



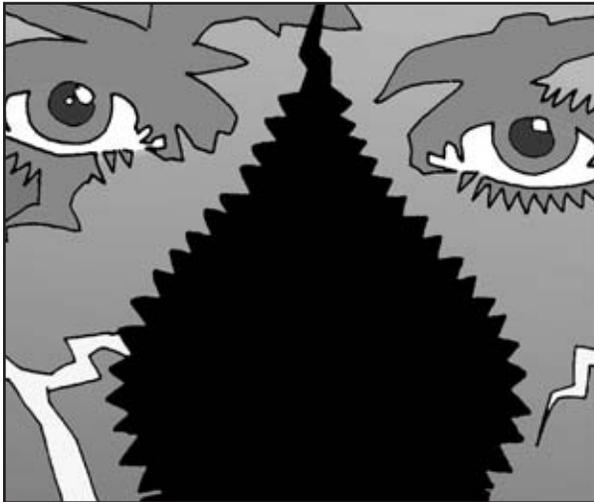
IN NOMINE™

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

THE RATS' REVENGE

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

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GURPS CHARACTER
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This scenario is designed for a group of angels. It begins as a murder investigation, but the trail leads inexorably to a can of ethereal worms. Angels and ethereals must seek out a missing messenger and its all-important message – a message about a dangerous secret weapon in the Marches that could provoke a war between two of the most powerful Demon Princes in Hell. Complicating the matter is a Renegade demon who has taken refuge in a nearby mental institution, and the Gamesters who are seeking her.

The corporeal action takes place in an unspecified town in the United States, but the locations are non-specific enough that they could easily be transferred to another place or time. Running the scenario for demons or ethereals requires minor modifications, in particular to the plot hook. Although both of these groups have motivations to investigate the situation, their responses to it will be very different.



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GURPS IN NOMINE

This adventure can be played with both the traditional *In Nomine* rules or *GURPS In Nomine*. The 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.

Extra Hit Points and Reduced Hit Points

Many of the 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.

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 for *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

SCENARIO SUMMARY (SPOILER ALERT!)

The scenario takes place in two parts. The first section is based on Earth, and could be in any city. The angelic characters are sent to investigate a nasty locked-room murder, which was indirectly caused by the missing cable-rat messenger. A Renegade Shedite of Nightmares is also hiding in a local mental institution, closely followed by the demons who are hunting it. Arawn’s secret envoys are here too, looking for the rat and the all-important message. This sec-

tion ends when characters either find the rat and deliver its message to their Superiors, or when either an ally or enemy retrieves the message and sets events into motion that lead to Superiors recalling the investigators for a briefing.

The second section is based in the Marches (and may be altered or even omitted as events warrant). Following the revelations of the letter, the angels are required to go in search of the cable rats’ nest, in order to find the bomb before any of the demonic factions. There they must find a way to either disable it, or persuade the King Rat to hand it over to the forces of Heaven.

