

# **Uriel, Archangel of Purity: a moderately heretical version**

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*"The world is corruptible, flawed and discordant. We must scour it of its imperfections,  
returning it to its former state of glory."*

The youngest angel of the first creation, Uriel was charged with preserving the purity of the Symphony. Created as a Seraph, he embraced purity and perfection as the greatest truth possible. As stars and worlds came into existence he was there, examining each for the false note that would reveal it as imperfect and unfit for inclusion in the Symphony.

When the War came upon Heaven, Uriel was outraged. Discord had entered into the pure Symphony as the result of deliberate action, something which had never before happened. His injured Word resonated within him, and he was forced to act. He sacrificed his Seraphic nature to become the first of the Malakim, a living instrument of vengeance and the wrath of God. His transformation brought a change in method, if not in purpose. He was no longer content to watch for imperfections in the Symphony. Instead, he began to actively seek those imperfections and destroy them before they could threaten creation.

For millennia his efforts were directed against Hell. But then he became aware of a new source of disturbances in the Symphony, coming from the Marches. Heaven had always known of the Ethereals; some of the spirits were as old as the Earth itself, and they had slowly become more active in the Corporeal realm. Eventually the disturbances they caused in the Symphony and the interference they created in the lives of mortals grew too great. Uriel acted.

Much has been written about the Purity Crusade, but the reasons for it have never been explained. The Ethereals, by meddling in the affairs of mortals, had become a greater threat to the Symphony than Hell itself. When diplomacy failed to persuade them to leave, Uriel was left with no choice but war. Slowly the Ethereals were driven from the Corporeal realm to the Vale of Dreams, and then from the Vale of Dreams into the Far Marches. Then victory was snatched from him.

The last thing Uriel expected was to have to answer to the Seraphim Council for the Crusade. He was stunned, and his servitors enraged, that he was to face trial for promoting his Word. He argued eloquently in his own defense, unable to comprehend why this was happening. Understanding came, but from his own servitors, not the Council. He learned that Laurence, Angel of the Sword and his most faithful servitor, was ready to lead the angels of Purity into war against Heaven if he was condemned, and he realized just how much his actions had divided the Host. Unwilling to be the cause of such discord in Heaven he called out to God in desperation, seeking help. Whether in response to Uriel or Yves, God answered. Uriel was summoned into the Upper Heavens.

For three centuries Uriel remained isolated from his fellows, until the Great Awakening (a call for purification and reform in Christianity); God authorized his return to Earth, commanding the Archangel to guide men to the truth and expose their hypocrisy when needed. So far, Uriel has not told any other being about his experiences in the Upper Heavens, nor revealed what God himself thought of the Purity Crusade. He insists that he seeks no special authority or position, claiming only his rights as an Archangel.

## **Dissonance**

Uriel's angels were the only ones never touched by Dominic's Inquisition. The reason for this is simple; Uriel's angels cannot Fall.

The Word of Purity ensures that none of Uriel's servitors will ever go over to the other side, but there is a high price to pay for this protection. Uriel immediately destroys any of his servitors who accumulate more than two notes of dissonance, or a single level of Discord. Even one or two notes of dissonance justifies summary execution unless the angel has a *very good* explanation! The Archangel of Purity does not tolerate the slightest deviation from his Word; Dominic seems charitable and forgiving by comparison.

It is dissonant for servitors of Purity to allow evil to go unchallenged. There is no dissonance for failing to prevent evil after making an honest effort, or for being truly unaware of an evil situation. Dissonance comes from being aware of the evil, and choosing to do nothing.

It is also dissonant for an angel of Purity to ignore dissonance or Discord in any angel, or to ignore any supernatural/mythical being which is not clearly aligned with Heaven. (Discordant angels should be reported to Uriel, no matter whom they personally serve; other "impure" beings should be destroyed, imprisoned, or banished as Uriel sees fit.)

## **Choir Attunements**

### **Seraphim**

A Seraph of Purity may automatically use his resonance. If he chooses this option, he will automatically succeed with a check die equal to his Celestial Forces. If he chooses to roll anyway and fails, he may not use his resonance against that individual for a number of minutes equal to his check die minus his Celestial Forces.

## **Cherubim (Restricted)**

Cherubim of Purity are the ultimate trackers: they do not need to make physical contact to attune themselves to a target. Any trail will do—including the barest Disturbance—although the Cherub may have no idea to what it is attuning. If the target leaves the corporeal plane, a Guardian can make a new Resonance check when it reaches the point of departure to follow into Heaven, Hell, or the Marches. Cherubim are immune to Dissonance caused by harming the Discordant, dissonant, and demons.

## **Ofanim**

Silent predators, Uriel's Ofanim can move without disturbing the purity of the Symphony. They may spend Essence to improve their Resonance rolls without creating a ripple in the Symphony. Also, when entering or leaving the Corporeal plane, they generate a disturbance, but leave no echoes: other celestials within range may hear the initial ripple, but cannot easily follow it back to the source.

