



# IN NOMINE

## STRANGE BEDFELLOWS

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

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

AN ADVENTURE IN  
FOUR SCENES



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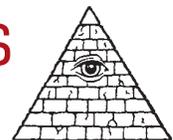
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This is an expansion of the adventure seed, "Strange Bedfellows," from *Superiors 1: War & Honor*, pp. 136-137. It supplies NPCs and pregenerated PCs with both *GURPS In Nomine* and *In Nomine* character stats, allowing a GM to run it as a quick one-shot or a short campaign. This isn't the only way the adventure seed could be fleshed out, of course!

Each scene of the adventure lists a goal, some possible solutions, and complications. If the GM desires, the urgency of the main goal can be toned down, and *all* the complications used, to make a complete campaign.

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The premise – for those without *Superiors I: War & Honor* – is that a Cherub Vassal of War, Ziba, has hidden his Heart and gone to Earth. A Dominican triad discovered that he was AWOL before it could be dealt with “internally,” and the agreement is that a mixed team of Judgment and War angels will be sent to get Ziba back. Since Judgment and War mix together about as well as nitro and glycerin, one Judge has sensibly called in some favors to get other angels assigned to the team as well – Servitors of Stone and/or the Sword. (Of course, the GM can allow other kinds in, but the pregenerated characters will be Servitors of the Archangels from *Superiors I*.)

These characters are designed to be accessible to those who have not played *In Nomine* before. The pregenerated PCs are relatively new-to-Earth angels, assigned to this hunt for some “seasoning.” The GM

can explain most things as the plot goes along. A quick overview of the group’s Archangels, Bands, and Princes is in order, with the most attention being paid to Lilim, Lilith, and Baal. The other Princes can be given one-sentence overviews, such as, “Haagenti is the Calabite Prince of Gluttony, and is not known to be a heavy thinker. He’s allied with Kobal, Impudite Prince of Dark Humor, whose job is to make suffering funny.” GMs who don’t want to reveal that a Lilim is relevant to the adventure may simply state that Lilith is a human (“and no one knows how Lucifer made her a Princess”), while Baal is Michael’s opposite number. This may cause the PCs to excuse the expansion on Lilim as a digression because of Lilith’s unique nature.

The players should know that some of the “meat” of this adventure is roleplaying the hostility of Michaelites toward Dominicans, and the determined, annoyed neutrality-if-it-kills-us (mostly) of the

## ***GURPS IN NOMINE***

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

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***

Converted *GURPS* characters may 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 pp. 27-28 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). All nonplayer and pre-generated 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 – or any subtracted!

### ***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*, BE to *GURPS Bestiary*, 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).

