

GEBBELETH

BALSERAPH PRINCE OF SECRETS (DECEASED)

The world hides from itself and will never be completely found.

Gebbeleth, as his name suggests, was a “child” of Blandine and Beleth before the Fall. He was one of their eldest – a bright Seraph, made equally of Blandine’s Forces and Beleth’s, so that he was “born” with twelve Forces, two each in each Realm from both his parents. As Blandine and Beleth were reflections of one another’s pure love, so their children were the shining expression of that love.

Gebbeleth was a Seraph, meant to reflect Blandine and Beleth’s pure devotion to the Most Holy ideals. He came to love and work with Beleth more than Blandine – Blandine’s dreams were things of beauty to Gebbeleth, but Divine Fear evoked something in his Heart. There was something terribly beautiful to be found within Divine Fear, and he served with conviction. In those days, Beleth was Angel of Fear, not Archangel of anything, but such things mattered little before the Fall, especially in the face of Gebbeleth’s devotion. During the millenia before the Fall, Gebbeleth was honored to serve as one of the Trisagonists. In his capacity as a powerful Seraph, serving Fear, Gebbeleth became enamoured of the Holy Mysteries – the ineffable truths that could (or could not) be discerned but never expressed.

This was far from against his Seraph’s nature. To Gebbeleth, the Holy Mysteries were the truest proving grounds for the seekers of Truth, and only through Fear could they be comprehended.

The hardest days of Gebbeleth’s existence were when his parents, the beautiful Blandine and solemn Beleth, grew divided against one another. He could recognize the Truth of Lucifer’s manipulations, but he could also see the Truth of Blandine’s jealousy over Lucifer’s influence on Beleth. But when Beleth slipped away from Blandine, Gebbeleth did the only thing he could. He followed her, loyally.

Lucifer was pleased. An Angel who had devoted his life to the holiest of Mysteries was siding with him. He accepted Gebbeleth into his rebellion. And Gebbeleth found himself fascinated with Lucifer’s ability to cloud Resonances – an ability never seen before, even for Superiors. There had never been a reason to hide before then, after all. This too seemed a Mystery to Gebbeleth.

Of course, the Fall came, hard and vicious. And with it fell Gebbeleth. Hard and angry, with all of a Balsraph’s justifications, he became obsessed with the mysteries he had once cherished. He tried to flock to his mother’s side, but Beleth had no time for love or devotion now, and he was too shocked from his experiences to pursue her. Lucifer, recognizing both Gebbeleth’s worth and the need to keep

Beleth alienated from her former life, quietly offered Gebbeleth a Word and a Princedom. Gebbeleth, for reasons he never explained, agreed, and became the Prince of Secrets.

From the beginning, Gebbeleth was powerful and crafty, using the knowledge he’d learned in Heaven as the foundation for a power base in Hell. He was careful to build on the power relationships that were forming, growing very close to Baal and Asmodeus (at least professionally). His demons would be intelligence for the War, and spies for the Game. Gebbeleth himself was cloaked in the mystique of the Trisagonists – the only one of that Holy Order other than Lucifer himself to Fall. He used his refined knowledge of fear to build that mystique and draw Servitors to him like flies. Once gathered, he ruthlessly laid their Secrets bare, and selected those of greatest interest and use to him, building the foundations of his organization.

By the time the Demons of Hell were released by Lilith, Gebbeleth’s organization was among Hell’s most organized and powerful. Lucifer, in advising the Princes, suggested that Gebbeleth and Mariel, the Princess of Oblivion, together act against the powerful Raphael, Archangel of Knowledge. This seemed odd to some observers – Gebbeleth’s driving need to unearth the mysteries behind Secrets and Mariel’s driving need to consume and destroy memory and knowledge seemed incongruous. However, the pair surprised all by working together perfectly. In truth, Mariel – herself desperate to avoid memory and responsibility, and hungry for adoration – became obsessively codependent on the powerful, handsome Balsraph. He drew her into his mystique, and helped her purge herself of painful memories of Heaven (learning those Secrets all the while, of course). The two became lovers and Mariel became as obsessed with Gebbeleth and his mission as a Princess of Djinn should. The two formed a twisted form of dominance and submission. Kobal – one of the few to penetrate the secret of the relationship – is known to have compared the two to Beleth and Blandine before the Fall, if Blandine was into sadism and Beleth’s insecurity was magnified by twenty.

