



# IN NOMINE

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

# SUPERIORS: LILITH

By Derek Percy and  
Elizabeth McCoy  
Additional Inspiration by  
Emily Dresner  
Illustrated by Ramón Pérez  
and Dan Smith

*Playtesters: Chris Anthony, Amber Baughman,  
Genevieve Cogman, S. DiGiovanni,  
William J. Keith, Walter Milliken, Kris Overstreet,  
Unni Solåas, Michael Walton*

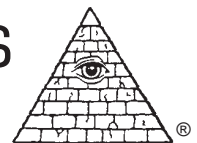
AN e23 SOURCEBOOK  
FOR IN NOMINE® FROM  
STEVE JACKSON GAMES  
FOR 3 TO 6 PLAYERS

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *In Nomine*, *Superiors: Lilith*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *Superiors: Lilith* is copyright © 2005 by Steve Jackson Games Incorporated.

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



**STEVE JACKSON GAMES**  
**e23.sjgames.com**



## Contents

LILITH: HUMAN PRINCESS OF FREEDOM	3
Dissonance	3
Attunements	3
Distinctions	3
Relations	4
Rites	4
<i>GURPS Point Breakdowns for Lilith</i>	4
Invocation Modifiers	5
LILITH IN DETAIL	5
History	5
<i>Lilith and Adam</i>	6
Personality and Outlook	6
Priorities	7
<i>Lilith – Redemption Candidate?</i>	7
<i>Rumors True, Rumors False</i>	8
<i>Tests of Freedom</i>	9
Tethers of Freedom	10
Politics	11
<i>Freedom and Sorcery</i>	12
Variations on a Theme	15

<i>Lilith Then, Lilith Now</i>	15
<i>Eater of Children</i>	16
THE GUILDHALL OF FREE LILIM	17
<i>Tether Tolls</i>	18
WORKING FOR FREEDOM: TEMPS	18
<i>Damned Souls</i>	20
<i>Ethereal Ambassadors</i>	20
<i>Human Staff</i>	21
<i>Bound Lilim</i>	21
<i>Angels</i>	22
<i>Choirs and Job Descriptions</i>	23
THE SISTERHOOD OF LILIM	24
Daughters, Tempters, the Free	24
Living Free	24
The Lilim Grapevine	24
Finding Work	25
Relations	27
<i>Bound Lilim and the Sisterhood</i>	27
Typical Work	27
<i>Disowned Lilim</i>	28
Mediators	29
SAMPLE SERVITORS	30

Keren-Happuch	30
Melody	31
Lilim and Honor	33
<i>Lilim Dos and Don'ts</i>	33
Dealing With the Game	34
BRIGHT LILIM, THE GIFTERS	34
GEASES	35
Terminology of Favors	35
Mechanics of Geases	36
Finding Your Lilim – or Vice Versa	36
Celestial Appearance of Geases	
and Geas-Tokens	36
<i>Buying Geases</i>	37
What You Get for Geases and Vice Versa	37
<i>Example Geases and Levels</i>	39
<i>Buying Restricted Geases</i>	39
ADVENTURE SEEDS	40
The Mad Sorcerer's Beautiful Daughter	40
Collect the Set	41
Transport Specialists	42
Romancing the Throne	42
The Words of Prophets	42

## GURPS IN NOMINE

This Superior expansion includes material both for the traditional *In Nomine* rules and *GURPS In Nomine*. Converted characters have been only slightly “normalized” – they are straight conversions, using the rules in Chapter 9 of *GURPS In Nomine*. The only exception is in levels of Discord; in a normal conversion, an adapted Frequency of Submission table (pp. CI10-11) would be used. For simplicity, Discord has been taken “straight,” with the default *GURPS Basic Set* or *GURPS Compendium I* mechanics. Human characters have also been rounded or approximated in some cases.

Note that Songs have had the -5 applied for use outside the celestial realm. If these characters go to Hell or Heaven, they will have +5 to all Songs.

### Extra Hit Points and Reduced Hit Points

Many converted *GURPS* characters have Extra Hit Points for physical, mental, and celestial combat. The physical advantage is written as Extra Hit Points for the vessel in question. Extra Hit Points (Mind) are bought with the -50% Limitation, “Only for mental combat,” and Extra Hit Points (Soul) are bought with the -20% Limitation, “Only for celestial combat.” Reduced Hit Points for Mind Hits and Soul Hits have the same Limitations. See pages 27 and 28 in *GURPS In Nomine* for more information.

