

# Lechies

## Balseraph Prince of the Woods

*The world will be mine, even if I have to choke it to death first.*

The story of Lechies is told whenever someone asks “Why doesn’t Hell try to create more Word-friction?” The answer is: Hell did, once. Specifically, back in the 13th Century AD Lucifer took a powerful, skilled demon serving Beleth and gave him the Infernal Word of The Woods, in an attempt to attack Novalis, Archangel of Flowers. For a year and a day, the new Prince fought the Archangel; eventually - and even reluctantly - Novalis concluded that Lechies could not be dissuaded from his path. So she allowed her full power to manifest in the rather esoteric battle that had been waging between their two Words.

It was not even a contest: Flowers was an old, strong Word with an experienced and sweetly implacable Archangel behind it. The metaphysical back-blast sent Lechies into a coma that was one half-step above Trauma (Hell would very much like to know how Novalis managed that); the Prince is unconscious to this day. His servants were few to begin with, and only a handful remain today. They mostly tend to their fallen master as best they can, protected only by Lucifer’s decree that Lechies in not to be disturbed. After all, is the experiment truly over?

## Dissonance

The Woods must always be a place of fear and helplessness. It is dissonant for Lechies’ Servitors to freely give aid or comfort of any kind to anyone. They must be paid or coerced.

## Servitor Attunements

### **Balseraph (restricted)**

Balseraphs serving Lechies automatically succeed in any resonance roll to convince a target that they are actually going the wrong way.

### **Djinn**

A Djinn of The Woods can, once per day, temporarily mask the effects of lack of sleep, food, or water in others. The target will still need all three of those things, however: it is easy to use this Attunement to get somebody to kill themselves through overexertion, which is what it's for in the first place.

### **Calabite (restricted)**

Calabim serving The Woods do not generate Disturbance when using their resonance, provided that they are outside and in a wooded area.

### **Habbalite (restricted)**

Habbalah of The Woods can imbue an area with Fear (-1 to rolls, -2 to combat rolls) with a successful resonance roll. The area affected has a radius of 30 feet and the effect lasts for eight hours.

### **Lilim (restricted)**

The few Lilim in Leshies' service were effectively immune to his dissonance condition: any successful fulfillment of a request for aid or comfort automatically generated a Geas/1.

### **Shedite (restricted)**

Shedim of The Woods can possess any tree (they cannot make it move, however). Doing so for any length of time corrupts and twists the tree, thus fulfilling the Shedite's Band dissonance condition.

### **Impudites**

Impudites get one extra Essence from following their Rites, provided that a human was scared or hurt in the process.

## **Servitor Attunements**

### **Lose the Path**

The demon can curse an individual to get thoroughly -- and possibly fatally -- lost. For every Essence spent, the victim will be at -2 to Climbing, Move Silently, Running, and Survival rolls for the next eight hours.

### **Starting at Shadows**

For 2 Essence, the demon can ensure that the target will lose his next Will roll, with a CD equal to the demon's Celestial Forces. For 6 Essence, the effects last until the next sunrise.

## Distinctions

None, but a Servitor of The Woods is remarkably protected, for Hell. Most serve their fallen Prince at his resting place at Malignum Silvis (a twisted forest - of course - that is located on the edge of Perdition): while there, they are apparently free from the scrutiny of even the Game. Nobody believes that, of course, but it remains true that most demons give Leshies' Servitors a reasonably wide berth.

## Relations

Most Demon Princes don't even bother caring: Leshies is either a failure, or an ongoing experiment, of Lucifer's. In either case, it's not safe to take too keen an interest. There are three exceptions: Haagenti is curious as to how comatose Demon Prince tastes, and is willing to snack on Servitors of The Woods instead. Vapula would rather like to stick a few electrodes into Leshie's body, start up the generators, and see what happens. And Beleth will stop by and simply check on the Prince's unconscious form, from time to time. Nobody wants to take too keen an interest in **that**, either.

## Basic Rites:

- Get a human lost.
- Get a human to die in The Woods (+2 Essence)

## Chance of Invocation: N/A

- Moe Lane  
- <http://www.moelane.com>

The material presented here is my original creation, intended for use with the [In Nomine](#) and [GURPS](#) systems from [Steve Jackson Games](#). This material is not official and is not endorsed by [Steve Jackson Games](#).

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