

IN NOMINE

REVELATIONS V

THE FINAL TRUMPET



STEVE JACKSON GAMES

PUT IN YOUR SICKLE AND REAP, FOR THE HOUR 70 TO REAP HAS COME



Or has it? The forces of darkness are trying to bring on Armageddon, but nothing is quite as it seems. Some infernals are opposing it, and some angels are helping it along. It's time to choose sides for the biggest fight since the Fall, and no one knows who will win, or even if the time is right . . .

The Final Trumpet is the conclusion to the five-part *Revelations Cycle* for the *In Nomine* roleplaying game. It contains extended Superior write-ups for Michael, Baal, Kobal and Malphas, and introduces two new Superiors: Khalid, the Archangel of Faith, and Magog, the Demon Prince of Cruelty. Also included is "The Final Trumpet," the biggest *In Nomine* adventure ever published.

First Edition – Published August 1998.

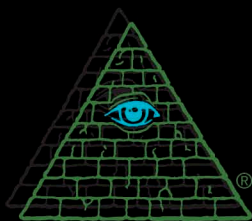
You will need the *In Nomine* basic rulebook to play. Books One through Four of *The Revelations Cycle* (*Night Music*, *The Marches*, *Heaven and Hell* and *Fall of the Malakim*), are useful but not necessary.

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



STEVE JACKSON GAMES
www.sjgames.com

ISBN 1-55634-346-9



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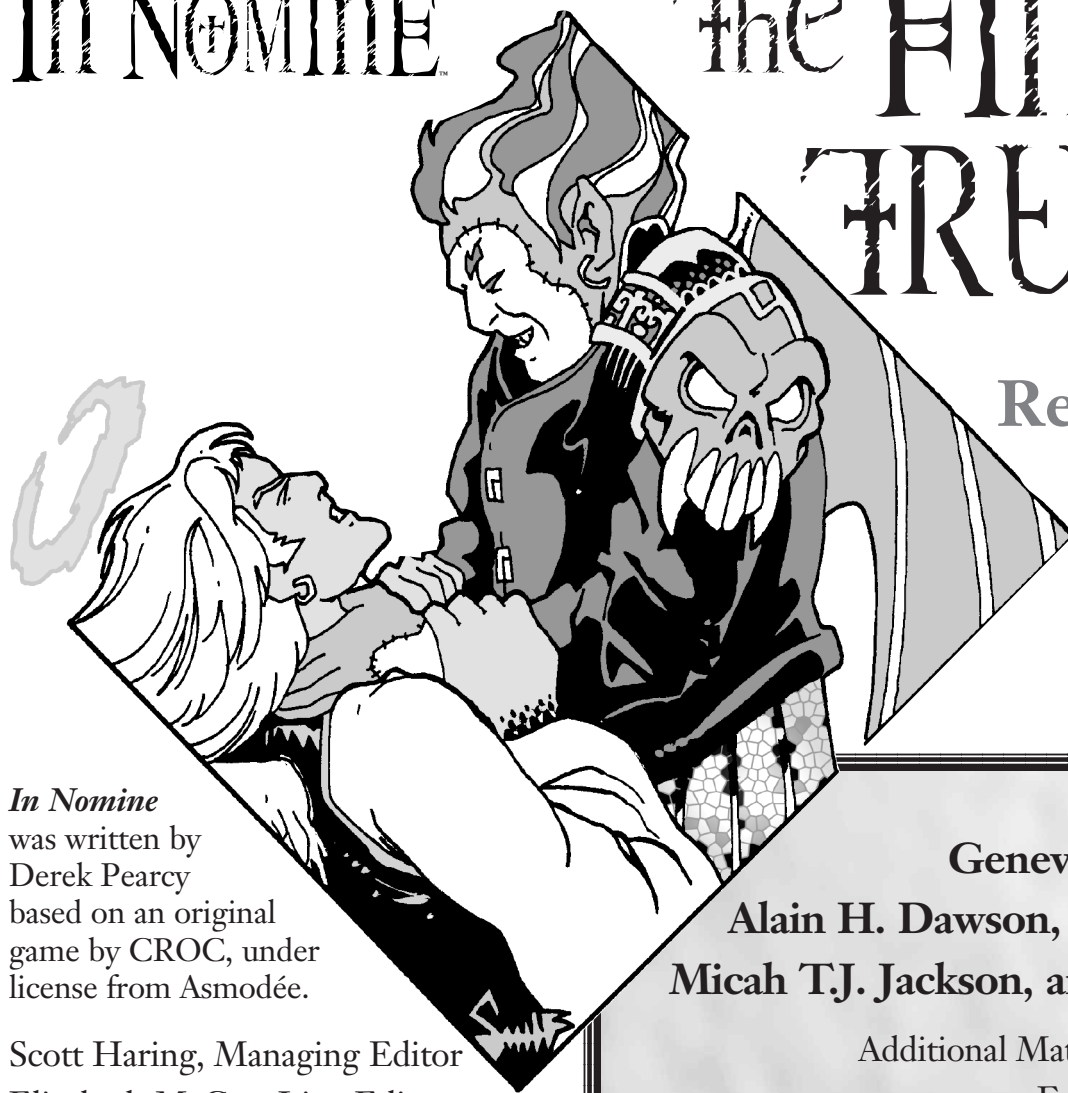
SJG01995 3311