### Power Investiture and Essence Control

The *GURPS In Nomine* advantages Power Investiture (p. IN27), and Essence Control (p. IN31) are

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

### Geases

Many Lilim – especially Lilith’s Free Daughters – hold Geases and Geas-hooks (p. 35) on other beings. In *GURPS In Nomine*, these use the Favors mechanic (p. IN38). Replace the “availability” multiplier of the base advantage (frequently an Ally) with the Frequency of Submission multiplier for Geas levels, and roleplay the process of making contact unless the Lilim and her victim are both NPCs, or the target is clearly available. If an NPC is stated to have points allocated for “generic” Geases or hooks, that the GM is expected to define, these are converted between *GURPS* and *In Nomine* point values at a 3-to-1 ratio, much like unused character points (box, p. IN207).

### Page References

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, and IN to *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).



# LILITH

## HUMAN PRINCESS OF FREEDOM

*The world is what you make of it.*

Long before the Fall, Lilith walked the Earth, beautiful and immortal. Created as the first wife of Adam in God's famous experiment in the Garden of Eden, she exercised her free will and walked away.

Lucifer offered her power, dark Essence, and the Word of Freedom. Lilith accepted, but has insisted that independence means far more to her than power over others. She is the Princess of Freedom, and she means it. She holds no Principality and commands no Servitors. When she wants something, she'll trade favors. If she comes out ahead . . . well, that's how it goes. Thus, her raw power is far less than that of the other major Demon Princes. Technically, she's not even a demon; she's just Lilith, unique and exquisite, whom no one can ever own. But her infernal coronet remains secure, because she provides what no other Prince can: the bewitching Lilim.

Each Lilim is an individual creation of Lilith herself. Other Princes have engendered their own ideas of the perfect infernal seductress, but no one can duplicate the Lilim. Having created her children, she leaves them free to succeed or fail on their own. If someone else gets the better of a Lilim in a fair deal or a fair fight, then Lilith doesn't care. It's when her Daughters are victimized or treated as disposable that she's been known to get involved.

Lilith can lie almost as well as a Balseph – though she thinks of it as “changing her mind” about her own intentions. However, if she's accepted a service, she'll always keep her end of the bargain, unlike the other Princes. She can geas herself if she has to, but it's normally beneath her dignity to lie to a being as lowly as a mere Servitor, and she'd be very unlikely to geas herself to anyone except a Superior – and even then, only to make a point.

She gets dragged into Hell's politics only when it's completely unavoidable. She'd like to be completely free, of course . . . but how likely is that, really? Lucifer is a powerful protector, and her experience with the Host involved being a virtual slave, “lab rat” in a celestial experiment. Many Archangels would still like to destroy her, though not all – in particular, Marc finds common ground with her, and Jean mutters things about “psychoanalysis.”

Lilith has no permanent Servitors, deeming that too much like slavery. She accepts temporary Servitors by trading

favors. She will bargain with anyone who will work with her, and she likes to keep her options open. Temporary Servitors may choose to have access to her Rites if they also accept her Dissonance Conditions, and she offers the same package to all her Daughters. (Few Princes allow a Lilim bound to *their* Word and service to accept, though.)

## DISSONANCE

While in Lilith's service, it is dissonant to accept restraints or orders except as part of a freely negotiated agreement. Actually being imprisoned would not bring dissonance on its own; failure to attempt escape *would*. (Free Lilim are very careful to phrase *requests* to each other politely, instead of giving orders; it keeps sisterly relations smooth.)

## ATTUNEMENTS

Since Lilith has no permanent Servitors, she has no Band or Servitor Attunements.

## DISTINCTIONS

Lilith does not *commonly* grant Distinctions, but sometimes it happens, if she's incredibly pleased with the results a Servitor has achieved. These must be earned by completing a task that serves her Word or schemes. Of course, there's always a chance she'd bestow such an honor on someone who hadn't *realized* he was forwarding her purposes – it's a political act to accept, but are you really going to tell a Princess “no”? She uses demonic-style titles, mostly because she doesn't much care about coming up with fancier ones.

