

IN NOMINE



LIBER
RELIQUARIUM

THE BOOK OF RELICS

STEVE JACKSON GAMES

IN NOMINE LIBER RELIQUARIUM

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INFERNAL GADGETS, HOLY RELICS, ARTIFACTS OF THE GODS...

The War between Heaven and Hell has scattered countless relics of divine and infernal power throughout the world. These are not mere "magic items" to be stumbled upon in some celestial treasure trove; each is the personalized creation of an otherworldly power, to be handled with fear and trembling!

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Whether you need corporeal artifacts, talismans, relics or reliquaries, from the mighty to the bizarre to the apocalyptic, you'll find them in *Liber Reliquarum*.

First Edition – Published February 1998.
You will need the *In Nomine* basic rulebook to play.

By Laura Davidson,
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WARNING:

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

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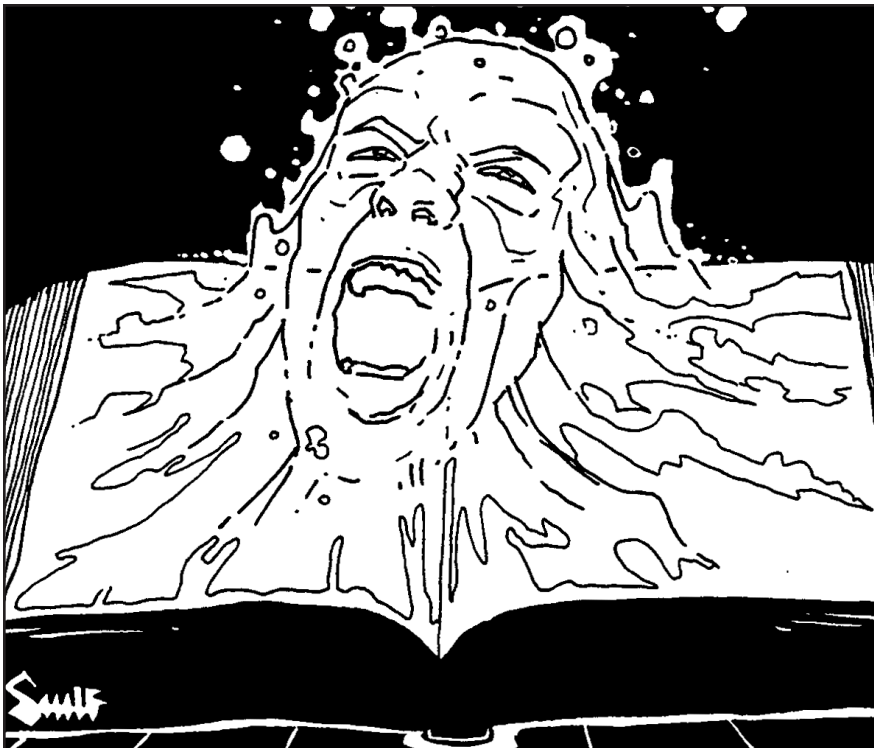
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SOMETHING FOR NOTHING

After reading the creation rules, it may seem like an arduous and expensive process . . . especially in terms of character points! It could take several sessions to build up enough to make even a medium-powered artifact. This point cost is a balancing mechanism to stop powerful items from overwhelming the story, but is not appropriate for every Game Master's taste or campaign. Keep in mind that it is always possible to simply "buy" an artifact if the GM is willing to set up the proper circumstances. For example, a character (armed with a lot of character points) might crave a boon from his Superior. It is up to that Superior to decide whether to allow it.

Accordingly, there are several options open. The GM should pick from the options below and make sure the players know it before they start creating any artifacts of their own:

1) Don't charge any character points. This is a simple method and it will make Servitors of Eli much happier. The downside is that if there are long stretches of downtime in the campaign world, the PCs may become quite powerful as they enhance themselves with new items. Special care must be taken with this option and the GM is encouraged to remove artifacts that get out of control. This is an especially good option for items with the Charges Feature (p. 22).

2) A new artifact costs no points, but until they are paid, the item doesn't "belong" to the character and there is no link to let it be traced. This costs 1 point per level of the link desired, up to the level of the artifact. Items with no point investment might become "lost" if the GM considers them disruptive or unbalanced; without a link, they will be quite hard to find! The more points the character pays, the easier the item should be to recover.