Printed in the
U.S.A.

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THE FINAL TRUMPET

Revelations V



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

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ISBN 1-55634-346-9

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for an orange (both fruit), or perhaps even a window with a door (both set in walls). Activating this Attunement requires 2 Essence and a Will roll. The victim may resist with a successful Perception roll (and, as above, Seraphim of Destiny and properly attuned Cherubim automatically resist), minus the servant of Dark Humor's Celestial Forces. The duration of the attunement is a number of hours equal to the check digit of the demon's Will roll.

SAMPLE SERVITORS OF KOBAL

GEHERAN

Impudite Servitor of Dark Humor

Corporeal Forces – 2 Strength 3 Agility 5
 Ethereal Forces – 3 Intelligence 7 Precision 5
 Celestial Forces – 4 Will 10 Perception 6

Vessel: Human/2.

Role: Restaurant Manager/3, Status 3.

Skills: Computer Operations/1, Detect Lies/2, Dodge/2, Driving/1, Fast-Talk/2, Knowledge (Cooking/1, Restaurant Management/2), Lying/4.

Songs: Healing (Corporeal/3), Shields (Corporeal/3, Celestial/2), Entropy (Corporeal/2).

Attunements: Impudite of Dark Humor.

Ever wonder why so many unlucky or bad things happen at all night restaurants? Look no farther than Geheran, Impudite Servitor of Dark Humor. Geheran creates irritating practical jokes for his employees, as well as for the restaurant patrons: waitresses spill hot coffee in a customer's lap; busboys regularly drop plates, glasses and silverware; and all the while, customers and employees can't help but let a tiny sardonic grin or wry chuckle escape their lips. Geheran can usually smooth over the feelings of irate customers with his Lying skill or, failing that, his Band's Charm ability, bringing them back repeatedly for multiple mishaps.

Geheran is a balanced starting character.

MAIGONIGAL

Balseraph Knight of Derision

Demon of Bad Art

Corporeal Forces – 2 Strength 4 Agility 4
 Ethereal Forces – 3 Intelligence 9 Precision 3
 Celestial Forces – 5 Will 12 Perception 8

Vessel: Human/2 (Charisma +1).



Saminga: The dead cannot argue. The dead are united. He has no power over me and is of no concern to me.

Valefor: Ever noticed how the people in a group are always convinced that the other side has more money and more fun stuff? With that sort of attitude, Theft is the only reasonable solution. Speaking of which, I need somebody to go check out his place in Stygia . . .

Vapula: The heat of conflict warms the egg of Technology, which will give birth to newer and greater discoveries about the nature of the universe. And with every new faction, I get *another* group of enthusiastic scientists. What more could one ask?



Alienation

Alienation leaves a victim feeling totally detached from his environment, suddenly “realizing” that he is fundamentally different from everyone around him. He no longer feels any connection or obligation to society on any level, and suffers from a lack of motivation, no longer having the desire to communicate with others. The sudden overwhelming feeling of isolation may bring on panic attacks, depression, serial-killer sprees or suicide. Unchecked, it becomes sociopathy. If the victim makes a Perception roll, he can regain enough concept of empathy to successfully communicate with others, although the emotional effects of the attunement persist until it wears off. The attunement requires a Will roll and 2 Essence to invoke, has a range equal to the user’s Ethereal Forces in yards, and lasts for twice the check digit in minutes; it may be resisted with a successful Will roll by the victim.



*Nobody matters to Malphas except
Malphas . . . nobody truly exists to
Malphas except Malphas.*



NEW SERVITOR ATTUNEMENTS

Bigotry

Bigotry immediately amplifies any existing intolerances within an individual target to obvious and excessive levels. If the victim was mildly sexist, for instance, he will become publicly and brazenly so under the influence of this attunement, regardless of consequences. Bigotry enhances *all* prejudices of the victim, and cannot be used to amplify one prejudice but ignore others. The attunement requires a Will roll to invoke, has a range equal to the user’s Ethereal Forces in yards, and lasts a number of minutes equal to twice the amount of Essence spent to activate it; it may be resisted with a successful Will roll by the victim.



