

# Angel/Demon: Dancing the Spheres

## *A Source Supplement.*

Welcome to Dancing the Spheres, a source supplement to Angel/Demon: The Rapture, a public domain storyteller game. For those of you who have read the main rules, this supplement does not contain any rule additions or subtractions. This is merely a discussion on the nature and habitat of the Cherubim/Belial race, something that was intentionally left out of the main rules document. Hopefully this supplement will clear the air of any questions you, as a player or storyteller, might have about the angels.

Please note that what is contain here is totally optional and is not required to roleplay a Angel/Demon campaign. If you have a image of angels that fits your game better, please use it in place of this discussion. Angel/Demon: The Rapture deals with subject matter that is hard to grasp in human terms. Almost any analogy or model could be used to described the form of angels when outside the sphere of Eden. It is something that is beyond the grasp of humans. If you like your analogy better that this one, please go ahead and use it. It will add color and depth to your particular campaign.

This document is divided into three main parts:

**Sphere Jamming:** A Tourist's guide to the spheres of heaven and hell.

**Physic Angelicas:** How many angel's can dance on the head of a pin? Every think you ever wanted to know about Angels but was afraid to ask.

**The Tale so Told:** Mortal history from the perspective of the Cherubim.

They do not need to be read in any particular order, you may pick and choose according to your interests.

Before we get into the main body of this text it might be useful to give a short lexicon of terms used in Angel/Demon: The Rapture.

**Angel:** Term referring to the race of beings first created by God. They were created before the universe and helped it in construction. Some succumbed to the evil side of free will and fell from favor. Also commonly used to refer to the Cherubim.

**Belial:** The fallen angels. After the creation of the universe these few angels became greedy and evil. They lost God's favor and were cast down into the pit of hell. There the greatest of all the Belial: Lucifer created the spheres of hell in heaven's image.

**The Beautiful:** Name given to the offspring of a Cherub-Human coupling. They are known to have very special powers unlike any other creature. See **Angel/Demon:** The Beautiful (coming soon, not).

**Cherubim:** The angels that remained loyal to God during the fall of the Belial. In the early days these beings were the administrators of Eden, but they were removed from this function after The Coming. Within the last few decades they have returned to Eden to battle the direct influence of the Belial. Singular: Cherub.

**Choir:** Division of Cherubim based on duty. There are seven Choirs of heaven, divided onto seven spheres. They are: The Swords, the Shields, the Thrones, the Dominations, Virtues, Powers, and Principalities. The choirs of the Swords and the Shields are the only choirs that have interaction with mankind. The players will be of the Swords.

**Demon:** Commonly used to refer to the Belial. Also used to describe many creatures of the Tellurian who have nothing to do with the Belial.

**Eden:** Term Angels use to refer to Mundane Reality, specifically earth.

**Guardian:** Cherubim belonging to the Shields Choir. They work in unison with the Cherubim of the Dominations Choir to protect humans from misfortune.

**Sphere:** Basic hierarchy of heaven and hell. There are seven spheres of heaven and six of hell.

## **Section 1: Sphere Jamming.**

*"Welcome Tourists! It's nice to see so many of you have risen from the mortal plain to join us today. I hope you have all come well prepared with a pack lunch and last will and testament. For as you know, to look up the face of an angel means certain death! But seriously folks, I would like to extend special welcome to the Celestine party from the Shard Realm of Time. It's nice to see that you guys could finally MAKE the time to come up and see our little tour. I know how busy things are for you guys, time just keeps rushing by! Now, if you would all look to you left..."*

Except for a very few exceptions, heaven is not open to tourists. Despite the fact that no mortal can comprehend its size and luster, no living creature can penetrate the boundary that exists between the lowest sphere of heaven and the edge of the Tilurian. This is a hard and fast rule, and should only be violated in the rarest of circumstances. Hell, on the other hand, is open from day trips. Though very few, if any, ever return.

