



Demons' Stories

An expansion module for
the game Demon-marked

ARTWORK

Koa Yuan Chang

<http://davielang24.deviantart.com>

AUTHORS

DAVIDE PIGNEDOLI

davide.pignedoli@gmail.com

www.daimongames.com

ABRAHAM ZETINA

highlander82z@gmail.com

[YouTube](#)

Introduction



The Game

This is a Role Playing Game FOR TWO PLAYERS: one will be the Master, the other one will be the Demon-marked.

Demon-marked

This module is an expansion for the game Demon-marked. To play Demons' Stories you need first to download and master the aforementioned game. You can download it for free on the website: www.daimongames.com.

An Expansion

Expansion For Demon-marked

This module is an EXPANSION for the Role Playing Game DEMON-MARKED. This means that you need to download Demon-marked, and study its structure and rules. Demon-marked is available for free on the [Daimon Games website](http://www.daimongames.com). This expansion module contains:

- ❖ two new **pregenerated characters** (Demon-marked)
- ❖ three **Dark Overlords** (major enemies), with several additional **Chaos creatures** to fight against
- ❖ three **stories and locations** for your adventures
- ❖ two brief **examples of play**, to clarify the game rules for rolling dice
- ❖ a bonus character

Examples Of Play

The module contains also several EXAMPLES OF PLAY. These examples should help the Master to gain familiarity with the game structure and feel, and **serve as a reference for the rules** (a sort of offline Frequently Asked Questions section). In any case, if you have doubts, questions or even suggestions for the game, [feel free to contact me by mail](mailto:contact@daimongames.com).

Adventures' Seeds

Loyal to the spirit of the original Demon-marked game, this module does **NOT** contain full adventures, with railroaded and scripted events. The Demon-marked game is supposed to generate a story strongly driven by the character actions. To achieve that, the Master should present and frame **open-ended scenes**, and on a **larger scale**, setup **THE ADVENTURE INSPIRATION**, without planning in advance for a predefined series of events and/or expected ending.

What the Master will find here, therefore, are ADVENTURES' SEEDS, or in other words: strong and precise settings, each that contain enemies, possible developments, some key features. Nothing mandatory and nothing that cannot be customized at will, according to how the game evolves. You draw the blade, but you don't know yet where it will strike.

Adventures Preparation

Each adventure is presented with a **generic setting description** and guidelines for the Opening Scene and Act One. Although not mandatory, these premises will set the adventure on its path. Then, you will also find a **Story Sheet** to print, and use during the game to keep track of events, actions, etc. This is already configured with the suggested difficulty ratings for each Act. A third and final page contains **additional information**, such as new enemies' statistics, special powers, more details about the fiction etc.

License

Creative Commons
Attribution - NonCommercial - ShareAlike
3.0 Unported (CC BY-NC-SA 3.0)

Version

0.1 / June 2015

Demon-marked One

Profile And Description

You are a warrior because:

- You were raised by mercenaries
- You served in a noble's army
- You guarded a sacred place

Select one per group. Gain 1 CP when you act accordingly, and 2 CP if this causes you danger or harm

Now you travel alone because:

- Your fellow warriors are all dead
- You lost faith in your cause
- You are on a personal quest

You received the Demon-mark because:

- You want to avenge someone
- You are going to hunt someone
- You want to protect someone

Your Demon-mark looks:

- Circles and crosses on your chest
- A large skull on your back
- Crossed swords on your shoulders

Attributes

Body

Use to force, resist, brawl, fight

-

Traits (And Items)

Strong

Sword fighter

Large sword (damage +4)

Plate armor (protection +2)

Chain

Notes

Iron gauntlets (brawl damage +1)

Chain can be used offensively or defensively, with other weapons (protection +1, damage -1) or (protection -1, damage +1)

Skill

Use to move, do, execute, aim

-

Aim

Ride horses

Climb

Hide and sneak

4 Throwing knives (damage +1)

Swim

War-horse (add when fighting on horse)

Mind

Use to think, perceive, detect

-

Tracking

Perception

Military strategy

Fortifications

Leadership

Spirit

Use to resist, lead, talk, seduce, lie

-

Brutal

Vengeful

Brave

Inspire

Special Moves

Select a move at the beginning of the game. Unlock others at the price of 5 CP. Activating a move costs 1 CP, or take 2 DP.

