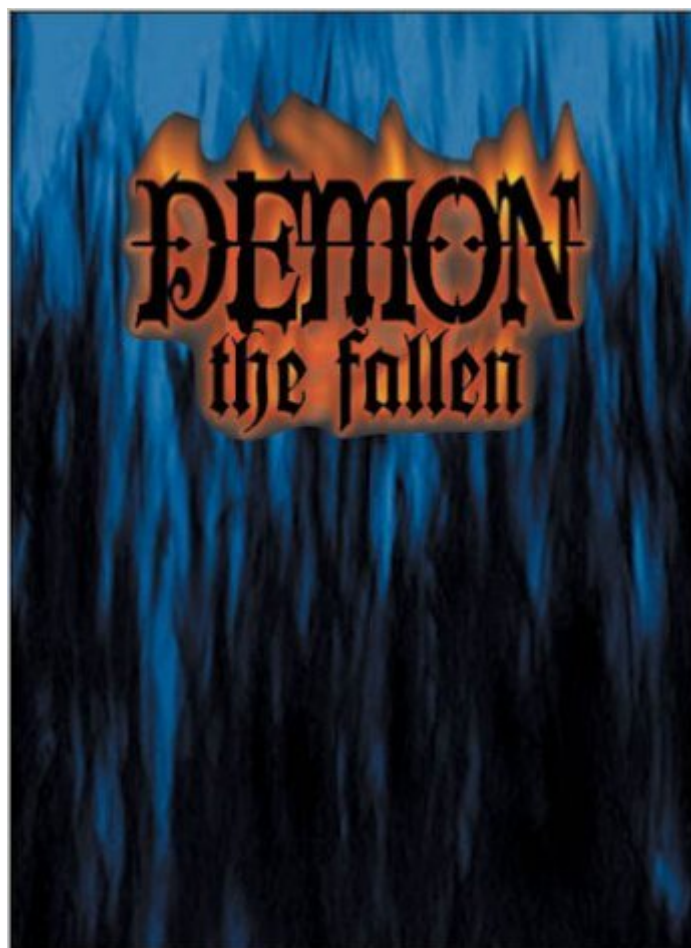


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Demon: The Fallen



Synopsis

Book by Michael B. Lee, Greg Stolze, Adam Tinworth

Book Information

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Customer Reviews

DEMON:THE FALLEN is a role-playing game by White Wolf, set in the original WORLD OF DARKNESS setting. This game is about demons (obviously), but portrayed differently than in Judeo-Christian theology. Lucifer and the other fallen rebelled against God in order to love and serve humankind. There was war on Earth between the heavenly and fallen hosts resulting in great destruction and cruelty to humans, as the fallen used the humans they claimed to love as tools in their rebellion. Finally, the heavenly hosts were victorious and cast the fallen into Hell, a place of eternal isolation and nothingness. There, the fallen remained for all the aeons of earth's history. And now all hell is breaking loose. In DEMON, many fallen angels have managed to escape Hell, but it continually pulls at their essence. The only way for them to remain out of hell is to merge with a mortal body. The book implies that it is only possible to take the bodies of people with weak or broken souls; the brain-dead, the incurably insane, the suicidal, and those whose spirits have been crushed by the weight of a world of darkness. In this body, the fallen are very limited in their abilities; their memories of infinity and beyond have to fit in a mortal brain, and much is lost. Their fleshly shells are fragile, and the demons must continually search for faith to sustain themselves. They do retain some of their lore, their original ability to shape the universe, and their angelic form can be called upon at times. Whether they appear angelic or demonic depends on the fallen's level of torment, or how much they have succumbed to the dark side.

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