

IN NOMINE

SUPERIORS 4

ROGUES TO RICHES



STEVE JACKSON GAMES

EVIL LURKS IN THE HEARTS OF MEN

And these five Demon Princes thrive on man's hidden vices. Vapula, Prince of Technology, teaches disdain for nature and reverence for artifice. Valefor, Prince of Theft, urges men to take everything and give nothing. Mammon, Prince of Greed, supplants contentedness with covetousness. Fleurity, Prince of Drugs, supplies the most-reviled – and most-desired – substances on Earth. And Alaemon, Prince of Secrets, buries the truth and rejoices in lies . . .

Superiors 4: Rogues to Riches includes:

- ‡ New attunements, Distinctions, and Rites for each Prince.
- ‡ The Princes' allies in the pursuit of evil . . . and their foes, both demonic and angelic.
- ‡ Life in the service of Secrets, Drugs, Greed, Theft, and Technology.
- ‡ What each Prince's friends and enemies really think of him . . . and what *he* thinks of *them*.
- ‡ Alternate versions of the Princes, tailored for styles from the comic to the unrelentingly tragic.
- ‡ Adventure seeds to help introduce these Superiors into ongoing campaigns.



Written by

Eric Burns,
Emily Dresner,
Joanna Hart,
Derek Percy,
Anthony Ragan,
S. John Ross,
and John Tynes

Edited by

David Edelstein

Cover art by

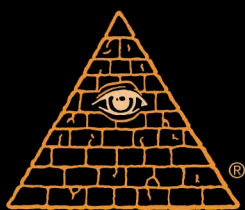
Christopher Shy

Illustrated by

Storn Cook,
Zach Howard,
David Lynch,
Ramón Pérez,
Ray Snyder,
and Ben Templesmith

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



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



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David Lynch, Ramón Pérez,
Ray Snyder, and Ben Templesmith

Managing Editor ✕ Alain H. Dawson
Line Editor ✕ Elizabeth McCoy
Production ✕ Alex Fernandez,
Philip Reed,
and Jeremy Zauder

Production Manager ✕ Russell Godwin
Print Buyer ✕ Shawn Havranek
Art Director ✕ Philip Reed
Sales Manager ✕ Ross Jepson

*Playtesters: Glenn Brown, Robert Busek, Paul DeMartino,
David Edelstein, Ryan Elias, Jo Hart, Owen Kerr,
Maurice Lane, Elizabeth McCoy, J. Michael Neal,
Patrick O'Duffy, and Matthew Trent*

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1 2 3 4 5 6 7 8 9 10

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SUPERIORS

Rogues to Riches



INTRODUCTION.....4
 What's Mine is Mine,
 and What's Yours is Mine.....5
 New and Improved.....4
 Minor Superiors.....4

FLAEMON - IMPUDITE
PRINCE OF SECRETS.....5
 BY ERIC BURNS AND S. JOHN ROSS
 Dissonance6
 Band Attunements6
 Servitor Attunements7
Secret Songs.....7
 Distinctions8
 Higher Distinctions.....8
 Relations9
 Basic Rites9
 Expanded Rites9
 Chance of Invocation9
 Invocation Modifiers9



FLAEMON IN DETAIL.....9
 Names, Appearance, and Manner9
 The Word of Secrets.....9
 Histories and Theories.....10
 Flaemon's Past - Three Theories
 Whispered in Hell10
Precursors to Secrets.....11
 Personality and Outlook12
 Politics13
Alaemon and Litheroy.....13

THE LABYRINTH16

THE CONSPIRACY:
SERVITORS OF MAMMON.....17
 Organization17
 Bands18
Word-Bound Servitors.....19
 Jobs20
 Secret Societies20
Free Lilim in Service to Secrets20
Servitors of Gebbeleb.....21
 Dealing with Outsiders22
 Dealing with the Game.....22
Sample Servitor: Carr.....23
Sample Servitor: Marianna24

FLEURITY - HABBALITE
PRINCE OF DRUGS.....25
 BY EMILY DRESNER AND DEREK PEARCY
 Dissonance26
 Band Attunements26
The Pharmacopoeia.....26
 Servitor Attunements27
 Distinctions28
 Higher Distinctions.....28
 Relations28
 Basic Rites28
 Expanded Rites28
 Chance of Invocation28
 Invocation Modifiers29

FLEURITY IN DETAIL29
 The Word of Drugs29
 History.....29
War Ends, Drugs Win.....30
Legalize Drugs?.....30
 Personality and Outlook32
Drugs, Drugs Everywhere32
 Politics33
The Perils of Vice34
Len Bias.....35
 Variations on a Theme.....38

THE COP SPOT38

ONE NIGHT IN BANGKOK:
SERVITORS OF FLEURITY39
 Organization40
 Bands41
Word-Bound Servitors.....42
 Jobs43
Chimera: An Ethereal High43
 Dealing with Outsiders44
 Dealing with the Game.....44
Modes of Address44
Sample Servitor: Jezoar45
Sample Servitor: Imbap46

