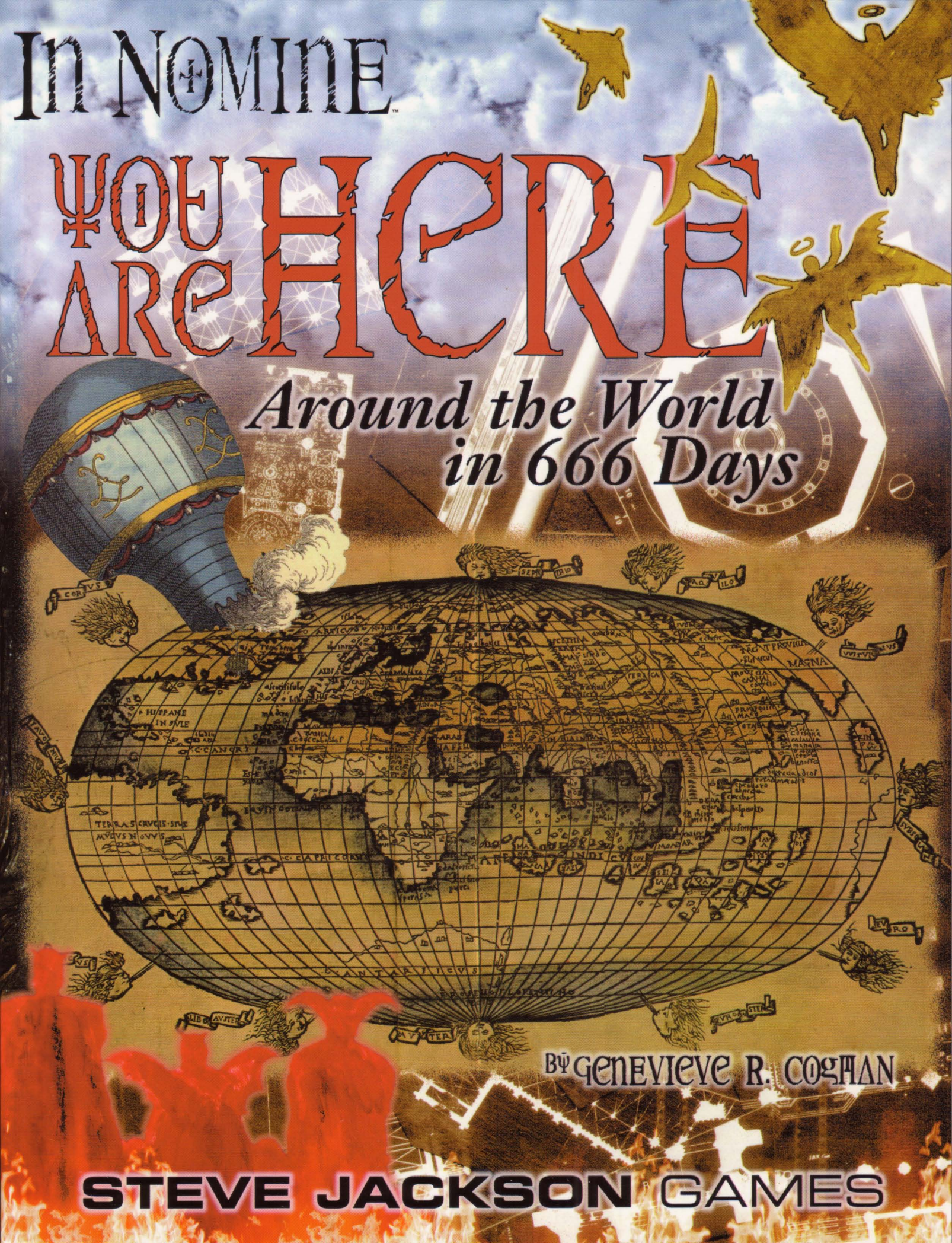


IN NOMINE™

YOU ARE HERE

*Around the World
in 666 Days*



BY GENEVIEVE R. COGHAN

STEVE JACKSON GAMES

AND US WITHOUT A MAP . . .

*Across the Symphony, from Heaven to Hell, on Earth, and even in the Marches, there are places which have **meaning**. Such locations are more than just earth and stone – they're cared for or abhorred, worked in and lived in, **important** to people, and even more important to your characters!*

This book is full of different locations throughout the *In Nomine* world. They can be used as instant adventures in themselves, or worked into a campaign to add flavor: The secret projects of Demon Princes; the sacred areas protected by Archangels; Ethereal Domains etched into the global subconscious; purely human areas on Earth that the War hasn't touched yet – they're all here. Dozens of places hide secrets just waiting to be discovered!