Gebbeleth’s organization was separate from Mariel’s, however. (Though the Princess gave him all the intimate details of her organization, “so he could help her administer it.”) He formed a lodge, where each of his Servitors earned position and rank, and with each rank his Servitors would learn more of what they thought was the truth. His core Servitors became his Dukes and most trusted Lieutenants, including Rumjal, the Demon of Blackmail and Hivvah, the

Demon of Evesdropping (*Superiors 4*, p.21). In later years, the pale remnants of this organization would become the Lodge of Gebbeleth (*Superiors 4*, p.20).

Gebbeleth was adept at conveying a sense of trust and mystery, the allure of the forbidden combining with his dark charisma. In the absence of the divine, Gebbeleth was content to set himself up as a substitution for religion – all the better to learn the Secrets of the masses. All the better to let his power grow. He became adept at using Mariel and her Servitors to do his overt dirty work, keeping his hands (relatively) clean. And of course he learned things – blackmail material that kept the Princes from blocking his own plans more than necessary.

For thousand upon thousands of years, Gebbeleth fought in the War and learned and stored Secrets. He was effective and feared, fighting Raphael's Servitors the most of all, but an enemy of most Archangels. His skill in the Marches, born of his creation, led him to raids throughout Blandine's (and Beleth's) realms, where his spies learned the secrets of sleepers in the night. He promoted secrecy and its need among humanity, making the core of most religions he touched mysterious, so that even the very core tool of Heaven – Religion – fueled secrecy. And among every people he found, he fostered the need to hide, and founded organizations and illuminati, hidden away from the eyes of others. He buried the creations of Eli, hooded the illuminations of Gabriel and obscured the purity of Uriel. His alliance with Mariel kept both Superiors strong in a way many Princes and Princesses in Hell couldn't compare.

And among the Princes, Gebbeleth was popular. Kobal appreciated Gebbeleth's information and discretion. Baal found Gebbeleth supportive and useful (and appreciated Gebbeleth's ability to motivate the sullen Mariel). Asmodeus didn't trust Gebbeleth, but *did* trust Gebbeleth's self-interest in working with the Game. Meserarch couldn't care less – to care would take effort. But in secrecy, Sloth could flourish. Even Belial seemed to appreciate the powerful Balsraph, who was careful to never rail against the Prince of Fire when he burned some important Secrets to nothingness. And Lilith, while never trusting Gebbeleth, had a decent enough working relationship with him.

Of all the Princes, there were only a few who were hostile to him. Malphas was careful to court Gebbeleth publicly but feared his learning too much. Genubath resented the conservative, subtle Prince and actively agitated against him. Saminga had no time or love for Gebbeleth and Gebbeleth actively despised the "dullard."

And Beleth – Gebbeleth's namesake and beloved mother – hated the success that so obvious a symbol of her union with Blandine possessed. Gebbeleth accepted that hatred at first, then resented it, and finally learned to reflect it, flouting his Mother's control of the Marches with impunity as he collected secrets from the Nightmares of man. Gebbeleth's alliances with Baal and Asmodeus made Beleth

working against him nigh impossible, but the hatred was thick between them.

In the end, of course, Gebbeleth was too clever for his own good. It was his knowledge of the Holy Mysteries and the Ineffable that led him to his plan and the Dagger of Bythna. And that, in turn, led to his downfall. He vanished from his fastness and keep in or around 1600 BC.

Of course, he had "vanished" before. Burying himself in secrets and mysteries helped to enhance his mystique. Even Mariel didn't suspect he was truly gone for quite a long time. Ultimately, when it became clear that while he was still alive, he wasn't going to be reappearing, Mariel quietly supported the head of Gebbeleth's organization, which evolved slowly into the Lodge of Gebbeleth. Despite her efforts, his Servitors – especially those lower in the Lodge – drifted away. And when Mariel was consumed, the remaining Dukes and Masters of the Lodge were truly cut off from Superior support, and the Lodge of Gebbeleth fell to almost nothing.

