

IN NOMINE

SUPERIORS 2

PLEASURES of the FLESH



STEVE JACKSON GAMES

THE DEVIL MADE ME DO IT . . .

Meet four Demon Princes who are helping evil keep up with the times. There is Andrealphus, the Prince of Lust, whose victims enjoy every minute of their corruption. Haagenti, the Prince of Gluttony, who consumes everything around him, including his rivals. Kobal, the Prince of Dark Humor, putting an ironic spin on the War between good and evil. And Nybbas, the Prince of the Media, filming the decay and debasement of mankind, and then selling it back to them, with commercials.

Within *Superiors 2*, GMs and players alike will find new and fascinating information on each of these Princes. Find out how they got where they are today, and where they hid the bodies. Discover what it is like to serve some of Hell's trendiest royalty. Visit Shal-Mari and Perdition, where demons and damned souls are entertained – or become the entertainment.

Superiors 2: Pleasures of the Flesh includes:

- ✠ New attunements, Distinctions, and Rites for each Prince.
- ✠ Rumors from the past and present, describing the Princes' great successes and major failures.
- ✠ The Princes' alliances and rivalries . . . and dalliances.
- ✠ Alternate versions of each Superior, to give GMs more flexibility in planning campaigns.
- ✠ Detailed descriptions of what it is like to serve Lust, Gluttony, Dark Humor, and the Media.
- ✠ Organizations that serve each Princes' Word.
- ✠ Adventure seeds, set in the Marches, on Earth, and in the fires of Hell.

Bring your cameras, for there's lots to see. And bring your soul – because these Princes don't take anything less . . .



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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.



STEVE JACKSON GAMES
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IN NOMINE

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STEVE JACKSON GAMES



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ABOUT *IN NOMINE*

Steve Jackson Games is committed to full support of the *In Nomine* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *In Nomine*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *GURPS*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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INTRODUCTION

SINS OF THE FLESH

"Flesh is transitory, flesh is a prison, flesh is . . . an instrument. Flesh can be replaced. And flesh does as it's told. Or they will become most annoyed."

– Morden, *Babylon 5*, "The Hour of the Wolf"

Welcome to Hell, leave your inhibitions at the door . . .

Not all battles for human minds and souls are fought upon battlefields. In Hell, there are Princes who know that without humanity to feed from, they would starve indeed. Others might call them "soft" and "weak," but these Princes know that subtlety will carry them farther than brute force.

Enter their world, learn their secrets, partake of their pleasures. Just don't get in their way.

NEW AND IMPROVED

*There are things you need not know of,
though you live and die in vain,
There are souls more sick of pleasure than
you are sick of pain;
There is a game of April Fool that's
played behind its door,
Where the fool remains forever and the
April comes no more. . .*

– GK Chesterton,
"The Aristocrat"

This book contains the most complete information currently available on Nybbas, Prince of the Media, the major Princes of Shal-Mari (Dark Humor, Gluttony, and Lust), and their Servitors. Information from previous books has been collected, combined with new material, and updated to become the *definitive* canon for these four Princes.

Not only are there game mechanics and new powers, such as Servitor Attunements or suggested Song variants, but there is also in-depth explorations of each Word's subculture: its community, attitudes, and perspective. Players will find plenty to flesh out their characters, while Game Masters can make NPCs who are far more than cardboard cutouts.

Readers may notice some new terms in the Band Attunements – some attunements *require* a certain resonance or tap into the Band's very nature. Other Bands simply could not use them, or could not use all of the ability. These attunements have been labeled "restricted," if other Bands cannot take them at all, or "partly restricted," if other Bands may take the portion that does not directly rely upon Band resonance (such as the cooking ability of Lilim of Gluttony). There may be other differences as well, subtle or large, which correct errata, misinformation, or *disinformation* in earlier reports about these precincts of Hell.

USING THESE USERS

"Tell me what you want most."

"Something here in my castle that can answer me when I speak to it. As white and smooth as that statue, but not cold like the marble. As soft and sweet as my roses, that can break as easily in my claws. Something that can speak. Something that can die . . ."

– *Beauty and the Beast*, Nicholas Grey

The information in this book – on Andrealphus, Haagenti, Kobal, and Nybbas – is as complete as we can make it, but it's hardly the final word on any of them. Now *you*, the player (or Game Master), must explore the implications. What rumors do you believe? (Which ones are *true*?) Which ones will you refuse to consider, either because they're unthinkable, or because you fear what would happen if others found out? Do you worship your Prince's Word to the extent of becoming a stereotype, or do you covertly ignore his strictures when you can? Do you descend to the depths of evil that your Master's Word offers, or prefer "Damnation Lite," with half the evil and none of the guilt? What do *you* want . . . ?