- THE COMMANDER: take +3DD in leading or commanding humans for the entire scene, as long as you act as a leader
- MILITARY STRATEGY: take +2DD for the next 3 rolls in combat, when you use fortifications, terrains, tactical advantages, etc.
- FURIOUS STRIKES: take -X protection and +2X damage as long as you waive your sword without parrying or defending

Combat, Damage & Conditions

Basic Damage 3

Protection 3 (total) Plate armor 2 Parry 1

Hit Points

Wounded -1D6 Body Confused -1D6 Mind

Shaken -1D6 Skill Broken -1D6 Spirit

Notes

15 silver coins

Code Points

Be neutral & observe, sacrifice & bring justice, accept death.

Demon Points

Stage One

Stage Two

Stage Three



Demon-marked Two

Profile And Description

Select one per group. Gain 1 CP when you act accordingly, and 2 CP if this causes you danger or harm

You left your home land because:

- Your tribe was slaughtered
- The land was cursed
- You were banished by your people

Your travels brought you here from:

- A large, ancient city
- A small village in the mountains
- Across the sea, from a foreign land

You received the Demon-mark because:

- You want to avenge your people
- You have nothing left to lose
- You knew something of demons

Your Demon-mark looks:

- Like a large symbol on your back
- Like a hundred scars on your dark skin
- Like red and glowing eyes

Attributes

Traits (And Items)

Notes

Body Use to force, resist, brawl, fight <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Mace fight <input type="checkbox"/> <input checked="" type="checkbox"/> Resistant <input type="checkbox"/> Parry (protection +1, damage -1) <input type="checkbox"/> Protection runes (protection +1) <input type="checkbox"/>	Iron mace (damage +3) <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
Skill Use to move, do, execute, aim <input type="checkbox"/> <input checked="" type="checkbox"/>	Aim <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Swim <input type="checkbox"/> <input checked="" type="checkbox"/> Climb <input type="checkbox"/> Hide and sneak <input type="checkbox"/> <input type="checkbox"/>	Making traps <input type="checkbox"/> <input checked="" type="checkbox"/> Crossbow (damage +3) <input checked="" type="checkbox"/>	Scrap material for traps 15 crossbow darts
Mind Use to think, perceive, detect <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	Alchemy <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Perception <input type="checkbox"/> <input checked="" type="checkbox"/> Tracking <input type="checkbox"/> <input type="checkbox"/> Esoteric rituals <input type="checkbox"/>		
Spirit Use to resist, lead, talk, seduce, lie <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Brutal <input type="checkbox"/> <input checked="" type="checkbox"/> Solitary <input type="checkbox"/> <input checked="" type="checkbox"/> Hunting <input type="checkbox"/> <input checked="" type="checkbox"/> Talking with the spirits <input type="checkbox"/>		



Special Moves

Select a move at the beginning of the game. Unlock others at the price of 5 CP. Activating a move costs 1 CP, or take 2 DP.

- SHAMANIC DIPLOMACY: take +3DD for the entire scene in spirit and religious matters, both interacting with humans and beasts
- BONE BREAKER SAVAGE: take +2DD for the next 3 rolls in combat, but suffer +1 damage if you fail any of those
- LIFE FOR LIFE: spend X Hit Points to make X potions. A potion heals a human minion or gives you +3 DD. Expires at end of session.

Notes

10 silver coins

Combat, Damage & Conditions

Basic Damage	3		
Protection	1 or 2 (total)	Leather ar. 1	Parry 1
Hit Points	○○○○○	○○○○○	
Wounded	<input type="radio"/> -1D6 Body	Confused	<input type="radio"/> -1D6 Mind
Shaken	<input type="radio"/> -1D6 Skill	Broken	<input type="radio"/> -1D6 Spirit

Code Points

Be neutral & observe, sacrifice & bring justice, accept death.

