

REVELATIONS IV

IN NOMINE

FALL OF THE MALAKIA™



NITELLA
1992

STEVE JACKSON GAMES

WELCOME TO LOS ANGELES, CITY OF DEMONS

L.A. is run by the forces of Hell, and any angels there exist at the whim of the demonic elite. But the demons are about to find out what happens when you push a Malakite too far . . .

Fall of the Malakim is Book Four of *The Revelations Cycle* for the *In Nomine* roleplaying game. In addition to an in-depth look at Los Angeles and its celestial denizens, *Fall of the Malakim* contains extended Superior write-ups for David and Lilith, introduces the rare Bright Lilim, and contains two complete adventures, "The Premiere" and "Fall of the Malakim."

First Edition - Published July 1998.

You will need the *In Nomine* basic rulebook to play.

Books One, Two and Three of *The Revelations Cycle* (*Night Music*, *The Marches* and *Heaven and Hell*), are useful but not necessary.

WARNING: This book is intended for mature readers. It contains interpretations of religious themes which some readers may find unsettling.



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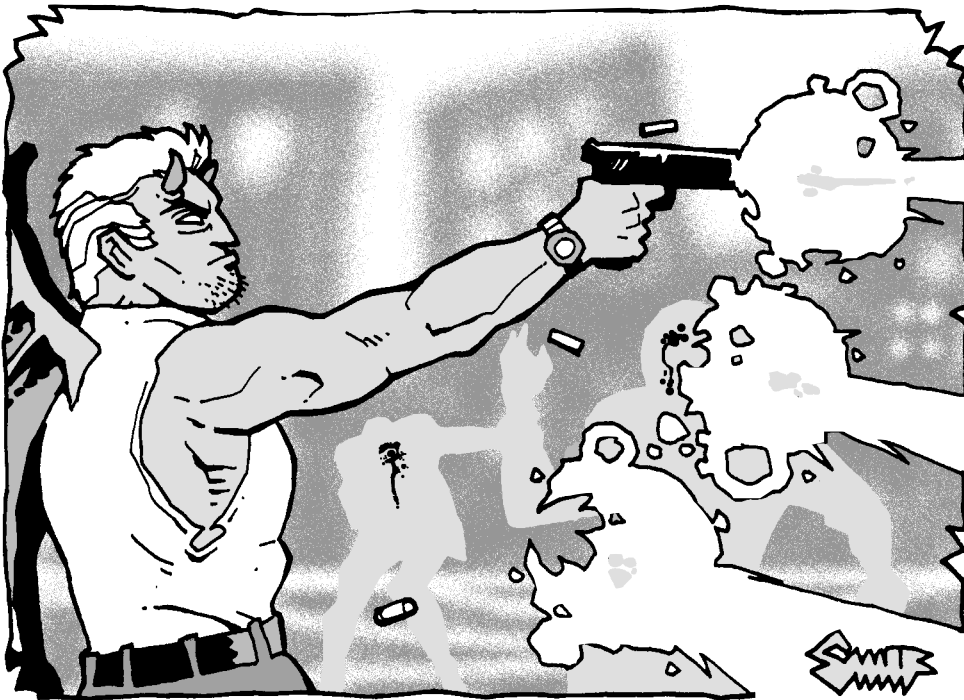
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Essence per day of Geas service, but the inconvenience factor makes that higher – usually 3-5 Essence per level of Geas. Of course, a bit of dickering can always occur, if someone really *needs* the Essence or favor . . . When high levels of Essence are owed, “payment plans” can be worked out.

Persuading Lilith not to trade your Geas to a certain individual or small group (e.g., you *really* want to avoid Asmodeus, Beleth, and Malphas) will at least double the level of the Geas(es), and requires her to be in a very good mood even to consider the notion.

Since Lilim often trade for resources, GM’s may want to use the following conversions – both to determine how hard a Tempter had to work to get where she is today, and what she’d have to promise for future advances: Geas/3: 1 character point; Geas/4: 3 cp; Geas/5: 5 cp; Geas/6: 10 cp. (GMs may require points *and* favor-trading, or just the Geas.)

What You Can Do With Geases

A Geas can always be used “normally” – a task that can be accomplished in a certain period of time, which does not necessarily endanger the subject or go against his nature. See p. 88 of *In Nomine* for an example of this.

The Tempters often ask for things that don’t take as long, but *do* have problems attached – either it troubles the victim’s moral sense, endangers someone he cares about, or threatens his own life!

Lilim are also assigned tasks that can be threatening to their existence, or merely their vessels. The Geas required for this will naturally be higher level than the time it takes to perform the action: “Go jump in that volcano” may take only an hour to perform, but it is *not* a Geas/1!

