

# WELCOME TO EARTH

**what do we do together?** (choose 1 each)

stargaze in the park, swimming, attend book club,  
get tattooed, hold potluck dinners, jam out, cuddling,  
play games, go to shows, complain about work, have  
chill hangouts, record a podcast, binge bad movies,  
read Tarot, dog-spotting, try out new cafes, spoil our  
pets, swap memes, thrifting, enjoy spa days and  
massages, bake bread, have sleepovers, camping.

**where do we do these things?** (choose 2-3)

online chatrooms, a failing drive-in, a public library,  
someone's car, a storm drain, a deconsecrated church,  
a queer support group, a run-down graveyard,  
over the phone, a sunny coffee shop, a bustling bakery,  
the one cool place in town, our apartment complex,  
a beat-up couch, an empty theme park, a playground.

## Tips

- Make your character fallible and relatable.
- Fall in love with Earth, and maybe each other.
- Play fast and loose with theology. Make it your own.
- Hold on to hope and play for a happy ending.
- You're not teens, but this is your coming-of-age.
- Pass the spotlight and enjoy the show.

draw a relationship map  
and scrawl notes as you need.

# SCENE IDEAS

## OUR COURTSHIP

### Tips:

- The characters are old, but new to this. Revel in the awkwardness of letting someone new into your life.
- Courtship isn't just about romance. Cultivate all your relationships and explore different kinds of love.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

### Scene Ideas:

- The first time we ever met. *What happened? How long ago was it?*
- Grooming each other's wings. *Who offered? Have you ever done this before?*
- Conversation over dinner. *Where are you? Did either of you cook?*
- The day I fell for you. *What rules were broken? What did you report?*
- Discovering something beautiful. *What is it? How does it make us feel?*
- Quiet domesticity. *Where are we? What are we each doing?*

## OUR FEELINGS

### Tips:

- Be intentional about your character's relationships. Use your Distant Moves mindfully, and reach towards intimacy.
- Be open with your fellow players about your character's feelings. They're your audience, so let them in.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

### Scene Ideas:

- A request for intimacy. *What does this look like? Are you both interested?*
- Saying sorry. *What did you do? What will you do differently?*
- A casual compliment. *How is it received? What were you already doing?*
- Venting about your day. *What support do you want? What stressed you out?*
- Checking in with a partner. *What's working? What would you like to change?*
- Saying no to someone. *What were they asking? How do they take it?*

## OUR TRAUMA

### Tips:

- Play can get intense. It's okay to slow down or just stop, and important to be mindful of everyone's comfort.
- Treat trauma with seriousness. Give the characters dignity, and respect your fellow players' experiences.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

### Scene Ideas:

- Nightmares of the apocalypse. *How were you hurt? Who do you go to?*
- Breaking down. *What comfort do you need? What comfort do you get?*
- Sharing your damage. *What can't you forget? Does it help?*
- Unlearning old lessons. *What are you afraid of? How were you taught?*
- How we've hurt each other. *What did we say or do? How did it change us?*
- Asking for help. *Why is it so scary? How does it feel to be cared for?*

## OUR FAMILY

### Tips:

- It's good to bring the cast together. Take the individual dynamics you've set up, and explore them in a group.
- Instead of single scenes, these ideas suggest whole B-plots. Explore them for as long as you're all interested.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

### B-Plot Ideas:

- Go on a roadtrip. *Who's driving? Who gets carsick? Who picks the music?*
- Volunteer somewhere. *What cause do you support? Who organised it?*
- Put on a play. *What play? Who plays who? Who's mad about it?*
- Finals week. *Who's stressed? Who's goofing off? What do you do to unwind?*
- Renovate a house. *Who has **opinions**? Who has actual skills? Whose house is it?*
- Attend a convention. *Whose idea was it? What kind? Who finds a new hobby?*

# INTRODUCING DESIRE

## AN ANGEL OF LUST OR A DEMON OF CHASTITY

Desire is a passionate soul.

They are affectionate, magnetic, and drawn to others.

### play to find out:

*What do people see when you love someone, and what do you feel?*

*How will your love be reciprocated?*

*Which do you love more: your old life, or your new one?*

### choose a name

Aim, Asmodeus, Baal, Cassiel, Constance, Leliel, Marax, Ronove, Sandalphon, or an ex-lover's name.

