

The God of Spite and Violence

**A GAME ABOUT
HYPERVIOLENCE,
FIERCE VENDETTAS,
AND BISEXUAL MOOD LIGHTING
BY BRANDON O'BRIEN**

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The God of Spite and Violence is designed using the standardcat A5 template created by Luka Rejec of WTF Studio (www.wizardthieffighter.com).
Support the designer at: <https://www.patreon.com/wizardthieffighter>

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May you always slay the things trying to destroy your peace.

Did It Hurt?

When you fell from Heaven, grasping and screaming all the way down, mourning all the grand and loving things you've lost?

If it did, you're in luck. *You know where you can put that hurt.*

The God of Spite and Violence is a 2-player tabletop role-playing game about hyperviolence, fierce vendettas, and bisexual mood lighting.

One person will be the **Angel**, a person driven by brutal vengeance against the people who ruined their once perfect life and took everything they held dear from them.

The other will be the Concierge (what other games refer to as the game master), who primarily controls **The Devil**, the target of the Angel's rage, a powerful and self-indulgent person who will do whatever they can to maintain control over their world.

Each of you will take turns declaring a series of scenes that you both will play in together, as the Angel interacts with various characters on their path toward the Devil in search of their final vengeance.

All you should need to play this game is some six-sided dice (about eight to ten of them should be fine), some counters (you can use coins, buttons, poker chips—whatever suits you on hand), some index cards, and some pens and pencils.

Touchstones

Video Games: Sifu

Movies: John Wick, Monkey Man, Kill Bill

They Took Everything From You

Where you lived was a dream made real on earth. A haven of trust and warmth. You wanted for nothing, especially not love.

And then it was gone.

It took less than an hour of fire and screaming for it all to come down around you, and yet for you it felt like an eternity. It felt like being on solid ground, and then before you could even look down, you were falling, falling forever, stumbling from the gates of a perfect Heaven into an equally deplorable Hell.

Any love that settles in this new place is put out just as quickly as it flickers. Each seed of hope planted is raked out before its roots could find a place to settle. All anyone knows here is rage and sorrow.

Good for you. That's all you have to eat for a while.

If you can weather this, let this sharpen you, then you will be the perfect fang with which to cut into the Devil.

No one else can do it but you. Why? You were once too soft to ever imagine that you could do such a thing?

That softness died back in the embers of your home. All you have to spare is brutality—the brutality you wouldn't even have learned if it weren't for the Devil teaching you how much it can sting.

You have now earned the perfect chance to strike back against him and his forces. Not because it is ideal, but because it will never come again.

All you have is your rage and your body. *That will be more than enough.*

Making the Angel

If you're playing the Angel, take an index card. On it you will make room for them to mark the following attributes.

At the top, write your **Name**. Beside it, write your **Heartname** (a beloved nickname from the past) and their **Hurtname** (a name you hate being referred to). (Consider telling them apart by underlining one and faintly striking through the other.)

On the next line, write What You Lost. You've lost a lot, but your focus is on the one thing that exemplifies the terror and sorrow of what has been destroyed in your past: a loved one, a beloved place or object, something not merely taken from you, but utterly destroyed.

On the next line, as much in the middle as possible, draw seven diamonds. This measures **Temperature**, which has your **Hot** and **Cool** stats. Hot is your capacity to do things with **passion and intensity**, and Cool is your capacity to do things with **calculation and focus**.

Mark three diamonds according to how you would like to divide your stats. Mark them in the diamonds from the outside of the line going inward; the more diamonds you have on the left, the Hotter you are, and the more on the right, the Cooler you are. Mark two on one side and one on the other. (Consider telling them apart by slashing through the diamonds in opposite directions.)

Beneath that line, draw seven similar diamonds directly beneath the Temperature line. This measures your **Force**, which has your **Hard** and **Sharp** stats. Hard is your capacity to do things that are **massive and brutal**, like lifting or breaking heavy things, and Sharp is your ability to do things that are **fine and accurate**, like hitting a small target with a bullet or a blade. Mark the sides as you did with Temperature, and then mark three diamonds similar to the above.

