



# IN NOMINE™

*In Nomine* was written by Derek Pearcy based on an original game by CROC, under license from Asmodée

# FEAST OF BLADES

AN e23 ADVENTURE  
FOR IN NOMINE® FROM  
STEVE JACKSON GAMES  
FOR 3 TO 6 PLAYERS

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*Special thanks to Bob, Dan, Kevin and Marty for comments, to Al Moniz, for advice on Portuguese names, to Carolyn for entertainment, and to Sandra, for psychic chicken soup. – S. John Ross*

*When thou sittest to eat with a ruler, consider diligently what is before thee: And put a knife to thy throat if thou be a man given to appetite. Be not desirous of his dainties, for they are deceitful meat.*

– Proverbs 23:1-3 (KJV)

*Feast of Blades* is an *In Nomine* adventure for three to five celestials, angelic or diabolical. It could



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## STEVE JACKSON GAMES

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## GURPS IN NOMINE

This adventure can be played with both the traditional *In Nomine* rules, or *GURPS In Nomine*. The converted characters have been only slightly “normalized” – they are straight conversions, using the rules in Chapter 9 of *GURPS In Nomine*. The only exception is in levels of Discord; in a normal conversion, an adapted Frequency of Submission table (pp. CI10-11) would be used. For simplicity, Discord has been taken “straight,” with the default *GURPS Basic Set* or *GURPS Compendium I* mechanics. Human characters have also been rounded or approximated in some cases.

Note that Songs have had the -5 applied for use outside the celestial realm. If these characters go to Hell or Heaven, they will have +5 to all Songs.

### *Extra Hit Points and Reduced Hit Points*

Many of the converted *GURPS* characters have Extra Hit Points for physical, mental, and celestial combat. The physical advantage is written as Extra Hit Points for the vessel in question. Extra Hit Points (Mind) are bought with the -50% Limitation, “Only for mental combat,” and Extra Hit Points (Soul) are bought with the -20% Limitation, “Only for celestial combat.” Reduced Hit Points for Mind Hits and Soul Hits have the same

Limitations. See pages 27 and 28 in *GURPS In Nomine* for more information.

### *Power Investiture and Essence Control*

The *GURPS In Nomine* advantages Power Investiture (p. IN27), and Essence Control (p. IN31) are both included in the Basic Celestial Template (pp. IN9-10). Non-player celestials are assumed to have the default 9 levels of Essence Control, and have allocated their initial Power Investiture levels to Power Investiture (Corporeal) 3, Power Investiture (Ethereal) 3, and Power Investiture (Celestial) 3. Any totals listed in the descriptions include these levels plus any additional purchased.

### *Page References*

Rules and statistics in this article are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*, BE to *GURPS Bestiary*, and IN to *GURPS In Nomine*. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).

also be run for a group of Soldiers, but the GM may wish to tone down some of the conflicts to a level suiting mortals. Ethereals would be up against both sides if they chose to pursue the matter, but the prize might be worth the risk . . . The story may also be used as the basis for an adventure with a single player – or perhaps a cunning duo – and GM (see p. 21).

The plot involves many factions and conflicting motives, and should not be run without advance preparation. The GM should read the entire adventure beforehand, and familiarize himself with the

NPCs involved. In particular, read first the sections on Litheroy (p. 27), Alaemon (p. 32), Hamet (p. 45), and the Dagger of Bithynia (p. 36). That will provide vital background for the rest of the text.

It would be inappropriate for the players to read any of this text before having completed the adventure. Once *Feast of Blades* has been concluded, both Litheroy and Alaemon may be used as Superiors for PCs, if the GM wishes. (Or they may be added ahead of time, if the Game Master doesn’t believe that would “spoil the surprise.”)