The Cherubim, of course, aren't bound by any of these restrictions. They can travel freely between heaven and earth, and all points in between, according to the rules given in Angel/Demon: The Rapture. The question now becomes: What is it like to roleplay outside the bounds of Tilurian? This is not a question that is answered easily.

When in any roleplaying situation, even when roleplaying outside of mundane reality, the Storyteller describes the surrounding environment, and the players react to it. This is rather hard to do for the Spheres. The Spheres do not LOOK like anything; they're not hilly, they're not flat, they don't have color or texture, they are basically aren't anyTHING or anyWHERE. They just are. (Useful huh? Aren't you glad your reading this to clear up all those questions you have about angels?) So how do you roleplay in them? I have a couple of suggestions:

The first method is called the shifting metaphor. Realizing that heaven cannot be described, you constantly change your description of it so the players never get attached to a single one. i.e. First time the players are in their Sphere I describe it in classical clouds and harps. The second time the players return I describe it as a skyscraper, with a lobby and offices for each of the angels. The third time they enter their sphere I describe it as spectrum of light, with the lower spheres as the reds and the higher ones as the blues. And so on.

As you can see, this method has its advantages and disadvantages. It is good because players become interested in the metaphor. they aren't entirely tied up with the idea that they are in heaven. They'll have fun roleplaying in the fashion dictated by the metaphor's setting. It's bad because it treats heaven and hell with a trivial nature. The players might forget what they are there to do if they're all caught up in playing gangsters or what have you. It gives the players a feel of heaven and hell that they probably won't like.

The other option is to choose one metaphor and stick with it. Classic clouds and harps for heaven, and fire and brimstone for hell. This is fine but rather boring, and after

awhile the players will get a sense of "That is what heaven is like". So if you have to change something to explain a particular concept they might react negatively. ("But you said angels could have only have six wings! Why does he get to have eight?")

You will have to determine what method works best for you. No matter what you decided to do, you must make sure that keep a sense of hierarchy in your metaphor. That is the major feel that the players should get. That God is above, Hell is below, and earth is trapped in between.

The second question that you're probably asking is what kind of roleplaying can you do in the spheres? If the players have no bodies how can they interact? Well, most of the time that the players spend in the Spheres will be at the start and the end of their mission. When they will learn of what they must do and head off down to Eden. How they get their mission can vary depending upon the metaphor you are using, but mostly it include the personification of one of the archangels telling the players where and why they should go. It doesn't have to be like that, of course. This is just the basic format, angels are able to go down to Eden on their own. When they have finished doing what they were supposed to do in Eden, they will probably return to the archangel who gave them their mission, and tell him what they have achieved. Remember, the players can't get anything past the archangels, they will no everything that the player had done upon Eden. This would be the point, if you felt it was the time, to raise the angels up or down a sphere.

Complete games in the spheres are rather harder to accomplish. You would have to think of some form of conflict to base the adventure all round. Angel/Demon: The Rapture is well suited to political intrigue plots, with its solid command structure. Maybe a Belial has infiltrated the Sol Sphere masquerading as a Cherubim. Can the players find him in time before he uses the powers of heaven for his own devises? Or will he use the agents of heaven against the mortals it is so desperately trying to save. You get the idea.

Cherubim characters at some time maybe forced to descend into the depths of hell to track down a Belial. (They would have to be pursuing him because he has a specific piece of knowledge. All a Cherubim can do to a Belial is send him back to his sphere, if he's already there, there isn't much they can do to him.) Whatever metaphor you use to describe hell it must give the players a sense of distress. Hell, no matter how trivialized, is not a pleasant place. In going down into the pits of hell the players are placing their very sanity on the line. The Belial may not be able to injure their form, but they can show them horrors that they could never possibility imagine. The Belial can also enter into the spheres of heaven... Not that they often want to, but it is possible.