## **Elohim (Restricted)**

On a successful resonance roll, Elohim of Purity automatically detect any Ethereal Discord (or disadvantages, for humans), in addition to the usual information their Choirmates would learn. On a check digit of 6, they also know how that Discord was gained.

## **Malakim**

Uriel's Malakim are the most dreaded scourges in Heaven, and the bane of all dissonant celestials. When targeting a celestial who has dissonance in combat, they add the target's dissonance to their Accuracy. And if they strike a target with Discord, add the victim's Discord to the Power of the Malakite's attack!

## **Kyriotates (Restricted)<sup>1</sup>**

Kyriotates of Purity can temporarily "purify" those they possess, by removing any Discord (as many total levels as the Kyriotate has Forces). This remains in effect as long as the Kyriotate possesses the host.

## **Mercurians (Restricted)**

Uriel's Mercurians are still mourning mankind's exile from Eden. They believe that if all diabolical taint and sinful discord is eradicated from human society, humanity will be able to regain God's grace and return to Paradise.

When applying their resonance to someone, Mercurians of Purity know whether any other attunement, resonance or Song has been used on the subject within a number of days equal to the check digit of their successful roll. They only get a "yes" or "no" answer, so applying their resonance to a celestial will (in all likelihood) reveal the recent occurrence of such outside influences, but it won't tell them that the subject is a celestial himself.

Mercurians of Purity may use violence against mortals suffering from Celestial Discord without fear of dissonance, though Uriel might look askance at slaying those afflicted with the Merciful Discord (or similar "nice-guy" disadvantages, if the GM has created more).

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<sup>1</sup> Maximum modified by Ingeborg S. Nordén.

## **Bright Lilim (Restricted)**

On the one hand, Uriel feels suspicious of Lilim because they're always Hellborn; on the other, he feels honor-bound to accept sincere penitents. (More tolerant Archangels joke that a Daughter who decides to serve Purity works seven times harder than anyone else to prove her worth...) Despite his suspicions, Uriel has created a Choir Attunement for the few Brights who serve him: on a successful resonance roll, the angel can determine exactly what punishment an offender needs to truly repent his evil ways.<sup>2</sup>

Uriel's Bright Lilim are assigned to specific people whose repentance is crucial to the War—most often to Hellsworn or pagan Soldiers, though a few evil “normals” have also attracted a Gifter's attention. They sometimes take church-based Roles to encourage penance more easily (which means that Uriel may well create male vessels for some of these angels).

## **Servitor Attunements**

### **Cleansing Touch<sup>3</sup>**

By spending 1 Essence, the angel may touch a single object and purge it of any imperfections it possesses. Gems become flawless, food becomes perfectly cooked and edible, and so forth. If used on a living being, it negates the effects of any Discord the individual is suffering from for a number of minutes equal to the toucher's Celestial Forces. (This also applies to corporeal beings' disadvantages, of course...)

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2 Yes, this is the same Choir Attunement that Gabriel grants to Bright Lilim in “canonical” games—but since Uriel is the punisher in my campaign, *he* grants it instead.

3 This was originally a Distinction-related power (“Vassal of Cleanliness” in Gant's version, but I weakened the Discord-suppressing effects and made it a normal Servitor Attunement. (The original lasted for as many minutes as the angel's *total* Forces.)

## **Discern the Heart<sup>4</sup>**

With eye contact and a successful Perception roll, the angel can determine the purity of another being's motives in any situation. He does not know specifics about why someone acts the way they do; but the emotions involved, and the sincerity of the subject's commitment, are plain. This only applies to the motives pertaining to a specific course of action, though: it does not give the general information available to Seraphim and Elohim. (On a Divine Intervention, the angel *does* gain that extra information; on an Infernal or Ethereal Intervention, he cannot “read” the same being again for the next 24 hours.)

## **Master Echoes<sup>5</sup>**

More perfectly attuned to the Symphony, the angel adds his Celestial Forces to his Perception for purposes of detecting echoes in the Symphony—and subtracts the same amount from the degree of disturbance his own actions cause. (No disturbance can be reduced below 1, however.)

## **Perfect Pitch**

When the angel detects a disturbance in the Symphony, he automatically knows who caused it (“a Malakite of War”, “a Native American ethereal,” or the like) and how (“from an unnatural death”, “from a Song being performed”, and so forth).

## **Smite**

This attunement works exactly as described in the *Core Rules* book; in most campaigns Gabriel bestows it, but in mine it has been transferred to Uriel.

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4 This was originally an automatic, Distinction-related power (“Friend of the Pure of Heart”), but I added the Perception check and Intervention rules to make it a normal Servitor Attunement.

5 Renamed to avoid confusion with Oannes' “Ripples” attunement.

## **Unshakable Resolve**

Once the angel becomes committed to a course of action he believes is correct, he may add his Celestial Forces to any roll to resist being persuaded or forced to turn aside from that course. Note that being "forced to turn aside" means such things as possession, Geases, and the like— not physical intervention.