Beneath that line, draw another line of seven diamonds. This measures your **Faith**, split between **Vice** and **Virtue**. When you are **committed to saving others**, you gain Virtue. When you are solely **focused on your own vengeance**, you gain Vice. You don't mark any of it now, but you will later.

Beneath that line, draw yet another seven diamonds. This measures your **Spirit**, split between **Hope** and **Fear**. When **you see the good in others** or are reassured that such good is possible, you gain Hope. When **you witness the darkness of the world**, or feel like doom is coming for you, you gain Fear. You don't mark any of this now either, but you will later.

On the next line, write Wear and then draw three circles to the right of it, segmenting those circles in quarters. Each quarter is a point of **Wear** (physical damage) you can take. Beside that on the same line, write Tear and draw three more quartered circles. Each of those quarters is a point of **Tear** (emotional damage) you can take.

A couple lines beneath that, write your **Knowledge**: three words or short phrases that describe realms of expertise other than committing acts of violence that you have, like chemistry, religion, or engineering. You can be as esoteric as you wish, but leave them as broad as possible.

Beneath that, name your **God of Death**. (It doesn't have to be the name of an existing God.) Mark 5 diamonds beside that God's name. That is your **God's Favour**, which you can spend in a pinch for brutal attacks known as **Roars**.

Beneath that, write your signature weapon. The game will refer to it as your **Fang**. Beside it, draw four diamonds. They count your available **Gnashes**, which you spend on other battle abilities.

Finally, mark 5 diamonds in another line—they count your **Grace**, which you spend on some non-combat abilities.

What Angels Can Do

The Angel has a wealth of abilities based on the tools in their arsenal for not only dealing massive violence, but recovering from it as well.

Grace

Grace is a special resource pool that the Angel can spend in certain circumstances. First, whenever they would gain their last point of Tear, they can instead spend a point of Grace. Also, whenever the Angel rolls dice, they can spend a point of Grace to reroll as many dice as they want, but they have to take their new results. The Angel can regain Grace in a Blue or Purple scene (see Lighting A Scene) by confessing something deeply tragic or heartfelt about their character to someone or by showing warmth in a dour moment—even to the Devil.

God's Favour

God's Favour is a resource that the Angel can spend to activate **Roars** attached to their Fang. They may spend 1 God's Favour to roll 1d6 and prevent a number of future Wear equal to the result. They may spend 2 God's Favour to prevent all attacking Imps from attacking. They may spend 5 God's Favour to deal 1 blow to as many Imps as all their Temperature and Force marks. The Angel gains one point of God's Favour whenever they would also mark their Faith or Spirit in either direction.

Gnashes

Gnashes are a special resource attached to your Fang. You may spend Gnashes to flourish your weapon in a way that performs maximum carnage. You may spend 1 Gnash to deal 2d6 blows to as many enemies as you choose. You may spend 2 Gnashes to create a massive scene of carnage to mask your escape, or force a mass of enemies to retreat from you, allowing you to exit this scene. If you

exit the scene in this way, all remaining Imps survive and can still be put into play.

Knowledge

Like other roleplaying games, when Angel wants to do something, they will typically need to roll something in order to determine how well they do at that thing. However, barring very particular circumstances, Knowledge doesn't need a roll—once you declare that you want to do something that is in the realm of Knowledge you have, you just get to do it. The only limit is whether chance or external circumstances play into its effectiveness, and even then, Angel will still rarely roll—but the Concierge might have to, to see how those circumstances come into play. For instance, if Angel knows Engineering, then they can make a bomb, and they never need to roll to make it—but they may need to roll Sharp to put it somewhere that the enemy doesn't notice, and the Concierge may have to roll to determine if they notice anyway.

