

IN NOMINE

CORPoreal PLAYER'S GUIDE



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GARDNER

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CORPOREAL PLAYER'S GUIDE

INTRODUCTION 4

ORIGIN OF THE SPECIES 5

 Man or Animal? 5

 Eden 6

 Masters of Their Future 6

HUMANITY 7

BEING HUMAN 9

 Humans and the Symphony 9

 Free Will 9

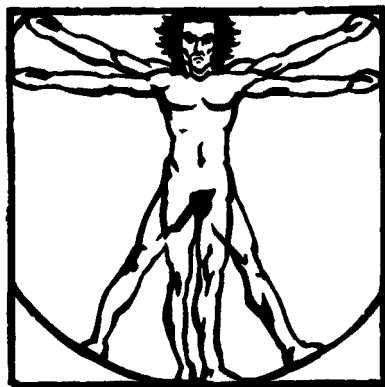
 Interventions 10

 Prayer 10

 Seeing the World
 Through Human Eyes 11

 Living 13

 Dying 14



HUMAN CHARACTERS 16

FORCES 17

 Potential Forces 17

 Maximum Human 17

 Mortals 17

 Forces and Heritage 18

 Gaining Forces 19

 Characteristics 19

 Aging 19

ESSENCE 20

 Focused Efforts 20

 Rites 20

THE HUMAN BODY 20

 Body Hits and Physical Injury 20

 Mind Hits and Ethereal Damage 21

 Soul Hits and Celestial Damage 21

BUYING RESOURCES 22

 Advantages 22

 Symphonic Awareness 22

 Artifacts 23

 Attunements 23

 Roles 24

 Servants 24

 Skills 24

 Songs 25

 Disadvantages 25

RESOURCES 26

ADVANTAGES 26

ATTUNEMENTS 27

SKILLS 28

DISADVANTAGES 29

 Corporeal 29

 Ethereal 30

 Celestial 31

SORCERY 31

 The Secret of Sorcery 32

 Sorcerous Requirements 32

 Angels and Sorcery 32

 Sorcerous Skills 33

RITUALS 33

 Learning Rituals 33

 Ritual Performances 34

 Ritual Descriptions 36

 Sorcerous Artifacts 36

 Banishment Ritual 37

 Command Rituals 37

 Exorcism Rituals 39

 Focus Rituals 39

 Summoning Rituals 41

 The Will-War 42

 Advanced Rituals 44

 Special Rituals 45

ENCHANTMENT 46

 Artifact Creation 46

 Alchemy 46

Herbalism 46

Creating Familiars 48

Construct Creation 49

Necromancy 49

MORTALS 51

MUNDANES 52

 Ordinary People 52

 Extraordinary People 53

SOLDIERS 53

 Soldiers as Characters 53

 Identification 54

 Soldiers of God 54

 Soldiers of Hell 59

 Hellsworn – *Damnation and Salvation* 61

 Pagan Soldiers 65

 Dream Soldiers 66



ROGUES 67

 Gray Soldiers 67

 Secret Soldiers 67

 The Uninitiated 68

PROPHETS 68

 Visions 68

 False Prophets 68

SORCERERS 69

 Sorcerers as Characters 69

 Becoming a Sorcerer 70

 Lone Sorcerers and Cabals 70

 Enchanters 70

 Methods of Magic 71

 Demons of Sorcery 72

 Sorcerers and Celestials 73

 Sorcerers and Ethereals 73

 White Sorcerers 74

 Salvation for Sorcerers 74

CROSSBREEDS 74

 Ethereal Offspring 75

 Celestial Offspring 75

 Demi-Gods 75

 Crossbreeds and Characters 76

IMMORTALS	77
<i>Falling from Grace</i>	78
DEAD SOULS	79
Celestial Souls –	
the Blessed and the Damned	79
<i>Former Humans as Celestials</i>	79
Ghosts	80
Dream-Shades	82
<i>Dead Souls as Characters</i>	82
SAINTS	84
The Sainly Petition	84
<i>Patron Saints and Famous</i>	
<i>Souls in Heaven</i>	84
Return to Flesh – Creation of a Saint	85
The Sainly Life	86
Saints and Archangels	86
Saints on Earth	88
<i>Fallen Saints</i>	88
<i>Pagan Saints</i>	88
UNDEAD	89
Unlife	89
Creating Undead	90
“Good” Undead	90
Undead Characters	91
<i>The Song of Unlife</i>	91
REMNANTS	92
<i>Lilith, The Only Word-Bound Human</i>	92
Remnants as Characters	93
Restoration	93
<i>Ethereal Remnants</i>	93
HUMANS IN THE WAR	94
ARMIES OF LIGHT,	
ARMIES OF DARKNESS	95
Mixed Parties	95
Humans Only	96
Activities	96
<i>Humans and Celestials</i>	97
<i>Hunters</i>	100
THE UNALIGNED	101
Motivations	101



THIRD PARTIES	102
The Players	102
HUMAN AGENCIES	103
INVOLVEMENT	103
Participation	104
Infiltration	104

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<i>Celestial Puppetmasters?</i>	104
<i>Ethereal Infiltration</i>	105
ORGANIZATIONS	106
The Government	106
Private Agencies	107
Religion	108
SAMPLE ORGANIZATIONS	110
Divine Agencies	110
The Saint Christopher Society	112
Infernal Agencies	112
<i>The Dozen</i>	113
Sorcerous Cabals	114
THE HUMAN ARSENAL	115
TECHNOLOGY	116
Weapons	116

<i>Advanced Technology</i>	117
<i>New Weapons</i>	118
Records Systems	118
Medical Technology	119
Surveillance	119
The Media	120
<i>Barbed Wire</i>	120
SUPERNATURAL POWERS	121
<i>Symphonic Gadgets</i>	121
TOXINS	123
Poison	123
<i>Poison and Disease – Optional Rule</i>	123
Disease	124
Drugs	124
INDEX	127

INTRODUCTION



Johnny kicked Zeke when he tried to get up, and then once more after he stopped trying. After making sure the man wasn't going anywhere, Johnny crouched down beside him and lifted his head by his blood-matted hair.

"I'm only going to say this once, so you better listen good." Johnny shook the fallen man's head, and he groaned through broken teeth. "This is Steelhead territory, got it? You can push your shit anywhere east of 5th street, but not around here, understand?"

Zeke mumbled an assent and Johnny let go of his head, dropping it on the ground with a dull thud. He wiped off his hands as he turned to go, then paused as if suddenly remembering something. "Oh, and for giving me the finger earlier . . ." He stomped Zeke's hand with his heavy boots, and the cracking of finger bones was drowned out by Zeke's screams of pain.

At the entrance to the alley, Johnny saw a guy leaning inside a doorway. He looked like a skinhead and acted like he owned the street. As Johnny approached, the skinhead moved casually to block his passage.