For all the players who ask their GMs where they are, and all the GMs trying to give them an answer – *You Are Here*. Now the players just have to cope with it . . .



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



STEVE JACKSON GAMES
www.sjgames.com



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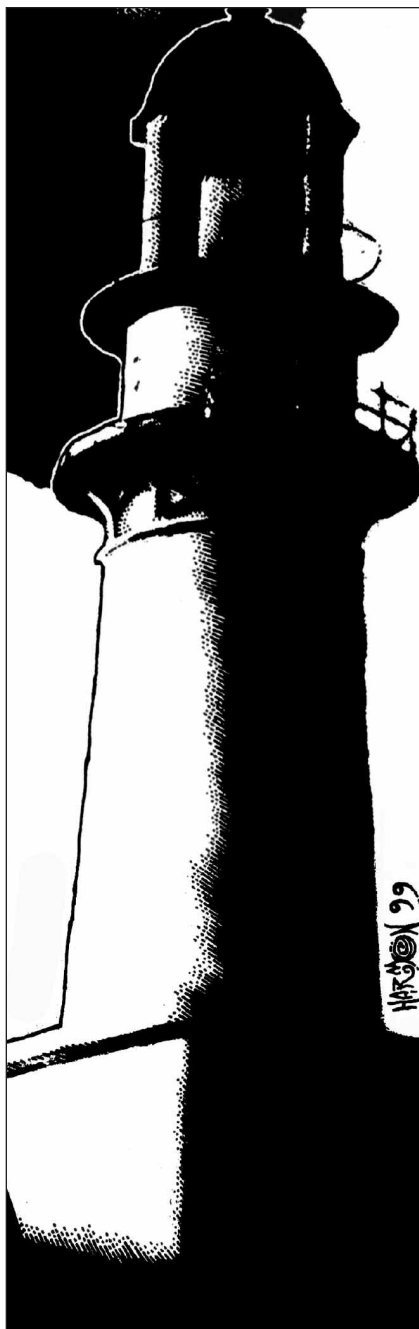
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STEVE JACKSON GAMES



YOU ARE HERE

Around the World in 666 Days



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ABOUT *IN NOMINE*

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INTRODUCTION



Malchiel shouldered through the crowd, ducked an enthusiastic sweep from a pool cue, and sat down with a sigh of relief at the corner table. He set down two glasses of beer. "There."

Henadad took a swig of the beer before saying, "Thanks."

"No problem." Malchiel shifted in his seat to look around at the other Malakim. He wondered how many of them were carrying concealed weapons, then rejected the thought. All of them, of course.

"So," said Henadad, propping his elbows on the table, "tell me this theory of yours about naming places." He grinned. "I suppose I should expect it from a brother of Destiny."

Malchiel tilted his head. "You sure? You'll complain that I'm breaking your head again."

Henadad shook his head. "No, no. I owe you for getting the beer anyhow. Enlighten me. Educate this poor foolish Virtue of War."

Malchiel thought for a moment. "OK. All places are discrete. Every spot, every area, every single location that exists or that ever has existed is a discrete spot."

Henadad blinked. "Discreet? Quiet?"

Malchiel shook his head. "No, **discrete**. Separate. A thing entirely on its own, whatever size it is. OK? So this table here, that's a place. But places can include each other. This whole bar's a place. It's two places, in a sense, because it's the One-Eared Dog normally, but it's the Eighth Virtue tonight. And this country includes the bar. And Earth includes the country. And they're all places."

Henadad nodded. "Everywhere's separate. Right. Though that's not very Symphonic."

Malchiel shrugged. "They connect, they lie inside each other, they are each other. The point is in naming them. You see, you just have to find the defining factors." He drank some of his beer absently. "You can define a place in terms of its geographical location . . ."

"You're lecturing," Henadad pointed out.

Malchiel waved a hand vaguely, caught up in his explanation. "Or in terms of the people who live there, the things that have happened there, the things that are happening there, the terrain, the wildlife, the plant life, everything. If you apply enough modifiers, any location can be identified **precisely**."

"But what's the point?" Henadad asked. "All right, I can see that it's useful to be able to name and describe a place for strategic planning. What I **don't** get is why you – why all of Destiny – need to say that locations have names. I mean, what's the point? A place is a place is a place. In Heaven or Earth or Hell. In the Marches. What matters is what you do there."