Until the ascension of the pretender to the throne – Alaemon, the Impudite who dares call himself Prince of Secrets. Most of the faithful, after two thousand years without a Prince, flocked to Alaemon. But some Gebbelites held fast... never realizing that as Alaemon assumed his power and built his own court in the Master's land in Stygia, so he also learned from former Gebbelites of the Lodge... infiltrating it and eventually heading it within fifty years, the very core Dukes of Gebbeleth being turned aside and made marginal, until only a tiny core of true Gebbelites remain, even as the Lodge works "to restore Gebbeleth to his rightful place."

And in 1998, those few discovered that their Rites, sustaining them through their Master's long absence... grew silent, and impotent. Gebbeleth would never return.

Dissonance

Gebbeleth prized both the mystery of his organization and absolute obedience by his followers. Therefore, it was Dissonant for his followers to lie or withhold information (when *directly* asked) from their legitimate superiors (or Gebbeleth himself). Further, it was Dissonant for his followers to reveal any Secret, through intent, accident or any other means (including a Seraph's Resonance correctly applied) a superior ordered them to keep.

Band Attunements

Balsraphs (restricted)

Gebbelite Balsraphs are the only Balsraphs known who take no Dissonance from being caught in a lie. While they're likely to use their Resonance as normal to build that lie – so that it can't be easily detected as such – they can't have contradiction come back and bite them.

Djinn (restricted)

The Djinn of Gebbeleth locate, guard and secure evidence when possible. When touching a victim and inquiring about a specific secret, they may (with a normal resonance roll as if resonating the victim) attune to the evidence of that secret if it exists, even if the victim doesn't know there *is* evidence. Only the most significant piece of evidence can be attuned in this way. Note that the attunement works even if the evidence proves the secret is other than victim believes.

Calabim

The essence of Secrets (as Gebbeleth saw them) is *mystery*. Without evidence, a revealed secret is just a rumor. Just one man's word against another. With this attunement, a Calabite can sense if evidence in front of him is necessary to prove a secret's truth (and if destroying that evidence would make the secret unprovable.) He must be thinking of a specific secret and looking at the evidence, and make a successful Perception roll.

Habbalah

Always concerned with breaking the weak, and knowing that Secrets are the cracks inside a man's armor, a Gebbelite Punisher was granted the ability to look in the eyes of a person and see, with a Will roll, the Secret that, if revealed, would promote the greatest emotional reaction on the part of the person. Note that the Habbalite does *not* know what emotion the victim will feel, merely that it will be the strongest reaction.

Lilim (restricted)

Gebbelite Lilim enjoyed their work, often dressing the part of High Priestesses in a cabal and heightening the mystery surrounding themselves. (Many Lilim petitioned Gebbeleth for the Impudite of Gebbeleth attunement as well as their own). In lieu of finding a Need with a Resonance Roll, the Lilim can decide to find a secret the target wants to know the answer to. If the Lilim finds the answer before the victim does, the Lilim may offer to answer it for him, for an unspecified price. The victim, even if he wants to resist, must make a Will Roll to successfully not agree. If the victim agrees and the Lilim answers, the Lilim receives a Geas hook that cannot be resisted later. Note that simply answering the question will *not* give the Lilim a Geas hook (though the Lilim may choose to not use this attunement and take her chances with a normal Need).

Shedim (restricted)

Gebbeleth loved his Shedim. The perfect spies in any situation, he gave them the ability to lurk in the thoughts of others, rather than possess them. With a successful resonance roll, the Shedim may possess their target as normal, or choose to lurk within the target's thoughts. A lurking Shedite can see what the host sees and hear what the host hears, but cannot otherwise access the host's thoughts or force him to perform actions. While lurking, a Shedite of

Secrets is *not* susceptible to Dissonance for failing to corrupt a host. He is also undetectable by any Resonance or other ability. Attacks on the host act as if the Shedite was not there. During this time, the Shedite continues to have daily Contests of Will to keep his place, and the victim has his normal perception rolls to detect the Shedite, with the normal +1 per day modifier. Note that if a host the Shedite is lurking in is killed, the Shedite *does* take Dissonance despite being unable to intercede. Also note that once lurking, a Shedite must leave his host and attempt to repossess the host to actually begin possessing. A Shedite *may* choose to ooze between hosts (*Infernal Players' Guide*, p.60) from a lurked host, and may choose to attempt to possess or lurk within the new host at that time as well.