Faith

Faith marks how the Angel's experiences reflect either their desire to save innocents from suffering or mete out suffering against their enemies. If ever the Angel's entire Faith track is full and they have more Virtue than Vice, they regain all their Grace. If they have more Vice than Virtue, they regain all their Gnashes.

Spirit

Spirit marks how the Angel's experiences reflect either their hope in a better world or their fear of a more destructive future. If ever the Angel's entire Spirit track is full and they have more Hope than Fear, they regain all their Grace. If they have more Fear than Hope, they regain all their God's Favour.

Rolling Angel Dice

Part of play during this game involves the Angel (and rarely, the Concierge) rolling dice.

When The Angel Wants To Do Something

If the Angel wants to perform an action, they may make a pool of dice out of one side of their Temperature and one side of their Force. For instance, if you want to make a sudden and overwhelming action, like charging through a locked door or throwing something across a large distance, you may want to make a pool of dice from Hot and Hard.

When you do, the Angel will take one six-sided die for each diamond marked on those sides of those tracks. In the above example, if you have two marks in Hot and three marks in Hard, your pool will contain five dice.

The Angel then rolls all these dice together. If the result of that roll contains a pair of 5s or a pair of 6s, you succeed at that action.

When The Angel Wants To Hit Someone

If the Angel wants to attack someone in a Red scene, they may make a pool of dice out of one side of their Temperature and one side of their Force based on the action that describes their attack. For instance, if they want to make a fine slash across a group of enemies, it would probably require Cool and Sharp, but if they want to wave their sword wildly through a crowd of enemies, it may call for Hot and Sharp.

When you do, the Angel will take one six-sided die for each diamond marked on those sides of those tracks as normal. The Angel then rolls all these dice together.

If you're in a Red scene with a group of Imps, each 5 rolled deals 1 blow to an enemy, and each 6 deals 2 blows. You may distribute each of these blows to as many Imps as you choose. If you deal 2 blows to an Imp, they go down. If you deal 1 blow to an Imp, they are stunned, and do not attack on their turn.

If you are in a Red scene with a Baron, each pair of 5s or 6s rolled deals 1 blow to them. A single 5 or 6 rolled will stun that Baron. The Angel may also roll to respond to the Baron using their Gnash, in which case a single 5 or 6 prevents them from doing so (although they can still try later as many times as they wish until they have used it).

If you are in a Red scene with The Devil, each pair of 5s or 6s rolled deals 1 blow to them, reducing their Power by 1. The Devil cannot be stunned. When The Devil attacks the Angel, the Angel may roll to resist the attack; any die they roll that matches The Devil's dice will remove that die. When resisting this way, the Angel may add dice results together in order to equal a 5 or a 6 (for instance, if The Devil attacks and rolls a 6, and the Angel rolls to resist and rolls a 2 and a 4, they may put both of those dice together to remove The Devil's 6 from play).

How to Restore Angels

The Angel will be going through a lot of their arsenal of tools to confront numerous and powerful enemies. Vengeance can be depleting, but they can regain what they've spent in various ways.

Recuperation

The Angel can choose to spend a Blue scene (see Lighting a Scene) by themselves in order to roll 1d6. When they do, they can choose to reduce Wear or reduce Tear by that amount. If the amount they roll is higher than the amount of Wear or Tear marks cleared that way, then and only then can they use the surplus to remove marks of the option they did not choose.

Encouragement

If the Angel survives a Red scene, they gain one point that they can spend to mark their Temperature or their Force in any direction they choose. If either is full (for instance, if the Angel wants to mark Temperature but already has 4 marks in Hot and 3 in Cool), they can instead shift the Temperatures they already have in any direction they choose (for instance, move one mark from Hot to Cool, therefore having 3 Hot and 4 Cool).

Rage and Sorrow

When the Angel's Faith is full and they have more Vice than Virtue, their Gnashes reset to full. When the Angel's Spirit is full and they have more Fear than Hope, they regain all of God's Favour.

