

Healing in His Wings: a Heretic's Look at Raphael

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Introduction

Raphael is one of the few Archangels that IN NOMINE[®] adapted from real-world religious traditions: some rabbinical Jewish texts mention him, and the Catholic Bible includes a story (the Book of Tobit) about Raphael helping a faithful mortal. Like the other “adapted” Archangels, though, Raphael has undergone drastic changes in game canon:

- Canonical game sources have assigned him the Word of Knowledge (giving him many of the aspects that Jean and Yves share now). Real-world tradition, however, describes him mainly as a healer: he does have other aspects and interests¹, but the Word of Healing suits Raphael more closely.
- Canonical game history claims that Legion, an impossibly strong Shedite, was killed in a suicidal battle with Raphael. In my own campaign, that version of Legion never existed in the first place: the Bible passages that inspired him (chapter 5 of Mark) implies thousands of demons, not a single being able to possess thousands.²

1 Besides his role as a healer, traditional sources show Raphael guiding travelers and bringing future spouses together. (Amaré—the new Archangel of Love in my campaign—served Raphael before she ascended to her present rank.)

2 Granted, Kyriotates as described in the game have no Biblical basis either; but when I *can* use a traditional source in my campaign, I prefer to stick with it.

- Canonical descriptions assign Raphael to the Elohim, which makes sense for an Archangel of Knowledge—restraint, rationality, and objective detachment are all needed to gain and use knowledge effectively. But the Raphael of Jewish and Catholic tradition is a very sociable angel, even when he guides and teaches others: I would personally call him a Mercurian in game terms.

Considering those differences, how should IN NOMINE[®] portray the servitors of a more traditional Raphael? At least one writer, Kurt White, has posted a homemade description to Steve Jackson Games' web site. White's version is generally well written, although I sometimes question his "game logic": why couldn't an Archangel of Healing allow Malakite servitors, when Novalis (the biggest pacifist in Heaven) has a few of her own? Raphael also deserves some updated information to make him compatible with the later rulebooks: what attunement should a Bright Lilim servitor get? Which Songs (if any) can a Raphaelite perform better than other angels do? The additions in my article, hopefully, will answer those questions...

Form and Behavior

His typical form on Earth is a nondescript human adult, of whichever race/ethnicity dominates the area. Although he prefers male vessels, Raphael can assume any age and either gender—depending on what locals expect from a healer. He is always well-dressed and has a quiet, unassuming "bedside manner"; still, Raphael will gladly offer advice if asked, or if a mission depends on someone else taking specific actions.

Dissonance

It is dissonant for a servitor of Raphael to ignore humans who need healing (if the angel knows that such a problem exists nearby). If they know Songs or have items which could save that person from dying, these angels are duty-bound to use what they have or face the consequences.

A Raphaelite's duty to heal includes “gray” Sorcerers and pagan Soldiers, but may exclude Hellsworn if the GM allows.³ (Undead creatures and demonic vessels *never* count as human, even if the demon is using Asmodeus' “Humanity” attunement!)

Choir Attunements

Note: *All* of Raphael's servitors (regardless of Choir) have some Song-related benefits in common—

- They gain the usual Superior bonuses when performing any Song of Healing or Solace, or the Celestial Song of Harmony.
- They can learn any Song of Banishment listed in *Liber Canticorum*; Catholic tradition describes Raphael as teaching a pious man to exorcise demons.
- They can learn a new secret Song group, the Songs of Remedy (described at the end of this article)

Seraphim

Because they have closer ties to the spiritual world than other Choirs, a Seraph of Healing adds his Celestial Forces to the check digit when he performs the Celestial Song of Healing.

Cherubim (restricted)

A Cherub of Healing may add his Corporeal Forces to the check digit whenever he performs the Corporeal Song of Healing on any mortal to whom he has attuned himself.

³ If a pagan Soldier's god is friendly to Hell (and that Soldier refuses to convert), Raphael considers them equivalent to Hellsworn—an incorrigible enemy who shouldn't get Divine aid. The Egyptian god Set, for instance, is friendly to Hell; Osiris and Hathor aren't, on the other hand.

Ofanim (restricted)⁴

Wheels of Healing can add their Corporeal Forces to their resonance whenever they are trying to seek out a safe haven for the wounded, if they are in the presence of someone who needs immediate healing. They are Raphael's ambulance drivers and emergency medical technicians.