All in all, heaven and hell is open to a lot of interpretation. Since you will be unable to describe heaven or hell in human terms, you have a lot of freedom to make it as obscure or detailed as you like. I have found it best to forcus a Angel/Demon game upon the actions of the characters while in Eden, leaving what happens within the heavenly sphere to the players imagination. You may do this, or you may decide to run your entire campaign within the spheres, never lowering down to the earthly plain. There is a lot of opportunity here to expand your roleplaying horizons.

Below is a general guide to the spheres of heaven and hell. Each is described in some amount of detail. For those of you who haven't read the main text, here is the universe from the view of the Cherubim:

The 7 spheres of Heaven:	7. Saturn 6. Jupiter 5. Mars 4. Sol 3. Mercury 2. Venus 1. Luna
The Tellurian:	Deep Umbra Near Umbra
Mundane Reality:	Eden Near Umbra Deep Umbra
The 6 spheres of Hell:	1. Purgatory 2. Styx 3. Erebus 4. Tartarus 5. Hades 6. Sheol

What is above the 7th sphere of heaven is even beyond the perception of the angels. It is assumed to be the home of God, and the place of final rest for the dead, but there is much discussion about the truth of this even among the angels.

What is below the 6th sphere of hell is far better known. This is the heart of Satan's domain. The darkest place in all the universe. Here the Dark Prince waits for his epic schemes to come to fruition, when he can raise from his dark pit and rule over all the Spheres.

### **The 7th Sphere of Heaven: Saturn.**

This is the gateway to the heart of God. The very highest point in the entire universe. It is inhabited by only seven beings: The Archangels. Michael, Gabriel, Raphael, Uriel, Azriel, Chamuel, and Jephiel. In the early days of time there was a eighth archangel, Lucifer. For before his fall, Satan was of this sphere.

Each of these Archangels heads one of the choirs. Michael - The Swords, Gabriel - The Shields, Raphael - The Thrones, Uriel - The Dominations, Azriel - The Virtues, Chamuel - The Powers, Jephiel - The Principatilities.

If the players ever reach this sphere, they have become Generals in the Eternal Battle against Evil. Cherubim of this level have the power to enter into Eden as a living being. They are able to live and love amongst the humanity like any other mortal. Cherubim of this level very seldom go down to Eden, however, for it is very difficult for them to form a link. Only when they must do they enter the earthly sphere.

### **The 6th Sphere of Heaven: Jupiter.**

Cherubim of this level have achieved greatness in the eyes of heaven. They are the most powerful operatives that heaven has in its battle against the Belial. Jupiter Cherubim have the power to enter into Eden with out the need of a host. Appearing in a solid, if inert, form. Within Eden they are able take the appearance of any mortal, changing it at will. Their physical stats are 4 dots in every thing.

Again, Cherubim of this level don't often go down to Eden. It is hard from them to forge the link. When they enter they usually do what it is that they must and exit quickly.

### **The 5th Sphere of Heaven: Mars.**

The Mars Sphere is the realistic upper limit for almost all Cherubim characters. At this sphere the Cherub's powers are strong, and he still has good change of successful entry. Cherubim of this Sphere have the power to enter into Eden without a host, but they do not have sufficient power to do it very well. Their form is ghost like, visibly solid but immaterial. They can appear as they wish, but they are unable to touch or pick up anything. The Cherub can still enter Eden in the old fashioned way, by the use of a mortal host, if they wish.

### **The 4th Sphere of Heaven: Sol.**

Cherubim of this Sphere are low enough on the totem pole to do much of the dirty work against the Belial, but they still have strong enough powers to quite effective warriors. They must enter into Eden through the body of mortals, but they are not restricted by the virtue of the host. This might cause some strange situations from time to time, with a Cherub entering into the body of evil humans. The players will probably try and avoid this, but strange things will happen. Cherubim are unable to enter a mortal who has taken a coin of hell, and visa versa. These persons, no matter what their virtue, are reserved to the particular side they are bought by.