Demon Points

Stage One ○○○○○
 Stage Two ○○○○○
 Stage Three ○○○○○

Adventure One



Shanger The Overlord

Known for his brutality and usage of explosives

Difficulty: 8 Protection: 4

Damage: 4 + Large weapon (dmg 4)

Hit Points: □□□□□□□□

Moves (enable two by default)

❖ Monster: add a Large Monster as protector

❖ Strike: reduce opponent Protection of 1

❖ Explosives: count as generic dmg 4 in fights

The Invasion

Setting Description

The Chaos legion of the **Dark Overlord Shanger**, known for his brutality in battle and his mysterious explosive weapons, is marching **against the South Keep**. The South Keep remains the last standing human fortress guarding **The Three Valleys**. If South Keep falls, Shanger's legion will invade and plunge the human settlements in The Three Valleys. The attack was **unexpected** and the South Keep garrison is small and has little chances of holding much longer. The population of The Three Valleys is preparing to run away, but the exodus is chaotic and desperate; the local leaders **need more time** to evacuate everybody before the arrival of Shanger.

Opening Scene

The Demon-marked should begin the adventure either within South Keep fortress, or in close proximity. He should be aware, or promptly made aware, of South Keep's critical situation. Somehow the Demon-marked **is expected to help South Keep** hold long enough for the human leaders to arrange the evacuation. THE MISSION is to fight Shanger the Overlord.

Act One Overview

Depending on the Demon-marked status and position, he could be fighting alone, or together with other humans, from inside the South Keep or by distracting Shanger's legion somehow, with other tactics. Shanger should **not enter the scene** until towards the end of Act One.

Enter Shanger

It is unlikely that the Demon-marked can block Shanger at the beginning of the adventure. As the Master, **spend minor difficulties** against the character for simple enemies and basic actions. Allow the character to slow down the attack **until Shanger will intervene in person**. The Overlord will appear heavily guarded by centaurs, leading an attack of explosions against South Keep walls. Use here the **highest difficulties** to defeat the Demon-marked and force him to retreat to the valleys.

Acts Two And Three

No need to kill the Demon-marked in Act One, when Shanger will defeat him. Allow an escape, a retreat, a lucky event to keep him alive. Depending on the tactics and **what the Demon-marked accomplished in Act One**, the people of The Three Valleys could still be in trouble organizing the evacuation, or almost done with it. In any case the Demon-marked will now either join the exodus, or help some villagers, or some lonely refugee, etc. The Demon-marked **cannot stop the invasion alone**, but he can still make a difference for some of the people on the run.

Possible Endgame

There are different ways **for the game to end**. Of course, if the Demon-marked dies, there will be another one taking his place (i.e. a guard of the garrison, a villager on the run, a soldier), to continue the mission. Depending on how the situation evolves, **the mission can change** to a more focused one: **help someone** in particular, or **kill Shanger** or one of his strong warriors to allow all or some of the humans to escape, perhaps even **fight against the entire Chaos legion**, with a human army, if the Demon-marked already accomplished a lot and is on a good path.

Story Sheet One

Adventure Prep

- ❖ Prepare the **character Profile**, if you play with a new Demon-marked. The Player will gain Code points according to the Profile, so he will bring these elements into the story.
- ❖ **Act One/Opening Scene**: The South Keep under attack from Shanger, the people of The Three Valleys starting the evacuation, the need to hold back the Chaos legion.
- ❖ **Act Two/Act Three**: The fall of South Keep, support to the humans in the valleys, how to fight against Shanger and his Chaos legion.
- ❖ **The Mission**: initially to hold back Shanger and the legion from South Keep. Once the fortress falls, move down to the valleys and develop the Mission.

Act One

- ❖ Complete the Demon-marked sheet **with the Player**, give scores according to the instructions.
- ❖ **Run Act One** in the first session, or few sessions of play. Remember to:
 - Introduce the **setting**, or at least a solid starting point for **Adventure** and **Location**
 - Introduce and clarify the Demon-marked **Mission**. Make sure it's clear **to the Player**
 - Offer opportunities to show the **character Profile**, to earn Code Points
 - Introduce some possible **bonds with humans**
 - **Work with the Code**. For now mostly "be neutral and observe" and "sacrifice and bring justice"

Adventure Difficulties

Start hard, and then give time to plan in Act Two. Mark the box when you completed the scene.