"What do you want?" Johnny shouted. He was still hopped-up from the fight and angry that One Gun had sent him on this pathetic cleanup job.

"Just got a proposition, man. My superior likes your style and wants to give you a job."

"You got jobs, go to One Gun. He handles all of that." Johnny moved to get by the guy, but the punk interposed himself again.

*"How would **you** like to be the boss . . . Johnny?"*

The gang member hesitated, then said "Keep talkin.'" He wasn't sure why he stayed, but something about the way the punk talked was damn convincing.

"We give you what you need to take charge and you help us out. Pretty simple."

Johnny barked out a disbelieving laugh. "What can you give me? Guns? People? One Gun has all of that and he'll deal with anyone. If you want him out, why don't you just take over yourself?"

*The punk sneered. "Dumb-Gun doesn't have the right stuff; you do, Johnny. And what we got is **way** better than guns."*

*The Steelhead hesitated, thinking harder than he had in a long time. **One Gun's just gonna keep sending me on shit jobs like this 'til someone gets me. Right now, I ain't got much to lose.***

Johnny finally decided and said, "Okay, prove it."

The demon smiled toothily. "You got it."

RESOURCES

The following Resources are offered to expand your campaign. Some are equally suitable for humans and celestials, others are only available to one or the other. Naturally, the GM is not obliged to allow any of them. *Note: Some of these Resources have appeared in other supplements, and are reprinted here for clarity and completeness.*

ADVANTAGES

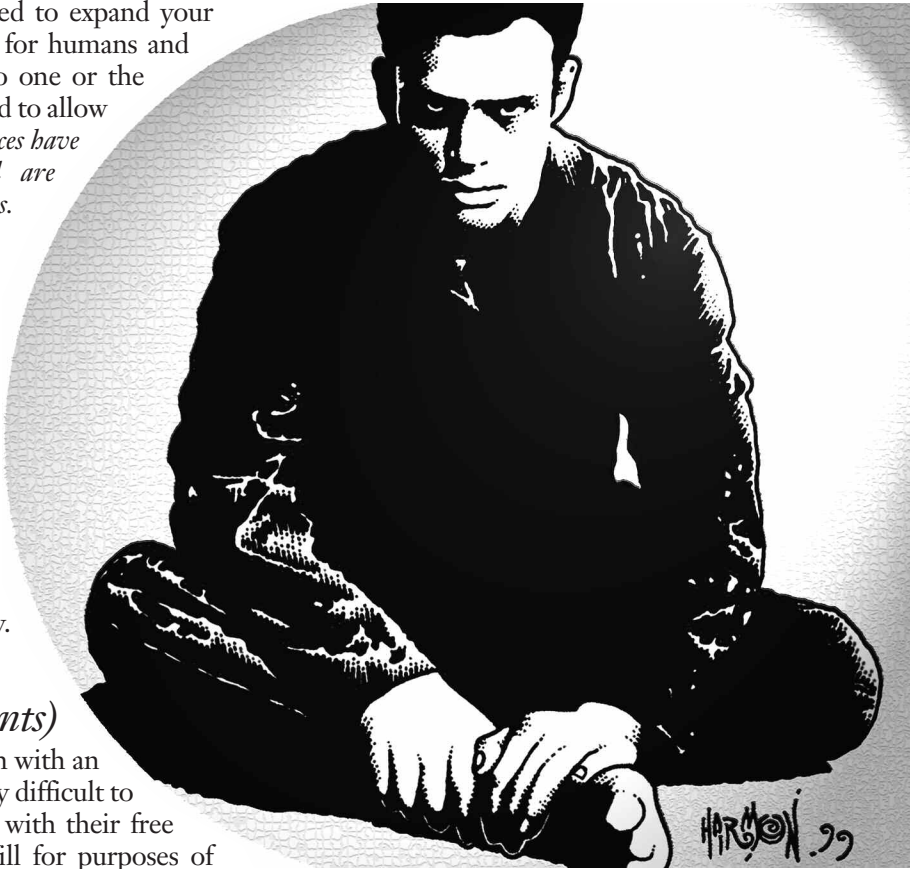
Most advantages are only applicable to humans (though *Charisma* can be bought by celestials with vessels, and *Status* by celestials with Roles). Advantages are usually innate, and must be purchased at character creation; though the GM might allow some to be acquired during play with an unusual story. Superiors *cannot* bestow advantages.

Blessed (10 points)

Some mortals are blessed from birth with an indomitable personality – they are very difficult to affect with any power that interferes with their free will. Blessed humans *double* their Will for purposes of resisting any resonance, attunement, or Song that can be resisted, as well as Fast-Talk and Seduction attempts. (This does not apply to powers resisted by characteristics other than Will, but it *does* apply to resisting orders if a Blessed human becomes a servant!)

On rare occasions, a mortal has gained this blessed status later in life, through spiritual enlightenment or extreme piety. The souls of humans who go to Heaven, including Saints (p. 83), automatically become blessed (see p. 79) – direct contact with the Divine, and the stripping away of all lies and worldly delusions, makes a soul very hard to mislead.

A blessed mortal is not necessarily holy, however. While they obviously have an advantage in thwarting demons, their blessing sometimes make them *more* selfish than average – the force of their personality shunts aside *any* external influences, good or bad. Angels great-



ly value those blessed mortals who choose to join the fight against Hell, but demons have also recruited them – blessed humans may be hard to dominate, but they're as vulnerable as anyone else to manipulation. Being blessed has led some humans into the ultimate exercise of Will: sorcery (p. 32). A blessed human who engages in a Will-war (p. 42) doesn't double his Will, but he *does* get to add his Celestial Forces to his target number, as celestials do.

The Blessed advantage costs 10 points. It normally must be purchased at character creation – undergoing the sort of transformation that leads one to become blessed later in life should be a long, soul-searching process involving months or *years* of prayer, study, meditation, etc. . . . not normally possible for an adventuring player character.

LILITH, THE ONLY WORD-BOUND HUMAN

Hardly anyone would include the Demon Princess of Freedom in the category of humanity . . . but the Symphony does. Lilith, unique and powerful creature that she is, is still human.

According to all the Archangels, giving a human a Word doesn't just require a lot of Essence – it's impossible. It entails breaking fundamental laws of reality. It disturbs the Host greatly to think that the First Balseph could rewrite God's Symphony to that extent. Still, they've never come up with any other theories that aren't equally troublesome.

At the simplest level, this means Lilith (who is *not* celestially green and horned) is the only Superior whose actions don't create a disturbance on Earth –

and can influence Tethers. Lilith was instrumental in the formation of the Tethers that freed the demons from their celestial prison of Hell. And being human gives Lilith another advantage; she understands humans, and how to manipulate them, as none of her peers do.

