to be" and guides them along their path, like they guide mortals and other angels.

Most Shepherds are aware of this and take solace in it. But it can also lead to apathy and resentment. However, even if Yves knows the destiny of an angel, that angel makes the bed he sleeps in. Yves *never* forces his knowledge on his Servitors; instead he hopes they will eventually see the light of truth and do what they have to do.

As the Shepherds say, serving Yves is both a blessing and curse . . .

Celestial Jobs

The Library keeps most Shepherds busy in Heaven, whether transcribing, recording, or researching information in the endless miles of corridors and bookshelves. Most angels of Destiny spend their first few years (or decades, or centuries) in Heaven and the Library before being assigned to the other realms.

When not in the Library, *Les Temoins* serve as advisors and tutors to other angels (usually those of Marc and Dominic, but also Laurence and Jean), briefing them on a myriad of topics. In Heaven, Shepherds are celestial historians, monks, and oracles; they are respected and sought out for their unique perspectives.

Ethereal Jobs

Les Temoins are extremely active in the Marches, where they weave destiny through the dreamscapes of sleeping mortals. Long ago, Shepherds discovered that dreams

make excellent vehicles for nudging people toward their destinies. Dreams can show a sleeper what possibilities are ahead, but can also impart horrific glimpses of fate to dissuade sleepers from walking down the darker path; "thank God it was only a dream . . ." (This tactic is not always well received by angels of Blandine, even if she is friendly with Yves.)

Dreams give Shepherds more freedom. Dreamscapes allow them to take a more active role in encouraging positive choices. Dreams are flexible and chock-full of potential; they are also symbolic and personal – all excellent tools for *Les Temoins* to work with. Unfortunately, Kronos is more than aware of this, making the Marches a nightly battleground between the Archangel of Destiny and the Prince of Fate. (Much to the annoyance of Blandine's Servitors.)

Corporeal Jobs

On Earth, Shepherds are best described as guides, counselors, and mentors – the proverbial "guardian angels." Their primary goal is to encourage people to strive to be the best they can be, to understand their own strengths and limitations, and to accept who they really are. The shepherd analogy best suits what servants of Yves do on Earth and how they go about doing it. *Les Temoins* have strong permanent Roles which allow them prolonged access to the people they want to help.

In the War, Servitors of Destiny normally serve in a supporting role, providing logistics support or information gathering where their subtle ways are most useful. Whatever the animosity between Michael and Yves, more than one Servitor of War has relied on the timely advice of a Shepherd to achieve victory.

Unusual Jobs

Destiny is not always reached without sacrifice or pain. Often what is best for the Symphony has nothing to do with happiness or joy. Shepherds know that certain events, like the death of a loved one, or the misery of failure, must happen to bring about the right circumstances for destiny. Anguish, grief, and even despair all serve as catalysts of destiny. There are times when Shepherds must sit back and do nothing, letting events unfold unhindered for the greater good.

Master: You were destined to die, it was written.
Buffy: What can I say? I flunked the written.
– From "Buffy The Vampire Slayer"

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