- | | | | | |
|--------------|-------------------------------------|--------------------------------------|------------------------------------|-----------------------------------|
| ❖ Act One: | <input type="checkbox"/> diff. 12+ | <input type="checkbox"/> diff. 10-12 | <input type="checkbox"/> diff. 3-5 | <input type="checkbox"/> diff. 3- |
| ❖ Act Two: | <input type="checkbox"/> diff. 8-10 | <input type="checkbox"/> diff. 5-8 | <input type="checkbox"/> diff. 3-5 | <input type="checkbox"/> diff. 3- |
| ❖ Act Three: | <input type="checkbox"/> diff. 12+ | <input type="checkbox"/> diff. 8-12 | <input type="checkbox"/> diff. 5-8 | <input type="checkbox"/> diff. 5- |

Adventure Keys

- As Master, remember the following keys:
- ❖ **DESCRIBE**: give details, keep a log
 - ❖ **CHALLENGE**: put pressure, create threats
 - ❖ **FIGHT**: be merciless, without bending rules
 - ❖ **EXPLORE**: do not prepare much in advance
 - ❖ **WONDER** at what Grama has to offer you

Always Watch For

- ❖ Opportunities to **bring up the Profile**: create danger and give a chance to gain Code Points
- ❖ Cases when the Player **fails the Profile or the Code**, to assign Demon Points
- ❖ Difficulties, struggles, that force the Player to **take Demon Points** by using Demon dice
- ❖ The **Stages of Possession**: how does it look in fiction? Is it visible now? By whom?
- ❖ The **bonds with the humans**: are they **vulnerable** to Chaos? Do they see the **Possession**?

Notes And Log

Running Scenes

- To run the adventure Scenes:
- ❖ **FRAME**: give an interesting setting or detail
 - ❖ **NARRATE**: listen and respond to the Player
 - ❖ **EVOLVE**: if the story stalls, add an element
 - ❖ **RESOLVE**: don't leave hanging threads
 - ❖ **MOVE AHEAD**: get out, come back later

Additional Info

The Chaos Army

Shanger the Overlord leads a large Chaos army, which should be reasonably able to conquer the South Keep and then attack The Three Valleys. Even if Shanger **cannot be defeated at the start** by the Demon-marked, he might still act as a fierce opponent and even fight the character directly, with the help of other monsters.

The Chaos army itself is composed **mostly by horrible monsters**, and Shanger leads it with the help of **a few Demon Callers**. Note that the Chaos army does not possess siege weapons and not even well trained or well armed combatants. The power of the Chaos army resides mostly in the cruelty of the monsters, fueled by Shanger's own harshness.

Shanger's death should cause monsters' ranks to brake and give the humans a possibility to fight back, if they gather an army large enough. In the same way, when smaller groups of monsters detach from the main army, they are usually lead by a Demon Caller. If the Demon Caller is killed, the monsters are most likely going to flee.

Other Elements

To support the Master here are some other elements that can be inserted in the adventure:

- ❖ a temporary companion for the Demon-marked, in South Keep;
- ❖ a fierce battle within South Keep itself;
- ❖ a weapon to save from South Keep's destruction;
- ❖ a small group of soldiers to fight with the Demon-marked to slow down the Chaos army;
- ❖ a South Keep commander who thinks the Demon-marked is a (Chaos) spy;
- ❖ a village near South Keep, with people who refuse to evacuate;
- ❖ a series of bridges in The Three Valleys, where to organize the defense;
- ❖ the Demon Callers spies, a series of small winged monsters, that spy on the humans on the run

Shanger, The Overlord

Known for his brutality and usage of explosives

Difficulty: 8 Protection: 4

Damage: 4 + Large weapon (dmg 4)

Hit Points: □□□□□□

Moves (enable two by default)

- ❖ **Monster**: add a Large Monster as protector
- ❖ **Strike**: reduce opponent Protection of 1
- ❖ **Explosives**: count as generic dmg 4 in fights

Shanger's Legionnaire

One of the monsters of Shanger's army

Difficulty: 4 Protection: 2

Damage: 3 + Weapon or Claws (dmg 3)

Hit Points: □□□□□

Moves (Multitude enabled by default)

- ❖ **Multitude**: there are hundreds, in the legion
- ❖ **Horrible**: will scare away possible allies

Centaurs Guards

They serve as personal guards for Shanger

Difficulty: 6 Protection: 4

Damage: 4 + Large weapon (dmg 4)

Hit Points: □□□□□□

Stats are for the pack of three together.

