

IN NOMINE™

# III THE WERCEES™

REVELATIONS II



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1992

STEVE JACKSON GAMES

IN NOMINE REVELATIONS II, THE WERCEES

STEVE JACKSON GAMES

IN NOMINE

The  
MARCHES

Revelations II



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# MENUNIM

## MESSENGERS OF HOPE

*The man on the bus was deep in thought. It's no use. Dad will never understand who I really am. There's just no point in talking to him about it. Next to him, a fellow passenger sat and read the paper, apparently taking no notice of the sad, silent man to his left.*

*I never thought I would lose Dad this way – to just have him leave my life. But I know better than to talk sense to him. It's no use. The man sighed. The passenger next to him turned a page of his newspaper. The rustling sound it made suddenly made the man think of birds . . . of a day when he – then just a boy – and his father unexpectedly saw a sleek falcon land on a nearby rock. It was a pleasant memory.*

*Maybe, the man thought, maybe he loves me enough to listen just one more time.*

Still waters run deep. The Menunim are the most subtle and silent of all the Host, and yet their faith, optimism and open-mindedness are renowned. They avoid speaking to humans when they can, since they wish to avoid even the slightest dissonance in the Symphony. The Menunim trust humans to do the right thing – they just think that sometimes mortals need a little push to get them going.

## RESONANCE

Menunim are charged with instilling hope in mortals who need it. They do not seek to do so through clumsy methods such as conversation or camaraderie. Instead, the Menunim drift silently from person to person, favoring crowds and public transport, instinctively seeking out those who are in despair and mentally giving them the hope they need. They do this without speaking a word.

Menunim generally believe that humans possess free will, and that a human must chart his own course toward his Destiny. But they also believe that the universe is basically good, and that humans are naturally inclined toward their Destiny rather than their Fate. In turn, they believe that is they who are the expression of that natural, universal inclination: the innate goodness of the universe manifests itself as Menunim, embodiments of a principle, and it is their inborn responsibility to give humans the hope they need to move upward and onward.



brooding, anxiety – perpetuates itself. At her very heart she is still the divine messenger – but words have failed her, and actions are all that she has left to convey what she must communicate.

## TETHERS

At one time when she performed the service of divine messenger she was herself a divine Tether, mobile and sentient in service to the Name, able to return to Heaven

easily wherever she went. After she went into exile from Heaven, however, Gabriel discovered that she had inadvertently made several Tethers by her very presence – among these are the Dome of the Rock in Jerusalem (which has since fallen to Belial and Malphas) and a certain field near Bethlehem (which has since been lost and not yet relocated). Because she does not travel to Heaven much, Gabriel is connected with only a few Tethers that are still in her purview. One of these Tethers is Mount Pele in the highly volcanic island chain of Hawaii, which

### A SAMPLE TETHER: ST. IGNATIUS' ORPHANAGE

#### *Manhattan, New York City*

Located in the heart of the Chelsea district in Manhattan, the old Orphanage is one of those buildings that has faded into the urban landscape, forgotten by developers and zoning officials. In fact, it is likely to remain that way for some time.

Once it was a blossoming children's mission, giving care to the city's homeless children for years before losing its charter. The orphanage was forced to close, to cede to the then-new foster-care system, and since then it has been an empty hulk, boarded up and deserted.

Until five years ago, no one, not even the squatters who would normally love such a haven, passed beneath the gargoyle-encrusted archway and no one climbed the brownstone facade to break through the non-boarded windows. Five years ago, Galuriel came to the orphanage. A Cherub of Fire, she sensed that something was definitely wrong about the place. Working with a few angels of Gabriel, she began to right the many injustices in the closing and in the former administration of the orphanage. Taking on the role of Sally Gayle, investigative reporter, she got the necessary court documents, reports from the news morgue and the testimony of a number of street informants to properly prosecute and pursue justice. The crowning evidence came from several people who had lived in the orphanage, who came forward after years of silence to speak about their time there.

It was discovered that the orphanage had long been a place of abject cruelty, child abuse and molestation. Names of several key administrators were bandied about, while a few volunteer workers were kept in the clear by orphans who testified that the gentle volunteers were the only reason they were alive today. A grand jury issued indictments for the

top three administrators of the place, even though they were now much older.

Human justice wasn't enough for Galuriel, however. The administrators hired top lawyers who were able to destroy the prosecution's very old case, and they walked. And soon, very soon, one by one (in a series of deaths that some of the newspapers thought might be gang- or Mafia-related) the administrators met their deaths. One fell from a subway platform and incinerated on the third rail before being decapitated by an oncoming train. Another was burned in an apartment fire while trying to escape via the elevator – miraculously, nobody else in the building was hurt. The third was in a terrible accident in the Holland Tunnel, when a gasoline tanker truck overturned after a tire blowout, and he and his car were consumed instantly.