MAMMON - BALSERAPH
PRINCE OF GREED.....47
 BY JOANNA HART AND JOHN TYNES
 Dissonance48
 Band Attunements48
The Secret Hoard.....48
 Servitor Attunements49
 Distinctions49
 Higher Distinctions.....50
 Relations50

Basic Rites50
 Expanded Rites50
 Chance of Invocation50
 Invocation Modifiers50

MAMMON IN DETAIL.....51
 Names, Appearance, and Manner51
 The Word of Greed51
 History.....51
The Division of Souls,
and the Right of Contract52
Mammon and the Moneylenders53
The Witch-Hunts.....53
 Rumors, Myths, and Legends.....54
 Personality and Outlook55
The Wealth of Hell.....55
 Politics56
Greed and Gluttony57
Fate and Fortune57
Marc and Mammon.....59
 Variations on a Theme.....60

CHARITY BEGINS AT HOME . . . BUT GREED
BEGINS IN SHAL-MARI.....61
The Bank That Likes to Say No.....61

SWIMMING WITH THE (LOAN) SHARKS:
SERVITORS OF MAMMON62
 Organization62
 Bands63
Preaching to the Converted.....63
Word-bound Servitors64
 Jobs65
 Organizations of Greed.....67
 Dealing with the Game.....67
Modes of Address67
Free Lilim in Service to Greed67
Sample Servitor: Zobos.....68
Sample Servitor: Syrach.....69

VALEFOR - CALABITE
PRINCE OF THEFT.....70

BY ANTHONY RAGAN AND DEREK PEARCY
 Dissonance71
 Band Attunements71
The Grab Bag.....71
Dissonance Discussions72
 Servitor Attunements72
 Distinctions72
 Special Distinctions73
 Relations.....73
 Basic Rites73
 Expanded Rites73
 Chance of Invocation73
 Invocation Modifiers73

VALEFOR IN DETAIL.....74
 Names, Appearance, and Manner74
 The Word of Theft75
 History.....76
Theft and Rapine76
 Personality and Outlook78
Valefor's Discord.....78
 Politics80
Kobal? Jealous?? Naaabbb . . . maybe.....81



On Valefor and Janus.....83
 Variations on a Theme.....84

THE THIEF'S DEN.....85
 The Palazzo Furto.....85
Palazzo Furto . . . e Vivere86
Theft's Tethers.....88
Sample Tether: The Isabella Stewart Gardner Museum, Boston.....88

ON THE LAM:
SERVITORS OF VALEFOR.....89
 Organization89
 Bands91
Word-Bound Servitors.....91
Stakeouts92
Calabite Discord.....93
 Jobs - It Takes A Thief95
 Gangs of Theft96
Sneaking Into Heaven.....96
Free Lilim in Service to Theft97
 Dealing with Outsiders98
 Dealing with the Game.....98
Sample Servitor:
Lazarrabal, a.k.a. "Johnny K"99
Sample Servitor: Ming-soo Wing, a.k.a. "Jessica Wong".....100



VAPULA - HABBALIFE PRINCE OF TECHNOLOGY.....101

BY JOANNA HART AND DEREK PEARCY

Dissonance102
 Band Attunements102
The Mad Scientist's Toolbox.....102
 Servitor Attunements103
Testing and Dissonance103
Artifacts of Technology.....104
Experimental Attunements104
Archaic Attunements.....105
Djinn (Archaic).....105
Lilim (Archaic)105
Shedim (Archaic)105
 Distinctions106
 Higher Distinctions.....106
 Relations.....106
 Basic Rites106
 Expanded Rites106
 Chance of Invocation106
 Invocation Modifiers106

VAPULA IN DETAIL.....107
 Names, Appearance, and Manner107
 The Word of Technology.....107
 History.....108
The Age of Unreason109
The Great Experimenter's Beautiful Daughter110
 Rumors111
 Personality and Outlook112
 Politics113
Vapula and the Archangel of Purity115

ABOUT *IN NOMINE*

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Mirror, Mirror116
 Variations on a Theme.....118

THE LATHES OF HELL.....119
Lab 11119
Vapula's Tethers.....120
Sample Tether: Merit Systems, Inc......120

ENGINEERING THE INFERNAL AGE:
SERVITORS OF VAPULA121
 Organization122
 Special Tricks125
 Bands125
Word-bound Servitors126
 Jobs128
Extreme Climates.....128
More Than is Dream'd of In Your Laboratory128
 Special Research Groups130
Free Lilim in Service to Technology.....130
 Dealing with Outsiders131
 Dealing with the Game.....131
Forms of Address131
Sample Servitor: Azod132
Sample Servitor: Memmutar133

ADVENTURE SEEDS.....134

SEEDS OF SECRETS.....134
 The Lasagna of the Damned.....134
 Revelations Galore135

SEEDS OF DRUGS136
 For the Children.....136
 Falls a Creationer137
 It's the Government!137

SEEDS OF GREED137
 The Debt Collectors.....137
 Mammon for President!.....138

SEEDS OF THEFT138
 Going down?138
 Bad Publicity139

SEEDS OF TECHNOLOGY140
 Indiana Rat and the Gerbils of Doom....140
 Till Death do us Part141
Mr. Squeak, the Super-Hamster141

INDEX.....143





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 Balsegraph 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 preeminent.

