

SUPERIORS

Rogues to Riches



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ABOUT *IN NOMINE*

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INTRODUCTION

WHAT'S MINE IS MINE, AND WHAT'S YOURS IS MINE

That could be the motto for all the Demon Princes in this book. Alaemon, the Demon Prince of Secrets, is wrapped in a web of conspiracies and riddles. He knows everyone's dirty little secrets, including *yours*. Fleurity, the Demon Prince of Drugs, is The Man; he's got the supply, but he's more than willing to share. Mammon, the Demon Prince of Greed, has all the riches anyone could want . . . unless you're the Demon Prince of Greed. He wants *yours* too. For Valefor, the Demon Prince of Theft, *having* is less important than *taking*. And Vapula, the Demon Prince of Technology, just wants to unravel the secrets of the universe, even if he has to unravel the Symphony itself in the process. All of creation is his laboratory, and everything in it is his test subject.



The normal American of the "pure blooded" majority goes to bed every night with the uneasy feeling that there is a burglar under the bed and gets up every morning with the sneaking fear that his underwear has been stolen.

- H.L. Mencken, *Baltimore Evening Sun*, July 16, 1923

Greedy, covetous, paranoid, obsessed, and megalomaniacal, five of the most self-centered Demon Princes in Hell are presented here in all their selfish glory. Fighting the War is less important to these Superiors than promoting themselves, which makes their Servitors some of the most insidious Diabolicals you'll find, in Hell or on Earth.

NEW AND IMPROVED

As with the other books in the "Superiors" series, the Superiors detailed herein have appeared previously. Valefor and Vapula are found in the *In Nomine* rulebook, Alaemon was described in the *Game Master's Pack*, Fleurity first appeared in *Night Music*, and Mammon was

introduced in *Heaven and Hell*. The writeups in this book are much lengthier, adding new attunements, details of their histories, personalities, and organizations, and offering sample Servitors, adventure seeds, and other materials which will flesh these Superiors out and make them a vibrant part of your campaign.

In some cases, information here is different from the original material. These are clarifications (or in some cases, errata), and supersede previous writeups. This book contains the latest *definitive* information about each Demon Prince, and represents official canon. (Which does not preclude any GMs from changing things as they see fit, of course.)

One clarification now found in all descriptions of Band Attunements: some are marked "(restricted)." This means that that Band Attunement is explicitly resonance-based, and thus cannot be taken by any Servitor of a different Band (see *In Nomine*, p. 36). *Only* a Djinn can have Alaemon's Djinn of Secrecy attunement, for example.

Some Band Attunements are "partially restricted," which means that other Servitors can acquire these attunements, but certain effects are only available to that Band. (See Vapula's Balsraph of Technology attunement, p. 102, for an example.)

MINOR SUPERIORS

This book features three "minor" Superiors: Alaemon, Prince of Secrets; Fleurity, Prince of Drugs; and Mammon, Prince of Greed. Minor Superiors are still Superior, but they are not as active in celestial politics. They may have fewer Servitors, more reclusive natures, or their Words may be on the decline. Because they do not have the global presence and impact on the War of their more prominent peers, minor Superiors do not appear in the main rulebook, and are not mentioned in as much detail, if at all, in most *In Nomine* supplements. It's intended that they be easy to replace or write out of your campaign entirely if you wish - though all are quite suitable to occupy a *prominent* place in your campaign, if they appeal to you! There is more than enough information here to permit player characters who serve these Princes, but keep in mind that in the official *In Nomine* universe, they are lesser players in the War, and often disregarded by the Archangels and Demon Princes who are currently preminent.



The Revolution

The Revolution was born in the Cold War of the 20th century, and the 20th century's rejection of more spiritual, religious, or mystical orders and societies. Where an Order or Lodge might form the core of a secret society in the 1800s, in the 1900s an intelligence network or coalition of moles listened, waited, and learned. The Revolution encouraged, supported, and emulated these hidden agendas.

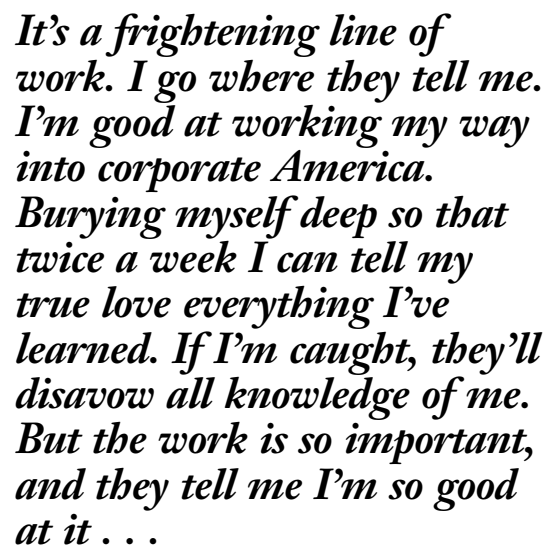
The Revolution is organized into cells of four with one leader, each cell member being the leader of a subordinate cell down the line, so that no one member of the Revolution knows more than his four immediate subordinates, his two peers and his superior. Information passes up and down the line this way. The Revolution's aims are almost painfully simple compared to some other secret societies. Infiltrate. Listen. Understand. And wait. They do this on Earth in any number of mortal organizations. They do this in Hell throughout the Domains where politics reign. The Revolution works among the Media, slides into Kronos' Archive, waits in the factions of Factions, and dares to play the game with the Game itself.