PLAYER CONTROL OR PREDESTINATION

If this were a movie, you know how it would go: the main characters (that is, the PCs) would spend the whole film racing from scene to scene, always getting there just in time to witness the chaos up close and personal, but too late to alter its outcome no matter how hard they try. Finally, at the last possible moment, they avert disaster.

Naturally, that's the most dramatic way to do it, but part of the charm of a roleplaying game lies in a feeling (illusory or not) of control on the part of the players. Some people are content being led through a complicated story as long as they're allowed to figure out the plot's final puzzle just before the closing credits roll, but others like to pull things one way or the other. If you make your players feel as if they have no say in the plot or outcome, they may very well lose their motivation to roleplay.

Don't penalize players for messing up your plan or restrict them to one course of action. There are moments in this adventure when the PCs will have to go with the flow and allow things to happen around them, but those moments should be in the minority. Just as God gave humanity free will, the GM must give his players the freedom to choose their destiny – or their fate.

While the story of *The Final Trumpet*, on the surface, is that of unprecedented celestial upheaval in the *In Nomine* world, it's also the story of Khalid, Archangel of Faith (p. 53), and the crossroads at which he stands. Like the celestial world itself, Khalid is balanced on a precarious edge. At the opening of our story, he could go either way. Depending on how Armageddon unfolds, Khalid may reaffirm his loyalty to God's cause, with his faith restored in His ineffable plan, or he may Fall, joining the ranks of Hell in the final battle against all that is just and good.

INVOLVING THE PCs

If this adventure is being played as an extension of *Fall of the Malakim*, then the PCs have just arrived at the doorstep of Archangel Khalid after many travels, seeking asylum.

If they're Outcast angels, he takes them in as one of his own, lavishing affection upon them as though they were the proverbial prodigal sons. Then he informs them that they must be proven loyal before he extends his full embrace to them. Khalid sends them to monitor someone's house, and to report back the exact details of what

transpires afterwards. See *The Second Trumpet* (p. 73) for what happens.

If they're Renegade demons, he takes them in as part of his rehabilitation program. Demons, unfortunately, aren't allowed into his main tents, nor are they allowed to sit in on his planning meetings. They are given orders, which they are expected to act out in faith that their new master knows what's best. These orders, naturally, are to monitor a certain house. Again, see *The Second Trumpet* (p. 73).

If the PCs are new to the situation and know nothing about the events which transpired in *Fall of the Malakim*, then they've been assigned to Khalid by their respective Archangels as part of a good-faith exchange, in hopes of bringing the Archangel of Faith back into the fold. Dominic knows that troubled times are ahead, and the Archangel of Judgment is afraid that Khalid, already slipping, will Fall. His fear is justified. Dominic will check in on the team when a Trumpet sounds (waiting until they are out of Khalid's presence), or once a week otherwise. Dominic labels the PCs "Outcast" in order that they may better fit in with Khalid's ragtag celestial troops.



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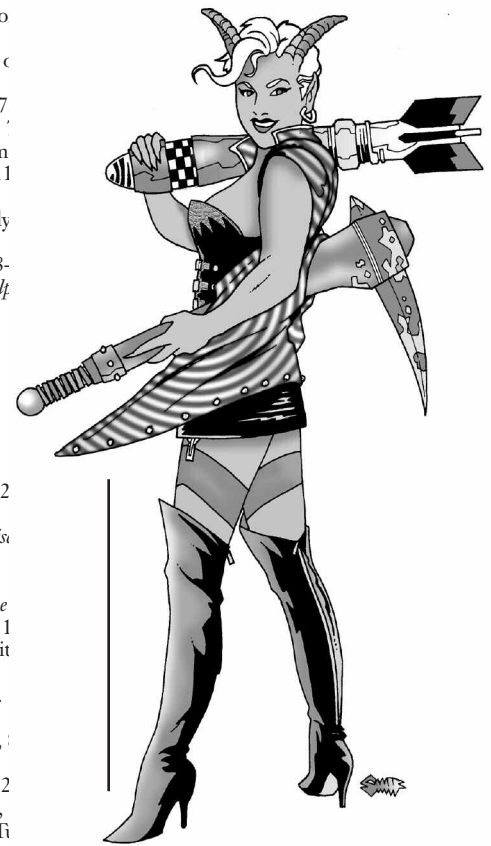


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