3) Charge points, but make it cheaper. An excellent method that requires only a bit of finesse on the GM's part. Help creating an item can be awarded at the end of a scenario by a grateful Superior, or the player characters could find artifacts or substances that "replace" the need for as many character points.

For example, the players want to create a relic with the Corporeal Song of Tongues and a linked reliquary, both at level 6 – a cost of 30 points! The GM gives them the opportunity to find the actual tongue of a long-dead dragon scholar in the Far Marches that is worth 20 points toward the creation of such an artifact. If, on the other hand, they wanted to make a relic/6 with the Song of Possession, the wise Game Master might make them pay full price.

4) Charge full points. With this option, characters will make few items and those are likely to be of lesser power. This is best for campaigns where significant time passes in the game world between sessions (during which a character can be assumed to be gathering components) and where character point awards are high . . . or if the GM simply doesn't want the players making items too often! Because the items are fully paid for, the GM should compensate the characters in some way if it becomes necessary, for game balance, to take the offending creations away.

Forceprinter

Tracking demons is never an easy job, and angels have long wished for a way of identifying individual celestials by the traces they leave in the Symphony. A fortuitous discovery in the Halls of Progress gave them just that: the Forceprinter, a celestial forensic device using Primordial Clay (p. 89). One of Jean's researchers noticed that a batch of Primordial Clay was forming fractal patterns on its surface in reaction to the Symphonic disturbances he created. Further investigation revealed that these patterns were not entirely random; any disturbance created by a particular individual would result in a similar pattern. Someone skilled at reading these patterns can tell whether or not two different "prints" were created by the same individual. Forceprinting skill (which is actually the skill of *reading* Forceprints) is based on Perception, and defaults at -5. Humans *can* learn this skill and use a Forceprinter, since the artifact is not dependent on the user's Forces or perceptive abilities to make a 'print.

A Forceprinter is only useful if it's able to record a disturbance. A Forceprinter has an effective Perception of 4+ level for purposes of picking up a signature from Symphonic disturbances and echoes. A successful roll means that the disturbance creates a recognizable pattern in the clay. The level of the relic also determines how many signatures the Forceprinter can store at a time. Comparing two signatures requires a successful Forceprinting roll. A single signature can also be stored permanently with a Forceprinting roll and a bit of extra Primordial Clay (each level of clay can store a number of signatures equal to the recorder's Forceprinting skill level).

A Forceprinter can also make a 'print of an individual celestial, but this requires physical contact with the person being 'printed, *or* his Heart. The Forceprinter does not need to make a Perception roll to do this; it requires only a Forceprinting roll and the expenditure of 1 point of Essence.

If a disturbance is due to multiple individuals – a grand noisy celestial brawl, for example – the signature is a composite of the individuals involved. A person with a Forceprinter can sort them out if he succeeds at a Forceprinting roll with a check digit equal to or greater than the number of individuals providing prints – otherwise, he cannot make sense out of the multiple patterns.

While a Forceprint is a unique signature of the individual, it doesn't convey any other useful information. In particular, it cannot discern relative power level (number of Forces, or distribution of those Forces), nor can it be used to tell an angel from a human from a demon.

Certain extreme changes in a person's status *can* change their Forceprint – these are always things that modify the individual's theme in the Symphony in a major way. In particular, gaining (or losing) a Word, Falling and redemption all change a celestial's Forceprint.

(Human Forceprints change only in extremely rare cases – being turned into an undead, for example.) Things that *don't* change Forceprints include gaining or losing Forces, attunements, Rites or Songs, switching vessels or Roles, "tripping" or going Renegade, and gaining or losing Discords.

The first Forceprinters were just small specially-crafted cases of Primordial Clay. Jean's servants have experimented with other forms, for convenience and efficiency, such as a "camera" with a thin layer of clay on the photographic plates, and more recently, a handheld computer that can digitally record Forceprinter patterns, thus requiring smaller amounts of Primordial Clay. Hell has a few Forceprinters of its own, mostly captured ones and primitive knock-offs. Asmodeus would love to have some of the newer models for his servants, but Vapula does not consider developing Forceprinter technology a high priority.

Cost: 3 points per level.

Activation: Special (see above).