Moves (enable Fury & Pack by default)

- ❖ **Fury**: add 1 to damage
- ❖ **Pack**: there's 3 of them, fighting together

South Keep Soldier

One of the regular soldiers in South Keep

Difficulty: 2 Protection: 1

Damage: 2 + Regular weapon (dmg 2)

Hit Points: □□□□

Moves:

- ❖ **Sneak attack**: attack by surprise
- ❖ **Strong**: add 1 to Damage

Shanger's Legionnaire

One of the monsters of Shanger's army

Difficulty: 4 Protection: 2

Damage: 3 + Weapon or Claws (dmg 3)

Hit Points: □□□□□

Moves (Multitude enabled by default)

- ❖ **Multitude**: there are hundreds, in the legion
- ❖ **Horrible**: will scare away possible allies



Adventure Two

The Great Worm

Lives in the ruins of Keradosh port
Difficulty: 8 Protection: 3
Damage: 4 + Spikes (dmg 2)
Hit Points: □□□□□□□□

Moves (enable all by default)

- ❖ Nest: +1 protection fighting in the tunnels
- ❖ Capture: block the opponent one turn instead of doing damage
- ❖ Undead Warriors: accompanied by 3 undead

Under The City

Setting Description

The city of Keradosh was a rich port and an important merchant crossroad back in the times of the Empire. When the Empire fell, it resisted for a while thanks to the protection of The Last Guard. The Last Guard ruled **with an iron fist**, crushing the city's merchants' class and destroying its port, to protect it by any possible attack from the sea. Slowly the local Last Guard garrison transformed **into a sort of nobility clan**, seizing all of the city's power and keeping the population alive but in a constant state of terror.

Opening Scene

During the past few years, **hundreds of people disappeared** in the city and in the surrounding countryside. The Last Guard intensified its surveillance, more and more of the young men are forced to take the Guard's oath to increase the size of the local army. Whoever resists The Last Guard commands is **either executed or forcefully exiled** into the woods in the north, where savage Chaos monsters quickly devour their desperate preys. The Demon-marked comes to the city, and perhaps he's even admitted into The Last Guard's Palace, **when a family of five disappears**. A curfew is imposed on the city: **nobody is authorized to neither enter nor leave the city**, while The Last Guard performs its investigation on the matter.

Act One Overview

During Act One, the Demon-marked will find himself locked into the city, and will learn of the recent disappearance of the family, and hear rumors of the past few years' mysteries. He will have the chance to get **involved into the matter**, either because of his own interest, or because someone close or clearly innocent is accused of the crime.

The Great Worm

Among other local stories and rumors, the Demon-marked will hear **about the Great Worm**, a Chaos creature that the population believes nested in the ruins of the local port. The Last Guard group ruling the town dismisses these claims as useless rumors at best, or treats them as treacherous attempts to suggest that their ruling is inadequate.

Acts Two And Three

The Demon-marked mission will somehow involve an investigation about the latest disappearances and then the Great Worm. If he will venture into the port, let him face the Worm itself, **and kill it** if luck will be on his side. What the Demon-marked will discover is that **the Worm uses the human corpses to procreate**. Unable to mate properly, he revives the corpses **as undead monsters**, which leave the city in waves, directed to the north, where they join the Chaos legions' ranks.

Some Secrets

Under the entire city of Keradosh is **a large network of underground tunnels**, that span from the port to the Last Guard Palace, to the city's walls and beyond, up in the woods in the north. The Last Guard, or part of it, knows about the Great Worm and the tunnels, but **decided to feed the monster** in exchange for a sort of protection of the city. Killing the Great Worm might cause the undead army to go into a frenzy and attack the citizens, or even turn some Dark Overlord's eyes against Keradosh.