Game Masters shouldn't overlook the adventure seeds, tailored to provide challenges and questions which hit Servitors of these specific Princes right where they live, and work, and think.

Welcome to Hell. Have a nice stay.





The Beautiful Prince. As long as you look gorgeous and do whatever he and his Servitors want, you're one of their favorite servants. And they say it's even BETTER in Hell.

– Rob Morrison, Soldier of Hell

Janus: Lust only hurts people who get trapped by it, tied up in a relationship, addicted and kept still – nothing my people should have to worry about! I say, clear them away from humans when you run into them, but don't take them too seriously – they're too slow-moving to seduce anybody who can race the Wind. *(So frustrating – where's the time to build up the heat of desire with someone who can't keep his attention on you for two seconds together?)*

However, by the same understanding, he's often prone to take surface values for the truth. I like that . . .)

Jean: I recollect that Love was an efficient and vital force for the greater good. Lust, on the other hand, corrupts any beings in whom it takes root, reducing their clarity of vision and their ability to function. Andrealphus is a force for entropy, and should be cut out wherever his traces are found. *(I'd like to peel back his skin and see how similar to Vapula he is underneath. The electricity would burn, but the creature of naked passion underneath would be worth the finding. I don't think that he'll stay the perfect Power forever – and in the meantime, his angels show a charming thirst for knowledge when my own Servitors meet them.)*

Jordi: Should I be concerned with what he does to humans? Animals know better. However, if he tries to use any of those belonging to my Word in his perverted games, then he'll pay. *(Really only useful to the devoted experimenter – naturally I'll do my best to assist in those areas, but most of the time we have absolutely nothing to do with each other. Much simpler that way.)*

UNITED FOR PEACE

Andrealphus wants to keep humanity alive for his own use, while Novalis wants to keep humanity alive out of simple compassion. As the most “peaceful” on either side, they've found common ground against the War factions, in a comparatively recent alliance spurred by the recent developments in military technology. Andrealphus is happy to pass her information about assaults that would result in a high death toll, which she can then hand over to the more warlike Archangels to utilize. Novalis, on her side, has provided healers for demons of Lust, or for their “pet” humans, in the hope of evangelization and eventual conversion. Both nurture hopes of eventually persuading the other of the righteousness of their own side – or simply of its *sense*.



Tenuous as this alliance is, both realize that it would cause treason trials if they were caught. (They might even weather or win these, if they could convince their respective judges that they're doing more for their own side than the Enemy's – but it's hardly a safe bet.) However, they're both known to be very busy on Earth, so they can manage the occasional meeting. Angels of Novalis sent on healing missions are usually warned that they're working with demons, and that the mission is partly to try to convert their targets.

Demons of Andrealphus know better than to question their Prince – on pain of pain – and are warned not to molest the visiting angels.

There *have* actually been a couple of redemptions from the ranks of Lust, but Andrealphus has taken no action – yet.



to Beleth. Given Beleth's hostility toward him and his Servitors, he needs a very good reason to send Servitors to the ethereal realm.

Celestial Jobs

The kinds of jobs Kobal runs in Hell mirror the kind he runs on Earth (see below). These are political operations against another Prince, intelligence gathering within Shal-Mari, and intelligence gathering outside of Shal-Mari. Finally, there is the elite demonic cadre known as "The Pranksters" (see box).

While Kobal hardly has the spy network that Asmodeus enjoys, he does well with what he has; his demons are smarter than those of the Game, and spend less time looking over their own shoulders. Since Shal-Mari is linked to many other Principalities, it is easy to coax information out of visitors from all over Hell. Likewise, activities which are specifically targeting Shal-Mari or one of its Princes become easier to trace to their true source. And, although Kobal does not have a Hall of Loyalty, he does have a basement with restraints (p. 79) and endlessly looping tapes of several Earthly politicians' public speeches, as well a couple of wretched B-movie classics like *Manos: The Hands of Fate* – things which most demons don't relish seeing for the 100,000th time.

MODES OF ADDRESS

Kobal is (usually) fairly casual about modes of address. To be certain, he does demand some recognition of his position and authority from his underlings, but it doesn't have to be utter and complete obsequiousness. Something along the lines of "Boss," "the Big K," or "the Headliner" is usually sufficient. Kobal's Word-bound behave in the same way as their Master. Each peer level of demons calls each other and their subordinates by name, while they show some (possibly insincere) form of respect toward those higher in the hierarchy of power.

Among other factions in Hell, servants of Kobal are called Kobalites, Jokers, Jesters, and Comedians, sometimes politely and sometimes not. Sometimes they're just referred to with several foul four-letter words strung together in interesting ways. Kobal himself is sometimes called the Funnyman or Mister Happy, but not to his face.