The Cabal of Night has shown me the true face of Hell. I have learned so much from them. As I prove myself to them, they teach me more and more – and their rituals always work. One day I will stand among the Stars, draped in blood, the final secrets revealed to me.

– Anton Mournfield, Acolyte of the Night

On Earth, the Cabal actively seeks (or makes) sorcerers, encouraging them to recruit followers and establish hidden bases of power. The Masters involved in the corporeal ceremonies are typically Shedim or demons using the Song of Possession. Those Diabolicals in turn receive their orders in their own ceremonies in Hell, with an ever-narrowing circle of faithful leading into the core, and Alaemon.

The Cabal of Night most easily flourishes where fear and paranoia ring most true. Nightmares, while difficult

to infiltrate, are the Cabal's specialty – and most ethereal operations performed for Alaemon come from this society. The Cabal also works in the most dangerous of settings for Alaemite operations – Belial's organization and Saminga's killing fields.

As for who the Cabal actually worships . . . well, each circle would have a different answer to that question. The real answer is Alaemon, of course. Or so it seems.



SERVITORS OF GEBBELETH

Gebbeleth held the Word of Secrets for a very long time, and had built up a powerful, secretive organization. His Dukes and Marquises were highly organized, and well accustomed to operating under their own discretion, for their Prince would vanish for years at a time. When he disappeared in 1600 B.C., that organization just continued business as usual. Eventually, things had changed far beyond what Gebbeleth's nobility could adapt to, and they formed the Lodge of Gebbeleth (p. 20) to perpetuate the myth of Gebbeleth's activity. More and more Servitors of Secrets were defecting – finding patrons with Princes capable of granting attunements and sponsoring Words. But the Gebbelites held the most precious secret of them all – Gebbeleth was still alive. Their Rites still worked.

When Alaemon became the new Prince of Secrets, he began absorbing as much of the old hierarchy as possible. Some Gebbelites turned to him completely, accepting his attunements and Rites. Others were subverted as Alaemon took over the Lodge of Gebbeleth.

Others – those in power, especially – held themselves more aloof. They were certain their loyalty

would be rewarded when Gebbeleth returned to crush the upstart. Alaemon worked against them and with them in tandem, infiltrating their small cabals. Many were recruited – or destroyed. Or betrayed to others . . .

Recently, Gebbeleth's Rites have stopped working, leaving his powerful former Servitors in a precarious position. There seems to be only one game in town, but the secret of Gebbeleth's end is not known, even to them. Some few still hold out with ancient attunements and Distinctions. Known to be among these luminaries are Rumjal, the Balsraph Demon of Blackmail (whom Alaemon tried to unseat with Hamet, the Demon of Private Shame), and Hivvah, Impudite Count of Ancient Lore and the Demon of Eavesdropping.

Alaemon will only truly accept a former Servitor of Gebbeleth (as much as he does any of his Servitors) if the Gebbelite fully goes over to him. In that process, Alaemon expunges all of Gebbeleth's Distinctions and attunements, replacing them with his own (or not), though of course Word-Bound



WAR ENDS, DRUGS WIN



There has always been a token fight against drug addiction for various reasons – as far back as 1875, when laws were passed to outlaw the smoking of opium in opium dens – but it didn't come to a head until cocaine became a significant problem among the middle and upper classes during the 1970s and 1980s. At the same time, the invention of crack, sold amazingly cheaply, brought cocaine to the poorer inner cities across the globe in epidemic proportions. Cocaine quickly became the main export of Bolivia, Columbia and Peru. The War on Drugs

was formally declared in the United States on September 5th, 1989.

Fleurity both supports *and* obstructs the War on Drugs, carefully posting his demons on both sides of the fence. On the one hand, he wants to continue enforcing it, since among the inner city poor, it creates a condition that keeps the population in thrall to drugs and those who deal them, especially in the overcrowded prisons. Keeping drugs illegal also ensures that those who use them suffer the constant threat of *punishment*, of one kind or another. On the other hand, Fleurity wouldn't want drugs to become *too* difficult to obtain. He is carefully seeding hospitals, courthouses, and police precincts with drug war opponents and legalization aficionados. On the front lines, the War on Drugs creates its own opposition.

Legalize Drugs?

The War on Drugs is a disaster for Heaven. It has cost millions of dollars to run, failed in its original objective to cease the flow of drugs, and has incarcerated hundreds of thousands of poor, human users. Worse, it has become less a legal issue and more a political platform from which politicians can grandstand on behalf of both Good and Evil.