Story Sheet Two

Adventure Prep

- ❖ Prepare the **character Profile**, if you play with a new Demon-marked. The Player will gain Code points according to the Profile, so he will bring these elements into the story.
- ❖ **Act One/Opening Scene**: entering the city of Keradosh, hearing the rumors, the disappearance of the family, getting the Demon-marked involved, the first investigations.
- ❖ **Act Two/Act Three**: Discover the tunnels, explore the port ruins, study The Last Guard Palace and their role in the matter, discover and fight the Great Worm, deal with the consequences.
- ❖ **The Mission**: find a way for the Demon-marked to be involved: either by his own will, or to protect someone (a friend? An innocent?) he should start the investigation about the monster.

Act One

- ❖ Complete the Demon-marked sheet **with the Player**, give scores according to the instructions.
- ❖ **Run Act One** in the first session, or few sessions of play. Remember to:
 - Introduce the **setting**, or at least a solid starting point for **Adventure** and **Location**
 - Introduce and clarify the Demon-marked **Mission**. Make sure it's clear **to the Player**
 - Offer opportunities to show the **character Profile**, to earn Code Points
 - Introduce some possible **bonds with humans**
 - **Work with the Code**. For now mostly "be neutral and observe" and "sacrifice and bring justice"

Adventure Difficulties

Start easy and increase difficulty later on. Mark the box when you completed the scene.

- | | | | | |
|--------------|---------------------------------------|-------------------------------------|------------------------------------|-----------------------------------|
| ❖ Act One: | <input type="checkbox"/> diff. 8-10 | <input type="checkbox"/> diff. 5-8 | <input type="checkbox"/> diff. 3-5 | <input type="checkbox"/> diff. 3- |
| ❖ Act Two: | <input type="checkbox"/> diff. 10-12, | <input type="checkbox"/> diff. 8-10 | <input type="checkbox"/> diff. 5-8 | <input type="checkbox"/> diff. 5- |
| ❖ Act Three: | <input type="checkbox"/> diff. 12+ | <input type="checkbox"/> diff. 8-12 | <input type="checkbox"/> diff. 5-8 | <input type="checkbox"/> diff. 5- |

Adventure Keys

- As Master, remember the following keys:
- ❖ **DESCRIBE**: give details, keep a log
 - ❖ **CHALLENGE**: put pressure, create threats
 - ❖ **FIGHT**: be merciless, without bending rules
 - ❖ **EXPLORE**: do not prepare much in advance
 - ❖ **WONDER** at what Grama has to offer you

Always Watch For

- ❖ Opportunities to **bring up the Profile**: create danger and give a chance to gain Code Points
- ❖ Cases when the Player **fails the Profile or the Code**, to assign Demon Points
- ❖ Difficulties, struggles, that force the Player to **take Demon Points** by using Demon dice
- ❖ The **Stages of Possession**: how does it look in fiction? Is it visible now? By whom?
- ❖ The **bonds with the humans**: are they **vulnerable** to Chaos? Do they see the **Possession**?

Notes And Log

Running Scenes

- To run the adventure Scenes:
- ❖ **FRAME**: give an interesting setting or detail
 - ❖ **NARRATE**: listen and respond to the Player
 - ❖ **EVOLVE**: if the story stalls, add an element
 - ❖ **RESOLVE**: don't leave hanging threads
 - ❖ **MOVE AHEAD**: get out, come back later

Additional Info

The Great Worm's Nest

The Great Worm is the city's true master. Through hidden tyranny, Keradosh is at its complete mercy, **under the false management of The Last Guard**. The unpredictability of the situation may either result in the Great Worm being the greatest threat, or just the beginning of an out of control undead plague that results from the Worm's death. The Undead Warriors and The Last Guard's Soldiers represent the bulk of the threat that the Demon-marked will have to face during the adventure. Every now and then, a Last Guard Officer may represent a bigger threat, by acting against the Demon-marked in combat or through subtle manipulation of the citizens.

