

IN NOMINE™



LIBER
CASTELLORUM



THE BOOK OF TETHERS



STEVE JACKSON GAMES

“So the people shouted and the trumpets were blown. As soon as the people heard the sound of the trumpet, the people raised a great shout, and the wall fell down flat . . .”

(Joshua 6:20)



. . . But you don't want that to happen to *your* strongholds in the War between Heaven and Hell. In the *Liber Castellorum* (Book of Tethers) discover how Tethers – the celestial outposts on Earth – form, grow and die. Learn how to protect your Tethers from attack, and how to undermine the fortresses of your enemies. From the halls of Notre Dame to the House of the Morning Star, Tethers are everywhere.

The *Liber Castellorum* contains Tethers for all the major Superiors, worldwide, including examples that can fit into any campaign. It also includes guidelines for creating Tethers, staffing them, protecting them, handling them in play . . . and destroying them. If your celestials dream of becoming Seneschals, or just need to work off some dissonance, the *Liber Castellorum* will provide inspiration, plots and settings.

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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.

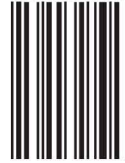


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THEORY AND PRACTICE OF TETHERS

BY GENEVIEVE R. COGMAN, ELIZABETH MCCOY AND WALTER MILLIKEN

The Duties of Seneschals 5
 The Tactics of Tethers 5
 The Lifeblood of Gods 6
Tether Terminology 7

WHAT IS A TETHER? 7
 Anatomy of a Tether 7
Tethers and Disturbance 8
 Tethers in Operation 8

LIFE CYCLE OF A TETHER 8
Tethers for Lesser Word-bound 9
Orphaned Tethers 10

SPECIAL TYPES OF TETHERS 12
 PROPERTIES OF TETHERS 13
Micro-Tethers 13

Ethereal to Celestial Tethers 14
Sapient Tethers 15

TETHER FEATURES 16
 Positive Features 16
Example of Tether Creation 17
 Negative Features 18
Detecting Tethers 19
A Wild Tether Captured 20

SPECIAL SITUATIONS 20
 Tethers and Dissonance 21
Quickie Tethers 22
 Ascending/Descending Tethers .. 22
Tether Design Checklist 23
 Unstable Tethers 23

NEW RESOURCES 24
 The Seneschal's Tether-bond 24
 Songs 25
 Discord 26
Cherub Discords 26



THE SENESCHAL 28
 BY GENEVIEVE R. COGMAN AND DAVID EDELSTEIN

APPOINTING A SENESCHAL 29
 Seneschal Types 29
Ethereal Seneschals 30
 Choirs and Bands of Seneschals ... 30

THE POWERS OF A SENESCHAL 33
 Attuned 33
 Word-Bound 33
Multiple Seneschals 33
Player Character Seneschals 33

SENESCHALS IN PERIL 35
 Tether Damage and Destruction ... 35
 Outcasts and Renegades 36
 Falling or Redeeming 36
 Trauma 36
 Death 37
 Orphaned Tethers 37
 Seneschals and Discord 37

CONSECRATED GROUND 38
 BY GENEVIEVE R. COGMAN

RESOURCES OF A TETHER 39
 Inanimate Defenses 42
 Soldiers, Servants and Spirits ... 46
Descent to Positions 46
Common Songs for Tether Guards .. 47
Typical Defenders 48
 The Light of Heaven 51

THE OTHER END 51
 PUTTING IT ALL TOGETHER 55

TETHERS IN THE CAMPAIGN

BY GENEVIEVE R. COGMAN, ELIZABETH MCCOY AND WALTER MILLIKEN

CAMPAIGN EFFECTS OF TETHERS 57
 Using Tethers in the Campaign ... 57
 Tether Abuses in the Campaign 59
Tethers and the War 60
 Tethers and Superiors 60

FREQUENCY AND PLACEMENT 61
Capital Tethers 62
 PCs, Politics and Tethers 62
Reaction Rolls for Tether Staff 63
 Friendly Tethers 63
 Neutral Tethers 63
 Hostile Tethers 64
 The Other Side 65

STAFF PLAYER CHARACTERS	65
The Tether-based Campaign	66
Seneschals	66
Creating Tethers	67
Tethers in Other Languages	68
TETHERS AS A GM TOOL.....	68
ATMOSPHERE	70



CASTELLA MUNDI	71
FORTRESSES OF THE WORLD	
BY MARK ALLEN, R. SEAN BORGSTROM, JAMES CMABIAS, GENEVIEVE R. COGMAN, ALAIN H. DAWSON, EMILY DRESNER, DAVID EDELSTEIN, SCOTT HARING, JOHN KARAKASH, ELIZABETH MCCOY	

BLANDINE	73
DAVID	74
DOMINIC	75
ELI	77
GABRIEL	78
JANUS	79
JEAN	80
JORDI	81
LAURENCE	83
MARC	84
MICHAEL	85
NOVALIS	87
YVES	88
ANDREALPHUS	89
ASMODEUS	91
BAAL	92
BELETH	93
BELIAL	95
HAAGENTI	96
KOBAL	97
KRONOS	99
LILITH	101
MALPHAS	102