Elohim

As the angels most closely attuned to the emotions of humans, Raphael's Elohim may add their Ethereal Forces to the check digit of a successful Ethereal Song of Healing.

Malakim (restricted)⁵

Just as doctors monitor their patients, Raphael's Malakim monitor the doctors. If a physician has violated his trust with a patient in any way, their resonance detects it automatically.

Kyriotates (restricted)

Kyriotates of Healing are so fanatical about the health of their hosts that it has become a major part of their minds. Hosts of these Kyriotates heal one extra body hit per day, until the angel leaves (voluntarily or otherwise).

4 Originally designed for an “unfallen” [Genubath](#), Archangel of Healing, on the “INverse” fan site.

5 Suggested by [Scott Rochat](#).

Mercurians (restricted)⁶

Raphael's Mercurians can see illness in a relationship, in the same way that most doctors can diagnose illness in their patients. On a successful roll, their resonance can locate the most endangered relationship the individual has. If they find a way to make things right (probably a long-term process), they regain 3 lost Essence.

Bright Lilim (restricted)⁷

Gifters of Healing automatically sense Needs that would directly improve the physical well-being of the target. (Roll anyway, to determine the maximum level of Need they detect each time.)

Servitor Attunements

Healing Hands

The angel may touch another being and transfer any Corporeal, Ethereal or Celestial damage from his target onto himself. This costs 1 Essence per damage *type* transferred (not damage *point*).

⁶ Suggested by Scott Rochat.

⁷ Originally a Lilim attunement granted by the “unfallen” [Makatiel](#), Archangel of Life, on the “[INverse](#)” fan site.

Faith Healer

By laying hands on a human, the angel can cure the target of any affliction (such as a disease or the side effects of drug overdose), removing poisons and pathogens from the body completely. This requires 6 Essence and a successful Will roll. However, this attunement will NOT remove Discord of any kind; at best, the target gains temporary relief (for CD minutes) from Discord-related symptoms. It will not restore lost hits either; that calls for a Song of Healing or similar power.

Calming⁸

By making a successful Will roll and spending 3 Essence, angels with this attunement can make anyone who has lost emotional control calm down for the angel's Ethereal Forces in hours. This works on someone who is being affected by an Ethereal Discord, a Habbalite's resonance, or simple emotional distress.

Sacrifice Vessel⁹

With a successful Will roll, the angel may actively sacrifice his own vessel in order to sustain the life of another celestial's vessel. This attunement creates a temporary link between the angel and his target. When the target suffers vessel-death, he will immediately revive to full Body hits. The sacrificing angel's vessel will dissipate as he returns to his Heart.

8 Originally designed for an “unfallen” Genubath (as described previously).

9 Originally called “1-Up”, and designed for an “unfallen” Makatiel (as described previously).

Distinctions

Vassal of Health¹⁰

With a Perception roll, the angel can see the current physical condition of someone he is looking at. This is indicated by an aura around the target. White indicates perfect health; green means good, yellow means some damage, orange means severe damage, and red means fatal damage. (Undead will have an aura also, but it will be tinted with blackness.) The same Perception roll, if successful, also allows the Vassal to identify specific medical problems: headaches, hidden fractures, diabetes, or the like.

Friend of Well-Being¹¹

For 5 Essence, the angel may designate an area equal to his Corporeal Forces in yards as a "safe zone", in which people may rest and heal, and will not fight, lasting for 24 hours. In game terms, this creates an area under an influence similar to the Seraph of Flowers attunement.

Master of the Heavenly Balm

The angel may restore Forces lost due to Soul Hits, as long as those Forces were lost not more than one week ago. He must make a successful Will roll and sacrifice 10 Essence to do this.

10 Combines Kurt White's "Vassal of Healing" Distinction with a similar one designed for an "unfallen" Genubath (as described previously.)

11 Renamed from Genubath's "Friend of Healers" Distinction (as described previously).

Relationships

More Archangels respect Raphael than one might think—partly because of his age, partly because of his prominence in two Divine faiths, and partly because he saved many celestials' lives during the War in Heaven.