Hope and Goodness

When the Angel's Faith is full and they have more Virtue than Vice, or their Spirit is full and they have more Hope than Fear, they regain all their Grace.

Being Worn Out

In a Red scene, if the Angel marks all their Wear and would take another mark of Wear, they may instead spend Grace. If they do, they pass out in this scene, and in the next scene they come to in a safe space. They still have to Recuperate in order to restore Wear, though.

Falling from Grace

In a Red scene, if the Angel marks all their Wear and would take another mark of Wear, they may instead spend Grace. If they cannot spend Grace this way and would take another mark of Wear, they **Fall**. When the Angel Falls, they deal one more blow than they would (an attack that would defeat one Imp, for instance, now defeats two, and an attack that would deal 2 blows to a Baron now deals 3), and any Wear they would take in the scene is now dealt to Tear, but if they mark all their Tear this way and would take another mark of Tear, and still have no Grace to spend, **they will die in this scene**.

Also, when the Angel Falls, they gain a **Hamartia** until the beginning of the next scene. A Hamartia is one roll you can no longer make during this scene. The Devil chooses a side of your Temperature or your Force for you to cross out; whenever adding dice, you cannot add dice from that side until the next scene.

The Angel can Fall in a Purple scene as well, if the Devil or any of their agents cause the Angel to mark Tear and they have no Tear to mark. If so, they may instead spend Grace, but if they cannot spend that Grace (or refuse), they Fall at the end of this scene if the next scene is Red, or may recuperate in a Blue scene instead.

Making The Devil

If you're the Concierge, then you will be playing a lot of characters in this world, but the first and the most domineering of them is The Devil. Because most of the mechanics the Concierge interacts with will be The Devil's, let us make them first.

At the top of an index card, write The Devil's Name. On the line beneath it, write What You Want. This is a short word or phrase describing why you think your actions are right or justified, or why you're drawn to do them. Right or wrong, selfish or misguidedly selfless, whatever—give your character room to be complicated with this line.

Then, you get **16 points** with which the Concierge can choose the elements that they would like to add to the rest of The Devil's card.

The first is **Power**. This shows the amount of dice The Devil rolls whenever they perform any action targeted toward the Angel or someone the Angel knows. **One point buys 2 Power, and each additional Power costs one more point.** On a line, write the word Power and then draw a diamond for each Power you have claimed.

The second is **Imps**. This represents the number of forces The Devil has at their disposal. **One point buys 20 Imps, and each additional point buys 10 more Imps.** On a separate line, write the word Imps and then draw a diamond for each 5 Imps you've claimed.

The third are **Barons**. This represents the number of special forces The Devil can employ to do their dirty work. **The first Baron costs three points, and every subsequent Baron costs two points.** On a separate line, name your Baron, draw five diamonds beside their name for that Baron's Wear, and then draw a vertical line to the right of those diamonds. Then draw another diamond and write that Baron's Gnash (see The Baron's Gnashes).

Then, on a final line, draw seven diamonds. These count The Devil's **Joy**, which measures their ability to emotionally weather the Angel's interventions on their plans. Whenever a scene ends with the Angel having more Hope than Fear, The Devil loses one Joy. If The Devil is in a scene and loses all their Joy, they Fall; if they lose it off-screen, the next scene is Purple, regardless of restrictions (see Lighting A Scene). Mark 2 Joy for now.

Then, take another index card and draw eleven medium-sized shapes, like squares, circles, or hexagons, with four at the top of the card, four in the middle of the card, and three at the bottom. Each shape should be large enough for you to legibly write at least two block letters in with a marker, or write the entire colour of the scene (or the name of a special scene) with a fine pen or pencil. Shade the tenth shape (the middle bottom shape) fully black. This will be your Lighting Cue Sheet for the game, where you will note the colour of each selected scene.

What The Devil Can Do

The Devil is rarely on screen, but the Concierge still has a wealth of tools at The Devil's arsenal to make the Angel's life difficult, and if possible, painfully short.