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NYBBAS	104
SAMINGA	106
VALEFOR	107
VAPULA.....	109
NOTRE DAME DE PARIS	111
THE HOUSE OF THE MORNING STAR	113
ETHEREAL TETHERS	115
Dead Tether	115
Dying Tether	116
Small Tether	116
ADVENTURE SEEDS	117
BY R. SEAN BORGSTROM, GENEVIEVE R. COGMAN, ALAIN H. DAWSON AND EMILY DRESNER	
ASYLUM	118

Conflict	118
The Plot	120
Side Plots	120
Outcome	120
THERE, BUT FOR THE GRACE OF GOD	121
THE TETHER OF LIGHT	123
NOTHING EVER HAPPENS HERE	124
PLAGUE PIT	125
Introduction	125
Reviewing the Situation	125
Sequence of Events	126
Roll Call	126
INDEX	127

TETHER TERMINOLOGY

Affinity – the degree to which a Tether-forming event is concerned with a particular Word (or ethereal god). The GM should have a good idea of which Words a newly formed Tether would have affinity for, based on its origin, and should also be able to decide what subsequent actions might affect affinity, if a Tether is being fought over.

Compatible – a Tether is said to be compatible with a Word (or ethereal god) if it has a substantial affinity for it.

Domain – shorthand for a Cathedral, Principality or Ethereal Domain; a place belonging to a particular Superior, ethereal god or ethereal pantheon.

“Down” – slang for the direction to the corporeal from the celestial. Angels also use it to refer to Hell, relative to Heaven, and will, confusingly, use “down” as the direction from Earth to Hell.

Flow – short for “Essence flow,” the amount of Essence that a Tether normally delivers to the linked Word.

Link – A stable Tether is said to be linked to the Word of the Superior who stabilized it. For ethereal gods, the link is to the god himself.

Locus – the physical extent of the Tether at its endpoints; inside the locus, all of a Tether’s capabilities are accessible or active, while outside the locus everything is normal. The **upper locus** is in the ethereal or celestial realms. The **lower locus** is usually in the corporeal realm, and is defined by the trigger event. Sometimes a locus is also called a *terminus*.

Stable – a Tether is stable if a specific Superior has invested Forces in it; the converse is *unstable* or “wild.”

Tame – slang for “stable.”

Trigger – the event that caused the formation of a Tether.

Unstable – an unstable Tether is one whose upper locus has not been permanently anchored in a Superior’s Domain.

“Up” – slang for the direction from the corporeal to the celestial realms (both Heaven and Hell); angels also refer to Heaven as being “up” from Hell.

Wild – common slang for “unstable.”

WHAT IS A TETHER?

According to angelic history, the first Tethers appeared shortly after the Symphony formed the basic elements of the corporeal realm. The ever-restless Gabriel found she could dive into the newly ignited Sun. David discovered a route through the greatest of mountains on the early planets. Janus explored connections between the currents of Heaven and the chaotic storms of Earth.

Soon, the celestials learned to stabilize these natural connections to their Words, binding some of their own Forces into them. This also let the angels tap the great flows of Essence through the links.

Still later, as life flourished and evolved on Earth, the empty expanses of the Marches began to fill with the Essence from the dreams and fears of living things. Tethers formed from the corporeal to the ethereal, and from the ethereal to the Words of Dream and Fear in the celestial. Thus was born the Tower of Blandine and Beleth.

When humans appeared, many new themes entered the Symphony. Tethers multiplied, forming as much from the collective passions of Man as from the power of the natural world. Repeated actions by unknowing humans often fed Essence into parts of the Symphony, creating places where Words grew strong and drew down their celestial aspects. Then religion was invented, and some of this energy was knowingly funneled to those

powers mankind imagined, creating (again, according to celestials) both the ethereal gods and Tethers to their Domains in the Marches.

ANATOMY OF A TETHER

A Tether is a link between two realms, usually called “upper” and “lower.” Usually the corporeal realm is the lowest, with the Marches in the middle and the celestial realm as the highest. This is because the natural events that form Tethers normally occur in the corporeal realm, or sometimes in the ethereal. However, it is theoretically possible for a Tether to form backward, or between two Domains within a realm.

The physical extent of a Tether’s endpoints is called its *locus*, and anything within (or touching) the locus at either end is considered to be inside the Tether itself. The locus is always well-defined, with a sharp boundary, though it is possible for the shape or position to change with time.

The lower locus is usually the area in which the creating event happened, but it may shrink or expand if the event is an ongoing one. (E.g., if a restaurant is a Tether to Haagenti, and it adds another dining room, the new room will become part of the locus.) There is no visible sign of the lower locus of a Tether in the corporeal realm, but if the lower end is ethereal, it will have some symbolic appearance.

A good first choice is to have a small number of Tethers – perhaps two or three – of each side within easy reach (e.g., an hour’s drive) of the campaign setting. These might not include *any* of the PCs’ Superiors. This makes it easier to deny help, if the Game Master wishes. At least one should probably be neutral or friendly.