After that, there was talk of reopening the orphanage. Sally Gayle was able to put together a loosely knit alliance of local businesses, city officials and the Department of Youth and Family Services, to put together a foster daycare center in the old hulk. Now Sally uses the daycare as a means of tracking down child-abuse cases in the city and, if they do not bring themselves to change, bring them to justice.

The only truly holy part of the building is an old makeshift chapel on the topmost floor, which is blocked off from the rest of the building and can only be gotten to via a hidden stairway. This is the spot someone using the Tether would arrive at; the other end stretches up to the Eternal City, one of the very few of Gabriel's Tethers that does. Gabriel herself has visited this Tether before, and pronounced its work just and right, departing quickly thereafter to attend a four-alarm fire in the Bronx.

Then again, someplace in New York is always burning.

## DREAM-SHAPING

The ethereal realm is made up of the stuff of dreams. It is a place of thought and imagination, where the power of someone's mind can influence the world around them. People in a dreamscape or domain can use the power of their Wills and the Songs of Dreams (along with some attunements and distinctions) to influence and shape events in the dream-  
scape. An individual human dreamscape is far easier to influence than the domains of powerful and willful beings like the pagan gods or the celestial Superiors, who take a dim view of intruders.

A dreamer can alter the events or contents of a dreamworld with a successful Will roll.

The check digit of the roll determines how dramatic a change the character can make to the dream (see *Dream-Shaping Results*, p. 85).

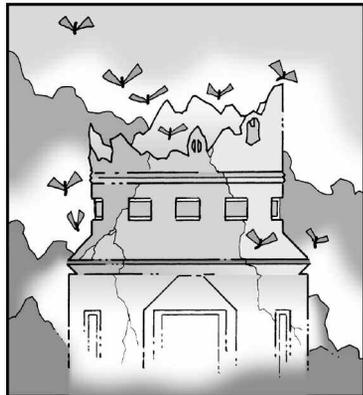
If the alterations of one character are opposed by another, the Will roll becomes a Contest of Will to see which side's efforts are successful. The Dreaming skill can be used in place of a Will roll in the user's own dreamscape; the dreamworlds of lucid dreamers are difficult to alter without their permission.

### *Songs of Dreams in Dream-Shaping*

The Corporeal Song of Dreams simply allows the person using the Song to step into someone else's dreamscape.

The Ethereal Song of Dreams allows the performer to affect another dreamer's skill rolls within the domain. Victims can resist the first use of the Song against them with a Will roll; success ejects the intruder from the dreamscape or domain, requiring them to reenter if they wish to try and influence the subject again. This Song can also be used against intruders in a dreamworld or domain. In this case, successful resistance means that the Song cannot affect the intruder for a number of minutes equal to the check digit of the resistance roll.

The Celestial Song of Dreams allows the performer to more easily shape the stuff of the ethereal realm to his Will. The check digit of a successfully performed Song is added to the performer's next Will or Dreaming roll to shape the outcome or events of the dreamscape with which he is interfering.



## DREAM-SHAPING RESULTS

- 1....Make a minor change to the environment: light to dark, hot to cold, cloudy to sunny, etc.
- 2....Alter a single object of about 15 lbs. weight or a meter in size. The object can be transformed from anything to anything: a branch into a gun, a staff into a snake, or a rock into a pile of dust.
- 3....Alter the appearance of your dream-self into any roughly humanoid form you desire.
- 4....Transform larger items and dream-images of living beings (but not actual dreamers, spirits or other spirits within a dream). You can turn a dream-elephant into a mouse or a tree into a car.
- 5....Cause subjective time in the dreamworld to alter, moving up to twice as fast or half as fast as before. This affects everyone in the dreamworld, making the dream happen faster or slower than normal. You can also radically alter the environment of the current dream: making it snow in a dream of a summer's day, for example.
- 6....End the current dream and begin a completely new one of your own design. You may have to make other Dream-Shaping rolls to keep the dream going where you want it to. You can force a dreamer to move from Blandine's realm to Beleth's or vice versa, switching between dream and nightmare.

A higher check digit can also accomplish any of the lower results, if that is all that is desired. A dream alteration generally lasts for the rest of the dream unless someone else uses Dream-Shaping to change things again.

Using the Songs of Dreams requires the use of Essence, of course, and so creates a minor disturbance in the Symphony. Usually this is muffled by the borders between domains in the Marches, enough so that most interference in a human dreamscape will not be detected.

Most dream-shapers prefer to use pure Will to try and alter a dreamscape first, since it causes less of a disturbance, and *then* resort to Songs. Dream Soldiers are particularly careful about using Songs, since their normal Will causes no disturbance in the Symphony but expending Essence can draw the attention of celestials and ethereal spirits much more powerful than they are.

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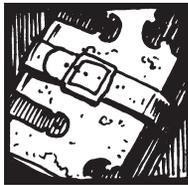


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