On a more profound level, free will comes into the picture. No one knows if celestials really have free will, or if their destinies and fates were pre-scripted, from the Fall to the Final Trumpet. But, if humans are God's special experiment, Lilith is still a part of it whether she wants to be or not. So some wonder: was binding a human to the Word of Freedom a part of *God's* plan?

Zombis

Zombis can be created either by a necromantic ritual (usually a *failed* attempt to create a mummy, p. 50) or by Saminga's Zombi attunement. Unlike other undead, zombis don't have a soul bound into their vessel. The soul of a corpse made into a zombi posthumously is long gone; someone who volunteers to become a mummy dies (and his soul disbands into the Symphony) if the ritual fails, leaving only a zombified corpse behind. A zombi keeps the memories and instincts of its former self, but the only personality that remains is what manifests by reflex from its decaying brain.

Zombi characters are the same regardless of how they were created – failed mummies simply have fewer Forces. To create a zombi, replace all of its Celestial Forces with Corporeal Forces. A zombi automatically gets a Numinous Corpus at a level equal to its Corporeal Forces at creation, and a level 3 Need (usually for blood, brains, or something else gruesome). They generally aren't given any other abilities. (A zombi *could* be granted other Corporeal Songs, and even attunements, but even Saminga wouldn't waste such resources on a zombi.)

Zombis usually don't last very long – they require a constant supply of Essence to avoid rotting away. If a zombi fails to satisfy its daily Need, not only does it not get Essence that sunset, but it also loses 1 Body hit at dawn . . . and zombis do not heal lost Body hits naturally.

REMNANTS

Remnants (*In Nomine*, p. 30) are not really human, but they function as humans in most ways.

As described in the *In Nomine* rulebook, p. 68, a Remnant is a celestial who has lost *all* his Celestial Forces, but still has at least 1 Corporeal Force and a vessel. They materialize on Earth in their vessel, and lose all but the vaguest memories of their previous existence. They are no longer celestials. They have no resonance, no dissonance, and no Heart. They keep attunements, but can't use any that require a resonance or celestial abilities. They have no celestial form and cannot switch vessels. Remnants have no dreamscapes. Theoretically, they can travel the Marches as celestials do (*In Nomine*, p. 52) if they have Ethereal Forces, but few remember how to do so, and those who do usually don't want to. Furthermore, since entering and leaving the Marches requires a Will roll, only a Remnant with a lot of Essence will be able to do either.



HUMANS AND CELESTIALS

Each Choir and Band has its own perspective on humans. The humans who deal with them will quickly form impressions of angels and demons too . . . though with incomplete knowledge, those impressions are often mistaken.

Below is a summary of how the various Choirs and Bands relate to humans. First comes a typical comment by a member of that Choir or Band, followed by the perspective of a Soldier who knows something about celestials – but not necessarily everything . . .



ANGELS AND HUMANS

Angels can be difficult to work for. They have very high standards, and an annoying tendency to think they're always right (backed by a tendency to *be* right more often than not). Angels can be extremely patronizing, and while they may be kindly and patient with their human servants, don't count on it. Humans who work with angels often learn the hard way that benevolent doesn't necessarily mean *nice* . . .

Seraphim: "Only beings so blind to the Truth could profane it so thoughtlessly. It pains us to spend too much time among humans; even the best of them lie easily and often. The only reason we need

them is to interpret their corrupt society and twisted rules for us, so we can go about the business of saving their ungrateful souls. Let them serve if they wish, but make sure they stay in their place."

The Human Perspective: "I keep having to remind myself I'm in the presence of the Holiest of the Holy. They're arrogant beyond belief, which I guess is understandable if you've got a direct line to God. But *nothing* you do is ever good enough, and every time you open your mouth, they treat you like a stupid, impertinent child. They're utterly tactless, and don't even *think* about lying to them."

Cherubim: "Humans need our protection. You have to watch them closely, because they'll endanger themselves so thoughtlessly . . . sometimes it can be difficult trying to work with mortals underfoot, but you have to be patient with them. It's not their fault."

The Human Perspective: "They really are kind of like babies, you know. I mean, it doesn't matter how big and tough they are, they'll burst into tears if anything or anyone they care about gets hurt. I like Cherubs; they're friendly and kind, more than most angels. But they're incredibly overprotective, and nosy, and they correct everything you do, like a meddling mother."

Ofanim: "Humans are all right . . . they're just so darned slow! You tell them to do something, and by the time they start, you could already be finished. We prefer to leave them behind, doing their own thing . . . they cramp our style too much."

The Human Perspective: "If you're ever lucky enough to see a Wheel in its true form . . . a burning wheel in the sky, blazing like a comet . . . it's the most beautiful and awesome sight I've ever seen. They're not very helpful, though. They whiz past, babble instructions at a mile a minute, then disappear again. I guess they hate spending any more time on Earth than they have to."

Elohim: "Humans are fascinating, with their rich tapestries of emotion and unpredictability. They lack perspective, but it is extremely rewarding to work with them. You always learn something new."

Continued on next page . . .

INDEX

.666 Magnum, 121.
Abaddon, 80.
Actions, routine, 24.
Activists, 100.
Adam, 6, 17.
Addicted, 29, 124.
Addiction, 124.
Advantages, 22, 26.
Affinity, *Song of*, 76.
Agencies, *academia*, 107; *business*, 107; *celestial control of*, 104-105; *civil and social services*, 106; *collaborators*, 105; *divine*, 110-112; *fringe*, 108; *fronts*, 105; *government*, 106-107; *human*, 103-114; *infernal*, 112-114; *informed*, 103-104; *intelligence*, 107; *law-enforcement*, 106; *media*, 107, 120; *military*, 106; *misled*, 103-104; *non-profit*, 107, 112; *private*, 107-108; *religious*, 108-110; *sample*, 110-114; *scientific*, 107; *unaware*, 103-104.
Aging, 19.
Alchemical constructs, 46, 49.
Alchemical creations, 47-48.
Alchemists, 70-71.
Alchemy, 29, 46, 48, 121; *rituals*, 47-49, 114; *skill*, 28, 71.
Andrealphus, 23, 113; *Soldiers of*, 63.
Anchor, *corporeal*, 80-82; *ethereal*, 83; *destroying*, 82.
Angels, 5, 11, 15, 31, 40, 45, 54-56, 86, 100-104, 106; *and crossbreeds*, 74-75; *and donating Forces*, 23; *and ghosts*, 82; *and Gray Soldiers*, 67; *and humans*, 95, 97-98; *and servants*, 52; *and sorcerers*, 32, 73; *and Will-wars*, 42, 44; *and undead*, 90; *summoning*, 44; *views on human souls*, 78; *warding*, 40.
Animals, *Saints of*, 87; *Soldiers of*, 58.
Apollo, *sample Rite*, 66.
Apparitions, 82; *see also* *ghosts*.
Archangels, 5-6, 11, 19, 26, 44, 55, 80, 120; *and Children of the Grigori*, 76; *and Force stripping*, 23, 61, 79; *and removing disadvantages*, 25; *and Saints*, 83-89; *and Soldiers*, 57; *and undead*, 90.
Artifacts, 23, 121-122; *celestial*, 46; *corporeal*, 46; *creation*, 29, 46; *ethereal*, 46; *sercious*, 36.
Asmodeus, 44-45, 78, 95; *and damned souls*, 80; *Servitors of*, 96; *Soldiers of*, 63; *views on crossbreeds*, 74; *views on sorcery*, 71, 74.
Assisi, *St. Francis of*, 84.
Attraction, *Song of*, 47.
Attunements, 23, 27-28, 40; *and Saints*, 89; *and Soldiers*, 55, 61; *and souls*, 79; *and undead*, 89; *Choir and Band*, 23, 55, 58, 60, 89; *cost*, 23, 27-28; *for artifact creation*, 47; *Servitor*, 23, 55, 60, 63.
Awe Demon, 38.
Baal, 106-109; *and damned souls*, 80; *Soldiers of*, 63; *views on sorcery*, 72.
Balsaraphs, 44; *of Fate*, 72-73; *opinions of humans*, 98.
Bands, 10; *and Remnants*, 93; *summoning by*, 44.
Banishment, 32, 71, 73, 83; *ritual*, 37, 44, 82; *skill*, 33, 37.
Barbed wire, 120.
Bast, *sample Rite*, 66.