Tethers do not form uniformly on the Earth’s surface, nor do they necessarily follow population density. This allows the GM to include a disproportionate number of Tethers in one place, if that’s important, without raising the overall number of Tethers in the campaign.

Most major cities will have at least one Tether on each side; this is virtually certain for any city with more than a million people. Many really obvious candidate locations *will* have Tethers, though there are mysterious exceptions. The U.S. space launch facility at Cape Canaveral, for example, is almost certainly a Tether to *someone*. On the other hand, a lot of Tethers form in otherwise obscure locations, where some event of strictly local significance happened. See Chapter 1 for more guidance on Tether formation.

Nearly any locale will have at least a half-dozen plausible locations for Tethers, though not necessarily for all Superiors. Since Tether-formation is fundamentally inef- fable, the Game Master should feel free to place Tethers in useful, if relatively obscure, places, and pass over more obvious candidates that aren’t useful in his campaign.

CAPITAL TETHERS

Tethers often form where humans see significance, and there are few places so *full* of significant locations as the capitals of countries. There are also few places where celestials are so eager to claim even the smallest link to their Word, to use as a base of operations to influence (or at least observe) the politics of a nation. Hostile celestials will try to uproot such “weeds” before they’re stabilized, of course. However, another aspect of capitals is that the local humans take a dim view of people causing mayhem or destroying local monuments.

Between the concentrated human attention, the protection of potential Tether-sites and the value of such sites, there are usually an inordinate number of Tethers in capital cities and their surrounding areas. Capitals such as London and Washington, D.C., contain Tethers to most of the major Superiors on both sides, even if only as small, quiet links.

PCS, POLITICS AND TETHERS

Because of the services available at Tethers, player characters may seek aid there. How successful they will be depends on many factors, including the relative status of the petitioning group, the importance of their current mission and what the Tether can spare. But the primary factor is the relationship of the requester’s Superior to the one who owns the Tether. The political affiliations of the character’s associates will influence reactions, especially in the negative direction . . .

The assistance requested also affects the chance of success. Simple needs are most likely to be granted. These include ascension to the celestial realm, passing on of messages and shelter. The cost, if any, for these services is usually just information on the PC’s current mission and situation, and maybe a little Essence.

Help that consumes Essence, such as performance of the Songs of Healing, typically requires repayment of the Essence used *plus* a little extra. “Refills” of Essence are generally only available to Servitors of the Tether’s master, and only with good reason.

While Seneschals theoretically have access to lots of Essence by normal celestial standards, this is primarily for defense of the Tether itself. Any Essence tapped by the Seneschal is Essence that is *not* going to his Superior. Angelic Seneschals are careful about Essence use simply out of responsibility to their Superior – their job is to strengthen their Superior and his Word, not weaken it. Demonic Seneschals don’t care, but their master will suspect “skimming” if too much Tether Essence is diverted.

Requests which require substantial time or commitment of limited Tether resources – backup forces, artifacts, setting up a new Role or even just corporeal money – normally have a equivalent cost, unless the Tether belongs to the requester’s Superior and the assistance is directly related to an important mission. The price for such a petition will often be some major task related to the Seneschal’s own projects.

The following sections provide general guidelines to handling the interaction of characters with Seneschals and staff. Tethers of a character’s own Superior, or the Superior’s allies and associates, are all considered “friendly,” while those of “Hostile” or “Enemy” Superiors are grouped together as “hostile” Tethers. Other Tethers of the same side are “neutral.”

Ethereal Tethers are generally hostile toward angels, especially to Servitors of the Sword. They tend to be neutral-to-friendly to demons of Nightmares, and neutral to other demons, though this varies with the nature of the ethereal god.

NOVALIS

Tether Policy

Novalis' Word covers both nature and human behavior; she has elemental Tethers, growing in wild abandon wherever plants do, and human-formed Tethers where people have gathered in peace and harmony. Nowadays, she puts more emphasis on the latter; flowers will grow on their own, but people need all the love they can get. Her Servitors work hard to plant and nurture seeds that might bloom as Tethers of Flowers.

Major Tether: Golden Gate Park, San Francisco, California

This 1,017-acre park is one of the largest manmade parks in the world, stretching 3 1/4 miles from the Pacific Ocean to the Haight Ashbury district. It has been a major Tether to Flowers ever since the "Summer of Love" in 1967, when she and her protégé – Zadkiel, Cherub Archangel of Protection – helped secure the Host's dominion over San Francisco. Today, Novalis' Tether still covers most of the park, though it waxes and wanes with the mood of the times (and entirely avoids Belial's Tether, p. 95). During "Flower Power" revivals and outdoor concerts, the Tether expands, while it contracts in times of malaise and despair.

Originally, all of what is now Golden Gate Park was sand dunes. Today it is lush, rolling greenery filled with lakes, horseback trails, sports fields, museums and, of course, hundreds of flower gardens. The Seneschal of Golden Gate Park is an Ofanite Master of Peace named Hallaren, who has resided in the park since it was first landscaped in the 1870s. He is usually seen wandering around in the guise of an aging but unflappable hippie.

