

IN NOMINE™

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

SUPERIORS: LITHEROΨ

By Eric A. Burns

Based on the character
created by S. John Ross

Additional material by
Elizabeth McCoy and
William J. Keith

Illustrated by Dan Smith and
Ramón Pérez

Playtesters: Janet Anderson, Chris Anthony, Mandy
Bowyer, S. DiGiovanni, Randolph Finder, Brook
Freeman, Jordan G., Maurice Lane,
JL Hatlen Linnell, Kris Overstreet, Rev. P. Kitty

AN e23 SOURCEBOOK
FOR IN NOMINE®
AND GURPS IN NOMINE® FROM
STEVE JACKSON GAMES

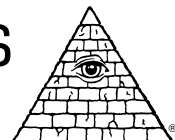
GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid, In Nomine, Superiors: Litheroy*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. Some art copyright © www.clipart.com. *Superiors: Litheroy* is copyright © 2006 by Steve Jackson Games Incorporated. All rights reserved.

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



STEVE JACKSON GAMES

e23.sjgames.com



Contents

LITHEROY: SERAPH ARCHANGEL OF REVELATION	3	The Word of Revelation	11	LitheroY's Tethers	26
Dissonance	3	Twists of the Labyrinth	11	Sample Servitors of LitheroY	26
Babblesnakes and Labyrinths	3	History	12	Chamuel	26
Choir Attunements	4	Knowledge, Wisdom, Lightning, and Revelation	13	Chamuel	27
Bright Lilim of Revelation (Restricted)	4	The First Demon Prince of Secrets	14	Efion	28
Servitor Attunements	5	Twenty-Three Years of Revelations	15	Organization	28
Secret Songs	5	Personality and Outlook	16	Efion	28
Distinctions	6	Politics	17	The Achievement of the Traitor	29
Special Distinction	6	Truth, Science, and Humanity	18	To Serve Lightning	30
On Revelation and Prophecy	6	The Reference Librarians	20	Revelation and Creation	31
Relations	7	Untwisting the Labyrinth	21	Choirs	31
GURPS Point Breakdowns for LitheroY	8	Objective Journalism	22	Word-Bound Servitors	31
LITHEROY REVEALED	9	LITHEROY'S ABBEY	24	The Terminators	32
Names, Appearance, and Manner	9	The Pool of Siloam	25	Dealing with Judgment	33
Variations on a Theme	10	The Eel Pool	25	SEEDS OF REVELATION	33
		The Chambers of Discovery	25	Secrets Unearthed	33
		LITHEROY'S SERVITORS	26	The Game is Afoot!	34
		Litherites, Revealers, Snitches, Babblesnakes	26		

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, Third Edition* 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.

Word Forces and Power Investiture (Word)

In *In Nomine*, Word Forces may be substituted for Forces lost during celestial combat. In *GURPS In Nomine*, this is Power Investiture (Word), represented as levels of the Longevity advantage [5], only usable as many times as it has levels (-50%). Each time Soul hits go to 0 or less, as per p. IN146, the celestial may choose to sacrifice a level of Power Investiture (Word) instead. Each level of Power Investiture (Word) also confers a level of Essence Control [1], even above and beyond what HT would permit; this is counted in the total Essence Control number. However, it also counts as additional disturbance per level when going celestial, just as regular Power Investiture (realm) does, and is lost if a level is sacrificed in celestial combat.

As a rule of thumb, possessing a Word at all grants Celestial Rank equal to one-third of the levels of Power Investiture (Word); round up. Insignificant Words, such as those Lucifer assigns to some demons as punishment, are exceptions, and may grant no Celestial Rank at all. Other advantages, such as Rites or Servitor Attunements, are figured individually.

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.



LITHEROY

SERAPH ARCHANGEL OF REVELATION

***THE WORLD IS WAITING
TO BE REVEALED, IN
ALL ITS GLORY.***

Nothing can reach its potential until taken out of hiding, and light in dark places robs the shadows of their rest. Litheroy and his servants see to it that nothing remains concealed, and that darkness is never allowed to lie undisturbed.

Litheroy is a contradiction, a Seraph who has made a real effort to understand the nature of humanity, simply out of a fascination with the concept of secrets. His success is only partial, and he depends on his servants on Earth to help him find out more. He exists in a constant state of wonder that God's most complex creation spends so much time hiding from itself. His own desire to uncover everything is comparable to a human urge to open up an anthill or peer inside the shell of a turtle . . . only more so.

Litheroy's angels are noted for their curiosity. They see themselves as an army in a very particular war – the war against the Labyrinth, the tendency of humanity to fold itself over and over in secrecy until everyone is paranoid and alone. They respect the concept of privacy, but must often have the details explained to them in their quest to shake humanity free from its desire for secrets.

When Litheroy appears on Earth, he prefers to be seen as an aging man with a sparse beard and piercing eyes. He wears rumpled clothing that suggests he's been climbing through ancient ruins for the past few days and hasn't had time to wash up (often, this is true).

DISSONANCE

Litheroy's angels respect both the letter of the truth and the spirit behind it. It is dissonant for the Servitors of Litheroy to lie to anyone, for any reason. If they answer a question, it must be with the truth, eschewing tricks of language. They are not compelled to tell the whole truth, but a partial truth that creates deception is as dissonant as a lie. When it comes

to blurting out the inconvenient truth that leaves other agents slapping their foreheads in dismay, a Litherite will out-Seraph the Seraphim. Asked if he is a police detective, an ordinary Seraph might reply, truthfully, "I'm assigned to investigate this case," and hope for misdirection. A Litherite might, at best, answer with a question and hope the questioner would subside. A Litherite Seraph, of course, would answer "No."

