



THEY
BECAME
FLESH

They Became Flesh

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For the 2011 Ronnies, using ingredients Wings and Murder

Influences:

Annalise, by Nathan Paoletta

RADIANT, by Shreyas Sampat

How We Came To Live Here, by Brennan Taylor

Lucifer and one third of the host have been cast from Heaven for questioning God. God has appeared to the fledgling species, mankind, and told them to beware demons and false prophets with wings as black as tar. The fallen angels, who loved humanity best, dig in to help a world they love, who hates them.

Many of the third have been killed. This is the story of those that are left.

Before the creation of mankind, God created the angels. The angels served God faithfully as he created Adam and Eve, and the Garden of Eden. One angel watched as God forbade Adam and Eve to eat from the Tree of the Knowledge of Good and Evil: “Why do you give your children tests?” the angel asked.

TO PROVE THEIR LOVE, was God’s response.

Adam and Eve ate from the Tree of the Knowledge of Good and Evil, and God cast them from the Garden to live in pain and darkness for the rest of their lives. The angel came to God again: “Why create your children with curiosity and then cast them down for being curious?”

YOURS IS NOT TO QUESTION, BUT TO SERVE, was God’s response.

“But your children were made to question, and you punished them for it,” said the angel, whose name was Lucifer.

And God turned his face from Lucifer, and Lucifer wept.



SETTING

This game takes place in a world where everything is still new. God works through his people, and miracles do happen. Is it the historical Middle East? I don't know. It depends on what you want and what you believe.

CHARACTERS

This game requires three players at minimum: one of you must be God, and control God and his host. One of you must be Humanity, and control God's chosen people and heathens alike. The rest of you are angels.*

GOD

You take the traditional role of a GM, and control the supernatural and divine elements of the setting. Your job is to exert pressure on to the angels; turn them against each other, dangle the promise of returning to Heaven and of forgiveness, send the rest of your host to stop the angels from interfering with humanity and your plan for the world.

HUMANITY

You also take the traditional role of a GM, and control the human, natural elements of the setting. You exert pressure on the angels by begging them for help, turning against them, demonizing them, squandering their help and threatening their lives. Where God can dangle the promise of Heaven, you can dangle the hope for a normal life and a family.

*If there is only one person playing the angel, the angel is Lucifer, and the leader of the other fallen angels. Should the fallen angels slip away from him, they are controlled by either God or Humanity, whichever is further from Lucifer's interests.

ANGELS

Every angel has a name; something like Gabrael or Michael or Shekinah. Write yours down on your character sheet.

There are three circles on the character sheet, because angels have three spheres of power: Compassion, Fraternity, and Remembrance. Compassion is their love for humans, Fraternity is their love of each other, and Remembrance is their knowledge of their divine nature.

In the Compassion circle, write down why you love humans.

In the Fraternity circle, write down why you love your fellow angels.

In the Remembrance circle, write down the one thing you miss the most from Heaven.

You have ten tokens to distribute between the three; the more tokens you place in a circle, the more important that thing is to you.



PLAYING THE GAME

Decide whether the angels live in a community which has accepted them (for any definition of “accepted”), or whether they wander without a home. The angels should face temptations, trials, and struggles; life among the humans they sacrificed Paradise for is hard. Whether they are reviled or beloved, the angels still have a bit of the divinity of God inside of them.

When an angel wishes to do something with significant consequences, the angel uses power derived from his Compassion, Fraternity, or Remembrance. In order to do this, you must mark a power on your character sheet; draw a circle connected to either your Compassion, Fraternity, or Remembrance and write the source of your power in that circle.

If your power is based on Compassion, it is something or someone that ties you to the mortal world; name the person and the feeling. Example Compassion powers: I cannot watch a child cry, I love Sarai, I promised his mother she would see her son again.

If your power is based on Fraternity, it is something or someone that ties you to the other angels that fell with you; name the person or ideal. Example Fraternity powers: If one falls we all fall, I will not hold arms against another angel, I love Azael.

If your power is based on Remembrance, it is a miracle you can only perform thanks to your divinity. Name the miracle. Example Remembrance powers: I can bring sight to the blind, I can fly, I can walk on water.

You can make a new power any time that you feel you need to use one, provided that you have points remaining in its sphere. If you do not have points remaining in that sphere, you may sacrifice a power you already have in order to move the point from that power into a different sphere.

For example, if Samael wants to heal a boy who cannot walk, he needs to create a power called Heals The Lamé. Unfortunately, he only chose Remembrance 1 and is already using it for the power Speak Truth To Lies. He chooses to sacrifice one of his Compassion powers— his love for the boy's mother—in order to make a new Remembrance power.

When a power is sacrificed, it has real narrative consequences; God and Humanity should confer and decide whose domain the sacrifice is in (and in most cases, this should be obvious). In the case of the example, the sacrifice of Compassion is clearly in the realm of Humanity, and so Humanity narrates the boy's mother betraying Samael and rallying villagers to murder him for witchcraft.

USING POWERS

When you have a useful power attached to one of your spheres, you may use it to roll a die in the hopes of achieving a goal. If God or Humanity choose, they may each tempt you by offering you an additional die to roll, if you make a promise or agreement with them.

For every 5-6 you roll, your power is used to do exactly what you want.

For every 3-4 you roll, your power does what you want at a price (determined by either God or Humanity).

For every 1-2 you roll, your power awakes an issue with God or Humanity.

For example: when Samael rolls Heals The Lame, God offers him an additional die if he directs some of God's chosen people towards his community of fallen angels. Since he has already had to sacrifice in order to make the roll, he doesn't take the additional die— it's too dangerous. Samael rolls a 4, and the boy is healed. God and Humanity confer, and God decides that the price is that the boy is weeping tears of blood. When the boy's mother sees her son weeping blood, that's when she decides to call the villagers and attack Samael for witchcraft.

God and Humanity should create situations that tempt the angels to sacrifice points from their spheres, in order to draw the angels toward one of three outcomes.

When an angel sacrifices his final point of Compassion, he is welcomed back into Heaven with forgiveness.

When an angel sacrifices his final point of Fidelity, he is shunned by the other angels and, as a wandering demon, is denied a home wherever he goes— by heaven, earth, and other fallen angels alike.

When an angel sacrifices his final point of Remembrance, he transubstantiates and becomes human.