Malchiel shook his head. "You're missing the point. What matters is that they all exist, connected to each other – because, yes, you **have** got the Symphony – and are discrete and independent locations. This bit of road. That bit of road. A library in Heaven. A brothel in Hell. And because they all exist, they all **matter**."

Henadad sighed. "You were right. You **have** broken my head."

WE ONLY GO THERE FOR THE COFFEE

Any area where characters spend time can be of interest to them – it may provide vital services, be useful terrain to control, or the scene of an investigation. Despite their celestial connections, not all Tethers are interesting places, and not all interesting places are Tethers. A laundromat may conceal drug-traffickers, a school playground may hide a sorcerous altar, and a lighthouse may be manned by a guardian angel. Locations are defined by the people who inhabit them, the geographical location, and the events taking place there – all of which are subject to change.

WHITHER SHALL I WANDER?

Characters will often wish to stay inside their nice safe little circles, avoiding new encounters which the GM may have crafted with loving care and attention. While this desire to spare the GM time and effort is extremely thoughtful, it can be awkward if they are simultaneously demanding action. However, every human life – and thus, every Role – involves at least some regular locations. Where is a Servitor of Death going to wash his clothes after that recent zombi jamboree in the local graveyard? Where is a Servitor of Flowers going to find a job in primary school teaching? How exactly do the Servitors of Judgment propose to retrieve that relic which the police have just bagged and taken away as evidence – especially if there are celestials from both sides working at the police station?

Just as the characters' own homes are secret repositories of virtue or vice – after all, *celestial beings* live there – so any Corporeal location can have hidden depths: angels and demons may wage secret wars to control it, ethereals may plot to reestablish themselves through it, humans may use it as an outpost to do their own good or their own evil. Equally, Heaven and Hell and the Marches all hold places of interest, from secret Princely hiding places to the last outposts of Purity, from demonic museums to angelic prisons. Even if the celestials don't need to go there for some service that the place provides, they may find themselves having to investigate the area to locate a contact, or to foil the work of the enemy . . .

THAT PLACE OVER THERE

Actions don't take place in a vacuum. If a being is doing *something*, then he is doing it *somewhere* – not necessarily in a Tether, but definitely in a unique place, with its own inhabitants and geography. Such areas may seem generic enough until a character actually does something to attract the attention of an unusual local

. . . but all places have their own secrets. Within these pages are an assortment of locations, ranging from the mundane to the exotic, in Heaven, Earth, Hell, or Dreams, ready to be slotted into any campaign. Whether it's something as minor as a pilfering cashier, or as major as multiple murder, no location is lacking in interest – and celestials need to learn that.

And of course, they then get to interact with the inhabitants, make investigations, take any appropriate actions, sow the wind, and reap the whirlwind . . .





Alvarez' Laundromat

Your neighborhood 24 hour laundromat

- **Reliable machines**
- **Friendly Service**
- **Located at 218 South 3rd, between Arango's Café and Second Time Clothes.**

Michel Alvarez, proprietor

LAUNDROMAT

The Elobite listened, as the woman next to her chattered on. "And I said, well, if you just look at the way she walks around, it's quite clear what sort of woman she is . . ."

Young or old, human or celestial – everybody needs to get their clothes washed. The local Laundromat is sandwiched between a 24-hour cafe and a second-hand clothes shop, and there's always *someone* waiting for the spin cycle to finish.

Several of the neighborhood grandmothers consider the place their personal hangout, and come there to wash the bags of family clothing. They sit in the corners with cups of coffee from the cafe, happily discussing the local gossip and the moral deficiencies of the modern world.

One of them is more than she seems – she's Miyaki, an Elohite of David, and regularly brings all the washing from her local fellow Servitors to give herself an excuse to be there. There's usually quite a lot of it, and it's *extremely* dirty. Nobody has yet commented on the number of things she washes with dried brown stains on them . . .

Listening to the other women talking allows Miyaki to keep up with the neighborhood gossip. It also lets her, from time to time, motivate them into useful community action. A carefully placed comment can prompt the creation of a neighborhood watch, for instance, or sending the children to a martial arts dojo.

Miyaki doesn't know that the second-hand clothes shop next door is used by a local drug dealer to hand over drugs and collect money. Since the dealer is usually active in the late afternoon, while Miyaki is there in the evening, their paths haven't yet crossed. The woman who runs the clothes shop, Susan Jennit, has no idea that her store is being used for these exchanges, but is venal enough to ignore the drug dealing if she receives a payoff.