Beleth, 28-29, 74, 113-114; *and dream-shades*, 83; *Servitors of*, 100; *Soldiers of*, 63, 66.
Belial, 12-13, 108-109; *Soldiers of*, 63.
Big Lie, the, 62.
Black Order, the, 35-36, 50, 114.
Blandine, 28-29; *and dream-shades*, 83; *Saints of*, 86; *Soldiers of*, 57, 66.
Blessed advantage, 26, 75, 80, 88.
Blood, *Song of*, 83.
Bodhisattvas, 76, 80, 84; *summoning*, 43.
Border Marches, 66.
Cacophony, 69, 71.
Cabals, *see* *Sorcerous Cabals*.
Calabin, *opinions of humans*, 99.
Calling, *Song of*, 32, 72.
Catholic Church, the, 84, 108-109, 111-112; *and Dominic*, 104; *and Laurence*, 104.
Celestial camera, 121.
Celestial combat, 82.
Celestial Connection, 25, 27; *partial*, 27.
Celestial detector, 121.
Celestial plane, 15, 17, 27, 43, 45, 69.
Celestials, 95; *and crossbreeds*, 74-76; *and ghosts*, 82; *and humans*, 97-99; *and poison*, 123; *and sorcerers*, 73; *as familiars*, 48; *Heartless*, 39, 79; *infiltrating human groups*, 104-105; *offspring*, 74-76; *Soul Linked*, 27; *summoning*, 35; *views on crossbreeds*, 75; *warding*, 39-40.
Characteristics, 19-20; *superhuman*, 20.
Character points, 21.
Charisma, 22; *limited*, 22-23; *maximum*, 23; *negative*, 23.
Cherubim, 55; *opinions of humans*, 97.
Children of the Grigori, 9, 17-18, 25, 68, 74, 76, 96, 101-104.
Choirs, 10; *and Remnants*, 93.
Christianity, 108.
Cold Touch, 48.
Collaborators, 105.
Combat, *celestial*, 82.
Combatants, 101.
Command, 32, 71, 73; *rituals*, 37-38, 44; *skill*, 33.
Command Demon, 44.
Command Demonling, 38.
Command Major Ethereal Spirit, 38.
Command Minor Ethereal Spirit, 38.
Constructs, 29; *alchemical*, 46; *and Body bits*, 49; *and Discord*, 49; *and Forces*, 49; *and the Symphony*, 49; *creating*, 48-49; *Essence usage*, 49; *healing*, 49.
Contest, 37, 42.
Corporeal anchor, 80-81; *destroying*, 82.
Corporeal plane, 15, 17, 35, 37, 45, 80-82.
Counter-infiltrators, 100-101.
Covetous, 31.
Create Mummy, 50.
Create Spirit Anchor, 40-41.
Create Zombi, 50.
Creation, *Saints of*, 86; *Soldiers of*, 56, 58.

Cromwell, Oliver, 84.
Crossbreeds, *as characters*, 76; *celestial*, 17, 74-76; *ethereal*, 17, 74-75.
Curiosity, 101.
Damage, 116; *celestial*, 21; *ethereal*, 21; *from disease*, 124; *from poison*, 122-123; *optional rules*, 123; *physical*, 20.
Damnation, 61.
Dancing, 28.
Daniel, the Angel of Final Judgment, 61.
Dark Humor, *Servitors of*, 78, 105; *Soldiers of*, 64.
David, 109; *Saints of*, 86; *Servitors of*, 105, 111; *Soldiers of*, 57.
Death, *Soldiers of*, 65; *also see* *Dying*.
Demi-gods, 75.
Demon Princes, 5-6, 11, 19, 61, 120; *and bestowing Forces*, 28; *and Force stripping*, 23, 79; *and granting servants*, 24; *and the military*, 106; *and removing disadvantages*, 25; *and Saints*, 88; *and Soldiers*, 60, 63-65.
Demonlings, *as servants*, 24; *commanding*, 38.
Demons, 5, 11, 14-15, 26, 28, 35, 38, 40, 45, 55-56, 62, 80, 86, 100-104, 106, 109; *and crossbreeds*, 74-75; *and ghosts*, 82; *and Gray Soldiers*, 67; *and humans*, 95, 98-99; *and servants*, 52; *and Soldiers*, 60, 65; *and sorcerers*, 32-33, 70-71, 73; *and Will-wars*, 42-43; *banishing*, 37; *exorcising*, 39; *summoning*, 45; *views on human souls*, 78; *warding*, 40.
Destiny, 15, 74, 76, 79, 82; *of undead*, 90; *Saints of*, 87; *Soldiers of*, 59.
Djinn, *opinions of humans*, 99.
Disadvantages, 25, 29; *and souls*, 79; *celestial*, 25, 31, 75, 79; *corporeal*, 29-30, 75; *ethereal*, 30-31, 75, 79; *removing*, 25; *supernatural*, 25, 75.
Disbandment, 15, 22; *for dream-shades*, 83.
Discord, 21, 25, 75, 79; *Celestial*, 25, 31; *Corporeal*, 29, 30; *Ethereal*, 25, 27, 30-31; *removing*, 25.
Disease, 124.
Distinctions, 23; *and Saints*, 89; *and Soldiers*, 56; *and souls*, 79; *and undead*, 89.
Disturbance, 9, 68, 95-96; *and Saints*, 88.
Disturbance Compass, 119.
Diurnal, 30.
Divine Destiny, 54.
Dodge, 47, 116.
Domains, *ethereal*, 83; *of pagan gods*, 83.
Dominic, 20, 32, 55, 61, 78, 96, 108-109, 111; *and the Catholic Church*, 104; *Saints of*, 86; *Servitors of*, 96; *Soldiers of*, 57; *views on sorcery*, 73-74; *views on crossbreeds*, 74, 76.
Dozen, the, 32, 44, 72.
Dream Soldiers, 15, 28, 57, 63, 66, 75, 102, 113.
Dream-shades, 15, 82-83; *anchoring*, 83; *and Essence*, 83; *and Forces*, 83; *and Trauma*, 83; *banishing*, 37, 83; *disbanding*, 83; *exorcising*, 39, 83; *reincarnation*, 83; *summoning*, 42; *with vessels*, 83.
Dreaming, 15; *and undead*, 90; *lucid*, 29; *skill*, 29, 66, 83.
Dreams, *destroying*, 83; *Saints of*, 86; *Song of*, 28, 66.
Dreamscapes, 5, 15, 29, 83; *and Remnants*, 92; *and undead*, 90; *of Saints*, 88.
Dream Walking, 83, 90.