Deploy Imps

Whenever a scene is Red, The Devil can populate that scene with Imps in order to attack the Angel. They enter scenes in groups of five that The Devil can decide, and attack essentially as a group. When they attack, The Devil rolls to see if they hit.

Deploy Barons

In a Red scene, The Devil can allow a Baron to strike against the Angel. Barons attack in ways mildly similar to an Angel—they have a Gnash, for instance, and they take more blows than an Imp would—and therefore are more likely to do terrible damage to an Angel. While populating a Red scene, instead of deploying another 5 Imps, The Devil can add a Baron to the scene. Barons can also be present in a Purple scene to do The Devil's dirty work.

Demoralise the Angel

In a Purple scene, even The Devil's most minor decisions have the capacity to reduce the Angel's will to continue. The Devil knows the Angel's Heartname and Hurtnam; the Angel takes 1 Tear and loses 1 Grace if The Devil calls them by their Heartname, and takes 2 Tear if they call their Hurtnam. (They can only do this once per scene, though.) They also gain 1 Joy each time the Angel has *marked half their Wear* (that is, 6 Wear), *marked half their Tear* (that is, also 6), *enters a Purple scene with no Grace*, or has *more Fear than Hope* or *more Vice than Virtue*. They may also commit actions that contextually reduce Hope or increase Fear.

What a Baron Can Do

As an Agent of The Devil, a Baron also has abilities that they can perform on The Devil's behalf.

Fight Alone

In a Red scene, The Devil can send a Baron to either join a group of Imps, or to challenge the Angel alone. However, if The Devil has more than one Baron, they cannot deploy two Barons in the same scene.

Gnash Against the Angel

A Baron has one Gnash that they can wield against the Angel. The Devil can choose a unique Gnash for each Baron they control. See The Baron's Gnashes for examples of Gnashes you can already choose for your Barons.

Represent The Devil's Interests

In a Purple scene, The Devil can allow a Baron to act on their behalf. They can confront The Angel, threaten or brutalise the Lost, and even claim objects for them by force.

Sacrifice Themselves

In a Purple scene or offscreen, a Baron may give themselves up to mechanically return 1 point to The Devil for them to redistribute for something else on their sheet.

The Baron's Gnashes

Here are some of the Gnashes that The Devil may attach to a Baron in their employ. If you need a Gnash in a hurry for one of your Barons, feel free to use these, or tweak them within these ranges for a unique Gnash for your own.

Wield a Powerful Fang

Once per Red scene, the Baron may mark their Gnash to perform one of the same abilities that the Angel's Gnashes can.

Summon The Lost

In a Red scene, the Baron may mark their Gnash to summon a Lost character that you have already met into the scene as a threat or an act of control. In that Red scene, they may brutalise that Lost character, at which point they are unavailable for the next Blue scene, or even permanently take them from the Angel, which will make them permanently unavailable. However, at the end of that scene, the Angel restores all of their Gnashes and all of their God's Favour.

Briefly Disarm the Angel

In a Red scene, if the Baron successfully performs an attack, they can mark their Gnash and forgo dealing Wear to instead briefly disarm the Angel. If they do so, the Angel has to roll two 5s or two 6s on their roll on their next turn in order to retrieve their Fang before they can attack again.

Remind the Angel of the Past

The Baron can mark their Gnash and say the Angel's Heartname or Hurtname in a Red scene once per game. If they do, they mark 1 Tear.

Sever the Angel from God's Favour

Once per Red scene, the Baron may mark their Gnash to briefly lower the Angel's resolve through discouraging speech. When they do so, the Angel cannot Roar for the rest of the scene.

Rolling Devil Dice

Part of play during this game involves the Concierge rolling dice for The Devil's actions.

When The Devil Wants To Do Something

If The Devil wants to perform an action, most of the time they just say it and it happens. However, if it is understandable that the Angel would be in opposition to that action, or there is an element of risk involved in that action, The Devil will have to roll.