Do the risks of legalizing drugs justify the benefits? Opinions in Heaven vary wildly, with no side seeing eye-to-eye. While the liberal angels, such as those of Creation and Flowers, are firmly in favor of legalization, the more conservative Archangels, notably Dominic and Laurence, believe that the War on Drugs should become a real war with bigger guns. The argument is not constrained to Heaven, either. There are Demon Princes, especially the rulers of Shal-Mari, who are just as fond of legalization as their Heavenly counterparts, and there those who oppose legalization just as vehemently – especially Asmodeus, who enjoys the Game that the labyrinthine body of drug laws poses to those unfortunate enough to be caught in it.

Both sides agree on one point: changes need to be made to weaken Fleurity's grip on the drug trade, but neither can quite decide *how*. The War on Drugs, being a human endeavor run by human beings, is unpredictable. No one is able to predict which outcome would lead to the maximum benefits for their side.

JOBS

Common jobs that Technology sponsors can take a demon to any of the three planes. Research and testing need to be done in the corporeal and ethereal, as well as in Tartarus itself. Equally, operational projects may need to be set up in different realms. Demons are also sent to support Servitors of other Princes who have been issued infernal technology (to make sure that it is used correctly, or has a competent mechanic on hand if it should break down). In practice, all the departments within Tartarus

can send demons virtually anywhere, if only to keep an eye on what other projects and departments are up to.

Celestial Jobs

The laboratories in Tartarus are a hive of activity, the nerve center of Technology research efforts. As well as pure research and development, demons in Tartarus are responsible for the output of the factories, which churn out minor relics. The Principality is responsible for producing most of the relics in Hell – and the production facilities must never be allowed to grind to a halt.

EXTREME CLIMATES

It is not enough to carry out research in the known environments of Tartarus and the various established laboratories available on Earth. Vapula also maintains laboratories in “extreme climates.” These include research facilities in the oddest surroundings Hell has to offer (disguised if necessary to pacify a Luddite local Prince) as well as in the Arctic, at altitude, and in orbit on the corporeal realm. However, the most infamous institute amongst Technologists is the semi-mythical Lab 26, said to be located out in the Far Marches.

Vapula once had an outpost in the Near Marches, with Beleth’s co-operation, but the Princess of Nightmares ordered his demons out after a fascinating study into whether dreamscapes could be *destroyed* got a little out of hand. Since then, Technologists in Beleth’s Dark Marches may expect to be closely monitored, which places an unacceptable restriction on the pursuit of pure science! Fortunately, forays into the Far Marches had suggested a potential backup . . . And out in the Far Marches, a vast and edgeless realm, no other Superior would disrupt the Work, even in the unlikely event that they found out about it.

More Than is Dream’d of in Your Laboratory

The Domain in which Lab 26 is buried was once a harbor of dark fairy tales ruled by the Ice Queen, a silent tyrant who stole the ability to love from the dreams of children. Since Mahuya, the Balsraph who later became Laboratory Director, slew the Ice Queen and usurped her, the Domain has been in flux. It is a fairytale realm of nightmares, taken over by demons – the realm has been infected by Technology, and vice versa.

Forests are now part bark, and part metallic or robotic. The monsters within them have syringes instead of


fangs, and jet-packs instead of wings. Effluent and corrosives swirl in the dark lakes, which boil with their own fury. Concerned for their own safety, the demons mainly stay within the great castle – a pincushion of crazy turrets, aerials, flying buttresses, receiving dishes, and chromed armor plating – and its dungeon complex, now surrounded by high hedges where heavy roses grow on barbed wire stems, bleeding acid when they are plucked.


Mahuya is rarely seen, and the great Gothic archways and corridors of the laboratory ring with the distant footsteps of demons scurrying away from their experiments to take part in the bizarre, ornate rituals which their director demands. It is suspected that the castle itself is alive, and that Mahuya is *becoming* the Domain, being forced by the Far Marches to replace the queen in more ways than one.

Projects carried out in Vapula’s name involve capturing ethereals for experimentation, and human dream and memory alteration. Special guest seminars by willing ethereals (such as Hephaestus, or Hermes Trismegistus) are occasionally arranged. The lab is also a place where captives may be safely kept, and researchers who are in trouble with the Game may experiment in peace. Demons who work there rarely leave. Many see themselves as an intellectual elite who have abandoned their “homeland” for the glories of research. Increasingly, they find themselves falling into familiar fairytale personalities: psychotic knights, incestuous royalty, monsters, dark heroes, wicked stepmothers. The Domain itself may have the final victory.

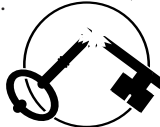
While other Superiors may suspect that Vapula capitulated too easily to Beleth’s demands that he vacate the Near Marches, none of them yet have proof of Lab 26. If they did, many of them would want it closed down on principle.