Glass Sword

An artifact of dubious origin and usefulness, it can still be handy if used properly. Resembling a fine broadsword with a slight silver tinge, it is automatically detectable as an artifact by any celestials who view it. Moreover, it generates 4 extra points of Disturbance with each use of the Song it contains (the corporeal version of Charm)! It's a relic/4 and a reliquary/4 as well. But the Glass Sword contains a fatal flaw (hence the name): if its corporeal form is ever destroyed, then entire relic is destroyed utterly.

In all other respects, it functions as a normal longsword (Power +4, Accuracy +0, 4 hits).

Cost: 11 points. (See *Artifact Creation*, p. 25, for a detailed description of this relic's creation.)

Activation: Corporeal Forces + level.



The Divine Chariot

When those went, these went; and when those stood, these stood; and when those were lifted up from the earth, the wheels were lifted up over against them: for the spirit of the living creature was in the wheels.

– Ezekiel 1:21

The fiery chariot in the vision of the prophet Ezekiel was actually one of the most famous Ofanim in Heaven: Rikbiel, Angel of Ascension. Long before Archangel Gabriel became the half-mad Heavenly exile who punishes the cruel, she was God's messenger. As one of her most favored Servitors, Rikbiel was given the honor of personally transporting select mortals to Heaven. Nowadays, he rarely sees his Superior, and mortals worthy of his attention are few and far between, but Rikbiel still attends to his ancient duties.

Rikbiel voluntarily took the form of a chariot, becoming the only known Word-bound living artifact in existence. As an Ofanite embodied in a chariot of fire, he has the ability to carry anyone he chooses in his celestial form, granting all the protections he enjoys to those he carries. This includes mortals, who become celestial with him, and can even be brought to Heaven while still alive. Such a privilege is reserved for a rare few, usually Soldiers destined for Sainthood, whose Archangels could not wait until they died before consulting with them in their Cathedrals.

On a few occasions, Rikbiel has also borne an Archangel or other dignitary, when his presence was needed to make a proper impression. Only Gabriel can command him to do so, though he will listen to requests from other Archangels. Rikbiel is universally respected in Heaven; even Dominic gives him higher regard than he gives Rikbiel's mistress.

RIKBIEL

Angel of Ascension

Ofanite Master of Fire

Corporeal Forces – 5 Strength 8 Agility 12
Ethereal Forces – 5 Intelligence 8 Precision 12
Celestial Forces – 6 Will 12 Perception 12

Songs: Attraction (Celestial/4), Form (Corporeal/2, Ethereal/5), Light (Corporeal/6), Location (Corporeal/5, Celestial/4), Motion (Corporeal/6, Ethereal/6, Celestial/6), Shields (Corporeal/3,

Ethereal/3, Celestial/3), Thunder/3, Tongues (Corporeal/3, Celestial/2)

Skills: Emote/4, Knowledge (Saints and Prophets/6), Singing/3, all Agility-based skills at level 6, and numerous other Knowledge and Language skills.

Attunements: Ofanite of Fire, Malakite of Fire, Dance of the Atoms, Smite, The True Shape of Flame, Whispers of Inspiration, Master of the Light

Special Rites: Rikbiel receives 1 Essence for carrying anyone (mortal or celestial) safely to Heaven, and another 1 point for bringing them back. He also gains 1 Essence if he witnesses a mortal rising to the stratosphere or beyond and making a safe return (he often accompanies shuttle launches – and may be unintentionally responsible for some UFO sightings by astronauts . . .).



Dream Friends

These stuffed animals come in all shapes and sizes, ranging from a small toy you might win at a county fair to life-sized animals found at expensive toy stores.

Dream Friends function as minor protectors for the dreams of children. They may be mistaken for the corporeal artifact “tokens” Servitors of Blandine often give away (p. 35), but they are actually living artifacts. Usually they are given to children with a strong Destiny.

Dream Friend, Reliever of Dreams

Corporeal Forces – 1 Strength 2 Agility 2
Ethereal Forces – 2 Intelligence 4 Precision 4
Celestial Forces – 3 Will 6 Perception 6

Songs: Dreams (Celestial/3), Sleep (Ethereal/6, Celestial/5)

Attunements: Dream Walking

Note: Dream Friends are all Servitors of Blandine; they may work with – or for – an angel of Dreams, but cannot be purchased as servants.

DREAM FIENDS

A number of these dolls have been reported to have been taking children on hellish rides through Beleth's realm of nightmares. The characters are assigned to find out how and why imps have replaced the relievers.

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