### **The 3rd Sphere of Heaven: Mercury.**

Cherubim of this Sphere and lower have rather vague restrictions on who in Eden they may Enter. In Angel/Demon: The Rapture under power of Entrance it says "Entrance to any mortal not truly evil (Humanity >4)." That's all well and good for vampires who have a Humanity stat, but what about everybody else? Well, the Storyteller will have to decide this, though for this level it's quite easy. Not truly evil means not the villains in the chronicle, unless the Storyteller thinks that another NPC deserves this category. Why this virtue restriction on Angels? People of virtue (be it good or bad) are closer to the two

poles of the universe, good and evil. A person of positive virtue is closer to heaven, therefore it takes less power from the Cherubim to enter her. And the opposite for Belial. The lower the angel is in power the closer the host must be to their own sphere.

(Note: This should not be confused with the DIFFICULTY of entering into Eden. For Angels of higher power have greater difficulty in entering a host, but they have more power so they can enter into a greater variety of targets. It's a weak point to try and rationalize, but it makes for good roleplaying.)

### **The 2nd Sphere of Heaven: Venus.**

Within this Sphere the Cherubim are restricted to entering people not of evil intent (Humanity <6). Again, this couldn't be much vaguer if I tried. The rule of thumb on this one is that the Cherubim cannot enter into the general scum of society: Drug dealers, hookers, gangsters, lawyers, etc. They can enter into just about everyone else, unless the Storyteller thinks otherwise.

### **The 1st. Sphere of Heaven: Luna.**

This is the Sphere in which the player characters will begin. It is the bottom rung of heaven, and is occupied two types of Angels: Fallen Cherubim in the process of falling, or Belial that have managed to pull themselves up out of the pit. Inches from the gate to hell, angels here are either going in one direction or the other.

This is the situation the players will probably start in, and they will have to figure out their background as to why. Is the character a maverick in heaven? Does he believe that this passive holding action is going to cost heaven final victory? Does he have a dark past? Did his actions lead to the death of many mortals while in Eden? Or is the character a Belial that has pulled himself out of hell? Cast down in the original fall, he has seen horrors that he cannot describe. With the final days upon him he has finally repented and returned to heaven, but will he be able to hold on and stay? Or will he return to his old ways and fall back down into the pit?

### **The Tellurian and Eden.**

Though not really spheres of heaven or hell, both the Tellurian and Eden are worth mentioning here. The Tellurian and Eden are sandwiched in between heaven and hell. They are the place where both realms wash over into each other. Angel and Belial alike have equal footing here. In the eternal game that rages between them, the playing field is flat.

This raises many philosophical questions about the nature of Satan and God. How can an angel of Satan's limited power take on the infinite power of God? Why doesn't God just wash away all traces of evil from the domain that he created? All these questions, of course, are beyond the scope of this game, but there is one think all players should keep in mind: The Jyhad is a war that is waged between Werewolf and Wyrms, Antediluvian and Antediluvian, Mage and Technomancer, Immortal and Immortal, Mortal and Mortal; the Cherubim and Belial are just another level in the fight.

### **The 1st Sphere of Hell: Purgatory.**

Purgatory is only a level of hell in the sense that it is controlled by Lucifer. It is the first stop after the Fall of a fallen angel. Much like the classic held belief of Purgatory, it is place where one reviews one's sins. Unlike the classic Purgatory the one reviewing the sins for the fallen angel is Satan, and his aim is to bring the angel down to his side. Much like the tempting of Jesus in the desert, the angel is shown all the power and glory that can be hers if she joins the darker side. She is shown the effects that the Belial are having on the Mortal population, and she is sent up to Eden with a mission to take a soul. Another Belial is usually sent along to make sure that the new Belial does what she is supposed to do. One the new Belial has bought a soul for Satan, she is promoted down to the Sphere of Styx. Those don't succeed in their mission, are sent (forcibly) on a series of missions until they do. The only way out of Purgatory is to drop to the Styx sphere or to raise to the Luna sphere through good deeds.