### choose a look

plucked wings, pristine wings, flowering wings, rainbow wings, many-handed wings, silken wings.

hesitant smile, feral grin, crooked smile, genuine smile, warm smile, cruel smile, flirtatious smirk.

poodle skirt, leather, charm bracelets, clear jacket, winged eyeliner, riotous colors, wedding wear, floral prints, red nails, promise rings, ballet flats.

What physical feature marks you as a creature of Heaven or Hell?

### who was your first love?

a famous historical figure, a pet from an undercover mission, a superior officer, a subordinate, God herself, just another mortal, a Horseman of the Apocalypse.

### how do you win people over?

bad jokes, tall tales, kind words, sex appeal, secrets, honesty, competence, naivete, giving a shit.

### what do you love most about Earth?

### ask one left and one right

- I loved you once; what happened?
- How did I catch your eye the other day?
- How did I overstep your boundaries recently?

### tips

- Make your character fallible and relatable.
  - Give your heart freely, wholly, and often.
- Remember, love doesn't have to be romantic.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone reveals their true feelings to you, they gain a token.

### intimate moves

spend a token

- Show someone what you love most about Earth.
- Bare your heart, expecting nothing in return.
- Make someone feel wanted or welcome.
- Offer someone physical closeness or comfort.
- Realize you're in love with someone.
- Ask: "*What would make you feel safe, loved, or worthy?*"

### everyday moves

- Open up to someone, taking a chance.
- Go too fast in a relationship.
- Defuse a tense situation with charm or sincerity.
- Fall in love (*while in love: put the desires and dreams of your beloved before your own*).
- Ask: "*Who do you care about most?*"

### distant moves

take a token

- Push someone away for loving you the wrong way.
- Bare your heart, with expectations.
- Neglect someone important to help an old love.
- Ask: "*In what way is our relationship not what I thought?*"
- Ask: "*How could I make you cry?*"

# INTRODUCING HOPE

## AN ANGEL OF GREED OR A DEMON OF CHARITY

Hope is a questing soul.

They are aspirational, supportive, and dream of better things.

### play to find out:

*Which of your dreams will you prioritize, and which will you let go?*

*Do you still dream of your old life before Earth?*

*What matters more: your dreams, or those of others?*

### choose a name

Faith, Joseph, Leonard, Mammon, Muriel, Nithael, Paimon, Sachiel, Surgat, or a name that is a promise.

### choose a look

golden wings, wire-frame wings, threadbare wings, overstuffed wings, radiant wings, tawdry wings.

chiseled face, soft face, calm face, pierced face, sharp face, expressive face, stony face, sunny face, fierce face.

cargo pants, costume jewelry, fanny pack, well-loved coat, sensible shoes, patched beret, knee-high socks, worn cravat, taped-up glasses, hand-me-down watch.

What physical feature marks you as a creature of Heaven or Hell?

### what did you first want for yourself?

individuality, freedom, certainty, God's attention, a body, unconditional love, a partner, privacy, intimacy, permission to help, power, sex, escape, vengeance.

### what stands between you & your dreams?

Heavenly red tape, Susan from HR, Hellish schemes, making rent, unsupportive friends, self-care.

### what do you love most about Earth?

### ask one left and one right

- Which of my dreams did you make impossible?
- What dream am I helping you fulfil, and how?
- How did I encourage you to run away?

### tips

- Make your character fallible and relatable.
- Pay attention to the small dreams of others, and make them matter. But don't forget to dream big too.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone shares a hope or dream with you, they gain a token.

### intimate moves

#### spend a token

- Show someone what you love most about Earth.
- Fall in love (*while in love: acknowledge, openly and wholeheartedly, the hopes and dreams of your beloved*).
- Make someone feel deserving or worthy.
- Offer someone a meaningful token of affection.
- Ask: "How can I support you to achieve your dreams?"

### everyday moves

- Open up to someone, taking a chance.
- Comfort someone who's having a hard time.
- Encourage someone to pursue a dream, right now.
- Ask: "What do you hope for?"
- Ask: "What here is precious to you?"

### distant moves

#### take a token

- Lose something you were entrusted with.
- Sabotage a dream because you don't deserve it.
- Hurt someone important to get what you want.
- Demand someone's attention all to yourself.
- Ask: "What dream do you feel like you can't share with me?"
- Ask: "How have you given up on your dreams?"