Drugs, 124-126.
Dying, 14-15, 21-22.
Earth, 5-6, 8, 11, 15, 35, 41, 44, 62, 80, 83, 85, 95; *Saints on*, 88-89.
Eden, 6.
Effective perception, 119.
Eli, 49, 109; *Saints of*, 86; *Servitors of*, 54; *Soldiers of*, 56, 58.
Elohim, 55; *opinions of humans*, 97.
Eminent Entertainment, 112-113.
Enchanters, 36, 46, 70.
Enchantment, 46; *rituals*, 46-50; *skill*, 29, 46, 71.
Engles, Colonel Howard, 111.
Entropy, *Song of*, 48, 114.
Essence, 5-6, 9, 20; *after death*, 79; *and dream-shades*, 83; *and Remnants*, 93; *controlling*, 20, 22; *for ghosts*, 81; *giving*, 27, 67; *from worship rites*, 67; *harvesting*, 80; *sacrificing for*, 40; *shiponing*, 41; *Song of*, 54; *storing*, 40.
Esteemed Overlords of Sleep, 114.
Ethereal anchor, 83.
Ethereal Connection, 25, 28, 66, 75.
Ethereal gods, *see* *pagan gods*.
Ethereal plane, 15, 17, 28, 37, 45, 69, 82-83; *living in*, 83.
Ethereals, 27-28, 31-32; *and crossbreeds*, 74; *and Essence*, 105; *and humans*, 67, 105; *and poison*, 123; *and Soldiers*, 65-67; *and sorcerers*, 33, 73-74; *and worship rites*, 67; *as familiars*, 48; *as servants*, 24; *banishing*, 37; *commanding*, 38; *exorcising*, 39; *infiltrating human groups*, 105; *motives*, 105; *offspring*, 75; *Soul Linked*, 27; *summoning*, 41, 45; *warding*, 39-40.
Evani, Kyriote Friend of the Sword, 111.
Eve, 6, 17.
Exorcise, 39.
Exorcise ghost, 39, 82.
Exorcise undead, 39.
Exorcism, 32, 71, 73, 83; *rituals*, 39, 44; *skill*, 33.
Exorcists, 71, 111.
Explosives, 116.
Factions, *Servitors of*, 105; *Soldiers of*, 64.
Faith, 6, 10.
Fall, the, 6, 31.
Fallen Saints, 88.
Falling, 78, 88.
Familiars, *commanding*, 38; *creating*, 48.
Far Marches, 29, 66.
Fate, 15, 74, 80, 82; *of undead*, 90; *Soldiers of*, 64.
Fated Future, 54, 64.
FeatherFire Productions, 113.
Ferrano, Monsignor Leonardo, 111.
Final Judgment, *Angels of*, 61.
Fire, *Calabite of*, 44; *Saints of*, 86; *Soldiers of*, 56, 58, 63.
Flowers, *Saints of*, 87; *Servitors of*, 95, 105; *Soldiers of*, 55, 59.
Fluency, 24.
Focus, 73, 114; *rituals*, 39-41; *skill*, 33.
Focused Effort, 9, 20, 29; *and Symphonic awareness*, 20.
Foreces, 17-20; *acquiring*, 93; *actual*, 61; *after death*, 79; *and children*, 112; *and dream-shades*, 83; *and heritance*, 18; *and infants*, 17; *and Remnants*, 92; *and Saints*, 85, 88; *and teenagers*, 17; *and undead*, 91-92; *and zombis*, 92; *attaching*, 28, 65; *containing memory*, 79; *cost*, 19; *disbandment*, 15; *effects of drugs on*, 124-126; *extra*, 17-18, 52, 54-55;