INDEX


Acid Flashback attunement, 27.
Acquisition, the, 53, 66-67.
Adventure seeds, 134-142.
Age of Reason, 109.
Alaemon, Prince of Secrets, 5-24, 33, 56, 134-136.
Alchemy, Demon of, 108.
Alcohol, 31; *Word of*, 31, 34, 35.
Allamas, Demon of Loot, Impudite of Greed, 87.
Amsterdam, 31.
Andrealphus, Prince of Lust, 13, 24, 28, 33, 34, 38, 45, 56, 80, 114.
Archaic Band attunements, 105.
Arkwright, Richard, 108.
Art of the Deal attunement, 49.
Artifacts, *creating*, 125; *living*, 122; *of Technology*, 104.
Artificial Intelligence, 110, 125.
Asmodeus, Prince of the Game, 10, 13, 22, 30, 34, 44, 51, 52, 56, 61, 67, 71, 76, 77, 79, 80-81, 89, 90, 96, 98, 111, 114.
Assayers' Guild, 67.
Azod, Demon of Field Testing, Djinn Duke of Technology, 126, 129, 132.
Baal, Prince of the War, 14, 34, 40, 48, 51, 56, 71, 79, 80, 81, 89, 110, 114.
Bad Trip attunement, 27.
Balsraphs, *of Drugs*, 26, 41; *of Greed*, 48, 64; *of Secrets*, 6, 18; *of Technology*, 102-103, 125-126; *of Theft*, 71, 91-92.
Band Attunements, *of Drugs*, 26-27; *of Greed*, 48-49; *of Secrets*, 6-7; *of Technology*, 102-103, 105; *of Theft*, 71-72.
Bank of Hell, the, 52, 53, 54, 55, 61, 63.
Barbiturates, 41.
Baron of 
 Buccaneers Distinction, 73.
Baron of El Dorado Distinction, 28.
Baron of Good Trips Distinction, 28.
Baron of Gremlins Distinction, 106.
Baron of the Vault Distinction, 8.
Beartador, Demon of Steam, Balsraph Inspector (of Technology), 126.
Beleth, Princess of Nightmares, 13, 14, 34, 56, 81, 95, 99, 114, 128.
Beleth's Tower, 96.
Belial, Prince of Fire, 13, 14, 21, 34, 57, 80, 81, 114.
Bhopal, India, 114.
Bias, Len, 35.
Bible, the, 52.
Black Bart, 78.
Black Crescent, the, 22.
Black Lotus, the, 38.
Blackmail, Demon of, 21.

Blandine, Archangel of Dreams, 15, 36, 58, 82, 99, 115.
Blandine's Tower, 96.
Bolivia, 30.
Bonniif, Demon of Reading Peoples' Diaries, Impudite of Secrets, 19. 
Boston, 86, 88.
Bribery, Demon of, 64.
Bridego Bridge, 88.
Bullring, the, 61.
Cabal of the Night, 20-21, 23.
Caffeine, *Word of*, 34.
Calabim, *of Drugs*, 27, 41; *of Greed*, 48, 64; *of Secrets*, 6, 19; *of Technology*, 103, 126; *of Theft*, 71, 92-93.
Canton port Custom House, 29.
Captain of Chemistry Distinction, 28.
Captain of Corsairs Distinction, 73.
Captain of Private Chambers Distinction, 8.
Captain of the Motherlode Distinction, 28.
Carjacking, Demon of, 91.
Carr, Demon of Missing Puzzle Pieces, Habbalite Knight of Secrets, 19, 23.
Cartel, the, 62, 67.
Cashing Out attunement, 49.
Cattle Stealing, Demon of, 91.
Chalk Outline attunement, 7.
Chemical Weaponry, Demon of, 126.
Chimera, 43, 137.
China, 26, 29.
Christopher, Archangel of Children, 33.
Church of England, 78.
Cleopatra's Needle, 78.
Cocaine, 26, 30, 31, 32, 41; *Demon of*, 42.
Columbia, 30, 31.
Conspiracy, the, 12, 16, 17-22, 24.
Covet attunement, 72.
Croesus, 52.
Crack cocaine; *see Cocaine*.
Crossbreeds, *ethereal and celestial*, 111.
Crystal methamphetamine, 34, 41.
Cuirghan, Demon of Cattle Stealing, Calabite of Theft, 91.
Cults, *of Greed*, 63.
Curse of Vapula attunement, 105.
Czar of Russia, 78.
Dagger of Bithnya, 10.
Dangerous Substances Act, 31.
Danielle, Demon of Inside Jobs, Impudite of Theft, 91.
David, Archangel of Stone, 15, 36, 58, 82, 115.
Demogorgon, Demon of Destruction, 76.
Department Head Distinction, 106.
Desoxyn, 41.
Destruction, Demon of; *see Demogorgon*.
Detroit, 38.
Dissonance conditions, *Alaemon's*, 6; *Fleurity's*, 26; *Mammon's*, 48; *Valefor's*, 71; *Vapula's*, 102, 103.
Distinctions, *of Drugs*, 28; *of Greed*, 49-50; *of Secrets*, 8-9; *of Technology*, 106; *of Theft*, 72-73.
Distract attunement, 72.
Djinn, *of Drugs*, 26, 41; *of Greed*, 48, 64; *of Secrets*, 6, 19; *of Technology*, 103, 126; *of Theft*, 71, 92.
Dominic, Archangel of Judgment, 15, 30, 36, 58, 82, 96, 115.
Dot.coms, Demon of, 64, 68-69.
Drug legalization, 30.
Drug Propaganda, Demon of, 42.
Drug Smuggling, Demon of, 42.
Drugs, previous Demons of, 29; *Prince of*; *see Fleurity*; *Word of*, 29.
Dutch Tulip bubble, 68.
Dutch Tulips, Demon of, 69.
East Village, 137.
Eavesdropping, Demon of, 21.
Elgin Marbles, 78.
Eli, Archangel of Creation, 15, 30, 33, 36, 58, 82, 116.
Elysée Palace, 74.
Escape Artist Distinction, 73.
Escape Artists, the, 96-97.
Ethereal spirits, 15, 37, 43, 60, 84, 96, 99, 117, 128, 129.
Experimental attunements, 104.
Extortion, Demon of, 91.
"Fagins"; 95.
Fallen angels, *and Alaemon*, 18; *and Fleurity*, 40; *and Mammon*, 63; *and Valefor*, 90-91; *and Vapula*, 123.
"Fences," 87.
Fences, Demon of, 91.
Fermat's Last Theorem, 86.
Field Testing, Demon of, 126, 129, 132.
First Time attunement, 27.
Fleurity, Prince of Drugs, 14, 25-46, 57, 136-137.
Foras, Demon of Mad Science, Impudite Baron of Technology, 126.
Fourth Crusade, 52.
Free Lilim, *and Alaemon*, 20; *and Mammon*, 67; *and Valefor*, 97; *and Vapula*, 130.
French Revolution, 109.
Gabriel, Archangel of Fire, 15, 36, 59, 83, 116.
Gambling Debts, Demon of, 64.
Gebbeleth, Prince of Secrets, 11, 13, 14, 15, 16, 19, 20, 21, 22, 135; *Servitors of*, 21.
Gebbelites, the, 20.
Gehenna, 16, 43.
Genetic Engineering, Demon of, 126.
Genetically-Modified Foods, Demon of, 126.
Genubath, Prince of Rapine, 75, 76-77, 84, 85, 91, 93.
Getaways, Demon of, 91.