THE PRANKSTERS

This elite corps of Kobalites carries out the most diabolical celestial jobs for Dark Humor. This is the band of demons, for example, who penetrated Asmodeus' Hall of Records and reorganized it for the Game. Chosen only from the most experienced and talented Servitors, they have, at times, full autonomy from the rest of Kobal's power structure.

Rumor has it that the Pranksters have hatched a new plot to make Lucifer smile. Allegedly, this time the target is Kronos, Prince of Fate. Either it's one Hell of a plan, to make Kobal willing to risk his *détente* with that formidable Prince – or they're trying to keep *something* quiet.

The only other jobs that are available in Hell are those which prove a demon's worthiness to be selected for *Earth* duty – arranging for a Vapulan invention to blow up a building full of Servitors of the Game, for instance.

Ethereal Jobs

Although Kobal leaves the Marches to Beleth, he does not completely ignore them. It's not fear of Beleth that keeps Kobal from a larger operation in the Marches, it's just that he hasn't found any specific *use* for the Marches yet. Except, of course, as a punishment that is also a test.

When a Servitor of Kobal fails in a way that might have been either stupidity or sheer bad luck, that demon is sent on a reconnaissance mission into the Marches. If he's caught by Beleth, Kobal usually claims he must have been a rogue, and lets the Princess of Nightmares have them. If they survive, they have proven themselves smart enough to deserve a second chance.

Corporeal Jobs

Traditionally, Kobal's minions have been dedicated to spreading the influence of his Word throughout Earth. This is still important to the Prince, and a lot of effort is spent toward that end. However, more and more agents of Dark Humor are getting orders to participate more directly in the War against Heaven.

Demons who work for Kobal on Earth are expected to do so in the intelligent, subtle way that Kobal prefers. He has many operations occurring on Earth at any given time, and most of them fall into three categories: efforts for the War; political maneuvers against another Demon Prince; and the final, most whimsical category, "just for the Hell of it."

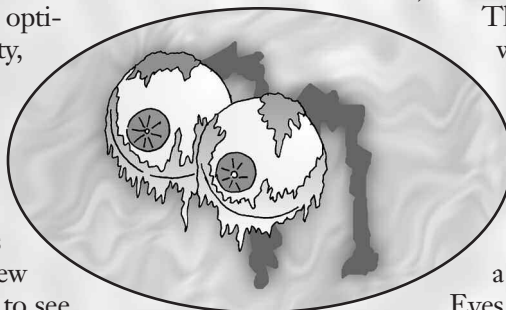
NYBBAS' EYES

If the story about Nybbas' Eyes (p. 105) is true (and we're not saying it is), this is what they might be like as a relic.

The Eyes look like regular eyeballs, still slimy and each dangling a severed optical nerve. They resist getting dirty, so rolling them along the ground won't seem to affect them.

The Eyes can be inserted into the eye sockets of a human or a vessel, but only after the original eyes are removed. Nybbas' Eyes will attach themselves to their new location, and the host will be able to see through them. Now his problems have just begun . . .

Looking through Nybbas' Eyes shows the viewer reality. Unfiltered, unadulterated, uncontrollable reality. Like a hearing aid that doesn't allow the user to filter out background noise, someone wearing Nybbas' Eyes will not be able to ignore anything he sees. The dead bird in the gutter, the crying child with a bruise on her cheek, the homeless person begging for change, the



water dripping off a leaf; all of these images impact the user's brain with equal priority and clarity. Peripheral vision is no longer peripheral, but as immediate as objects in direct line of sight.

The Eyes will drive a human insane if worn for longer than a day. Celestials fare better, but usually can't stand them for more than three days.

The user must constantly roll his Perception to be able to focus on specific objects. On a failed Perception roll, the user must make a Will roll to keep from ripping the

Eyes out of his head. Once removed, the host is blind, unless powerful regenerative healing is available (as with the Song of Healing). Celestials may change vessels to recover their sight.

The exceptions to the rules above are Balseraphs and Seraphim. Balseraphs cannot stand the reality, and must make a Will roll every hour to keep from removing the Eyes. Seraphim, conversely, have no problem looking through them indefinitely, but none would use them if they were aware of the source of the relic.

SCANDAL, LIBEL, AND RUMOR

As with anything regarding the Media, these stories may be true, or they may be false. They may even be both. Tune in to the news at 11 for an update!