The one secret these angels may not reveal is that of their Heavenly nature . . . but they still cannot lie about it. If they are asked if they are angels (or other questions about their Heavenly nature), the Servitors of Revelation must either not answer at all, or say "I can't answer that," or something similar. Telling the truth about their celestial nature is subject to disciplinary action from their Archangel . . . but it is not dissonant. After all, it's true.

Roles are forbidden to the angels of Revelation, because a Role is a lie not just to others, but to the Symphony itself.

DISSONANCE MYTHS

Servitors of Litheroy hate secrets. They hate hidden things. They hate not knowing things. They hate remaining silent when they are questioned, or sitting on the answers when they know someone else is ignorant. They really hate concealing a secret that harms someone (anyone!) else. They have little concept of what other people consider reasonable privacy. They are, in short, nosy and inclined to tell everything they find out, and Litheroy is the most nosy and open of them all. Enough of his Servitors partake of this attitude that it is frequently believed they become dissonant if they do not answer a question, or allow a secret to exist. Demons are the commonest sources of this misinformation – which a Litherite would be quick to correct! – but Servitors of Jean have been known to speculate on the topic as well.



KNOWLEDGE, WISDOM, LIGHTNING, AND REVELATION

For eons, Raphael was the key actor in the development of human education. She worked with her close allies, Jean and Yves, to encourage the philosophy, science, and humanities of the people of Earth. When the demons escaped Hell and returned to the world, Lucifer set not just one but two Demon Princes in opposition to Raphael: Gebbeleth, Balsraph Prince of Secrets, and Mariel, Princess of Oblivion. The angels looked to the wise – and manipulative – EloHITE Archangel of Knowledge to counter both demonic propaganda and infernal misinformation.

Raphael saw herself, Jean, and Yves as a trinity of sorts: Lightning as Science and Mathematics, the understanding of the physical; Destiny as Philosophy and Wisdom, the contemplation of the eternal; and Knowledge encompassing elements of both, bridging the realms of the spirit and the mundane. Yves was content to let Raphael direct philosophical development and education, as it freed him to concentrate on individual destinies and other projects. Jean, on the other hand, was more active in the process, willing to defer to Raphael, whom he respected greatly, but also willing to argue with her in EloHITE debate – if only to ensure that her logic was sound.

That she wished to avoid bias from her fellow Power was the overt reason she cultivated the Angel of Revelation as a trusted advisor, and to Litheroy's mind, it is logical enough. While Litheroy was not an Archangel, he was uncowed by rank and he had

independently developed a philosophy in opposition to Jean's. Where Jean was conservative in the means of encouraging and shaping human scientific progress, insistent that humanity was not ready for most truths, Litheroy wanted to express complete truth to humanity, in all things, and trust in their ability to evolve and grow. Raphael listened to Litheroy and Jean both, synthesizing their opposing theses into plans both could accept. When Litheroy ascended to Archangel of Revelation, his voice became even stronger, and the balance between his openness and Jean's caution became codified and almost ritualized. Jean and Litheroy might not have cared for each other, but with Raphael in the mix they were able to work closely and even harmoniously.

Until 1008 A.D., anyhow. Jean never believed that Litheroy's Word and elevation were entirely explained as a "balance" to his own logic; they were EloHIM, and therefore capable of ignoring bias. He suspected that she wished to use Litheroy against the Princes of Oblivion and Secrets. However, whatever other plots Raphael might have had perished with her. If Yves knew of them, he has said nothing.

It is worth noting that after the death of Raphael, a majority of her Servitors entered Jean's or Yves's service, an echo of the original trinity. Of those remaining, most entered Litheroy's service, and are among his most dedicated Heavenly servants.

Litheroy's Word made him a natural leader in the cause of spreading Knowledge, and he directed Raphael's Servitors with passion. He also was given the task of passing certain Knowledge on to humanity, which was appropriate for the Angel of Revelation. He began building Raphael's organization on Earth, always mindful of God's Law and the injunction against revealing Heaven's true nature, but also recognizing both the need for humanity to understand good and evil, and Heaven's need to understand humanity.

He was so skilled at this that after the demons slipped the bonds of Hell and the creation of the Grigori, Litheroy acted as Raphael's liaison with those Servitors – mostly of Stone – tasked with integrating and training the Watchers for their roles as observers and teachers of humanity (and sentinels against infernal activity). Litheroy did this gladly, appreciating the Grigori's acute perceptions as tools for investigation and revelation. He also found himself the spearhead of Raphael's new war with Secrets and Oblivion, at first seeking to drive the secrets Gebbeleth hoarded into the light of

Revelation, then later opposing Mariel's push to consign truth to Oblivion. Through all of these trials, Litheroy never lost his optimism or his humble joy in truth.

Litheroy's role changed again some 5,000 years after the Grigori's creation. Litheroy was the one of the first Servitors of Heaven to discover what at first looked like a new breed of human being, but turned out to be the monstrous Nephallim. The Word-bound Seraph took this information to Dominic, only to be brought into the confidence of – and ordered to silence by – Dominic and Eli, the Archangel of Creation, who had discovered the Nephallim's horrifying origins as angel/human crossbreeds. Though it was Eli more than Litheroy who had ferreted out the shame of the Watchers, Dominic noted the Angel of Revelation's zeal and skill, and remembered it later.

He was not the only Archangel to take notice of the Angel of Revelation. One of the key battlegrounds for Heaven and Hell was the Roman Empire, where Uriel's patronage was undermined by Andrealphus and Beelzebub, Demon Prince