God, 56, 107, 110, 112, 116-117.
Godless research group, the, 130.
Great Depression, 53, 69.
Great Train Robbery, 88.
Greed, *Prince of*; *see Mammon*; *Word of*, 51.
Haagenti, Prince of Gluttony, 14, 26, 28, 33, 34, 53, 57, 80, 81, 114, 134-135.
Habbalah, *of Drugs*, 27, 42; *of Greed*, 48, 64; *of Secrets*, 7, 19; *of Technology*, 103, 126-127; *of Theft*, 72, 93.
Hades, 16.
Hamet, Demon of Private Shame, Balsraph Duke of Secrets, 19, 21.
Hammu-Nergal, Demon of Extortion, Calabite of Theft, 91.
Harrison Narcotic Act, 31.
Harumaph, Demon of Opium, 42.
Head Hunters, the, 129.
Heaven, *steaking into*, 96.
Hellsworn; *see Soldiers of Hell*.
Hephaestus, 128.
Hermes Trismegistus, 128.
Heroine, 45; *Demon of*, 42, 45.
Hiroshima, 111.
Hivvah, Demon of Eavesdropping, Impudite Count of Secrets, 21.
Houses of Secrets, 16.
Identity Theft, Demon of, 91.
Imbap, Demon of Stale Bong Water, Djinn of Drugs, 46.
Impudites, *of Drugs*, 27, 43; *of Greed*, 49, 65; *of Secrets*, 7, 19; *of Technology*, 103, 127; *of Theft*, 72, 94-95.
Indentured servitude, 61.
India, 29.
Industrial Espionage, Demon of, 19.
Industrial Revolution, 109.
Industrial Zone, 119.
Infernal College of Science and Technology, 125.
Inside Jobs, Demon of, 91.
Insider Trading, Demon of, 64.
Inspector Distinction, 106.
Internet Auctions, Demon of, 64.
Invention attunement, 103.
Isabella Stewart Gardner Museum, 86, 88.
Isis, ethereal goddess, 16.
Jack Sheppard, 78, 88, 96-97.
Janus, Archangel of the Wind, 15, 36, 59, 71, 72, 75, 78, 83, 116.
Jean, Archangel of Lightning, 15, 37, 59, 83, 102, 111, 112, 116.
Jesse James, 78.
Jesus, 54.
Jews, 53.
Jezoar, Demon of Heroin, Lilim Baroness of Drugs, 42, 45.
Jonas, Demon of Fences, Djinn of Theft, 91.
Jordi, Archangel of Animals, 15, 37, 59, 83, 87, 116, 141.
Joseph's Coat of Many Colors, 74.
Judas Iscariot, 54.