Unusual Tether: The Grotto of Flowers, Amazon Jungle, Brazil

Deep in the Amazon jungle, Novalis has a large, hidden grotto harboring *thousands* of species of plants never seen by human eyes. This Tether formed spontaneously, millennia ago, but lately Novalis has been developing it, assigning Servitors to bring endangered plants from elsewhere in the Amazon to be transplanted here. She hopes that in this way, even if humanity's relentless destruction of the rain forests can't be halted, she'll at least be able to preserve as many species of plants as possible.

The Seneschal of the Grotto is a Kyriotate Master of Peace who uses no human name. In the sub-sentient concepts of plants (and in the celestial tongue), it might be called "Unfolding New Leaves to God's Warmth."



The Grotto is guarded by several local rainforest tribes, who have maintained peaceful relations for years thanks to its presence. They regard it as a sacred spot and allow no visitors, posting guards (some of whom are Soldiers) around the Tether.

Generic Tether: The Flower Lot

No one knows how long this abandoned lot in the middle of the city has been vacant. If you search carefully through the profusion of weeds and wildflowers, you can find old brick foundations, indicating where a building once stood. There is undoubtedly a story behind the creation of this Tether, but you'd have to ask Novalis. Some old-timers in the neighborhood remember playing in the lot as kids, and now their children play there. The wind seems to bring the seeds of dozens of improbable species here, where they take root and produce blossoms and occasionally berries and other edible things for neighborhood children to pick and take home. Some people say the lot should be trimmed so it won't be one big hiding place, but despite the worries, no drug dealers, child molesters, wild dogs or anything else dangerous have ever been seen there. No child has ever cut his feet on shards of broken glass, and nothing thorny or poisonous ever seems to grow here.

The Seneschal of the Flower Lot is Telabib, a Malakite. Novalis assigned him here to teach him patience and humility, and so he could provide an example to other Malakim of how evil doesn't have to be expunged with bloodshed . . . it can be rooted out patiently, one discarded bottle at a time.

Other Tethers

The Farm (*Heaven and Hell*, p. 75), a mysterious agricultural zone believed to be somewhere in Nebraska; Hippie Hollow (*Night Music*, p. 95), a public park in Austin, Texas; Hydari Mansion in Calcutta, India, where Mahatma Gandhi's fast caused the "Miracle of Calcutta"; the site of the Hanging Gardens of Babylon, now more a Tether of concept than place; the Queens Botanical Garden in Flushing, New York; Sequoia National Park, California; and the Woodstock site in Bethel, New York.

INDEX

Abel's Grave, 92.
Acropolis, 13.
Aesir, the (Norse Gods), 116.
Africa, *the Vale*, 82.
Agora of Athens, the, 91.
Ah Kinchil, the Dark Jaguar, 116.
Alexander the Great, 85.
Alley, the, 94.
Amber Room, the, 109.
Amon-Ré, 115.
Andersonville Prison Camp, 93.
Andrealphus, Prince of Lust, 53, 89-90.
Angkor Wat, 84.
Antarctica, 98; *Cape Denison-Commonwealth Bay*, 80.
Apartments, the, 104.
Arizona, *Hoover Dam*, 80.
Armed Freedom statue, 102.
Asmodeus, Prince of the Game, 53, 91-92.
Atomic Dome, 95.
Australia, 74.
Avrillac Chapel, 76.
Baal, Prince of the War, 53, 92-93.
Babylon, 75; *Hanging Gardens of Babylon*, 36, 87.
Balsaraphs, *Seneschals*, 32; *Tether Jobs*, 46.
Barataria Moneychangers, the, 85.
Beleth, Princess of Nightmares, 7, 14, 53, 93-94, 118, 125.
Belgium, *Malmedy*, 93; *Ypres*, 110.
Belial, Prince of Fire, 13, 53, 95, 121.
Bell Blossom Garden, 73.
Berlin Wall, 102.
Bernini, 83.
Bethlehem, 78.
Biafran jungle, 107.
Bibliothèque Nationale, 89.
Bill's Grocery, 95.
Blandine, Archangel of Dreams, 7, 14, 51, 73, 118.
Blink-O Copy Shop, 105.
Block, the, 93.
Bloody Angle, the, 93.
Bodleian Library, the, 88.
Bombay, *Goregaon*, 106.
Bonneville Salt Flats, 80.
Borgia courts, a room in the, 92.
Borneo, *East Kalimantan*, 95.
Bosnia-Herzegovina, *Srebrenica*, 93.
Bosworth Field, 104.
Brahmagupta, 81.
Bramante, 83.
Brazil, *Amazon Jungle*, 87; *Serra da Barriga*, 101.
British Museum, 109.
Brocken, the, 100.
Brother Abdullah's Kung Fu Studio, 17, 74.
Brown County Courthouse, 76.
Bruce Lee, *Enter The Dragon* final fight scene site, 106.
Burned Hill, the, 78.
Burning Grounds, the, 86.