Level	Equiv.	Duration	Task
0	1 act	moments	trivial
1	1 Ess.	1 hour	“normal work”
2	3 Ess.	1 day	hard or uncomfortable
3	1 cp	1 week	definitely unpleasant somewhat contrary to character
4	3 cp	1 month	risks dissonance definitely contrary to character
5	5 cp	6 months	causes dissonance risks vessel loss traumatically contrary to character possibly ruinous
6	10 cp	1 year	causes Discord causes vessel loss possibly life-threatening

+1 for “negative” tasks with a duration (see below)

Add levels for duration and task and subtract 1 to get Geas level. If less than 1, it counts as a Geas/1. If the final level is greater than 6, the request exceeds a Geas/6 and cannot be demanded. For instance, a Geas/3 could compel a single action (Level 0) that risked dissonance (Level 4), a month (Level 4) of trivial actions (Level 0), or a week (Level 3) of “normal work” (Level 1).

The “Equiv.” column is roughly what a Lilim can *ask* for, not necessarily what she will *trade* a Geas for. Attempting to command a higher-level task than the Geas can compel will cause the destruction of the Geas! (Lilim have an instinctive ability to know what they can get away with; players should discuss wording with the GM. Other demons may have to pay a Lilim for advice.) A task the invoker believes to be impossible *cannot* be commanded!

direct, and the Simi Valley stereotype of suburban stress and “white flight” each apply to part of the L.A. region. However, L.A. is also home to the black “hood” celebrated in rap lyrics, the largest single Mexican community outside of Mexico itself, and ever-growing “Little Tokyo,” “Koreatown,” and “Little Saigon.” L.A. County is about half white and a third Hispanic; the remainder is split one to two between Asians of various ethnicities and blacks. Myriad smaller ethnic communities dot the L.A. basin; 1984 Olympic commissioner Peter Ueberroth delighted in boasting that L.A. had a community from every one of the 100-odd countries that competed in the Games.

L.A. can not be summed up as “liberal” (although the Malibu Mafia of politically correct Hollywood Democrats has elected three mayors) or “conservative” (although the “Orange Curtain” grew the volunteers that overturned property taxes and affirmative action, while electing Ronald Reagan governor). Its politics, like its geography, sprawl all over the place. Its religious life is even more heterogeneous: every doctrine from Anabaptism to Zen thrives in Southern California.

If there’s one thing that all of L.A. has in common, it is a love of the “cutting edge.” It’s vital to be hip and up to the minute. 1960’s burnouts may litter the slopes of Topanga Canyon and Renaissance art may hang on the walls of the Huntington Gallery, but Angelenos ignore them both in their pursuit of the “next big thing.”

GETTING AROUND L.A.

“Nowhere else in the world have human beings so thoroughly adapted themselves to the automobile.”

– Bruce Bliven, 1927

The only way to get around Los Angeles is by automobile. While Los Angeles does have a bus system, and is even building a billion-dollar-a-mile boondoggle of a subway, the automobile is an irreducible fact of life in L.A. It helps if your car has air conditioning, a good stereo, and a phone: you’ll be spending a lot of time in it. Celestials are assumed to have a suitable car, although, with the political situation the way it is, the demons always have flashier ones.

Travel within a region takes 20 minutes, minus 1 die, at the GM’s discretion. If someone is just dropping over

FREEWAYS

There are 1,000 miles of freeways in the Los Angeles basin, and most of them are seemingly under construction. Occasionally, adventurous Angelenos will “go surface,” taking surface streets to avoid freeway congestion. Mostly, however, they depend on radio station SigAlerts (helicopter updates of traffic jams ahead) to switch freeways and avoid the worst of the gridlock. Freeway driving, for Californians, is a right to be defended to the death.

Most freeways have names as well as numbers; drivers refer to them by both interchangeably. The most commonly used:

Hwy. 1: The Pacific Coast Highway, an older state highway running up the coast from Santa Monica. In Santa Monica it becomes Lincoln Blvd., and is Sepulveda Blvd. at LAX before becoming the Pacific Coast Highway again in Long Beach and running down to San Diego.

Hwy. 2: The Glendale Freeway from Downtown to Glendale in the Valley.

I-5: The Golden State Freeway from the Valley to Downtown, where it becomes the Santa Ana Freeway to San Diego.

I-10: The Santa Monica Freeway from Santa Monica to Downtown, where it becomes the San Bernardino Freeway to San Bernardino.

Hwy. 60: The Pomona Freeway.

Hwy. 91: The Redondo Beach Freeway in South Central (Watts), the Artesia Freeway in East L.A., and the Riverside Freeway in Orange County.

US 101: The Hollywood Freeway from I-5 and I-10 Downtown to Hollywood; past Beverly Hills it becomes the Ventura Freeway.

I-105: The Glenn Anderson Freeway, from LAX to East L.A.

I-110: The Harbor Freeway from San Pedro to Downtown, where it becomes the Pasadena Freeway going north (and is no longer an interstate, but only State Highway 110).

Hwy. 118: The Ronald Reagan Freeway, running from the Valley to Ventura County.

