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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.



BROTHELS, BROTHELS EVERYWHERE

Establishments in Shal-Mari take as much care in displaying themselves as any individual demon does. Signs hang over the doors, house staff display themselves in the windows, and damned souls or demonlings are sent out onto the streets to lure visitors to their doors. Life inside a Shal-Mari brothel – beside the obvious fact of service – depends on whether you're in a high-class establishment which employs expensive courtesans, or a gutter-level cathouse skimming Essence off damned souls. The lowest minions act as cleaners and servants, beautiful Servitors of Lust cater to the customers, and the owner of the house collects the fees. It's really no

different from any human establishment – as the demons will point out cheerfully.

The exceptions to the rule of self-display are brothels that cater to the *very* highly-ranked, or that offer particularly specialized services – which usually amounts to the same thing. Such establishments can do without gaudy public signs and advertisements; in stark contrast to other buildings, they're undecorated, or decorated with tasteful understatement. Their contents and staff may vary, but they all have one thing in common – heavy defenses and extremely thick walls.

VARIATIONS ON A THEME

Andrealphus can be viewed in a number of ways, depending on the type of campaign, and on the GM's personal vision of him.

Comic Relief

In a humorous or darkly humorous campaign, or if he's being used for light relief among the Princes, Andrealphus is an obsessive, shallow romantic. He's constantly being distracted by his latest passion, can be talked into favors by anyone sufficiently good-looking, and avoids fights for fear of being hurt or even overly mussed. He (and his Servitors) are preoccupied by fashion and beauty treatments, but useless when it comes to anything except looking good, or the occasional seduction. The slightest conversational gambit is misinterpreted as a come-on, and Servitors of Lust are known for being distracted from their missions in order to have sex in the nearest corner.

Dark Andrealphus

Darker versions of the Prince of Lust only get pleasure from the active *pain* of others. This may be merely physical pain, or it may be mind games, forcing them to betray what they care about for his sake, persuading them into actions they don't want or find degrading . . . Lust can only be gratified and assured of its power by forcing others into what they don't want.

This Andrealphus is bored of simple sex, and prefers S&M, pedophilia, snuff films, bestiality – any sort of perversion or gratification. He and his Servitors may *act* like empty-headed, vain fools, but beneath it they're all brutal, calculating hunger.

Andrea – The Female Version

Many people find Andrea's female form much less of a threat than her male form – which is an excellent reason to use it. Though she is still utterly seductive and beautiful, she takes any shape that amuses her; from a red-haired amazon to a tiny geisha, from a stately black woman to a shy brunette. Her appearance is chosen to match the setting and the people present, in order to manipulate them better.

Andrea usually acts less sexually aggressive than Andre. She is cool, allowing others to impress *her*, though she will also demonstrate a flattering encouragement toward those whom she wants to beguile. In the case of a non-Superior who is unaccustomed to females in authority, or whose relationships tend to the male-dominant, she enjoys being aggressive and taking control. She expects to be actively flattered, or at least appreciated, when in female form – far more than in male form – and will be insulted if this doesn't happen. Her whole attitude and appearance are a challenge, conscious or unconscious, to everyone around her, designed to set them competing from desire for her. She likes to give the appearance of some hidden flaw or vulnerability in her character – while not true, it adds to her allure.



HAAGENTI IN DETAIL

... *There are three things that are never satisfied, yea, four things say not, It is enough: The grave; and the barren womb; the earth that is not filled with water; and the fire that saith not, It is enough.*

– **Proverbs**, 30:15-16

The Prince of Gluttony is the consuming hunger which is never satiated, the ravening mouth that is never filled. Created as a mere gremlin, he has always been as hungry for power as he was for anything else. Where he goes and devours, he leaves nothing behind, and *produces* nothing – he is ultimately destructive, consuming or breaking anything he wants. As the years go by, he is growing and developing, extending the reach of his Word. And as the Word of Gluttony spreads in the 20th century, through all the indulgent habits of humanity, his power grows with it.

HISTORY

Haagenti began his existence as a nameless gremlin, toiling for the demons of Meserach, the Prince of Sloth. He was abused and scorned as all demonlings are, given the most menial tasks to do and forced to watch as his superiors took the credit for his work. Given that the whole Principality celebrated the Word of Sloth, junior Servitors found it almost impossible to advance. The lazy did nothing, and the energetic were despised for failing to properly honor the Prince's Word. Older demons in positions of power stole the work of their servants, claiming it as their own, and thus kept their poses of sloth, while the junior demons could only stand by and curse.

It was no life for an ambitious young gremlin. Haagenti was constantly tormented and mocked by the creatures

ROAST PORK

Among demons who do not serve Gluttony, there's a tale that Haagenti discovered the joys of eating purely by accident. The story has it that, as a gremlin, he burned down a poor farmer's Earthly hovel, and the pigsty as well. Later, he investigated the novel scent of roast pork . . . and the rest is history.

who thought him their minion. A time would come, he *swore*, when he would take revenge on everyone who had belittled him.

A perilous (for a gremlin) trek across Hell brought Haagenti to Sheol, where he found life much more to his taste. His angry energy was appreciated by the minions of Belial. Naturally he was still used and abused, but he was actually able to make an impression on his superiors by his zeal and efficiency at destruction. He became a full demon, fledging as a Calabite, and began to rise in power.

Haagenti was sent to Earth, where he burned and destroyed freely. He was not the most inventive of the demons of Fire, but he really enjoyed his work of destruction, and displayed a wicked (if very basic) sense of humor. Belial was pleased.

But in the corporeal realm, Haagenti's Calabite Discord (Gluttony, of course) grew out of control. He spent more and more time building up his mortal power and gathering minions to feed his own fleshly urges . . . especially for *food*. He sought worldly power for his mortal vessels, and held violent, gluttonous orgies at which he amazed his followers by eating impossible feasts. As long as he lit his parties with the flames of burning Christians, and regularly torched the villages his armies overran, Belial was still happy. Haagenti was given a Distinction and more power.

GLUTTONY, GREED, AND WORD-BOUNDARIES

Gluttony and Greed have a certain amount of overlap, which has been steadily increasing – much to the dismay of Mammon, the Balsraph Prince of Greed. Greed is the urge to *own* everything, possess it, and for nobody else to have it; what one does with the goods or money owned is irrelevant. Gluttony is the urge to consume, and to consume *everything*, regardless of ownership. Originally Gluttony was defined in terms of food, but in the popular mind (thanks in part to Haagenti's own

efforts) it grew in scope to include the desire for ownership and also the aspect of destruction. Gluttony is now becoming a category which *includes* Greed, and is starting to infringe on Destruction, and even on Lust. As Mammon's power has been subsumed, he has declined, becoming no more than a minor Prince. And if it goes further – well, Haagenti has eaten other Princes before . . . Mmmm, Balsraph Prince.