### ***Knight Errant***

Those with this Distinction can look another in the eyes and automatically know how strongly the subject desires power over others, and what he'd do to get it. A Lilim Knight Errant may treat this as a Need to be fulfilled, if she wishes – with a Geas level equal to the desire's strength (GM's discretion) – but Lilith does not approve of slavery. Leading such a power-seeker on and setting him up for a great fall, on the other hand . . .

### ***Captain of the Third Choice***

Any time the Captain is in a situation that appears to be a “no-win” one, no matter what choice is made, he can make a roll against Perception + Celestial Forces. If successful, and if there is *any* better course of action that he's missed, the Symphony will reveal it to him. (Use the check digit to determine how much “better” the new option is, or how many new paths are revealed; GM's choice.) If the situation is truly constrained, at least the Captain will know roughly what price each existing choice will exact from him, barring celestial intervention.



## SPECIAL TEMPTATIONS

### *Secret Songs*

While Lilith would never reveal the full extent of her knowledge of secret Songs, she'll happily hint that she's got access to nearly every Song ever discovered, and has spent the time digging a few unique ones out of the Symphony herself. But there are some she's certainly aware of (even if others don't know for sure): Correspondence (*Liber Canticorum*, p. 65), Deception (*Liber Canticorum*, p. 67), Freedom (*Liber Canticorum*, p. 69), Fruition (*Liber Canticorum*, p. 70), Pestilence (*Liber Canticorum*, p. 73), and War (*Liber Canticorum*, p. 78). She may also know a few Songs

technically available only to her allies, Andrealphus and Valefor, but would hardly teach them to anyone who might upset those Princes.

### *Geases*

Lilith frequently deals in Geases. If someone wants a hold on someone else . . . perhaps she can finesse this. Someone might be granted a Geas on another being as a reward, or purchase one in exchange for services as part of a bargain. If the PC wishes to *start* play owning one of these, then the GM may wish to charge points for this advantage; see *Buying Geases*, p. 37 for costs.

### *Baron of Freedom*

So far, Lilith has no Barons, and there is much speculation (especially among her Daughters) about what requirements, responsibilities, and (most importantly) *powers* might attach to such a title. The most favored theory is that a Lilim Baroness could trade Geases even as their Mother does, exchanging the tokens she holds on others for whatever she can get – but considering Lilith's preference for her own monopolies, that is likely wishful thinking.

## ADDITIONAL RITES

Lilith might grant one of these to someone in the appropriate area, in return for a favor.

- Meditate two hours at the Berlin Wall.
- Walk the Freedom Trail in Boston, Mass. (+2 Essence).
- Free *any* being from bondage, physical or celestial (+2 Essence).
- Lead a revolution into the headquarters of a despot (+3 Essence, and you'll probably need it).

## RELATIONS

Technically weaker than the major powers in Hell, Lilith is always helpful (and always gets something for it). Even those Princes who do not approve of her – notably Asmodeus and Baal – find it more trouble than it's worth to be on her bad side; the supply of Lilim who are willing to bind to them dries up. She takes pains to be more valuable as a friend to all, no matter what she privately thinks of them – she'll regard every major Prince's Servitors as Associated unless they happen to cross her somehow. Servitors of Andrealphus and Valefor are treated as Allied.

**Allied:** *Andrealphus, Valefor (and vice versa)*

**Associated:** *All others (and all others treat her temporary Servitors as Associated, unless the "temps" are normally servants of a hostile power)*

## RITES

- Spend an hour encouraging people to resist the government, question authority, quit their jobs, or leave one-sided relationships.
- Free a human from physical bondage (+2 Essence).
- Destroy, physically or socially, a mortal enemy of freedom (+3 Essence).

## GURPS POINT BREAKDOWNS FOR LILITH

*Knight Errant:* Celestial Rank +1 [5], and Symphonic Knowledge: Power-hunger [30], with the Limitation: Eye Contact Only, -20%, and the Enhancements: May treat as Need, +10%, and No Roll Required, +66%). 52 points.

*Captain of the Third Choice:* Celestial Rank +1 [5]; Symphonic Knowledge: Choices Available [30] with a Perception bonus averaging +3 [4]. 39 points.

If the hopeful Lilim are right about the powers of a *Baron of Freedom*, then that would be a new power, worth 15 points, plus another level of celestial Rank. 20 points.