Jury rigging, 125.
 Kerensky, Alexander, 78.
 Ketamine, 32.
 Khalid, Archangel of Faith, 32.
 Kidnapping, Demon of, 91.
 King Henry VIII, 78.
 King Philip IV, 78.
 Knight of Addicts Distinction, 28.
 Knight of Combustion Distinction, 106.
 Knight of Hidden Doors Distinction, 8.
 Knight of Kleptos Distinction, 72.
 Knight of Treasure Distinction, 49.
 Knights Templar, 78.
 Kobal, Prince of Dark Humor, 13, 14, 34, 57, 75, 81, 114-115.
 Kronos, Prince of Fate, 10, 14, 22, 34, 57, 71, 79, 81, 108-109, 110, 111, 115.
 Lab 11, 107, 119, 123.
 Lab 26, 128.
 Laboratory Zone, 120.
 Labyrinth, the, 12, 13, 16-17; *Word of the*, 10, 19.
Lady of Cebu, 88.
 Lanier, Demon of Industrial Espionage, Impudite Baron of Secrets, 19. 
 Lasagna of the Damned, 134-135.
 Laurence, Archangel of the Sword, 15, 30, 37, 59, 83, 116.
 Lazarrabal, a.k.a. "Johnny K," Impudite Captain of Theft, 97, 99-100, 139.
 Legion, Prince of Corruption, 111.
 Lenin, Vladimir, 78, 86.
 Lilim, *of Drugs*, 27, 42; *of Greed*, 49, 64; *of Secrets*, 7, 19; *of Technology*, 103, 127; *of Theft*, 72, 93-94.
 Lolith, Princess of Freedom, 14, 28, 33, 35, 57, 74, 75, 78, 80, 81, 83, 110, 111, 115.
 Limbo, 11.
 Litheroy, Archangel of Revelation, 6, 9, 10, 11, 12, 13, 135-136.
 Litheroy's Abbey, 16.
 Locksmithing attunement, 8.
 Lodge of Gebbeleth, 20, 21, 135-136.
 Loot, Demon of, 87.
 Looting, Demon of, 77, 91.
 LSD, 42.
 Lucifer, 10, 11, 12, 19, 23, 26, 46, 51, 52, 55, 56, 71, 75, 76-77, 102, 108, 109, 111, 112-113.
 Lucifer's Document Shredder attunement, 8.
 "Lucky" Luciano, 86.
 Mad Science, Demon of, 126.
 "Magpies"; *see Servitors of Valefor*.
 Mahuya, Baleraph of Technology, 128.
 Malphas, Prince of Factions, 10, 13, 14, 35, 53, 57, 82, 115.

Mammon, Prince of Greed, 14, 35, 47-69, 78, 87, 137-138.
 Marc, Archangel of Trade, 15, 37, 59, 83, 116.
 Marches, the, 43, 65, 95, 99, 128, 129.
 Marianna, Lilim of Secrets, 24.
 Mariel, Princess of Oblivion, 11, 19.
 Marijuana Tax Act, 31.
 Marijuana, 31, 43.
 Masons, 20.
 Medical Corps, the, 129.
 Memmutar, Baleraph of Technology, 133.
 Mengele, Josef, 99.
 Merit Systems, Inc., 120.
 Meserach, Prince of Sloth, 26.
 Messiah Project, the, 111.
 Messianic traditions, 111.
 Michael, Archangel of War, 12, 15, 37, 59, 83, 116.
 Ming-Soo Wing, a.k.a. "Jessica Wong," Soldier of Theft, 100.
 Minor Superiors, 4.
 Miranda, Artificial Intelligence, 110.
 Misers, Demon of, 64.
 Missing Puzzle Pieces, Demon of, 19, 23.
 Mokariel, Demon of Strong-Arm Robbery, 78.
 Molly, Demon of Gambling Debts, Lilim Captain of Greed, 64.
 Mona Lisa, 86.
 Monastery of Masks, 16-17.
 Morphine, 29.
 Mr. Squeak, Super-Hamster, 141.
 Mulciber, 54.
 Mulciber's; *see Bank of Hell*.
 Nagasaki, 111.
 Naharai, Demon of Cocaine, 42.
 Napoleon, 109.
 National Security Agency, 120.
 Nazis, 73, 99.
 Needles, Demon of, 42.
 Newgate Prison, 88.
 Nickel Baggies, Demon of, 42.
 Nostradamus, 71, 75, 76, 78.
 Notaries, 52, 67.
 Notre Dame, 109.
 Novalis, Archangel of Flowers, 15, 30, 33, 37, 59, 83, 116.
 Nuclear Warheads, Demon of, 126.
 Nybbas, Prince of the Media, 14, 22, 26, 33, 35, 58, 74, 78, 82, 102, 111, 113, 115.
 "Nybbas Computer," 102.
 OD attunement, 28.
 Only the Best attunement, 49.
 Opium Wars, 29.
 Opium, 29, 30; *Demon of*, 42.
 Order of the Rose, 20, 23.
 Palazzo Furto, the, 85-87, 93, 95.
 Passage attunement, 72.
 PCP, 42.
 Perdition, 43, 113.
 Perpetual Motion, Demon of, 126.
 Peru, 30.
 Peyote, 32.
 Pickpockets, Demon of, 91.
 Pillage, Demon of, 77.
 Plagiarism, Demon of, 91.
 Plunder, Demon of, 91.
 Pollution, Demon of, 126.
 Private Shame, Demon of, 19, 21.
 Prohibition, 31.
 Prozac, 26, 31, 32. 
 Pure Food and Drug Act, 31.
 Racetrack, the, 87, 93.
 Raiding, Demon of, 91.
 Raphael, Archangel of Knowledge, 11, 111.
 Rapine, Word of, 76-77.
 Reading Peoples' Diaries, Demon of, 19.
 Reanimation attunement, 105.
 Reason, Cult of, 109.
 Revolution, the, 22, 24.
 Ritalin, 32.
 Rites, *of Drugs*, 28; *of Greed*, 50; *of Secrets*, 9; *of Technology*, 106; *of Theft*, 73.
 Rocket Science, Demon of, 126.
 Rohypnol, 32.
 Rosettes, the, 20.
 Rumjal, Demon of Blackmail, Baleraph of Secrets, 21.
 Saminga, Prince of Death, 13, 14, 21, 26, 28, 33, 35, 44, 58, 79, 80, 82, 90, 114, 115.
 San Diego, 99.
 San Francisco, 81, 100.
 Santa Claus, 48.
 Schubert's "Unfinished Symphony," 86.
 Score attunement, 28.
 Screensavers, Demon of, 126.
 Seal of the Confessional attunement, 8.
 Secret Songs, *Alaemon's*, 7; *Fleurity's*, 26; *Mammon's*, 48; *Valefor's*, 21; *Vapula's*, 102.
 Secrets, *Prince of*; *see Alaemon and Gebbeleth*; *Word of*, 9.
 Servitor Attunements, *of Drugs*, 27-28; *of Greed*, 49; *of Secrets*, 7-8; *of Technology*, 103-106; *of Theft*, 72.
 Servitors, *of Alaemon*, 17-24; *of Gebbeleth*, 21; *of Fleurity*, 39-46; *of Mammon*, 62-69; *of Valefor*, 89-100; *of Vapula*, 121-133.
 Shal-Mari, 16, 38, 43, 52, 55, 61, 62, 65, 66, 67.
 Shedim, *of Drugs*, 27, 42; *of Greed*, 49, 65; *of Secrets*, 7, 19; *of Technology*, 103, 127; *of Theft*, 72, 94.
 Shepherd Distinction, 73.
 Shepherds, the, 91, 96, 97-98, 138-139.
 Simon Magus, 54.
 Soldiers of God, 16, 37, 60, 117.
 Soldiers of Hell, 16, 37, 59, 84, 117.
 Songs, *Secret*; *see Secret Songs*.
 Sorcerers, 16, 37, 59, 84, 117, 124.