The only way a Belial will come to this sphere is by repeatedly showing weakness through good deeds. This is their final chance to show that they have what it takes to make it as a Belial before they are sent up to Luna and God's domain.

### **The 2nd Sphere of Hell: Styx.**

This is the bottom rung for the truly evil Belial. They have proved that they are willing to seek out power no matter what the cost or casualties. Hopefully, no players will ever fall this low. If one does, the Storyteller should consider making the player character a NPC villain, instead of continuing the character as a player.

Belial of this Sphere are the soldiers in Satan's battle to rule Mundane Reality. They are powerful and ruthless, and able to possess the body of most humans (not of good intent).

### **The 3rd Sphere of Hell: Erebus.**

Most player will not see Belial of a higher level than this. They are tough, and have earned their stripes in the battle against good.

### **The 4th Sphere of Hell: Tartarus; the 5th Sphere of Hell: Hades; & the 6th Sphere of Hell: Sheol.**

These spheres are beyond the scope of most normal Angel/Demon games. I will leave the details of these levels up to the individual Storyteller.

## **Chapter 2 - *Physic Angelicas***

*"What? How many Angels can dance on the head of a pin? Hell, I don't know! How many humans can fit into a Buick? Don't ask stupid questions!"*  
*-Marcel The Cherub.*



What exactly are the Cherubim? Where do they come from, and of what stuff are they made? These are hard questions to answer, and it is probably best to discuss the nature of the Angels in terms of what they are not.

The Angels are not mortal, in any of the vague uses of the word. They are not human, vampire, werewolf, mage, faire, wreath, mummy, or any of the other thousand types of creatures that inhabit the many plains of the Telurian. Their patterns are not forged within the quintessence of our universe, they are an outside force. They are not, on the other hand, gods or creators. They are not omnipotent or perfect. They are not the judges or jury of mankind. They are susceptible to error in the same fashion as mortals, if to a lesser degree.

What does this mean to the players? Well, it means that they will have to change the way that they usually roleplay, but probably not to the extent that they think they must.

They players must remember that they are Cherubim, they can't go around killing and maiming like they normally do. Restraint is the order of the day, they must keep their actions in proportion. But this doesn't mean they should go to the opposite extreme. Sure they're angels, but they have to do what they have to do to get the job done. So they have to use a little fisticuffs to grease the wheels, big deal. It's not like he needed those front teeth.

This raises the question of what exactly a Cherub can and cannot do. While the Storyteller has to use a lot of discretion here (do you get the feeling I've got that phrase hot-keyed on my keyboard) the following should give you a good guide:

The Cherubim CANNOT kill. There is no leeway here. This is a serious no-no, and will result in the Cherub's quick demotion through the spheres. The Cherubim have no authority to take a human life. In fact, if they can avoid violence entirely they will be smiled on by the powers that be, but sometimes it unavoidable. As the Archangel Michael is quoted as saying: "Sometimes all the charity of heaven can be bested by the effective use of a good right-cross!"

While in human form, the Cherubim are susceptible to all of the human failings and foibles. Cherubim have been known to fall in love with mortals while in Eden, and there is a strange breed of human known as the Beautiful born from their coupling. They can drink to excess, suffer from gluttony, be beset by avarice, lust in their hearts, curse, and listen to heavy metal music... Even though these things are all frowned upon by the powers that be, they are not the weapons of Satan if taken in moderation. Cherubim, while in Eden, are not expected to be perfect, just not the tool of the enemy they are fighting. Remember, this is Angels a la World of Darkness, not the stuff you learned in Sunday School. Okay, so your the personification of goodness, but what goodness if you can't get anything done? The Cherubim are in a desperate battle against the sum total of evil. They must be human if they are going to work within them.