As usual (p. IN32), additional Rites are 2 points per use, per Essence gained.





## CHANCE OF INVOCATION: 3

Any celestial can try to summon Lilith, though she's unlikely to answer a call from anyone but her Daughters or a great celestial power. (And most angels would be in big trouble if their Superiors found out they had spoken to a Demon Princess!)

Why would you want to summon Lilith? To ask a favor and offer a trade, of course. You might want to ask for a service from one of her Lilim, or you might want to trade for a favor that someone else owes her.

If you promise Lilith a favor as you summon her, geasing yourself to do her will, you can earn an invocation modifier equal to the level of the Geas. You owe her nothing if she does not appear . . . but if she does appear, you are bound, even if she denies whatever it was that you called her for. (Remember, she's entirely likely to trade this favor to someone else, and it might be someone your Superior doesn't like.)

Note that a Geas to Lilith cannot be escaped; she deals in hard Geases, not Geas-hooks. If you make a deal with her, you get no Will roll to let you avoid your end of the bargain. The Lilim can sometimes be cheated . . . but Lilith, never.

## INVOCATION MODIFIERS

- 6 for anyone but a Lilim or a Superior (instead of -10).
- +Geas Level if you promise her a favor, geasing yourself as you call her.
- +1 A pair of broken handcuffs.
- +2 A piece of the Berlin Wall.
- +3 A caged creature set free.
- +4 A battlefield where a tyrant fell.
- +5 A human prisoner set free.
- +6 Overthrowing a government – any government.

# LILITH IN DETAIL

*State your goal, she won't ask your soul,  
She might even give you her own . . .  
And maybe you'd be better off alone!*  
– Leslie Fish, “Chickasaw Mountain”

While Lilith was not the original human woman – humans evolved according to God's plan – she was the original 15-Force woman, and has remained a unique creature with all the complexities of humanity and Word-bound immortals combined.

Her place in Lucifer's court is secured by the Lilim, and by her own efforts. She created the first Tethers to Hell as only a human can. She is the only Word-bound human, and still no one knows how that happened.

Some believe that Lilith is an embodiment of all that humanity can one day be, and fear they may be right. Others pray for it.

And Lilith keeps her secrets.

## HISTORY

*You want me to remember Eden? A small thing to have called me for, but as you choose . . .*

*I was intended to be Adam's equal, a fit mate and helper for God's most intricate and favored creation. It turned out that Adam didn't want an **equal** so much as he wanted an almost-equal, to serve him in his bed and entertain him with witty talk at other times, as animals could not do. I voiced my problems with this arrangement, of course, but Man had been created first, and Lilith second – God would not force Adam to treat me with respect, because the Ineffable One had created us with Free Will.*

*So I utilized that Free Will and left. Adam complained, of course, and had angels sent to fetch me home again. I refused to return to him, so God granted the spoiled brat another mate – that spineless Eve, to be mother to the race of Mankind.*

*Was I bitter? I suppose so, for a time. I found other things to do, other places to go. After a while, I was content with my solitary wanderings, rather like “the cat who walks by himself, and all places are alike to me,” to quote the mortal poet, Kipling.*

*Then Lucifer sought me out, and told me of the inequities in Heaven – even as Adam had prevailed over me, so had some angels become favored over others. I . . . liked to believe it. Even if it were not entirely true, however, it was clear that a conflict was coming, and one that would destroy any who wished to remain neutral. The fate of the ethereal gods was something I expected from the first. In a choice between “the Establishment” and the rebels exercising **their** Free Will, it seemed obvious which one had my sympathies.*

*And . . . it was a heady thing, to be so courted by the Lord of the Morning Star. I was offered power, relative safety from the injustices of Heaven, a Word to ensure that my power was not a one-time deal to fade away; my value to Lucifer was much greater than it had ever been to Adam or God. I think it still is.*

*These days, it amuses me to watch my Children walk among the Sons of Adam and the Daughters of Eve, and even the old debt – as Adam sought to enslave me, so can my Children bind his, for a time. And, unlike that ancient patriarch, **my** offspring offer equal value in return, favors for favors rather than enslavement for spoiled selfishness.*

*There, little one, you've heard my side, as you requested. And now we shall discuss what **I** want from **you** . . .*