Allied: Amaré, Gabriel, Novalis, Oannes (whose life was saved by Raphael)

Associated: Eli, [Isaac](#), Laurence, Michael, Uriel, Yves, Zadkiel

Neutral: Everyone else

Hostile: No one

Rites

Basic¹²

- Spend four hours working in a hospital or medical clinic
- Spend two hours teaching basic first aid
- Assist others with a life-saving medical procedure (CPR, organ transplant, or the like).

Expanded

- Prevent the loss of a Force in another angel
- Make a badly injured or seriously ill patient laugh wholesomely¹³
- Assist in the Redemption of a demon (+2 Essence; +3 if the demon formerly served Fleurity or Saminga)¹⁴

12 Added/modified by Ingeborg S. Nordén.

13 Suggested by Scott Rochat.

14 Suggested by Scott Rochat.

Invocation

Chance of Invocation: 2

Raphael is as busy as the other senior Archangels, since so many victims of the War (human or celestial alike) require healing. He usually sends a servitor to rescue sick or wounded mortals, but doesn't mind helping a fellow angel when the need is urgent.

Invocation Modifiers

+1—A box of bandages, or a package of over-the-counter medicine

+2—A doctor's medical bag, or a first-aid kit

+3—The emergency room or intensive-care ward of a hospital

+4—A major operation performed to heal someone who is severely wounded

+5—A new and useful medical discovery

+6—The successful execution of an experimental medical procedure (such as brain surgery or a limb graft) that restores basic functions

Cathedral: Raphael's Hospital

New arrivals to the Eternal City are surprised to find a hospital there—especially one with machinery unlike any they've seen on Earth. Still, angels who develop Discord after a long time in Trauma need *somewhere* to be treated; the Archangel of Healing has beds, therapy, and a well-trained staff to deal with those patients. In addition to the bedrooms, labs, and therapy centers, Raphael has reserved some space for the offices of his Word-bound servitors, for his own main office, and for angelic Heart storage.

Most Tethers to Raphael's Hospital open onto an office floor similar to the earthly departure point. His servitors can usually get directions to Heart storage, or to a suitable therapy wing, from one of the angels assigned to staff the place. Hostile and/or non-Divine spirits, however, usually get thrown out by Raphael's security guards. (Not all guards in the Hospital were created as Healers, incidentally: several angels and Saints work there "on loan" from more militant associates, like Zadkiel and Uriel. Raphael's prominence in the Catholic Church means that Laurence, too, is quite willing to provide necessary muscle...)

Secret Songs: the Songs of Remedy

After Raphael began accepting former servitors of Drugs, he learned about the Songs of Poison which Fleurity had developed—not only to harm and enslave mortals, but also to kill fellow celestials. Heaven needed a way to counter those Songs; with help from Eli and Novalis, Raphael found a way to re-orchestrate Fleurity's malefic powers into beneficial ones. He dubbed the new versions the Songs of Remedy, and agreed to share them with the other Archangels who had helped with his research...but only angels serving Eli, Novalis, or Raphael are permitted to learn them.

Corporeal: The Corporeal Song of Remedy makes poisons inert—unable to cause damage if the poisons haven't already entered a creature's body. If performed on a true corporeal being (not a celestial's vessel), this Song neutralizes the same amount of damage that a similar Song of Poison would inflict. However, three differences apply:

- The recipient must be touched.
- He cannot have been poisoned more than CD minutes before the Song of Remedy was performed.
- He cannot be returned to life if the poison damage (or anything else) has already killed him.

In all other respects, the game mechanics of this Song match the Corporeal Song of Poison (as listed in *Liber Canticorum*).

Ethereal: This version of the Song of Remedy makes legitimate medicines work perfectly, without any harmful side effects or risk of addiction. (Raphael's servitors often use this Song when a patient desperately needs relief but doesn't want the risk of becoming an addict.) It never works on illegal drugs, or on those that a patient has no legitimate medical reason for using. In all other respects, the game mechanics of this Song match the Ethereal Song of Poison (as listed in *Liber Canticorum*).

Celestial: This song works much like the Corporeal Song of Remedy, except that it neutralizes poisons specifically designed to harm celestials. Except for the differences when performed directly on a celestial's vessel (and the fact that it heals rather than harms), the game mechanics of this Song match the Celestial Song of Poison (as listed in *Liber Canticorum*).