# INTRODUCING RESPECT

## AN ANGEL OF ENVY OR A DEMON OF KINDNESS

Respect is a humane soul.  
They are empathetic, wistful, and yearn mortality.

### play to find out:

*Is mortality a thing you can achieve, and does it matter?  
Who do you respect? Who will you emulate? Are they the same?  
How do you cope on the days when being mortal hurts?*

### choose a name

Barachiel, Crowley, Furfur, Leviathan, Malphas, Naberius, Olorin, Seaphael, Shax, or a name you aspire to.

### choose a look

borrowed wings, makeshift wings, butterfly wings, no wings, stained wings, misbehaving wings, ill-fitting wings.

booming laugh, mischievous laugh, fake laugh, soft laugh, carefree laugh, genuine laugh, suppressed laugh.

hoop skirt, leather jacket, leg warmers, ringle curls, sequins, stiletto heels, backpack, sun hat, power suit, monochrome, furry boots, cellphone charms, umbrella.

What physical feature marks you as a creature of Heaven or Hell?

### who first saw the real you?

a comrade, a sworn enemy, God herself, a trembling shepherd, Marsha P. Johnson, a shy queer at your local cafe, Lilith, a doubting priest, a dying king, your pet.

### what's your next step to feel comfortable?

lose your wings, get a job, have your first kiss, buy new clothes, tell someone, get a tattoo, change your name.

### what do you love most about Earth?

### ask one left and one right

- How did you fail me when I said I wanted to be mortal?
- How are you helping me feel comfortable on Earth?
- What hurtful assumptions do I make about you?

### tips

- Make your character fallible and relatable.
- Be inspired by others, but remember they're struggling too. Don't put people on pillars.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone tries to impress you or tell you they admire you, they gain a token.

### intimate moves

spend a token

- Show someone what you love most about Earth.
- Fall in love (*while in love: respect the independence, boundaries, and perspective of your beloved*).
- Make someone feel appreciated or seen.
- Celebrate and recognize someone's progress.
- Freely communicate your experiences and feelings.
- Ask: "How do you show me the ways I inspire you?"

### everyday moves

- Open up to someone, taking a chance.
- Ask someone about their boundaries and feelings.
- Do something nice for someone.
- Awkwardly mimic someone you respect.
- Ask: "What makes you feel valid?"

### distant moves

take a token

- Disrespect someone's perspective or lived experience.
- Resent someone who gets to feel like they belong.
- Dismiss your own feelings, experiences, and progress.
- Ask: "What do I do that makes you feel like I don't respect you?"
- Ask: "How do my unasked for kindnesses hurt you?"
- Ask: "What would you change about me?"

# INTRODUCING CURIOSITY

## AN ANGEL OF PRIDE OR A DEMON OF HUMILITY

Curiosity is a wondering soul.

They are forthcoming, inquiring, and searching for answers.

### play to find out:

*How will you live with the puzzles you can't solve?*

*Will your curiosity get in the way of real trust?*

*What still fascinates you about your old life?*

### choose a name

Bune, Curunir, Lucifer, Milton, Ophaniel, Penemue, Sitri, Vassago, Zadkiel, or a name with history.

### choose a look

parchment wings, illuminated wings, drab wings, transparent wings, enveloping wings, decorated wings.

head held high, hunched gait, jerky gait, defiant gait, more of a strut, graceful gait, soft steps, meandering gait.

roller skates, neon hair, hoop earrings, earth tones, lolita dress, mask, fascinators, flannel shirt, suspenders, tuxedo t-shirt, unremarkable clothes, gold teeth.

What physical feature marks you as a creature of Heaven or Hell?

### what was the first secret you stole?

God's true name, knowledge of good and evil, free will, why Lucifer fell, the reason for the Apocalypse, what came before Heaven, how to make life.

### what about Earth still puzzles you?

gender, capitalism, cruelty, bodies, love, science, religion, family structures, beauty, pain, authority.

### what do you love most about Earth?

### ask one left and one right

- How did I keep you in the dark, and what did it cost you?
- What have I taught you since we came to Earth?
- What hurtful secret of yours did I once let slip?

### tips

- Make your character fallible and relatable.
- Ask questions of both players and characters: about the setting, their feelings, their pasts. It's all interesting!
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone shows you their inner world or tells you a secret, they gain a token.