The laundromat itself is a largish room with 15 washing machines and 15 dryers. The washing machines are down the left side of the room, and the dryers down the right. Clusters of chairs run down the center of the room, so customers can sit and wait for their laundry, and there are change machines and soap-vending machines to one side. While occasionally a machine is out of order, the owner, Michel Alvarez, repairs them rapidly. The place is never quiet, as machines are always churning away and vibrating as the washing is done . . .

Michel Alvarez, Laundromat Owner

Michel is a young man in his mid-20s, who has recently taken over the business from his uncle. He doesn't have any extravagant goals for his life, and is happy to manage a small Laundromat and make a comfortable living. Fortunately, he has enough self-respect and intelligence to keep the place running efficiently. The machines are in good repair, and the Laundromat itself is clean and fresh. He is usually in his office behind the Laundromat itself, struggling with the accounts. If there is any trouble, he's not a hero – he'll phone for the police.

Miyaki, Elobite of Stone

Miyaki, in her Role as Liza Donnen, has a day job at the local martial arts studio, keeping the place clean and encouraging the students in their efforts. She didn't originally intend to use this place as a listening post, but she has found it extremely effective. Quiet and bland, she's one of the least obvious of the group of women, and can usually maneuver someone else into making remarks on her behalf. If she sees someone at the Laundromat who's clearly a celestial, she'll pay close attention. She'll just observe demons, not wanting to break her cover, but may talk to angels if she has information relevant to them.

CHTHONIC CHOROGRAPHY

The Shedite rubbed a few tentacles together. "Well now, if it's the area around Baron Serivan's estate you're looking for, I think that I do have a map of that . . . assuming that you can afford it."

In a corner of Stygia, in the shadow of the Palazzo Furto, is a small shop. Its tiny window is criss-crossed with heavy iron bars, and its door is thick steel, multiply locked and bolted on the inside. There is no back exit, and the owner – a Shedite of Theft named Noisatu – never leaves the premises. One might almost think that it was afraid of thieves.

In a Principality of Hell that is all twisted warrens and tangled corridors, Noisatu sells a vital commodity – maps. It is true that places in Hell shift in relation to each other, and that pathways are often uncertain, but even so, a map offers some small hope. With the *right* map, a demon might be able to find his way to that vital target.

To enter the shop, a demon must present himself at the window. Noisatu will then open the door, assuming the demon doesn't look like an active threat. (Damned souls are only allowed in if they can present a token showing that they're working for a demonic master.) Once inside, the demon can inspect the maps, which are all locked inside metal-and-glass cases that are chained to the bookshelves. Caesarea, a Djinn of Theft, lies next to the door

The Impudite glanced from side to side as he listened to Ximenes talking with the Shedite proprietor of the shop, watching for threats.

"Broceliande," the Habbalite repeated impatiently. "It's one of the fae Domains in the Marches. They said you might have a map."

Noisatu rubbed its tentacles together. "Oh, my dear sir," it murmured greasily. "For *you*, I think I have something. Very rare, very rare indeed, you wouldn't find this one even in Yves' Library . . ."

With a snarl, Ximenes leaned forward and grabbed a handful of Shedite organs. "Listen to me, you pitiful scum. I. Want . . ."

The Djinn by the door rose to a half-crouched position, and growled, the hair going up along her back.

"A. Map." Ximenes released Noisatu, and made a careful show of wiping his hand. "Of Broceliande. Right?"

"Right," the Shedite agreed.

and watches the customers. Should the demon find a map that he wants, Noisatu will bargain over the price. This ranges from a few points of Essence for a map of nearby streets, to valuable Relics for maps of the Palazzo Furto itself. Noisatu also sells maps of areas in other Principalities, and even on Earth – naturally, it charges a higher price for those. It has a good reputation, and once or twice in areas where its maps were proven wrong, it has actually *refunded the payment*. This action, nearly unheard of in Stygia, has caused people to speculate wildly – and to come to its shop more often.



The lockpick shop across the street was recently taken over by a new owner. This Balsraph claims to be Anna, just another Servitor of Theft, with a large Calabite staff to discourage "borrowing." She is actually Alicia, a Knight of Theft, but is leaving "clues" strewn around to suggest that she belongs to the Game. Her Calabim are taking it in turns to tunnel under the street to beneath Noisatu's shop.