gaining, 18-19; *infernal*, 28, 61; *loose*, 19, 46; *losing and regaining*, 21-22; *maximum human*, 17; *potential*, 17, 20, 54, 57, 61, 75-76, 90; *research on*, 17-18; *six*, 18; *stripping*, 23; *training for*, 19; *trigerring*, 19, 60.
Free Will, 9-10, 25-26, 60, 92.
Freedom, *Soldiers of*, 64.
Fronts, 105.
Fruition, *Song of*, 74-76.
Gabriel, 68, 109; *Saints of*, 86; *Soldiers of*, 56, 58.
Game, the, *Servitors of*, 61, 96; *Soldiers of*, 63.
Gardners, 59.
Geases, 25, 64.
Gehenna, 63, 80.
Ghosts, 15, 80-83; *and Body bits*, 81; *and Essence*, 81; *and Rites*, 81; *anchoring*, 80-81; *as characters*, 82; *banishing*, 37, 82; *destroying*, 82; *exorcising*, 39, 82; *manifesting*, 81; *reanchoring*, 82.
Gluttony, *Soldiers of*, 63-64.
God, 5-6, 10, 31, 78, 89, 92, 109, 120.
Gorgons, 74-76.
Gray Soldiers, 67, 101.
Gremlins, *commanding*, 38.
Grigori, 76; *Children of the*, 17-18, 25, 68, 74, 76, 96, 101-104.
Guilt, 30.
Haagenti, 13; *Soldiers of*, 63-64.
Habbalah, *opinions of humans*, 99.
Hatphas, Demon of Sorcery, 28, 45, 50, 72-74, 114.
Hatred, 30.
Healing, *rate of*, 21; *Song of*, 47-48, 90, 123-124.
Healing potion, 47.
Heaven, 5-6, 10-11, 15, 26, 56, 76, 78-80, 82, 85, 89-90, 96, 104, 108; *and ethereals*, 105; *and human souls*, 78; *and Saints*, 88; *Upper or Higher*, 76, 80, 84, 88-89.
Heavy weapons, 116-117.
Hell, 5-6, 10-11, 15, 28, 31, 43-45, 55, 59-63, 70, 72, 74, 80, 82, 85, 89-90, 104, 108, 112-113; *and ethereals*, 105; *and human souls*, 78; *and Saints*, 88.
Hellforce, 60, 96, 112.
Hellhounds, 112.
Hellsworn, 11, 54, 59-61, 73, 89.
Heralds, 112.
Herbalism, 46.
Higher Heaven, *see* *Heaven*.
History, 11; *human*, 6.
Hits, *body*, 20-21, 48, 81, 85, 90, 93, 123-124, 126; *healing*, 21-22; *mind*, 21, 124, 126; *soul*, 21-22, 124.
Hollywood, 96.
Human characters, 16-25.
Humanity, 7-15, 52.
Humans, 5-6, 8-9, 17; *agencies*, 102-114; *and attunements*, 23; *and celestials*, 97-99; *and characteristics*, 19-20; *and Distinctions*, 23; *and Essence*, 20; *and Ethereals*, 67; *and Forces*, 17-19; *and pagan gods*, 75; *and the Symphony*, 9; *and Tethers*, 95; *and the War*, 94-102; *as celestials*, 79; *belief*, 5-6; *bodies*, 20-21; *behavior*, 10; *crossbreeds*, 74-76; *elderly*, 19; *exceptional*, 17-18, 53; *gifted*, 20; *history*, 6; *important*, 96; *normal*, 17, 52; *organizations*, 96, 103-114; *origins*, 5-6; *reincarnation*, 15; *souls*, *after death*, 14-15, 78-93; *view of the world*, 11.
Hunters, 100, 121.
Hutriel, the Angel of Final Judgment, 61.