The Cherubim do have one responsibility which has developed during the years of the Struggle. It is more a matter of respect than a law. They are expected to leave the life and body of the mortal they use as a host in the same condition it was before they entered. This is often hard to do, especially if the Cherub hasn't integrated the personality of the

host. This responsibility means that the players may spend a lot of time trying to keep the life of their host in one piece, while they are tracking down and dealing with the Belial. Ham it up, it should be worth so good roleplaying... (Sorry son, I have to go out and battle the forces of evil tonight, maybe we can go see a movie tomorrow night.)

The Belial, of course, have no restrictions or guidelines about their time spent in Eden. The more murder, rape, and pillaging they can do, the better off they are. They have no care for the well being of their host. As long as the body holds together long enough for the Belial to do its work, who cares. And of this one dies, well, time to jump to a new one...

As for the physical nature of Angel, that can be summed up quite easily: They have none. I know this is rather hard to comprehend, but the Cherubim and the Belial have take up no space in either Eden or the Umbra. When an Angel is in the body of a mortal they are indistinguishable from the normal human. There is no test, either physical or magical, that could tell the human from the possessed human (Though when he starts acting strange you can probably make a good guess). There is only one exception to this rule: When two Angels, either Cherub or Belial, come into physical contact there is a visible spark. This is caused by the two Wills of the Angels attaching to each other, and is responsible for the Angel's ability to pull one of their kind from a mortal host. This spark is visible to everyone, and shines like a beacon in the Umbra. This is the only way to detect an Angel inside a human host.

### **Chapter 3 - The Tale So Told.**

*In the beginning was the Word,  
And the Word was with God,  
And the Word was God.  
The same was in the beginning with God  
All things were made by him;  
And without him was not anything made that was made.  
In him was life; and the life was the light of man.  
And the light shineth in darkness;  
And the darkness comprehended it not.  
-John 1:1-5*

There are many different views of history, many different stories, many different sides. The Cherubim have their story of the beginning and passage of time. They have had their heyday and can see their end. What follows is a brief synopsis of their story; how they have intersected with the mortal world.

### **The Era of the Angels**

In the beginning God created Heaven, and he divided it into seven spheres. These spheres he populated with a plethora of Angels. His first born children, the most loved of his heart. To these children he gave free will, so their love for him could be as great as his love for them. These children frolicked and played in the paradise of the spheres.

But in the perfection of heavens a sour seed grew. For from free will came the knowledge of evil's power. Some angels, in their pursuit of perfection, sort out this evil so they may understand it. But in their attempts to understand evil, they themselves became it. They suckled on its power, and grew from its greed. Their avarice building, they turned their sights to the ultimate prize. To the heights of heaven itself. To the heart of God. As they took up arms to storm the highest spheres, those angels of lesser perception rallied to God's side. They stood in opposition to those who had taken in evil, and to he the greatest among them: Lucifer, Archangel to God.

The war raged long and bloody, the price was very high, but the forces of heaven were eventually victorious. Lucifer and his minions were cast down to the darkest depths of the void. There to toil in their madness. But Satan was down not out, and he forged himself a realm in the image of heaven above. Here he made six spheres, and filled them with the angels who had fallen. Their power was weak, but growing...

### **The First Era of Man**

Meanwhile, God had learned from his mistake. His angels were the perfect specimens of life. Immortal, Intelligent, Strong. He had make his creation able to perceive the full length and depth of evil; it was inevitable that they would eventually fall. So he conceived a new race, which he would place at the center of a new domain. This race he would create once again with free will, but he would hold the knowledge of evil away from them. In this they would truly be perfect.

So God created Eden and all the domains the surround it. At the very heart of this new domain God placed Adam, and he charged the angels who had stayed loyal to his side with Adam's protection. Adam was much like the angels around him: Immortal, Intelligent, Strong. But he lacked the one thing that gave his guardians their true power: The knowledge of Evil. Lucifer, his power weak but growing, was unable to cast himself into this new domain. He watched silently from his sphere as the new world grew, waiting for his time.