Valefor has found that Noisatu has a map of the Palazzo Furto that includes certain secret entrances to other Principalities. He wants it retrieved without signaling its importance, so he has ordered Alicia to stage a major theft, with a lot of property destruction, but to leave Noisatu alive and cast blame on the Game. So far, everything is going as Alicia has planned. She's cool-headed and intelligent; if she's suspected as being from the Game, she'll work to confirm those suspicions. If she has to flee, she'll ascend to Earth, then return to her Heart, thus breaking her trail.

Noisatu, Shedite of Theft, Shopkeeper

Noisatu is avaricious, pragmatic, and cowardly. It's simple fear that makes it return money when its maps are proven clearly wrong, and that stops it from selling incorrect maps. Noisatu has a vivid imagination, and suffers from nightmares of being ripped shred from shred by angry Calabim. This accounts for its polite manner, but leads everyone in the area to believe that it must be more powerful and devious than they suspect. However, it *does* have a talent for bargaining and for running the shop, which keeps it modestly well off. The Djinn guard, Caesarea, considers Noisatu better than most Shedim, as its cowardice has kept it from abusing her.

ETHEREAL LOCATIONS

ARACHNIDAE

The human wandered through the building, inspecting the sticky silk curtains on the walls. *Unusual*, he thought. *This isn't like any dream I've been in before . . .*

And then the giant spider lowered itself from above, mandibles clicking, and he screamed and ran.

Animals have dreams as well as humans, and those dreams can form Domains just like any others. Blandine and her angels protect those dreamscapes – even if they do not always understand them as well as the angels of Jordi would. One Domain that is stranger than most is that created by the dreams of spiders: Arachnidae.

Giant spiders build endless webs there over intricate arrangements of timber and stone, leaves and metal. The support structures are huge replicas of the normal objects to which spiders would anchor their webs. Giant flies and other insects buzz in the air, from time to time being ensnared and thrashing frantically as the juices are sucked from their bodies. In this Domain, a small spider is the size of a normal human, and a black widow spider or tarantula is much larger.

It is very rare for other forms of life to enter this dreamscape. Insects would view it as a nightmare, animals would simply not relate to it, and humans (apart from the odd entomologist) would certainly find it terrifyingly alien. The Servitors of Blandine have little need to care for it, though occasionally they patrol its borders to make sure that no Ethereals are trying to intrude. There are certain spider myths, after all, such as the Hopi Indian tales of Grandmother Spider – enough to keep them alert.

What the Servitors of Dream don't realize is that a group of *demons* have started to use this Domain for their own purposes. In keeping with Beleth's aggressive policy toward the Marches, this group of Servitors of Nightmares are targeting lucid dreamers and Soldiers of

Blandine. If they catch a human wandering the Marches, they drag him to Arachnidae and throw him in, keeping him there for as long as possible. This lets them avoid making a disturbance by spending Essence, as Arachnidae is nightmarish to humans in itself. It also means that they don't have to risk carrying the human back across the patrolled border between Blandine and Beleth's Marches. The human in question, after several hours being hunted by giant spiders through clinging webs in an alien world, is very much the worse for wear . . .

This group has recently been growing more proactive, actually locating known Soldiers of Dream in the Corporeal world, then tracking them in the Marches. Should these Soldiers start going insane or having heart attacks, it would be very difficult to discover precisely where the danger is coming from . . . As yet, Beleth has not taken particular notice of their activities, and they're trying to build up a definite record of success before reporting to her.

Jordi would be outraged if he knew about the *defilement* of a dreamscape

Domain created by his animals. He would work with Blandine to defend the Domain by any means necessary, and to stamp out this idea before any more demons start trying similar approaches.

Pasdammin, Calabite of Nightmares, Group Leader

Pasdammin is frightening, even for a Calabite of Nightmares. It isn't just the pleasure he takes in breaking Soldiers of Dream, but the thrill he finds in turning an insect dreamscape into a vicious nightmare for the humans. The entire scheme was his idea. While he is the most powerful of the group, he relies on the Balsraph and the two Djinn who work with him to "handle" the Soldiers without damaging them too much. If he actually loses his temper and attacks, his *Berserk* Discord activates, and there's remarkably little Soldier left afterward to drive insane.



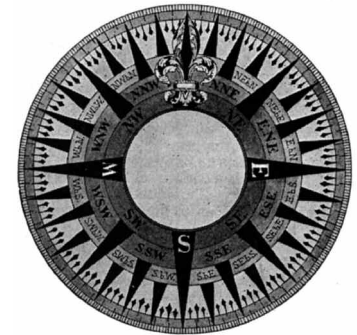
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