Cabinet War Rooms, the, 86.
Cabrini Green housing project, 109.
Calabim, *Seneschals*, 32; *Tether Jobs*, 46.
California, 80, 90; *California Edwards Air Force Base*, 79; *Los Angeles*, 78, 90, 106, 107; *Muroc Dry Lake Bed*, 79; *Sacramento*, 76; *San Francisco*, 87, 95; *San Jose*, 94; *Sea Cave Cove*, 93; *Sequoia National Park*, 87; *"Silicon Valley"*, 102, 105; *Stanford*, 98.
Calling for Help, 50.
Cambodia, 107; *Angkor Wat*, 84; *killing fields of Cambodia*, 107.
Canada, *Quebec*, 123.
Canton Customs House, 99.
Cape Canaveral, 62.
Cape North-Commonwealth Bay, 80.
Carmargue, shores of the, 82.
Castle of Senigallia, 104.
Catacombs of Rome, 75.
Cayman bank, 109.
Cemetery Basements, the, 106.
CERN, 81.
Chapel of St. Joseph of Arimathea, the, 84.
Cherubim, *Seneschals*, 31, 33; *Tether Jobs*, 46.
Chicago, *City Hall*, 104; *Grant Park*, 104.
China, *Beijing*, 90; *Canton*, 99; *Great Wall of*, 75; *Hong Kong*, 106; *Jinghai County*, 86; *Nanking/Nanjing*, 93; *Three Gorges Dam*, 110.
Chop Shop, the, 110.
Chuck Yeager, 79.
Church of Our Lady of Perpetual Grace, the, 84.
Church of the Holy Sepulchre, the, 84.
CIA headquarters, the, 92.
Cilicia, Demon of Wagons, 125.
Circus, the, 103.
Code of Hammurabi, the, 75.
Colorado Sand Creek, 93.
Concentration camps, 107.
Concord Green, 101.
Coney Island Cyclone roller coaster, 80.
Constantinople, *Topkapi Museum*, 89.
Copán's Red Lady's Mayan tomb, 109.
Cuba, *Sierra Maestra mountains*, 80.
Custer's Last Stand, 98.
Dan's School of Food and VCR Repair, 77.
Daston Room, the, 78.
David, Archangel of Stone, 7, 11, 17, 51, 74-75, 123.
Death Valley, 86.
Delphi, 6.
Descent to Positions, 46.
Discord, 26-27; and *Seneschals*, 37; and *Tethers*, 21; *Bound: Tether*; 26;

Cherub, 26; *Life-Linked Tether*, 26; *Residency*, 26; *Tether Needs*, 27; *Tether-Allergic*, 26.
Djinn, *Seneschals*, 32, 33; *Tether Jobs*, 46.
Domenico Fontana, 83.
Dominic, Archangel of Judgment, 51, 75-76.
East Africa, *Lake Tanganyika*, 89.
Egypt, *Library of Alexandria*, 95; *Thebes*, 115.
Eli, Archangel of Creation, 52, 77-78.
Elohim, *Seneschals*, 31; *Tether Jobs*, 46.
Enchanted Rock, 75.
Enfer Fleur, 106.
England, *Bosworth Field*, 104; *Jersey Island*, 82; *Kensington*, 81; *London*, 62, 76, 84, 86, 92, 109, 125; *Manchester*, 110; *Oxford*, 88.
Essintes, 90.
Ethereal gods, 7, 8, 13.
Ethereal Seneschals, 30.
Ethereal Tethers, 115-116.
Everything 99 Cents!, 96.
Ezra Valdez, 109.
Farm, the, 87.
FedEx hub at Memphis, 85.
"Field of Dreams" baseball park, 73.
Film City, 106.
Florence, Oregon, 98.
Florida, *Jacksonville*, 107.
Flower Lot, the, 87.
France, 86.
France, *Avignon*, 89; *Carmargue*, 82; *London*, 100; *Normandy*, 86; *Orleans*, 86; *Paris*, 76, 89, 111; *Rouen*, 89; *Verdun*, 93.
Fujikyu Highland Amusement Park's Fujiyama roller coaster, 80.
Gabriel, Archangel of Fire, 7, 11, 14, 52, 67, 78, 103, 121.
Galilee, Angel of Automobiles, 125.
General Zaragoza, 86.
Georgia, *Anderson Prison Camp*, 93; *Tifton*, 107.
Gerald Durrell Zoo, 82.
Germany, *Bergen-Belsen*, 95; *Berlin Wall*, 102; *Brocken*, 100; *Dachau*, 107; *Dresden*, 95; *Hamburg*, 85; *Nuremberg Tribunal chamber*, 76; *Ruhr*, 104; *Wittenberg*, 79.
Giacomo della Porta, 83.
Golden Gate Park, 87; *Monument*, 95.
Golden Moments Day Care, 73.
Goliad State National Park, 86.
Great Wall of China, 75.
Greece, *Athens*, 91; *Syracuse*, 81.
Grimshaw's Mill, 110.
Grotto of Flowers, the, 87.
Haagenti, Prince of Gluttony, 53, 96-97.
Habbalah, *Seneschals*, 32; *Tether Jobs*, 46.
Hagia Sophia, the, 84.
Hague's World Court building, 76.
Haiti, 90; *Saint Domingue*, 106.
Hall of Dispossessed Favorites, the, 90.
Hammurabi, king of Babylon, 75.
Hanging Gardens of Babylon, 36, 87.
Hanseatic League, offices of the, 85.
Hawaii, *Kilauea Crater*, 78.
Hermitage, the, 109.
Hill Country Catacombs, 107.