### intimate moves

spend a token

- Show someone what you love most about Earth.
- Fall in love (*while in love: sing the praises of your beloved to others, earnestly and often*).
- Share knowledge that really matters to you.
- Invite someone to open up about themselves.
- Ask: "What have you always wanted to ask me?"
- Ask: "How are you proud of me?"

### everyday moves

- Open up to someone, taking a chance.
- Make someone feel special.
- Try something new that you initially dismissed.
- Ask a pointed or awkward question.
- Ask: "Am I asking too many questions?"

### distant moves

take a token

- Treat someone's feelings like a puzzle to be solved.
- Share information that isn't yours to reveal.
- Violate someone's privacy to satisfy your curiosity.
- Get caught up in thinking and neglect real life.
- Ask: "What secret are you keeping from me?"



# INTRODUCING JUSTICE

## AN ANGEL OF WRATH OR A DEMON OF PATIENCE

Justice is a righteous soul.

They are driven, reassuring, and demand better from  
themselves and from others.

### play to find out:

*How do you live with your anger, and what will you do about it?*

*Who will you stand up for, and who will stand up for you?*

*What justice that you left undone still haunts you?*

### choose a name

Azrael, Barbatos, Michael, Rofocale, Sathanas,  
Temeluchus, Valefar, Wormwood, or a warrior's name.

### choose a look

flaming wings, bladed wings, wrought-iron wings,  
damaged wings, untouched wings, sapling wings.

deft hands, gentle hands, quick hands, clean hands,  
callused hands, delicate hands, stained hands.

statement lipstick, combat boots, patterned pants,  
uniform, formalwear, punk vest, mom jeans, cotton  
dress, faux armour, latex, smoking jacket, dark glasses.

What physical feature marks you as a creature of  
Heaven or Hell?

### how did you learn God was unjust?

the existence of suffering, the existence of evil, the  
existence of Hell, the Apocalypse, Her endless tests of  
obedience, punishment for predestined crimes.

### what makes you burn with righteous anger?

deception, inequity, excuses, cowardice, selfishness,  
indecision, carelessness, self-loathing, manipulation.

### what do you love most about Earth?

### ask one left and one right

- I hurt you once; what happened?
- How did I try and protect you, and did it work?
- What did I demand of you in the name of justice?

### tips

- Make your character fallible and relatable.
- Remember: you're not playing a fucking cop, and no one put you in charge of the community.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone asks what they should do or tells  
you that you've hurt them, they gain a token.

### intimate moves

spend a token

- Show someone what you love most about Earth.
- Fall in love (*while in love: check in with your beloved about what support they want, and which fights they want help with*).
- Make someone feel safe or acknowledge their pain.
- Express your needs and feelings, without expectation.
- Apologize, admitting fault and committing to change.
- Ask: "What would feel just to you, in this moment?"

### everyday moves

- Open up to someone, taking a chance.
- Stand up for someone hurt or isolated.
- Speak a hard truth, bluntly.
- Step in as a mediator.
- Ask: "How are you vulnerable?"

### distant moves

take a token

- Take something personally and overreact.
- Know something is hurtful and do it anyway.
- Express your needs and feelings, with an implicit demand.
- Fail to apologise, making excuses but no changes.
- Make an unreasonable demand, and hear no objections.
- Play Devil's Advocate for the sake of "fairness".
- Ask: "How do my actions feel unjust to you?"

# INTRODUCING PLEASURE

## AN ANGEL OF GLUTTONY OR A DEMON OF TEMPERANCE

Pleasure is a generous soul.

They are grounded, contented, and fond of the finer things.

### play to find out:

*Will you live a life of quiet comfort, or dare for more?*

*Who makes you want to participate in the world?*

*What pleasure do you still miss from life before Earth?*

### choose a name

Aamon, Aziraphale, Beelzebub, Legion, Netzach, Vasiariah, Vine, or a name that feels luxurious to say.

### choose a look

misty wings, cashmere wings, fruiting wings, downy wings, peacock feathers, frozen wings, molting wings.

tattooed skin, rough skin, stretch marks, smooth skin, scarred skin, body hair, clammy skin, freckles.

turtleneck, crop top, evening gloves, bow tie, silk shawl, religious garments, lots of layers, rain boots, bright leggings, long skirt, vintage clothes.