## **Distinctions**

### **Vassal of Purity<sup>6</sup>**

Uriel's Vassals are almost impossible for impure beings to touch. (For this purpose, "impure being" includes any spirit with dissonance or Discord; it also includes *all* undead, Hellsworn and demons, even if they're technically free from dissonance or Discord.) Impure beings who try to attack a Vassal of Purity subtract the Vassal's Celestial Forces from any target number required to hit them. Attackers with dissonance and/or Discord suffer even further: each note of dissonance worsens the target number by one more, and so does each level of their strongest Discord.

***Example #1:** An Outcast Ofanite of Flowers has no "free-floating" dissonance, but has developed Angry/3 as a Discord. Uriel sends a Vassal of Purity (with 4 Celestial Forces) to attack the furious Outcast, who defends herself with a knife (Precision 7, Small Weapon/3). Ordinarily, the Ofanite needs a target number of 10 to hit with her knife; but the Vassal's untouchable aura penalizes her by -7: -4 Celestial Forces, and a further -3 for the level of the Ofanite's Angry Discord. Her target number to hit the Vassal has become a **very difficult 3!***

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<sup>6</sup> Revised mechanics and examples provided by [=|horsefly|=](#) (IN NOMINE<sup>®</sup> mailing-list user, real name withheld by request).

**Example #2:** *The same Vassal of Purity faces a Calabite of Death (Will 8, Fighting/4) in celestial combat. Ordinarily, the demon would hit his opponents **every time** (rolling only to find check digits and Interventions). However, this Calabite has two “free-floating” notes of Dissonance and three levels of the Pallid Discord: the Vassal's untouchable aura penalizes the Calabite's target number by -9, making him miss on any roll above 3.*

**Example #3:** *Finally, the Vassal encounters a mummy armed with a submachine gun; his opponent is unusually skilled (Ranged Weapon/4) and accurate (Precision 4) for an undead creature. The mummy hits most opponents on a target number of 8 or less; but the Vassal's Celestial Forces cut that number in half ( $8-4 = 4$  or less). Any shots he fires at the angel are **extremely** unlikely to hit.*

## **Friend of Holiness**

By spending 3 Essence, the angel may radiate a divine light (visible only to Celestial perception) with a radius equal to his Forces in yards, which lasts a number of 5-second rounds equal to his Will. No being may take any action which would cause a disturbance in the Symphony while in this area, unless they have more total Forces than the angel using this power does. Multiple Friends of Holiness may combine their powers to increase the number of Forces that an intruder must overcome.

## **Master of the Immaculate<sup>7</sup>**

The angel may burn Discord from a willing individual by spending 10 Essence and laying hands on him. The recipient loses 1 Force for every 3 levels of Discord (or fraction thereof) removed in this fashion. Note that this power works *only* on others, never on the Master himself.

## **Relationships**

Uriel has not been back long enough to form any relationships one way or the other. The ones he has are based on old memories and individual perception of his actions. These may change, but it will not happen soon.

**Allied:** Dominic, Laurence (both consider him Allied as well)

**Associated:** David, Gabriel, Khalid, Michael, Oannes, Raphael

**Neutral:** Most others, except...

**Hostile:** Blandine (for her tolerance of friendly ethereals), Jordi (for his protection of some mythical beasts), Novalis (whom he considers too pacifistic to do Heaven much good; Novalis herself is coldly neutral towards Uriel)

## **Basic Rites**

- Clean an area which has been made filthy by deliberate action.
- Spend one hour persuading mortals to repent and serve Heaven.
- Kill a demon. (+1 Essence if fire or water is used)

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<sup>7</sup> Besides changing the title of this Distinction, I added an Essence cost for the Discord-removing power so that it wouldn't be used every time a party member got into trouble. As [Scott Rochat](#) remarked in a personal conversation online: "Granted, few PCs reach Master level and even fewer want their Forces reduced, but [this power] was still a potential 'Get Out of Jail Cheap' card."

## Expanded Rites<sup>8</sup>

- Bathe in a tub of holy water and dress in freshly cleaned white clothes.
- Assist with the destruction of an Infernal or Ethereal Tether (+2 Essence). Causing the Tether to realign with Heaven counts... 😊
- Assist with the reclaiming of a desecrated church (or similarly corrupted holy site; +1 Essence).

## Invocation

**Chance of Invocation:** 3

### Invocation Modifiers:

+1—The dead vessel of a demon, or of an ethereal who has made a 10+ point disturbance in the Symphony.

+2—In the presence of a mortal who has truly repented of his sins.

+3—In a place of worship consecrated to a Divine religion.

+4—In an area which has not experienced a disturbance in the Symphony for 24 hours. This modifier is lost if the angel spends Essence to improve his chance of summoning Uriel.

+5—In the presence of a formerly Hellsworn Soldier who has freely repented and is now serving Heaven. (If the GM chooses, this modifier may also apply in the presence of a newly Redeemed demon.)<sup>9</sup>

+6—A situation in which the Symphony faces great, if not irreparable, harm.

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<sup>8</sup> Added by Ingeborg S. Nordén.

<sup>9</sup> Revised by Ingeborg S. Nordén.