Hippie Hollow, 87.
Hippodrome, the, 103.
Hives, the, 82.
Honduras, *City of Copán*, 109.
Hoover Dam, the, 80.
Horror Story, the, 93.
House of the Morning Star, 113-115.
Humans, 47, 67, 69, 70; *Seneschals*, 77.
Huo Yuanjia's China home, 86.
Hurricanes, 79.
Hydari Mansion, 87.
Iceland, *Reykjavik*, 116; *Vatnajökull Volcano*, 78.
Illinois, *Chicago*, 104, 109.
Imelda Marcos' Philippines closet, 97.
Impudites, *Seneschals* 33; *Tether Jobs*, 46.
Independent Citizen's Militia Headquarters, 75.
India, *Bhopal*, 106; *Calcutta*, 87; *Gujarat*, 81; *the Hives*, 82.
Inner Temple, 76.
Instant Informer Hub, the, 105.
Io, Moon of Jupiter, 11.
Iowa, *Adair*, 108; *Dyersville*, 73.
Iran, *SAVAK*, 100.
Iran-Iraq border, *Shatt-al-Arab*, 93.
Israel, *Masada*, 75.
Istanbul, 84.
Italy, 92; *Ancona (Senigallia Castle)*, 104; *Cremona*, 77; *Pompeii*, 90; *Rome*, 75; *the Vatican*, 83; *Florence*, 78; *Rubicon*, 100.
James Gibbs, 88.
Janus, Archangel of the Wind, 7, 13, 52, 79-80.
Japan, *Fujikyu Highland Amusement Park*, 80; *Hiroshima*, 93, 95; *Kamakura*, 84; *Nagasaki*, 93, 95; *southern Honshu*, 83; *Tokyo*, 97.
Jean, Archangel of Lightning, 11, 52, 80-51.
Jean Lafitte, 85.
Jeffrey Dahmer's apartment building, 107.
Jerusalem, 84, 85, 103.
Jesse James gang, 107.
Jim's Fine Metalwork, 85.
Joan of Arc, 89.
Jordi, Archangel of Animals, 52, 81-82, 121.
Judge Roy Bean's courtroom, 76.
Judgment Glade, 76.
Jupiter, *Great Red Spot*, 80; *Moon of Io*, 11.
Kärntnertort Theater, 78.
Kensington garden, 81.
KGB secret files, 100.
Khamin, 80.
Kilauea Crater, 78.
Kincade Meats, Inc., 96.
Kitty Hawk, North Carolina, 79.
Kobal, Prince of Dark Humor, 54, 97-98.
Kocabas Cay, 85.
Kronos, Prince of Fate, 54, 99-100.
Kyriotates, *Seneschals*, 31, 35, 67; *Tether Jobs*, 46.
La Brea Tar Pits, 107.
La Coste, 89.
Lake Tanganyika clearing, 89.
Laurence, Archangel of the Sword, 52, 83-84.
Leonardo da Vinci's workshop, 78.
Library of Alexandria, *recreation of*, 73; *site of*, 95.





Library of Congress, 89.
Library of Yves, 53, 88.
Light of Heaven, the, 51.
Lilim, *Seneschals*, 17, 32; *Tether Jobs*, 46.
Lilith, Princess of Freedom, 17, 30, 54, 101-102.
Lin Tse-hsü, 99.
Lincoln Memorial, the, 73.
Little Bluff Truck Stop
All-You-Can-Eat
Pancake House, 33.
London Stock Exchange, the, 84.
Louisiana, New

Orleans, 85, 113.
Louvre, the, 76, 109.
Lucifer, 30, 33-34, 67, 68, 92, 113-115, 123.
Lynching Tree, the, 99.
Madeleine Frenau, 115.
Main Street Comedy Showcase, 98.
Makatiim, Prince of Disease, 125.
Malakim, *Seneschals*, 31; *Tether Jobs*, 46.
Malphas, Prince of Factions, 54, 93, 102-104.
Maple Street Shelter, 17, 102.
Maps, *Asylum Hospital*, 119; *Asylum Hospital Wing*, 119; *Notre Dame*, 112.
Marc, Archangel of Trade, 52, 84-85, 91.
Marquis de Sade, the, 89.
Martin Luther, 79.
Martin Luther King, 73.
Maryland Fort Meade, 110.
Masada, 75.
Masamune's forge, 84.
Massachusetts, *Boston*, 81; *Concord Green*, 101; *Danvers*, 92; *Lexington*, 101.
Medical Records, the, 100.
MediLabs, 110.
Mercurians, *Seneschals*, 32; *Tether Jobs*, 46.
Mexico, 86; *Palenque*, 116.
Michael, Archangel of War, 52, 85-86.
Michelangelo, 83.
Michigan, *Detroit*, 98.
Middle East, 92 *Khamsin*, 80.
MIT Media Lab, 81.
Mona Lisa, 76, 109.
Moscow KGB, 92.
Mount Washington Observatory, 80.
Muroc Dry Lake Bed (Edwards Air Force Base), 79.
Museum of Modern Heroes, the, 86.
My Lai, Vietnam, 92.
Nagamitsu Emura, 83.
Nagasaki Atomic Bomb Museum, the, 93.
Nation of Islam, 74.
Nebraska, 87.
Netherlands, *the Hague*, 76.
Nevada, *Hoover Dam*, 80.
New Hampshire, *Mount Washington*, 80; *Starlight Fields Retreat*, 104.
New Mexico, *Roswell*, 97; *Santa Fe (Sojack House)*, 73.
New York, *Bethel*, 87; *Brooklyn*, 107; *City power plant*, 81; *Coney Island*, 80; *Federal Reserve, Manhattan*