However, there could be allies even within The Last Guard, and some citizens may also prove helpful if sufficient proof of the Great Worm and The Last Guard's treachery is provided. This adventure is very open ended, and may result in a number of outcomes, it could be an all-out undead assault or it could be handled as a covert ops scenario against the Worm and specific, most corrupted, Last Guard Officers.

Other Elements

To support the Master here are some other elements that can be inserted in the adventure:

- ❖ a family member or an old acquaintance to visit in the city;
- ❖ a challenge or a conflict with The Last Guard upon entering the city;
- ❖ a reason to negotiate with The Last Guard;
- ❖ a weapon or an item possessed by The Last Guard;
- ❖ a small group of rebels obtaining the support of the Demon-marked;
- ❖ a citizen or a member of The Last Guard accusing the Demon-marked for the last mysterious disappearances;
- ❖ a reason to enter the Palace through the tunnels;
- ❖ fight against The Last Guard corrupted members that feed the Great Worm

The Great Worm

Lives in the ruins of Keradosh port

Difficulty: 8 Protection: 3

Damage: 4 + Spikes (dmg 2)

Hit Points: □□□□□□□□

Moves (enable all by default)

- ❖ **Nest**: +1 protection fighting in the tunnels
- ❖ **Capture**: block the opponent one turn instead of doing damage
- ❖ **Undead Warriors**: accompanied by 3 undead

Last Guard Soldier

An example of a Last Guard regular soldier

Difficulty: 3 Protection: 2

Damage: 2 + Regular Weapon (dmg 2)

Hit Points: □□□□□

Moves (Multitude enabled by default)

- ❖ **Multitude**: there are hundreds, in the Palace
- ❖ **Group**: usually moves in groups of 3

Undead Warriors

The protectors of the Great Worm

Difficulty: 5 Protection: 2

Damage: 2 + Regular weapon (dmg 3)

Hit Points: □□□□□□

Stats are for the three of them together.

Moves (enable Comeback & Pack by default)

- ❖ **Comeback**: raise again for a surprise attack
- ❖ **Pack**: there's 3 of them, fighting together
- ❖ **Infection**: the first dmg will inflict Shaken

Last Guard Officer

A stronger officer, perhaps on horse

Difficulty: 4 Protection: 3

Damage: 3 + Regular weapon (dmg 3)

Hit Points: □□□□□□

Moves (Horse by default when outdoor):

- ❖ **Multitude**: there are hundreds in the city
- ❖ **Horse**: on horse, add 1 to Damage

Undead Warriors

The protectors of the Great Worm

Difficulty: 5 Protection: 2

Damage: 2 + Regular weapon (dmg 3)

Hit Points: □□□□□□

Stats are for the three of them together. Moves (enable Comeback & Pack by default)

- ❖ **Comeback**: raise again for a surprise attack
- ❖ **Pack**: there's 3 of them, fighting together
- ❖ **Infection**: the first dmg will inflict Shaken



Adventure Three

The Lord Of Blades

A mysterious figure that corrupted Heaven's Gate citadel

Difficulty: 8 Protection: 4

Damage: 4 + Scimitar (dmg 3)

Hit Points: □□□□□□□□

Moves (enable all by default)

- ❖ Invisible Blades Attack: +2 dmg when the player rolled more odd than even numbers
- ❖ Invisible Blades Defense: +2 protection when the player rolled more odd than even numbers
- ❖ Blades Sacrifice: at any moment the Overlord can renounce to the above moves (cannot be used anymore), but heal 4 Hit Points and keep fighting

Heaven's Gate

Setting Description

The dreaded citadel of **Heaven's Gate** was once one of the strongest and brightest bastions against the Dark Overlords and their Chaos forces; however and surprisingly to all, the city fell in less than a week, becoming one of the most dangerous and grotesque places in all Grama.

A small group of **The Last Guard** agents has been sent to the wretched citadel, to see what caused its fall, to find any survivors, and to neutralize, if possible, the growing threat within it. **The group of agents disappeared** and has not been heard of since. It is up to the Demon-marked to find out what happened to them, and if possible, complete their mission.