Perceiving that Adam had become lonely, God created a second human: Eve. The two lived together in immortal bliss. The passage of time nothing more than an interest. Their life together made up the First Era of Man. Two immortal spirits, guarded from harm by the Cherubim. This age lasted longer than any measure of time could testify to.

But Lucifer's power was growing strong, it was only a matter of time before he could enter into this new domain. Once the power was in his possession, he left the depths of this dark sphere and into Eden. Unable to cast his own form into the new domain, he entered it via the body of a great dragon. From within the body of this great beast he sort out and found the dwelling place of Adam and Eve. The two humans, not knowing what Lucifer was, were unprepared and could not defend against him. They welcomed him into their lives, for dragons were true and noble beasts, and let him dwell within their home.

Lucifer was quick to betray their trust. While Eve wandered in the woods, Lucifer fall upon her and seduced her. Coupling with the Beast in most foul unison. Adam, perceiving this, fell into a mighty rage and slue the dragon. Lucifer escaped safely back to his own sphere, but the damage had been done. The seed of knowledge had been passed. Mankind now possessed the knowledge of lust and violence.

God in his heaven saw that his creation had been tainted, and he lamented. He could not afford to raise forces against Adam, and he know that soon Adam would fall into Lucifer's grasp. War loomed on the horizon. God took quick action in hopes to end any conflict before it began. He could not destroy Adam, but he could weaken his power. Taking Adam's Avatar, the immortal soul, he smashed it into a billion pieces; depriving Adam of his immortality. But the shards of Adam's Avatar could not just be swept away, for that would destroy a part of Adam. Instead, Adam and Eve became able to reproduce, passing down a piece of Adam's Avatar to all their children. So the Human Race began. So started to Second Era of Man.

### **The Second Era of Man.**

These were the early years of the Human Race. Many new humans were born: From Cain and Abel on down. And while the human race grew, so did the creatures that feed upon their power: The Beings of the Umbra, the Weaver, the Wyrms. The Cherubim were no longer charged with the protection of the Sons of Adam. They became the bridge between God and the Human Race. Handing down the Laws of God to his child on earth bellow. During these times Angels walked freely among the mortals. Both the Cherubim and the Belial worked among mankind.

In this environment Lucifer's power grow even faster. The Cherubim were unable to check the spread of Satan's direct influence among the mortals. Nothing they did stopped Lucifer's growth. Even the almost complete destruction of Mankind by flood did not slow his advance. Eventually drastic measures were required to stem the tides of Hell.

God had handed down the Ten Commandment to his beloved bellow. Simple laws that would keep the forces of hell in check. But even this was not strong enough medicine to stop Satan. Something more was required, something complete and final. The Cherubim were totally pulled back from Eden, and one last messenger was sent from heaven. The message he delivered was a simple one: "Trust God and all you will be saved in the Rapture." This final messenger was not an angel or a man. The final messenger was not really a messenger at all. For he know what he said was true. This final messenger was no other than God himself.

### **The Third Era of Man.**

The descent of God into Eden was know in heaven as the Coming. It marked the beginning of the Third Era of Man. In this era all was to be won or lost. All of the chips had been placed on the table. The final battle between heaven and hell had begun.

This is the era in which we all know live, and this era is in its final days. Lucifer's power is at a high and the souls of mankind are being bought and sold. Mostly, in this era, the Cherubim have not been let to wander Eden. God had placed his power inside the truth of his message. His message has bared the brunt of the war. But know the final days are near, and more direct methods have become necessary. Once more the Cherubim have been sent down to Eden to do battle with the Belial. For almost two thousand years they have been absent, but know they are returning in force. Victory is far from secure, and God is using all the powers he has at his disposal. Will the human race survive to face the Rapture? Or will they all be sucked down before the final days? These are the questions that face the players of Angel/Demon: The Rapture, and only the players will know the answers.