branch, 85; *Flushing*, 87; *Manhattan*, 78, 85; *New York City*, 95.
Normandy, beach at, 86.
North Africa; *Carthage*, 93.
North Carolina, *Charlotte*, 104; *Kitty Hawk*, 79.
Notre Dame, 41, 111-113.
Novalis, Archangel of Flowers, 53, 87.
NSA headquarters, 110.
Nuremberg Tribunal chamber, 76.
Nybbas, Prince of the Media, 54, 104-106.
Ofanim, *Seneschals*, 31; *Tether Jobs*, 46.
Ofanite resonance and Tethers, 19.
Ohio, *North Bend (WHH gravesite)*, 98; *university building*, 81.
Oil Slicks, 109.
Okayama Prison, 83.
"Old Sparky," 107.
Ophis, 93.
Oregon; *Florence*, 98.
Oven of Neisse, the, 95.
Palais de Justice, 76.
Palast Church, the, 79.
Pennsylvania coal mine, 75.
Perruzzi, 83.
Persia, 76.
Persians, 85.
Phil's T-Shirt Shack, 97.
Philippines, 97.
Pico Plaza, 90.
Poland, *Auschwitz*, 94, 107; *Neisse*, 95.
Pompeii Mosaics, the, 90.
Prince of the Oceans, 13.
Princess Josephine, the, 108.
Prison Ship Martyr's Monument, 107.
Protestant Reformation, 79.
Puerto Rico, *Arecibo*, 81.
Punishments, 60, 69.
Purple Studios, 90.
Queens Botanical Garden, 87.
Radio Astronomy dish, 81.
Raphael, 83.
Regis Diamond, the, 108.
Remnants, 15; *Seneschals*, 37.
Research Laboratory, the, 81.
Rewards, 60, 69.
Richardson Street Public Library, 89.
Riddle Valley, the, 91.
Rites, 35.
Robert Falcon Scott's last campsite, 98.
Rock of Gibraltar, 75.
Roman Catholic Church, 79, 83.
Rouen, Churchyard at, 89.
Rubicon, 100.
Ruhr coal factory, 104.
Russia, *KGB*, 100; *Moscow*, 73, 92; *Stalingrad/Volgograd*, 93.
Rwanda, 106.
Saint Domingue, 106.
Salem Witch Trials, 92.
Saminga, Prince of Death, 54, 106-107, 125.
Sangallo the Younger, 83.
SAVAK secret files, 100.
Scotland, *Edinburgh*, 89; *Lokerie*, 94; *Sawney Bean caves*, 97.
Sea Cave Cove, 93.
Srebrenica, 93.
SEC building, 85.
Seneschal, 20, 24, 29-37, 39; *Attuned*, 20, 30, 33, 34, 67; *Attunement*, 24; *Caretaker*, 29, 33; *Death of*, 37; *deputy*, 33; *Disfavored (Outcast/Renegade)*, 36; *Falling/Redeeming*, 36; *Multiple*,