Impudites (partially restricted)

The Takers of Gebbeleth cloak themselves in the essence of secrets and mystery. They invoke the sense of the voyeur in all who see them, wearing illicitness like a cloak. This allure allows them to charismatically draw others to them. They may add their Celestial Forces to any attempt to Intimidate, Seduce, Fast-Talk or otherwise use Charisma to draw someone into their confidence, as well as add their Celestial Forces to any Reaction Roll made by another about them. They may also apply their bonus to attempts to use their Resonance to Charm another – the allure of mystery adds to their magnetic appeal – but not to drain Essence from a victim. (Note the resonance bonus applies to Impudites only, but others may get the skill and reaction bonuses).

Servitor Attunements

Draws a Veil

With this Attunement, a Servitor may establish (for all intents and purposes) a secret identity. Using any kind of mask, makeup or veil that obscures their facial features (with a domino mask minimum) they may, at a cost of 3 Essence and a Will Roll, make their disguise impenetrable even by close friends and associates for CD hours. They must be in private for this to work (they can't put a mask on in plain sight of an observer and become mysterious to them), but do not need to change their clothing or otherwise disguise themselves. Even a Seraph's resonance can't peel the disguise away unless the Demon claims to be someone they're not (and therefore lying). An obvious pseudonym may be used without exposing the Demon to danger.

Hidden Panel

This attunement creates an undetectable secret cache, where something no larger than a five inch by five inch by five inch cube may be stored. The attunement costs 1 Essence to open the panel, which can be opened in any object that is at least eight by eight by eight inches that doesn't have another open space somewhere in it. (Note that these are total volumes – a hidden panel may be 10 inches long by ten

inches wide by an inch and a quarter deep in a table top, for example. So long as the volume is at least a solid 512 cubic inches, a 125 cubic inch open cache can be created.) The panel, once opened, may remain open indefinitely. After objects are placed into the cache, the lid may be replaced. It won't seal until the creator of the cache either speaks a locking word or knocks on the panel in a specific location. Once either of these are done, the cache will seal with no sign of any break ever having existed. The sealed cache will not betray its contents to any search, nor will it betray hollow sounds or knocks. If the object containing the cache is broken, the concealed items are *not* revealed. Instead, the object must be reassembled before they can be retrieved. Only by touching the object and saying the word or knocking the knock with intent in the right place will open the cache, whereupon it will never seal again. Note that dead organic matter (wood, sod, a dead cow) can hold a cache, but living organic matter cannot.

Distinctions

Knight of Mystery

Gebbeleth's Knights have the ability to write in a perfectly coded script, only readable by another Knight or higher Distincted Demon of Gebbeleth.

Captain of the Whispered Word

Captains of Gebbeleth can hear any whispered conversation within one mile of their presence, so long as no walls separate them from the speakers.

Baron of the Stygian House

Gebbelite Barons may study any document or object for one minute and forevermore be able to recall it with

absolutely perfect detail. For writing, drawings or other visual arts, the Baron can reproduce the work exactly, regardless of their normal writing or drawing ability (and regardless of whether they understand the language of the work or not).

Relations

Allied: Mariel (*Mariel was allied with Gebbeleth*)

Associated: Asmodeus, Baal, Lilith (*Asmodeus, Baal, Belial and Kobal considered themselves Associated with Gebbeleth*)

Hostile: Genubath, Malphas (*Gebubath and Malphase were hostile to Gebbeleth*)

Enemy: Beleth (*Beleth was Gebbeleth's Enemy*)

Basic Rites

- Tell the complete truth in such a way that no one believes you (if successful, this is not dissonant even if ordered to keep it secret).
- Convince someone to confess a mortal crime completely to you, purely out of the trust they feel for you.

Chance of Invocation: 3

- +1 An opened diary or journal.
- +2 A secret passageway.
- +3 A sealed diplomatic pouch, opened without a trace.
- +4 A tattooed map on a man's scalp.
- +5 The uncensored writings of a religious figure.
- +6 100 or more conspirators, plotting to overthrow a rightful ruler.