Soul Yards, the, 95, 120.
 Souls, *as property*, 55, 61; *in Tartarus*, 120-121; *Right of Contract*, 52.
 South Sea bubble, 68.
 Spanish Armada, 71.
 Sphinx, 60.
 Spinning machine, 108.
 Stale Bong Water, Demon of, 46.
 Steam, Demon of, 126.
 Strong-Arm Robbery, Demon of, 78.
 Stunt Piloting, Demon of, 91.
 Stygia, 16, 76, 85-87.
 Styliotes, the, 129.
 Styx, 109.
 Superiors, *Minor*, 4.
 Swipe attunement, 72.
 Switching Superiors, *from Alaemon*, 18; *from Valefor*, 90; *from Vapula*, 123.
 Syrach, Impudite of Greed, 69.
 Tartarus, 109, 110, 111, 114, 119-121, 129.
 Technobabble attunement, 105.
 Technology, *Prince of*; *see Vapula*; *Word of*, 107.
 Technophilia attunement, 105.
 Tesla, Nikola, 71, 73.
 Tethers, *of Theft*, 88; *of Technology*, 120.
 The Game, 61, 73, 98; *and Alaemon*, 22; *and Fleurity*, 44; *and Mammon*, 67; *and Valefor*, 98; *and Vapula*, 131.
 Theft, *Prince of*; *see Valefor*; *Word of*, 75-76.
 Thirty Pieces of Silver, the, 54.
 Thorazine, 32.
 Tobacco, 26; *Word of*, 34.
 Trophy Room, the, 86-87.
 Undead, 117.
 Uriel, Archangel of Purity, 15, 84, 115.
 Valefor, Prince of Theft, 13, 14, 23, 35, 53, 58, 70-100, 114, 115, 138-140.
 Valium, 26, 31.
 Vapula, Prince of Technology, 13, 14, 33, 35, 58, 82, 101-133, 139, 140-142.
 VirusWars, 130-131.
 Wall Street, 53.
 War on Drugs, 26, 30, 31, 44, 137.
 White Rabbit, the, 38.
 Witch hunts, 53, 65. 
 Word of Power attunement, 106.
 World War I, 78.
 World War II, 73, 99.
 Ypres (Belgium), 120.
 Yves, Archangel of Destiny, 15, 37, 59, 71, 75, 76, 83, 116.
 Zobos, Demon of Dot.coms, Habbalite Knight of Greed, 64, 68-69.
 Zurich, 61.

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