As for the Revolution's goals . . . some say they fight the remnants of Gebbeleth's forces. Some say they want to reclaim Stygia for Secrets alone. Some whisper they want to overthrow Lucifer himself. No one is sure, of course. No one but Alaemon himself.

The Black Crescent

If most organizations among the Conspiracy are fronts and dodges to throw other Princes off the scent, the Black Crescent stands alone. As much secret society as open organization, the Black Crescent serves as Alaemon's internal security. Rather than infiltrate mortal or infernal society directly, they infiltrate the secret societies. There they serve, paragons of loyalty, infiltrating and reporting like any other Alaemite member. However, using a series of prearranged drops and codes, they also report on that Society's activities and members. Those reports filter through the Black Crescent, building cases against traitors to Alaemon and gathering or falsifying evidence to present to the Game.

The Black Crescent is Alaemon's dagger, though even Alaemon can't be certain they don't serve someone else as well. "Patience" is this organization's byword. They can take years to build their case up and never move until they're completely ready. There is a rumor that one of the "ineffectual" Dukes of Secrets is actually Alaemon's lieutenant in charge of the Black Crescent, though that seems unlikely given Alaemon's paranoia.



It's a frightening line of work. I go where they tell me. I'm good at working my way into corporate America. Burying myself deep so that twice a week I can tell my true love everything I've learned. If I'm caught, they'll disavow all knowledge of me. But the work is so important, and they tell me I'm so good at it . . .

*– Ellen Weiss,
Revolutionary*

DEALING WITH OUTSIDERS

If you're outside the Conspiracy, you'll be the first against the wall when it all comes to a head. It's as simple as that. Oh, no one ever says that to an outsider, but it's what the Alaemish think. Of course, who's outside and who isn't? Can you be sure that Balsraph is really working for the War, or that Lilim for Lust? Maybe they're *really* in the Conspiracy too . . .

DEALING WITH THE GAME

The Game is at once the staunch ally and the antithesis of Secrets. Presenting a helpful face, the Conspirators have a tendency to betray each other to the Game at the drop of a hat, trying to give the Game bigger fish to fry. Alaemon's Servitors as a whole try to implicate other Princes and their Servitors whenever possible, to keep the Game off the scent (or without proof). And several Alaemites are devoted to finding out bribes and corruption within the Game, hanging onto information and building files and records with which to blackmail Gamesters who refuse to be distracted.

VARIATIONS ON A THEME

A simple way to decide how Technology will impact a game world is to alter the likelihood of a Vapulan artifact working as planned by the designer. In a world where infernal technology is reliable, Vapula will be a more terrifying foe. In a world in which devices are almost guaranteed to fail completely, he'll be a dangerous figure of fun. (Demon Princes are always dangerous, and never more so than when their pet schemes are thwarted – particularly if it was their own fault.)

The Mastermind

In a game where the sides of Good and Evil are heavily contrasted, infernal technology takes on a more sinister twist. In this setting, Vapula's schemes are rarely haphazard. Where they succeed, consequences are catastrophic – where they fail, consequences are merely disastrous. A thoroughly dark Vapula is possessed of a coldly clinical genius; his madness only makes him more intense, more difficult to predict, and more successful. Captured celestials or mortals are always experimented upon, possibly cloned, and left to lure their colleagues into infernal traps. All of Vapula's projects involve enslaving humanity or spreading deliberate suffering directly, with no easy antidotes or *deus ex machinas* available to anyone who wishes to stop them.

The Misunderstood

From my heart and from my hand

Why don't people understand

My intentions . . .

– Oingo Boingo, *Weird Science*



What if the Prince of Technology were truly a misunderstood genius whose only wish was to be left alone to play with his toys? He is absent-minded, and so caught up in his own personal experiments that he has trouble remembering which day of the week it is, let alone the names of his own demons. While their Prince is distracted, his Servitors run riot. He innocently gives the other Princes whatever technology they request, without considering what the equipment might be used for. Sometimes he wanders the mortal realm distractedly, looking for inspiration, and anyone who provides useful ideas will be rewarded with a cryptic infernal artifact. All it might take for him to switch sides is for someone to show him exactly what the other Princes are doing with his beloved ideas . . .

The Machine

A cyberpunk-style game might involve a version of infernal technology with more power and influence on both Earth and Hell. In this setting, Vapula's demons have access to technologies that are years ahead of angelic offerings. Hell itself becomes a cyberpunk nightmare (CyberHell). Even its oldest institutions and occupants succumb to the lure of cybernetic implants, and the other benefits which Technology brings. Servitors of Technology affect a hive-mind – all of them are implanted with sensors and communicators so that their infernal masters can more easily control them. Tartarus is pristine and gleaming, ruled by a mad Prince who is truly more machine than celestial. He secretly plots to lead the machines (which God intends to inherit the Earth) in revolt on humanity, on the Archangels, on Lucifer, and on anyone else who gets in the way . . .