What physical feature marks you as a creature of Heaven or Hell?

### what is your most beautiful memory?

your first sunrise, your first kiss, making your first friend, wandering the Garden, flying among the stars, your first Pride, harnessing the power of Creation.

### what is your favourite indulgence?

food, wine, conversation, sex, music, books, baths, platonic touch, movies, people-watching, dance, sleep.

### what do you love most about Earth?

### ask one left and one right

- How did you get hurt that time I wasn't there for you?
- What earthly pleasure do we enjoy together?
- How did you rescue me when I lost myself in vice?

### tips

- Make your character fallible and relatable.
- Embrace pleasure in many forms. But remember that indulgence is more than just sex, drugs, and rock & roll.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone lets you tempt or spoil them, they gain a token.

### intimate moves

#### spend a token

- Show someone what you love most about Earth.
- Fall in love (*while in love: share freely what you find most beautiful, and invite your beloved to do the same*).
- Make someone feel beautiful or precious.
- Share a moment of luxury or tenderness.
- Ask: "What is overwhelming you in this moment?"
- Ask: "What do you find beautiful about me?"

### everyday moves

- Open up to someone, taking a chance.
- Have the resources needed to solve a problem.
- Encourage someone to indulge, maybe irresponsibly.
- Slow down a situation that is too fast, loud, or exciting.
- Ask: "How could I make you feel good?"

### distant moves

#### take a token

- Prioritize your comfort over the needs of others.
- Drown yourself in hedonism and luxury.
- Deny yourself something you badly want.
- Retreat from a situation that is too chaotic or emotional.
- Ask: "What pleasure are you denying yourself for my sake?"
- Ask: "What about me do you find unpleasant?"



# INTRODUCING FREEDOM

## AN ANGEL OF SLOTH OR A DEMON OF DILIGENCE

Freedom is an independent soul.  
They are defiant, uncompromising, and actively  
considerate.

### play to find out:

*How will you bear the chains you cannot change?*

*Who will respect your boundaries, and who will not?*

*What do you miss sometimes about the rules of your old life?*

### choose a name

Belphegor, Bifrons, Gabriel, Gadreel, Invictus,  
Kerubiel, Metatron, Phenex, or a revolutionary name.

### choose a look

unkempt wings, painted wings, achromatic wings,  
tattooed wings, pinstripe wings, pierced wings.

tired eyes, distant eyes, wild eyes, mismatched eyes,  
bright eyes, kindly eyes, dilated eyes, fierce gaze.

tie-dye, black & red, sleep clothes, bed hair, top hat,  
pencil behind the ear, absurd scarves, candy bracelets,  
mismatched shoes, tracksuit, avante-garde, cape.

What physical feature marks you as a creature of  
Heaven or Hell?

### what was the first rule you broke?

don't fall in love, obey your superiors, have no gender,  
do not envy mortals, honor God, don't visit Earth,  
obey the Divine Plan, no contact with the other side.

### what chains now hold you?

laws of nature, your lease, human laws, your body,  
mortal expectations, your job, the passage of time.

### what do you love most about Earth?

### ask one left and one right

- How have I overstepped your boundaries recently?
- What fun activity is part of our relationship?
- What help did you need lately that I would not give?

### tips

- Make your character fallible and relatable.
- Remember: you have a relationship with every person you know.
- Fall in love with Earth, and maybe each other.

### lure

Whenever someone asks for your advice or help, they  
gain a token.

### intimate moves

spend a token

- Show someone what you love most about Earth.
- Choose to fall in love (*while in love: consent to be ruled by your beloved, in some things*).
- Spend quality time with someone.
- Make someone feel like they matter.
- Encourage someone to assert clear boundaries.
- Ask: "What would you like to change about our relationship?"

### everyday moves

- Open up to someone, taking a chance.
- Choose to give your help, but only when asked.
- Give advice without regard to nuance or practicality.
- Assert a boundary, and accept the possible cost.
- Ask: "Would you like to do \_\_\_\_\_ with me?"

### distant moves

take a token

- Commit to too much and burn yourself out.
- Give up on someone or cut them out of your life.
- Make a snap decision about something important.
- Condemn a thing that someone else cares about.
- Ask: "What do you want from me that I won't give?"
- Ask: "How have I pushed your boundaries?"