- Immortality, 89.
 Immortals, 17, 77-93.
 Imps, *commanding*, 38.
 Impudites, 44; of *Technology*, 54; *opinions of humans*, 99.
 Infernal Pact, 28, 33, 61, 70, 73-74.
 Infernal Saints, 88.
 Infiltration, *celestial*, 104-105; *etereal*, 105.
 Initiating, *Hellsworn*, 61; *Soldiers*, 54-55, 57, 60; *sorcerers*, 70.
 Initiation ritual, 28.
 Inquisition, 57, 73, 76.
 Interventions, 10-11; and *sorcery*, 35; *Divine*, 10, 35, 90; *Infernal*, 10, 35, 90.
 Introduction, 4-6.
 Investigators, 52.
 Islam, 109.
 Jaded, 31.
 Janus, *Servitors of*, 87; *Servitors of*, 54-55, 111; *Soldiers of*, 56, 58.
 Jean, 107-108; *Saints of*, 87; *Servitors of*, 117, 121; *Soldiers of*, 58.
 Jordi, 5, 107-108; *Saints of*, 84, 87; *Soldiers of*, 58.
 Judaism, 109.
 Judgment, *Saints of*, 86; *Servitors of*, 65, 96; *Soldiers of*, 57.
 Khalid, 109.
 Kobal, *Servitors of*, 60, 78, 105; *Soldiers of*, 64.
 Kronos, 45; *Servitors of*, 15, 59; *Soldiers of*, 64, *views on sorcery*, 72, 74.
 Kyriotes, 54; *in celestial form*, 17; *opinions of humans*, 98.
 Laurence, 54-55, 80, 107-109, 111-112; and *the Catholic Church*, 104; *Saints of*, 87; *Soldiers of*, 58.
 Lightning, *Saints of*, 87; *Soldiers of*, 58.
 Lilim, 44, 72; *Free*, 67; *opinions of humans*, 99.
 Lilith, 6, 17, 72, 88, 92, 104; *Soldiers of*, 64.
 Limbo, 39.
 Living, 13-14.
 Loki, 45; *sample Rite*, 66.
 Los Angeles, 95.
 Love charm, 47.
 Lucid dreamers, 15, 29, 41, 66, 75, 83.
 Lucifer, 6, 10, 68-69, 88-89, 112; *views on sorcery*, 72.
 Luck talisman, 47.
 Lust, *Soldiers of*, 23, 63.
 Mages, 68.
 Magicians, 33, 52-53, 70.
 Malakim, 55-58, 67, 101; *opinions of humans*, 98.
 Malphas, 107-109, 113; *Servitors of*, 105; *Soldiers of*, 64, 112.
 Manifesting, 82-83.
 Marc, 109; *Saints of*, 87; *Servitors of*, 96; *Soldiers of*, 58.
 Marches, 5, 15, 29, 41, 45, 57, 66, 75, 83, 88, 92-93, 113.
 Martin Luther, 84.
 Media, the, 120; and *Words*, 120; *Servitors of*, 96; *Soldiers of*, 65.
 Medical technology, 119.
 Meditation, 29, 35.
 Mercurians, 55-56; *opinions of humans*, 98.
 Merlin, 74.
 Michael, 55, 106, 109; *Saints of*, 87; *Servitors of*, 111; *Soldiers of*, 59.
 Midnight Screamers, 60, 113-114.
 Minions, 52.
 Mistrust, 102.
 Monitors, 95.
 Mortals, 17, 51-76; *Body bits*, 21; *healing*, 21.
 Motivations, 101-102.
 Mummies, 19; *creating*, 50, 90.
 Mundanes, 9, 17, 30, 51-53, 57, 59, 61, 68, 96, 101; and *rituals*, 35.
 Murad, Elohit Master of Fire, 110.
 Muradi Sufis, 56, 110.
 Necromancers, 70-71, 90.
 Necromancy, 90; *rituals*, 49-50, 92; *skill*, 29, 49, 71.
 Need, and *zombis*, 92.
 Nephallim, 74, 76.
 Nightmares, *Soldiers of*, 63.
 Nocturnal, 30.
 Novalis, 61, 104, 108; *Saints of*, 87; *Servitors of*, 55, 105; *Soldiers of*, 59.
 Nybbas, 113, 120; *Servitors of*, 96, 107; *Soldiers of*, 65.
 Oathtaking, 28, 60.
 Obsessed, 31.
 Ofanim, *opinions of humans*, 97; *rescue teams*, 112.
 Offspring, *celestial*, 74-76; *etereal*, 74-75.
 Organizations, *see Agencies*.
 Outcasts, 67, 102, 117, 121.
 Pagan, *Soldiers*, 65-67, 102; *souls*, 15.
 Pagan gods, 45, 100, 105; and *Domains*, 83; and *granting Soul Links*, 27; and *humans*, 75; and *offspring*, 75, and *Saints*, 88.
 Pagan Saints, 88.
 Pan, 45.
 Paris, 95.
 Patron Saints, 84.
 Permanent Ward, 35-36, 41.
 Petitioning, 84-85, 89.
 Philosopher's Stone, 48.
 Physical injury, 20.
 Poison, *damage*, 122-123; *duration*, 122-123; *speed*, 122-123; *strength*, 122-123.
 Poltergeists, 81; *see also ghosts*.
 Possession, *Song of*, 54.
 Power-hunger, 101.
 Prayer, 10, 35.
 Primordial Clay, 48.
 Prophets, 17, 68-69, 96; *false*, 68-69.
 Protective Ward, 39, 41, 73.
 Psychics, 67.
 Purifiers, 56, 96, 110.
 Rand, Malakite of Stone, 111.
 Reborn Saints, 85.
 Record systems, 118.
 Recorporealization, 85.
 Recruiting, *Soldiers*, 54-55, 59, 65-66.
 Reincarnation, 15; *for dream-shades*, 83.
 Relics, 23, 36, 46.
 Relievers, and *spirit anchors*, 40.
 Reliquaries, and *rituals*, 35-36, 46.
 Remnants, 17, 27, 92-93, 117, 121; and *Body bits*, 93; and *dreamscapes*, 92; and *Essence*, 93; and *Forces*, 92-93; and *Rites*, 93; and *Roles*, 93; and *Songs*, 93; and *the Symphony*, 93; and *vessels*, 93; and *the War*, 93; as *characters*, 93; *default Forces*, 93; *restoration of*, 93.
 Renegades, 67, 102, 117, 121.
 Research, 118.
 Researchers, 96.
 Resonances, 11, 40; *human lack of*, 10.
 Resources, 26-49, 66; *buying*, 22-25; *supernatural*, 24.
 Rewards, *for Soldiers*, 56, 62.
 Rites, 20; and *cost*, 20; and *etereal spirits*, 20, 66; and *ghosts*, 81; and *Remnants*, 93; and *Soldiers*, 55, 60-61, 66; and *Word-bound celestials*, 20; and *undead*, 89, 91; *infernal*, 61; *sample*, 66; *worship*, 67.
 Rituals, *see Sorcerous Rituals*.
 Rogues, 17, 54, 67-68, 96, 101.
 Roles, 9, 24, 52, 106, 118, 120; and *Remnants*, 93.
 Saint Christopher Society, 112.
 Saint Francis of Assisi, 84.
 Saints, 9, 11, 13, 17, 20-21, 26-27, 79-80, 84-89, 95, 112; and *Archangels*, 84-88; and *attunements*, 23, 89; and *advantages*, 88; and *Body bits*, 85; and *celestial form*, 88; and *Essence*, 20, 88; and *disadvantages*, 89; and *Distinctions*, 89; and *Falling*, 88; and *Forces*, 88; and *healing*, 21; and *the Marches*, 88; and *poison*, 123; and *recorporealization*, 85; and *Resources*, 89; and *Rites*, 89; and *Roles*, 89; and *servants*, 24; and *sleep*, 85; and *Songs*, 88-89; and *Symphonic awareness*, 22; and *Symphonic disturbance*, 88; and *Tethers*, 88; and *Toughness*, 27, 89; and *Trauma*, 89; and *vessels*, 85; and *the War*, 86; as *characters*, 82; as *sorcerers*, 69; *Catholic*, 84; *Infernal*, 88; *pagan*, 88; *patron*, 84; *petitioning to be*, 84, 89; *reborn*, 85.
 Sacrifice for Essence, 40.
 Salvation, 61; *for damned souls*, 78; *for sorcerers*, 74.
 Saminga, 10, 49, 71, 89, 107; and *undead*, 90-92; *Servitors of*, 100, 104; *Soldiers of*, 65; *views on sorcery*, 72.
 San Francisco, 95.
 Seagull Society, 56.
 Secret societies, 102.
 Secret Soldiers, 67, 101.
 Security, *levels of*, 120.
 Seraphim, 55; of *Creation*, 54; *opinions of humans*, 97.
 Seraphim Council, 76, 82, 85.
 Servants, 24, 43, 52, 106; *breaking free*, 43; *dead souls as*, 82.
 Shadow Corps, 112.
 Sham-Mari, 80.
 Shamans, 68.
 Shedim, 44, 52, 54, 101; *in celestial form*, 17; *opinions of humans*, 99.
 Sheol, 63, 80.