33; Player Characters, 34, 66-68; *Word-Bound*, 17, 20, 25, 30, 33-37.
Seneschals; removal of, 37, 68; *replacing*, 36-37; *tapping Essence*, 13, 33-34, 62; *temporary*, 25, 30, 67.
Sequoia National Park, 87.
Seraphim Council, 30, 33-34, 67, 68.
Seraphim, *Seneschals*, 31; *Tether Jobs*, 46.
Seventeenth-century convent at Loudun, 100.
Shatt-al-Arab, 93.
Shedim, *Seneschals*, 32, 35; *Tether Jobs*, 46.
Shinir, Malakite of Light, 123.
Siberia Vorkuta, 107.
Siborsky Sleep Laboratory, 73.
Sir Thomas Bodley, 88.
Sloth, 124.
Sojack House, 73.
Song of Sanctity, 25.
Songmasters, 60.
Sophists, 91.
South Bronx housing complex, 95.
South Dakota, *Little Horn River-Big Horn River*, 98.
Spain, *Chiapa*, 97.
St. Ignatius' Orphanage, 78.
St. Martin's Churchyard, 82.
St. Peter's Basilica, the Vatican, 83.
St. Sebastian's School for Boys, 92.
Stalingrad, 93.
Stanford University football stadium, 98.
Starlight Fields Retreat, 104.
Statue of Zumbi, 101.
Storytime Land, 107.
Stradivarius' Workshop, 77.
Sun, 11.
Superiors, *Calling for*, 50, 60.
Swiss bank, 109.
Switzerland, 109; *CERN*, 81.
Syracusan Bath, the, 81.
Templars' Jerusalem headquarters, 85.
Temple Mount, 103.
Tennessee, *Memphis*, 85.
Tent of Illusions, the, 109.
Terminus (see Locus).
Tether Creation Example, 17.
Tether Damage, 26, 35.
Tether Defenses, *Inanimate*, 42-45; *Living*, 46-49; *Songs*, 47; *Undead*, 47.
Tether Design Checklist, 23.
Tether Features, *Celestial Harbor*, 16; *Forked*, 16, 74, 94, 107; *Friendly*, 17; *Inelastic*, 18; *Intermittent*, 18; *Leaky*, 18; *Mobile*, 17, 67, 79-80, 85, 95, 108, 114; *Negative*, 18-20; *No Seneschal*, 20; *Noisy*, 18; *One-Way*, 18; *Positive*, 16-18; *Quiet*, 17, 77; *Rebound*, 19; *Restricted*, 19; *Shared*, 17; *Transferable*, 17, 67; *Windy*, 20.
Tethers, *Affinity*, 7, 9, 11, 12, 23; *Anchoring*, 9; *and Dissonance*, 21, 33-34; *as Bases*, 46, 57-58, 60-61, 63, 70; *Birth*, 8, 70; *Capacity*, 14; *Compatible*, 7; *Creation of*, 60, 62, 67, 70; *Death/destructio*, 10, 35, 66; *Detecting Tethers*, 19, 51; *Disturbance*, 8, 17-19, 23; *Domain*, 7; *Elemental*, 12; *Essence Flow*, 7, 14, 70; *Ethereal*, 13, 41, 70, 73, 115-116; *Ethereal to Celestial*, 14, 73; *Forces*, 13, 14; *Formation*, 8;

getting help from, 59, 62-65; *Influence*, 15, 70; *Lesser Word-Bound*, 9; *Link*, 7; *Locus*, 7, 9, 14; *Maturity*, 10; *Micro-Tethers*, 13; *Moving*, 11, 85, 114; *Natural*, 12; *Old Age*, 10; *Orphaned*, 10, 37; *Power*, 9, 15; *Quickie*, 22; *recreating*, 70; *Resources*, 15, 39-41; *Sapient*, 15, 110; *Speed of Passage*, 15; *Stealing*, 11, 107; *Strong*, 13, 22, 41; *Transient*, 12, 67, 78, 79-80, 93-94, 108, 109; *Transiting*, 8, 22, 33; *Trigger*, 7; *typical/Average*, 13, 22, 40-41; *Unstable (see Wild)*, 23; *Weak*, 13, 22, 39-40; *Wild*, 7, 8, 9, 12, 20, 23; *Working at a*, 21, 65-66, 68; *Youth*, 9.
Texas, 99; *Austin*, 84, 87, 110; *Enchanted Rock*, 75; *Goliad State National Park*, 86; *Hill Country Catacombs*, 107; *Redemption*, 96; *west*, 76.
Thirsty Gulch Saloon, 97.
Three Gorges Dam, the, 110.
Thrifty Glen Retirement Home, 121.
Topkapi Museum, 89.
Tornadoes, 80.
Train, the, 107.
Traitor's Gate, 92.
Transylvania, 107.
Trauma, 36.
Treaty Oak, 84.
Treaty of Nanking, 99.
Turkey, *Istanbul (Byzantium)*, 103; *Kocabas Cay*, 85.
U.S. IRS headquarters, 109.
U.S. Patent and Trademark Office, 77.
U.S. Supreme Court, 76.
Uluru (Ayers Rock), 74.
Unemployment Office, Edinburgh, 89.
Union Carbide Plant, 106.
US Joint Commission on Accreditation of Healthcare Organization (JCAHO), 120.
Utah Bonneville Salt Flats, 80.
Vale, the, 82.
Valefor, Prince of Theft, 54, 107-109.
Vapula, Prince of Technology, 54, 109-110.
Vatnajökull Volcano, the, 78.
Vietnam; *My Lai*, 92.
Vienna Kärntnertort Theater, 78.
Virginia, 93; *Arlington*, 77.
Washington Monument, 33, 75.
Washington, D.C., 62, 73, 76, 84, 85, 89, 102, 106, 109.
Watching House, the, 91.
Watts Tower, 78.
WCKD, 104.
Weekly Gazette, the, 80.
West Virginia Culley's Gap, 94.
White House press-room, 106.
William Henry Harrison High School, 98.
William Henry Harrison's grave, 98.
Winchester Mystery House, 94.
Wisconsin, *Mikwaukee*, 107; *Peshtigo*, 95.
Woodstock, 87.
Yves, Archangel of Destiny, 53, 88-89.
Zumbi, 101.



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