



IN NOMINE™

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

CITY ON FIRE

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

BY GENEVIEVE R. COGMAN



GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *In Nomine*, *City on Fire*, 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 © 2003, 2004 www.clipart.com. All rights reserved. *City on Fire* is copyright © 2004 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.

**GURPS CHARACTER
CONVERSIONS BY
ELIZABETH MCCOY AND
KIMARA L. BERNARD**

STEVE JACKSON GAMES

e23.sjgames.com





A city in a state of cold war is tipped over the edge by the rampage of an obsessive Cherub of War. Desperate to find a missing manual of fighting techniques, the Michaelite is searching all the demonic Tethers in town – with the help of some heavy ordinance. Unknown to him, the book was taken by a Seraph of the Wind; the demons have no idea what is going on, and they are striking back at the angelic Tethers. Can the characters resolve the situation before open war breaks out on the streets?

This scenario is set in a generic city, which could be anywhere in the Western world. The Tethers are in defined areas, such as the police station, the IRS office, and the local radio station offices.

The scenario can be worked into a current campaign by having the group of characters visit the area by coincidence, or by having them called in very early in the scenario to provide backup for one side or the other. This might be done officially, as the result of one of the Seneschals requesting backup, or unofficially, if one of the celestials in town should be a friend. Should the characters be in disgrace for some reason, then this mission may be a punishment. Should they be in favor, then it is a mission worthy of their talents. Either way, they're in trouble.

The PCs can be long-term residents of town, or they may just have blown in that morning – or they can be called in by a local. Be careful not to use characters that have no connection to the town – if the scenario is being played as a one-shot, they may feel less pressure to avoid making a lot of disturbance and generally causing havoc. Seneschals most likely to call for backup are War, Stone, and Judgment, on the angelic side, and the Game or the War on the demonic side. If the group is not quite what was *asked* for by the celestials in trouble – well, requesting help always carries a certain element of risk.

Angels can expect briefing and assistance from other angels in town, regardless of Superior, given that they're all pulling together in the crisis. Demons will get a briefing from whoever ordered or dragged them into the situation, and possibly some local resources, but are likely to have problems with other local demons with differing objectives or opposed Superiors. Really unlucky demons may find the locals banding together to ensure that they, as outsiders, get blamed for the crisis . . .

THE BACKGROUND

Karomiel, Cherub of War, was a good angel to have at your back – his comrades all agreed on that. He was steadfast, stubborn, reckless, and had a nicely judged sense of where personal pride ended and professional pride began (an important distinction for Michaelites). His main duty on Earth, besides serving in a Tether of War, was the guardianship of a scroll containing classical Michaelite battle techniques, dating back to ancient China. While the scroll held no secret powers, it was a dearly treasured relic of the angels of War. Karomiel is an old angel, and could actually remember when it was first inscribed: he was proud to have been named as the scroll's keeper, and guarded it faithfully.

Saiyel, Seraph of Wind, was just . . . passing through. He noticed the well-disciplined and orderly

ADDITIONAL RESOURCES

- The *Liber Castellorum* provides details about Tethers and Seneschals, which the Game Master may find helpful.

- The *Liber Servitorum* provides additional NPCs (and potential pre-generated player characters), to add if matters escalate to open warfare.

- *Superiors 1: War and Honor* provides information about Servitors of Stone, Judgment, the Sword, and War, including their tricks and training, and new attunements for each. *Superiors 2: Pleasures of the Flesh* is equally useful for detailing Servitors of Lust, Gluttony, and the Media.

- For more details about the Game and Fate, consult *Heaven and Hell*; for Baal's Servitors see *The Final Trumpet*; and additional information about Nightmares can be found in *The Marches*.

