

Shalgiel

Impudite Knight of the Dead

Demon of Snow

Corporeal Forces: 4 Strength: 10 Agility: 6
Ethereal Forces: 4 Intelligence: 7 Precision: 9
Celestial Forces: 6 Will: 12 Perception: 12
Word-Forces: 6
Vessel/2 (small man, Charisma -1)

Skills: Dodge/3, Fighting/3, Knowledge (Meteorology/6, Psychology/3), Survival (Forest/2, Mountains/2, Arctic/6)

Songs: Blood (Ethereal/3, Celestial/1), Entropy (Ethereal/4), Form (Corporeal/3, Ethereal/3), Ice (Corporeal/2, Ethereal/2, Celestial/6), Motion (All/3), Sleep (Ethereal/6), Shields (All/3), Storms (All/6, Virtuoso), Tongues (Ethereal/6)

Attunements: Balseraph of Death (special: see below), Calabite of Death, Impudite of Death, Zombi, Vampiric Kiss, Demon of Snow

Demon of Snow: Shalgiel adds his Corporeal Forces to the target number when singing any of the Songs of

Storms. Also, replace the phrase 'kill a human with their own bare hands' in Shalgiel's personal Balseraph of Death Attunement with 'kill a human with summoned snow and/or ice' when determining Disturbance.

Rites:

Kill someone with snow (useable twice per day).

There's at least one reason why it's such a tragedy on how the mighty have fallen: they completely obscure the plight of the not-so-mighty. That's Shalgiel's opinion, and he does seem to have a point.

He once was doing pretty well for himself, you see. Snow may have not been the biggest Word in Hell, but it held its own. There never were any issues about Shalgiel and his body count: he kept racking up the corpses in a steady, reliable fashion. He killed humans through exposure, he killed them through lack of food, he even killed them through cabin fever -- Saminga always liked to see those; it showed some artistry -- and the Impudite never let it go to his head. Snow had a certain reputation as a serious and reliable player in the game of homicide, and Shalgiel was determined to keep it that way.

Then those two new Princes had to show up and wreck

everything; and the funny part is, neither really meant to. It was a completely unexpected (and mostly unnoticed) side effect. That just makes it worse, somehow.

Vapula did the most obvious damage. Say what you like about the Lightning/Technology struggle, it's done wonders for encouraging the talking monkeys to fiddle with things. Things like thermal underwear and canned goods and portable heaters and ski masks and waterproof gloves and stoves that won't asphyxiate you and decent insulation and you get the idea, right? Used to be, if somebody knew a blizzard was coming -- no, wait, nobody **would** know, in those magical days before satellite forecasts -- anyway, they'd be afraid, for good reason. Nowadays, it's just an excuse to call out of work. Bless it, in most of the Western world snow's considered to be **fun**. This is not good news to a Servitor of Death.

But that's just the physical aspect. Nybbas is really starting to do equally bad things to the psychological part, too. Twenty billion television channels! Broadband Internet access! Mindless entertainment to keep your mind sedated until spring! Forget about your homicidal brooding while you watch some porn! Don't kill anything, because it'd interfere with your couch potato exercises! In other words, ignore snow unless it's on the screen!

Is this any way to treat a hard worker who doesn't make waves?

As you can tell, Shalgiel is -- well, Servitors of Death are not known for niceness but *are* known for histrionics, and he's not going to explode either stereotype anytime soon. Snow still kills people every winter -- but not even close to the way it used to, and Saminga isn't the sort to accept excuses (no matter how logical they are). The Impudite is also well aware of the fact that he suddenly has enemies coming out of the woodwork: there's no rational reason why, considering his history, but in Hell you don't need reasons to stick the knife in. All in all, Shalgiel needs to find a way to kill a lot of people via snowfall, quickly.

What makes this so worrisome is how that *parvenu* Demon of Nuclear Winter is apparently in a similar sort of fix.

This material is not official and is not endorsed by Steve Jackson Games. [In Nomine](#) is a registered trademark of Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games [online policy](#).

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