Garbage In, Garbage Out

Nybbas' failure to capitalize on the Internet is one of his biggest disappointments to date. To many people, and to many celestials, the Media seems to have a thriving presence on the Internet, but Nybbas had almost nothing to do with that. The Media has been playing catch-up with humanity ever since the Internet came into being, and hasn't actually caught up yet. All of the media sites and media-related lists are flattering for Nybbytes to read, and they certainly net Essence, but every time Nybbas tries to manipulate the Internet, the human users just flow around him and go their own way. Vapula has made some snide remarks about this, but even he thinks that Nybbas has some measure of influence over cyberspace. The ex-Servitor of Technology is not about to disabuse his former master.

Give My Regards to Broadway

The modern phenomena that is Broadway is one of Nybbas' most recent successes. What was once a forum for plays by Tennessee Williams, Lillian Hellman, and other master playwrights, is now a bloated economy devoted to staging the musicals of corporate kiddie cartoons. Not that the older Broadway was devoid of money-making impulses and rotten, patronizing scripts, but any play had a chance, be it drama, comedy, musical, tragedy, or some combination thereof. Its eclecticism was the very root of its appeal. Anyone could afford the standing-room price.

These days, Broadway makes its profit at the expense of variety. Controversial plays are too risky to stage. The theater owners must pander to the lowest common denominator in order to make a run pay off. The result is a string of plays that rival Hollywood blockbusters for blandness and box office. Even Off-Broadway theaters, formerly the haven of the avante-garde, must now bow to the bottom line. This is a serious blow to Eli's Servitors, and they are fighting the change as best they can.

CHANGING SUPERIORS

Nybbas doesn't have a big problem with Servitors who want to switch Superiors. People come, people go . . . However, he wouldn't want to lose a servant with a head full of secrets. He'll recruit demons (not in person, but through his Agents) who he thinks will benefit his organization. He sometimes gets rid of Servitors with

poor performance by trading them to other, less lenient Princes, but he prefers to use them as fodder for entertaining the masses. Executions and death-matches are very popular in Hell, where everyone wants to see someone doing even worse than they are.

Unusual Jobs

Absolute control of information means that all who use the information are controlled *through* it. If everything in the world is described in the Media in some way, then he who controls the Media controls the world . . . and Nybbas *is* the Media. All that he requires is that everything be described in the Media. He therefore sponsors such works as geographical projects designed to map every inch of the world, putting works of literature onto computers where they can be easily adjusted, compiling archives of news and documentation . . . when he controls everything that his subjects read, watch, or hear, he will control *them*.

The Prince of the Media also engages in scientific research. After all, useful as Vapula is, he can't be relied on for everything – especially such vital areas of knowledge as subliminal processing. Some of Nybbas' more studious Servitors work in this area, or persuade humans to do the work for them.

REWARDS AND PUNISHMENTS

I want the credit. I want the credit. I want the credit!
– Wag the Dog

Rewards

Demons of the Media are award-happy, just like members of Earth's media. The easiest way to reward a Nybbyte is to give him an award with a silly name, that he can flaunt before other Media Servitors. The awards mean nothing to demons who serve other Words, unless they're extremely gullible.

As stated on p. 121, a favorite reward for any Servitor of the Media is to go to Earth. (Indeed, almost all demons want to go to Earth; this is one reward that *will* impress other demons in Hell.) Nybbas thinks Earth is important, so demons who go there are important. Once corporeal, demons can be rewarded with cars, houses, money; anything that worshippers of the Media see as a sign of status.

THE TWO MINUTES

Nybbas is one of the more accessible Princes. He likes to mingle with his people. However, he's always busy, and under normal circumstances, a demon has to be pretty far up in the hierarchy to get an appointment with the Boss. There is one exception to this rule: He'll *always* let someone pitch an idea to him. It's called "The Two Minutes." Any Servitor of the Media – in fact, any demon at all – may approach Nybbas at any time and request an audience with him, which he'll grant unless he's dealing with a major crisis.

Within a few hours, a day at most, the demon will get two minutes to sell his concept. As with most interactions with Nybbas, the best advice is "be

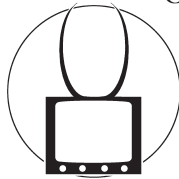
prompt, be amusing, be brief, begone." If the Boss likes what he hears, he'll ask for details. If not, two minutes is more than long enough to be irritating a busy Prince.

The catch is that each demon gets only one failure. If he fails to interest his Prince during the Two Minutes, he'll have to make an appointment through regular channels next time, and the waiting list is months long at *best*. If a demon really bores Nybbas, the waiting list for his next appointment could be infinitely long, assuming he lives through his Two Minutes in the first place. Conversely, demons who pitch successful ideas are welcomed back with open arms, until they make their first mistake . . .

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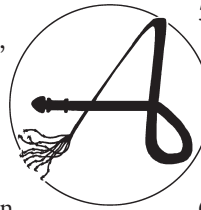
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