The Devil rolls a number of six-sided dice equal to their Power. A single 5 or 6 is enough to succeed, but more 5s or 6s may expand the scope or consequences of their success.

When The Devil Wants To Hit Someone

If The Devil wants to attack a Lost person in a scene, most of the time they just say it and it happens. Lost persons do not take marks for Wear like the Angel does, but they can dramatically be roughed up and even be taken out of the game.

The Devil rolls if Imps attack the Angel in a Red scene. The Devil rolls a number of dice equal to their Power, or less if there are less Imps remaining in the scene that turn than their Power. If there are more Imps in the scene than The Devil's Power, they still only roll their Power, and only that many Imps attack that turn.

Each 5 or 6 rolled when Imps attack causes the Angel to mark 1 Wear. The Devil can instead choose to turn a pair of 5s or 6s into a Restraining action, causing the Angel to need to roll a pair of 5s or 6s on their turn in order to no longer be Restrained. Each turn the Angel is Restrained, they cannot attack.

If The Devil wants to attack the Angel themselves, they have to roll a number of six-sided dice equal to The Devil's Power. Each 5 rolled

causes the Angel to mark 1 Wear, and each 6 rolled marks 2 Wear in this way. When rolling, the Devil may choose to deal Tear instead of Wear for one of those dice per round.

Meeting The Lost

As you enter the dark Purgatory of this game and strike out against The Devil, you will meet some of the Lost in their orbit—some your past allies, others your new comrades, all of them people who The Devil has harmed or disenfranchised.

Whenever the Angel enters a Blue scene, the person lighting the scene can introduce a Lost character to the scene. When they do, the Concierge takes a new Index card to write that Lost character's Type, their Name and Heartname, and their Wound (something that they still feel anguish or rage about regarding The Devil's actions). Then mark three diamonds for that Lost character's Grace.

When the Angel enters a Blue scene, the Concierge controls that Lost character, but the Angel can decide to spend that Lost character's Grace to perform an ability that the Lost character has, or to give the Angel one point of Grace back once per scene. That character has no means of regaining Grace.

The Wolf

The Wolf is a mentor, a craftsman, someone you trust to look after you and your tools.

The Wolf knows a truth about the Angel's Fang. The first time the Angel meets the Wolf, they will tell the Angel this. That truth is a thing their weapon can do. That thing has one charge (mark it next to, but separate from, the Angel's Gnashes). The Angel can recharge it only by talking to the Wolf and spending one of the Wolf's Grace, or by marking 1 Wear.

The Cub

The Cub is a rival, a fighter, someone with your fire and a chip on their shoulder.

The Cub is as angry as the Angel is, or more, and resents the Angel for being the only one in the fight. By spending one of the Cub's Grace, the Angel can *gain one more point in Temperature or Force*, in any direction they choose.

The Fox

The Fox is a sidekick, a trickster, a conman, someone wily who is in your corner.

The Fox knows the world even better than you may ever learn it. By spending one of the Fox's Grace, they will tell you something about your surroundings that you do not know, without anyone having to roll to learn it. Whenever the Angel acts on that information in a future scene, they gain 1 Grace.

The Dove

The Dove is a damsel, a princess, someone in a rough place surviving by being small.

The Dove is soft, but knows that gentleness is still a kind of power. By spending one of the Dove's Grace, the Angel can *roll 1d6 to remove that many marks of Wear or Tear*, or instead choose to *remove 1 mark of Fear*. They do so in a way that reminds you of The Devil's cruelty to them; you *regain all your Gnashes* as well.

The Stag

The Stag is a monitor, a middle-manager, someone who knows the stakes and thinks they're too high for you.