I-210: The Foothill Freeway, running from Sylmar in the Valley to Pomona.

I-405: The San Diego Freeway, from I-5 in San Fernando past Beverly Hills and LAX to Orange County.

I-605: The San Gabriel River Freeway, from Duarte in San Gabriel south to I-405 in Long Beach.

I-710: The Long Beach Freeway, from Alhambra in San Gabriel south to Long Beach.

to the corner mini-mall to get a six-pack, it might take only a few minutes, of course; GM’s should use their judgment. Moving from one region to another takes a number of minutes (circled on the map); travel time across multiple regions is cumulative. Travel may only occur between regions sharing a two-way arrow on their borders. During the day, add a 2 die traffic penalty (in minutes) to all cross-region travel. From 6:30 to 9:30 a.m., or from 3:30 to 6:30 p.m., add 20+3d minutes!

ANGELS IN L.A.

It is actually possible to integrate a party of angels into L.A., even though it might more than double the number of divine celestials in town.

First of all, Favored Servitors, like the player characters, are more likely than others to receive acceptance. Archangels generally combat the demonic threat from atop a vast hierarchy of their angels, distant from the trenches. It can be easier to communicate with the Archangels (or, more often, attack them) through their Favored Servitors, the angels who have attracted their personal sponsorship for one reason or another.

Assignment to L.A. by an Archangel must be approved by the demonic populace. Except for Malakim, discussed below, no angel will be automatically refused if he bears the order of an Archangel. This alone may get PCs through the first hurdle. A mass assignment of angels to Los Angeles by their respective Superiors can be explained as a bold cautionary move initiated by Yves after he receives Jonathan's report (p. 69), more forces to have in place for when Maximilian finally snaps. Naturally, a sudden influx of angels will put the demons on edge, at least until they've initiated their guests.

Following an introduction to the demonic social circle, an angel isn't truly accepted until after his initiation. An angel may experience a few days or even weeks of cordial behavior on the part of the demons before being pushed

suddenly and violently against his nature, strongly enough to cause dissonance. If the angel somehow overcomes his trial, it continues until he submits and takes the dissonance or gives up and leaves town, failing the test. Dying counts as "leaving town," of course; those who fail aren't given a second chance. Angels who fail the initiation are barred from entering L.A. ever again.

If one of the PCs is an older angel, he could claim as part of his background that the demons of Los Angeles had approved his presence in the past – as long as he's not a Malakite – and that he is merely returning. Divine acceptance in L.A. is so rare that a GM shouldn't let more than one of his players claim this. Also, just to spice things up, if a player wants to claim that his character had previously been accepted by the demons of Los Angeles, it's up to the GM to define the specifics of the angel's back story and his role in the celestial history of Los Angeles.

Malakim are the only Choir who are guaranteed refusal from Los Angeles under ordinary circumstances. (This may be different in the aftermath of "Fall of the Malakim," p. 103.) The demons of L.A. are so threatened by the presence of virtue, with the exception of their favorite whipping boy (Maximilian, p. 60), that they will insist a Malakite leave town immediately; taking his body with him is not required. Rather than risk two angels to the situation that David has created with Maximilian, Archangels don't send Malakim to Los Angeles except in the most dire situations, and always in secrecy.

One of the more important reasons why the demons give Sarama a wider berth than usual is wrapped up in a strange sense of respect for the avenging angel. Twice in recent history when demons of Fire have gotten out of control in L.A., Sarama has shown up and promptly dispatched them back to the Hell from whence they came. It's not that the demons don't think they can take on any visiting toughs, but they like getting someone else to fight for them, if possible. As an angel of Fire, Sarama's more than happy to engage Belial's minions in combat. Since their presence in town tends to be unwelcome, the native demons forgive his indiscretions but never publicly encourage them.

In addition, it's feared that it would only cause more trouble with the Host if all militant angels were kept out of Los Angeles. The ruling demons have allowed as many as four militant angels to live in the city at once, although eventually something happens that leads to their departure – usually their death.

Sarama doesn't socialize with the other angels in town, preferring to work alone in the darker corners of the east side. His work is cut out for him over there. He'll be glad

to show any new arrivals around town, and spend a day filling them in on the peculiarities of his fellow angels, but he won't devote any more time to a new angel than that. If asked, he will discuss the local demonic traditions, including the requisite initiation, but he won't confess the details of his own. Rumor has it among the local demons that the Cherub was tricked into attuning himself to a young runaway who was then turned into a zombi by the demons.

When his punishments have crossed into infernal issues, he's always been ignored by the demonic ruling elite. Sarama believes this is because he's never crossed any of the ruling elite, only a few scruffs. He hopes that when he finally crosses a demon who counts, he'll be able to do what is right without concern for the consequences.



PENDRAKE CARMICHAEL *Elobite Servitor of Creation*

Jonathan followed the moldy hallway to the humble wooden door at the end.

66

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