 Silencer, 121.
 Simonson Group, 113.
 Siphon Essence, 41.
 Skills, 24, 28-29; and *specialization*, 24-25; *difficulty*, 25; *for artifact creation*, 46-47; *free*, 24; *mastery*, 25; *optional rules*, 24; *simplified resolution*, 24.
 Soldiers, 9, 14, 17-18, 20, 53-68, 90, 95-96, 101, 107; and *Archangels*, 57; and *attunements*, 23, 54-58, 60, 62-64; and *Corporeal Forces*, 54; and *Demon Princes*, 63; and *Disadvantages*, 54; and *Distinctions*, 56-59, 62-63; and *gaining Forces*, 19, 28; and *resources*, 54-55; and *rewards*, 56; and *Rites*, 54, 66; and *servants*, 24; and *Songs*, 54, 56-59, 62; and *Symphonic awareness*, 22, 45; *Dream*, 15, 28, 57, 63, 66, 75, 102; *Gray*, 67, 101; *identifying*, 54; *initiating*, 54-55; of *God*, 11, 53-59, 64, 95-96, 110-112; of *Hell*, 11, 53, 56, 59-65, 67, 96, 112-113; *pagan*, 53, 65-67, 102, 105; *recruiting*, 54-55, 59, 65-66; *secret*, 67, 101; *uninitiated*, 68; *veteran*, 56, 63.
 Solomon, 74.
 Songs, 15, 22, 25, 40, 56, 122; *after death*, 79; and *Remnants*, 93; and *Symphonic awareness*, 22; *Celestial*, 27; *Corporeal*, 55; *Ethereal*, 28-29, 47; *for artifact creation*, 46-47.
 Sons of Lucifer, 114.
 Sorcerers, 9, 11, 15, 17, 28-29, 33-46, 53, 61, 67, 69-75, 96, 102; and *resources*, 69-70; and *rituals*, 69; and *servants*, 24; and *skills*, 69; and *Songs*, 69; as *characters*, 69-70; *divine*, 35; *initiating*, 70; *lone*, 70-71; *lucidly dreaming*, 42; *unaligned*, 35; *undead*, 39; *white*, 74.
 Sorcerous cabals, 33, 35, 53, 69-70, 102, 104-105, 114.
 Sorcerous Initiation, 46, 70.
 Sorcerous rituals, 15, 32-46, 69, 73; *advanced*, 44; and *Essence*, 35-36; and *Interventions*, 35; and *Soul Links*, 27; *controlling and canceling*, 35; *counter-rituals*, 35; *disturbance*, 34-35; *Essence requirement*, 34; *for artifact creation*, 47; *group performances*, 35-36, 70; *learning*, 33; *performance*, 34; *risk*, 34; *special*, 45-46; *time requirement*, 34.
 Sorcerous skills, 33-34, 69.
 Sorcery, 31-46, 73; and *angels*, 32, 73; and *Blessed souls*, 26; and *demons*, 73; and *etereals*, 73-74; and *Symphonic awareness*, 22, 68; *demons of*, 28, 70-73; *initiation*, 28, 46; *requirements*, 32.
 Sorcery attunement, 28, 36, 42, 45-46, 69, 71.
 Soul Link, 27, 31, 66.
 Soul-killed, 22.
 Souls, 22; *after death*, 17, 78-93; and *attunements*, 79; and *disadvantages*, 79; and *Distinctions*, 79; and *Soul Link*, 27; and *undead*, 50, 89-93; *blessed*, 26, 78-80, 82; *damned*, 61, 78-80, 82; *disbandment of*, 15, 22; *human, destination of*, 14-15; *pagan*, 15; *summoning*, 42-43.
 Spirit anchor, 39-40.
 Spirit jar, 40; and *rituals*, 35.
 Status, 22, 58.
 Stink, 30.
 Stone, *Saints of*, 86; *Servitors of*, 48, 105, 109; *Soldiers of*, 57, 109.
 Stoning rod, 48.
 Store Essence, 40.
 Stungun, 121.
 Suggest, 37.
 Summon, 32, 71; *ritual*, 41-45; *skill*, 33.
 Summon Demon, 42.
 Summon Human Soul, 42-43, 82.
 Summon Named Demon, 45.
 Summon Named Ethereal Spirit, 45.
 Summon Random Demon (of a Specific Type), 44.
 Summon Random Ethereal Spirit, 41.
 Summoners, 71, 73.
 Superiors, and *attunements*, 27-28; and *Forces*, 27, 49; and *the military*, 106; and *religion*, 108-110; and *Remnants*, 93; and *Rites*, 20; and *Soldiers*, 53; and *the War*, 120; *etereal*, 93; *invoking*, 27.
 Supernatural disadvantages, 25, 75, 91.
 Supernatural intervention, and *adding Forces*, 19.
 Supernatural Powers, 121-122.
 Support Personnel, 101.
 Surveillance, 119.
 Sword, the, *Saints of*, 87; *Servitors of*, 65; *Soldiers of*, 58.
 Symphonic Awakening, 22, 60; *ritual*, 45-46.
 Symphonic awareness, 20, 22, 29, 45-46, 53, 101; and *constructs*, 49; and *rituals*, 35; and *Saints*, 88; and *Soldiers*, 22, 55; and *sorcerers*, 69; *losing*, 61.
 Symphonic connection, 24.
 Symphonic disturbance, 9, 68, 95.
 Symphonic gadgets, 121.
 Symphony, 5, 9-10, 22, 28, 31-32, 45-46, 69, 79, 101; and *Remnants*, 93; and *sorcerers*, 32; and *undead*, 89.
 Talismans, 23, 36, 46.
 Technology, *advanced*, 117; *Impudites of*, 54; *medical*, 119; *Soldiers of*, 65.
 Tethers, 5, 9, 43, 45, 52, 55, 95-96, 112, 119; and *Lilith*, 92; and *Saints*, 88; *divine*, 112; *Infernal*, 88.
 Tezcatlipoca, *sample Rite*, 66.
 Tharael, Ofanite Master of War, 111.
 Theft, *Soldiers of*, 65.
 Theurgy, 32.
 Third parties, 102.
 Toughness, 21, 27.
 Toxins, 123-126.
 Trade, *Saints of*, 87; *Soldiers of*, 58.
 Transmutation, 48.
 Trauma, and *dream-shades*, 83; and *Saints*, 89.
 Undead, 9, 13, 15, 17, 20-21, 27, 65, 89-92, 95, 100; and *attunements*, 23, 89; and *Body bits*, 90; and *disadvantages*, 89; and *Distinctions*, 89; and *dreaming*, 29, 90; and *drugs*, 124; and *Essence*, 20; and *Forces*, 89-90; and *healing*, 21; and *interventions*, 90; and *poison*, 123; and *Rites*, 89, 91; and *Songs*, 89; and *Symphonic awareness*, 22, 89; and *Toughness*, 27, 91; and *vessels*, 90-92; as *characters*, 91; as *sorcerers*, 69; *creating*, 49-50, 90-92; *default Forces*, 91; *exorcising*, 39; *good*, 90.
 Triggering, *Forces*, 19, 60; *Saintly abilities*, 85.
 Unaligned, 101; *motivations*, 101-102.
 Stink, 30.
 Universal solvent, 48.
 Unlife, *Song of*, 91.
 Upper Heavens, *see Heaven*.
 Vampires, 30, 91; *creating*, 50, 90.
 Valefor, *Soldiers of*, 65.
 Vapula, 107-108; *Servitors of*, 17, 117, 121; *Soldiers of*, 65; *views on sorcery*, 72.
 Vengeance, 101.
 Vessels, 40-42, 44-45, 119; *animal*, 87; *for dream-shades*, 83; *for familiars*, 48; *for Remnants*, 93; *for Saints*, 85; *for undead*, 90-92; *temporary*, 48.
 Visions, 68-69.
 War, *angels of*, 55; *Saints of*, 87; *Soldiers of*, 59, 63, 112.
 War, the, 5-6, 10-11, 13, 52-53, 67, 75, 84, 86, 103-104; and *humans*, 94-102; *Soldiers of*, 63; *third parties in*, 102.
 Weapons, 115-118; *explosives*, 116; *heavy*, 116; *new*, 118; *non-lethal*, 117.
 Will'o'wisps, 82; *see also ghosts*.
 Will-war, 26, 37-39, 42, 44, 73; *breaking off*, 43; *defeat*, 43; *surrendering*, 42.
 Wind, the, *Saints of*, 87; *Soldiers of*, 58.
 Withdrawal, 29, 124.
 Witnesses, 52.
 Words, 9, 11, 52, 63, 105; and *Saints*, 84, 86; *summoning by*, 44.
 Worship rites, 67.
 Yves, 55, 61; *Saints of*, 87; *Servitors of*, 15; *Soldiers of*, 59.
 Zadkiel, 112.
 Zombi attunement, 92.
 Zombis, 28, 90, 92; and *Forces*, 92; *creating*, 50; *exorcising*, 39.