The Stag wants you to stop going down this road of carnage, and will do whatever they can to rid you of this burden. By spending 1 of the Stag's Grace, at the end of the scene, choose one: *The Devil's Joy is reset to 2—the Devil loses 10 Imps or one Baron—the Angel's Faith or Spirit is reset to 0.*

The Familiar

The Familiar is a pet, a steed, an animal companion you have made by showing it love in its dark life.

Because of how you've earned the Familiar's trust, it will always do something for you in return. After the first time you meet the Familiar, you can summon it in Red scenes. You can spend its Grace in Red scenes as if they were Gnashes; when you do, the carnage that is performed comes from the Familiar, as if it were a living Fang.

Do you want to see more content for this game?

There is still room for a bunch of additional Lost characters, as well as more Special Scenes that you will see later in this document!

And you can support that development by buying this game, or my other games, over on my Itch storefront, or by supporting me on Ko-Fi or Patreon!

Lighting A Scene

Play in this game takes place during scenes. Each player, starting with the Angel, will choose a scene, write or colour it into the Lighting Cue Sheet, and then roleplay and take actions depending on the colour of the scene. This is called **lighting a scene**.

When you choose the colour of a scene, you also choose what kinds of actions can occur in that scene, and what kinds of scenes can follow it when the other player chooses to light a scene.

Blue Scenes

When a scene is Blue, it is a scene of respite. The Angel spends it meeting one of the Lost, recuperating (rolling 1d6 to recover Wear or Tear), or sharpening their Fang (regaining all their Gnashes). A Lost person may still suffer consequences that may give the Angel other effects.

Purple Scenes

When a scene is Purple, the Devil encroaches on the Angel's peace. In Purple scenes, the Angel and The Devil converse, threaten each other or make deals, or struggle against each other's wills. In Purple scenes, the Angel cannot commit acts of violence (or they are severely diminished—only harming one or a few imps, leaving enemies scarred, etc.), while the Devil can make moves that would cause the Angel to lose Grace, lose Hope or gain Fear, or even mark Tear. However, the Devil cannot do wear damage, or kill you. That means that they may narratively perform harm to the Lost instead.

Red Scenes

Red scenes are scenes of violence. They are always scenes where the Angel metes out brutality on those around them. For most of the game, that will rarely include The Devil—you may be lucky enough

to wound them but rarely so lucky as to kill so soon—but at least you get to take out your frustration on as many Imps as possible.

The Lighting Sequence

When lighting scenes, there is a sequence of lighting that each subsequent scene must follow.

If you are leaving a Blue scene, you cannot pick another Blue scene.

If you are leaving a Purple scene, you cannot pick another Purple scene, and you cannot pick a scene of the same colour as the scene before that Purple scene (that is, you can't go from a Red scene to a Purple scene to another Red scene).

If the Devil loses his last Joy offscreen during the current scene, the next scene is Purple.

If you are leaving a Red scene, even as a result of passing out from full wear, you cannot pick a Red scene, or a scene of the same colour as the scene before that Red scene.

Once a scene is resolved, the other player chooses the colour of the next scene based on these rules. Angel always picks the first scene.

Special Scenes

When lighting a scene, a player may choose instead to light a special scene. These scenes may circumvent the ordinary lighting sequence in ways that those scenes describe. Here are some of the special scenes you may consider lighting:

The First Gate

You are in Hell, but you are nobody. Getting close enough to the Devil is the work of only a guard, a maid, or the tortured.

This scene is **Queen Blue**. This scene allows you to follow with another Blue scene, or to follow a Blue or Blue-Purple scene with this scene, or another Blue scene if Angel picks it as the very first scene.

Pick this scene if you need a scene about the Angel getting into The Devil's inner sanctum, if gaining the good graces of one of the Devil's Barons is paramount for actually harming them, or if they are in a place of power and status too great to merely barge in.

What role do you take in order to enter? What degrading things are you expected to do in order to stay in? What vices and cruelties do you witness now that you're inside?

The Resting Temple

You have been broken, but you can be remade here, with community and training.

This scene is **Light Blue**. This scene can follow a Blue-Red scene, but the only way to enter this scene is by passing out in a Red scene.

Pick this scene if you want to tell a story of the Angel discovering community among other suffering folk, inspiring the downtrodden to action, and being healed by being trusted.

In this scene you may meet a new Lost: **The Peacock**, a teacher, a healer, someone who values the body as an extension of the soul.

The Peacock knows a truth about your God. The first time the Angel meets the Peacock, they will tell the Angel this. That truth is a thing the Angel's God can do, a coincidence only they can perform. That thing has one charge (draw a new diamond next to your Gnashes). It can only be refreshed if the Peacock is harmed, which also spends one of the Peacock's Grace; the Angel also regains all their Gnashes, as if a Dove were harmed.

What questions do you have about this space and the people in it? What do they help you learn more deeply about yourself beyond this conflict? What do you hope for them when this fight is over?

The Rushing Crowd

You have been caught, and the Devil's minions are after you. Your only fortune is an ocean of strangers.

This scene is **Prussian Blue**. You may enter this scene from a Red or Purple scene, and leave this scene into a Blue or Purple scene. When in a Red or Purple scene that is still in progress, the Angel may choose to enter this scene (or suggest this scene to The Devil) instead of marking Wear or Tear, or marking a Lost's Grace, by choosing instead to spend all of the Angel's Gnashes and God's Favour.

Pick this scene if you want to craft a scene of the Angel being chased through a crowd of people from imminent danger, if you want to roleplay hurried running and scrappy and resourceful fighting, or if you want to see what one of the Lost can truly do for you.

In this scene you may meet a new Lost: **The Grasshopper**, a sneak, a vagabond, someone who knows their way through a rough current.

The Grasshopper knows a way out of this mess of a crowd. The first time the Angel meets the Grasshopper, they will take the Angel's hand and lead them to a place they would otherwise not have thought to hide in (the Concierge decides where that is, and describes it). This action costs 1 of the Grasshopper's Grace, and grants 1 Hope to the Angel. Every time the Angel chooses to return to that place, or look for the Grasshopper, in a Blue scene, they can regain all their God's Favour and gain 1 Hope.

Do you navigate the bustling place by being nimble and slipping through narrow passages, or by being brash and crashing through everything in your path? What do those chasing you do that signify their callousness for others? What dire situation does the Grasshopper narrowly save you from?

These are just a few of the special scenes that are available for you to place on your Lighting Cue Sheet at the moment, but a future update will include a great deal more!

The Final Circle

The Devil is within your grasp. This time, you either finally lay him low, or die trying.

Either when The Devil has no more Imps or Barons left in their employ, or once nine scenes have passed—whichever comes first—the Devil's next scene is **Black**. It has already been marked on the Lighting Cue Sheet.

Here, the Angel and The Devil will finally confront each other. If there are any Imps or Barons remaining, the Angel will fight them first. First, the Angel will fight every remaining Imp. Then, the Angel may spend 1 God's Favour to recuperate before fighting one of The Devil's remaining Barons. After each fight with a Baron, they may spend another of God's Favour to recuperate before the next fight, and so on. This continues until finally the Angel confronts the Devil.

To defeat The Devil, you must deal blows to reduce their Power. Once The Devil's Power has been brought to zero, the Angel will be asked whether they choose to spare The Devil and keep their heart pure, or give in to violence and brutally destroy them.

If the Angel choose to spare The Devil, the scene ends with the colour **Midnight**. The Devil retorts, but you get the last word. Angel gets to change something about this world for the better, but only by so much.

If the Angel chooses to be brutal, the scene ends with the colour **Crimson**. The Devil is dead, but the Angel's heart is stone. The Angel describes one Lost person who is irreparably broken by the entire ordeal.

If the Angel ever dies, here or in any earlier scene, the scene ends with the colour **Black**. The Devil wins. The Devil describes one way they make Purgatory so much worse for those who dare to challenge them.