Opening Scene

The Demon-marked should begin the adventure **just outside Heaven's Gate citadel**. He should be thinking of a way to get inside the city and see if there are any Last Guard agents that have survived the perils of the dreaded citadel. This is the mission, but as the Demon-marked makes progress, his priorities may change.

Act One Overview

Entering the citadel, maybe through the sewer system or climbing the walls, should be the first thing to do. Once inside, finding out where The Last Guard survivors are should be prioritized. Being a large citadel, this search could take place in graveyards, libraries, markets, docks, plazas, etc. The monstrous inhabitants of the citadel could pose different challenges.

Creatures In The Citadel

Different monsters, presented in this adventure's Additional Info section could serve as enemies, or even bartered with if the Game Master believes there is some semblance of humanity left in them. All this background will be explained in the Additional Info section, it must be read carefully to see in which ways the Demon-marked will fight or perhaps negotiate to gain information about The Last Guard's surviving agents.

Acts Two And Three

Eventually, the Demon-marked will find a small group of The Last Guard survivors; if the appropriate checks are made, they could serve as allies as described in the **More About Moves** page. The mission should now refocus on finding a way out of the citadel, because the survivors will tell the Demon-marked that a **Dark Overlord**, called the **Lord of Blades**, rules the citadel. The Overlord has placed a curse on the citadel that stops anyone from leaving it; the curse cuts in half anyone trying to exit the walls, as if invisible blades are floating around every exit.

Possible Endgame

There are different ways the Demon-marked and The Last Guard survivors could escape the city: maybe by creating an alchemical formula in an alchemical lab that dispels the curse, or perhaps by finding a temple with relics that make them immune to the curse. Another option is finding out where the Lord of Blades is hiding and killing him; if The Last Guard survivors die along the way, this should be the top priority, as the Demon-marked will seek out vengeance. Be sure to use exciting and creepy locations within the citadel.

Story Sheet Three

Adventure Prep

- ❖ Prepare the **character Profile**, if you play with a new Demon-marked. The Player will gain Code points according to the Profile, so he will bring these elements into the story.
- ❖ **Act One/Opening Scene**: Getting inside the Heaven's Gate Citadel, navigating the city, finding out where The Last Guard survivors are.
- ❖ **Act Two/Act Three**: Protecting The Last Guard survivors, exploring the city to find a way out, getting out alive and killing The Lord of Blades if possible.
- ❖ **The Mission**: Find The Last Guard agents before it's too late and get them out of the city; depending on events, the priority could shift to killing The Lord of Blades.

Act One

- ❖ Complete the Demon-marked sheet **with the Player**, give scores according to the instructions.
- ❖ **Run Act One** in the first session, or few sessions of play. Remember to:
 - Introduce the **setting**, or at least a solid starting point for **Adventure** and **Location**
 - Introduce and clarify the Demon-marked **Mission**. Make sure it's clear **to the Player**
 - Offer opportunities to show the **character Profile**, to earn Code Points
 - Introduce some possible **bonds with humans**
 - **Work with the Code**. For now mostly "be neutral and observe" and "sacrifice and bring justice"

Adventure Difficulties

Increasing difficulty, that becomes really hard when The Last Guard survivors are found.

- | | | | | |
|--------------|---------------|----------------|----------------|-----------------|
| ❖ Act One: | □ diff. 8-10 | □□ diff. 5-8 | □□□ diff. 3-5 | □□□□ diff. 3- |
| ❖ Act Two: | □□□ diff. 11+ | □□□ diff. 9-11 | □□□□ diff. 6-9 | □□□□□□ diff. 6- |
| ❖ Act Three: | □ diff. 14+ | □□ diff. 9-13 | □□□ diff. 6-9 | □□□□ diff. 6- |

Adventure Keys

- As Master, remember the following keys:
- ❖ **DESCRIBE**: give details, keep a log
 - ❖ **CHALLENGE**: put pressure, create threats
 - ❖ **FIGHT**: be merciless, without bending rules
 - ❖ **EXPLORE**: do not prepare much in advance
 - ❖ **WONDER** at what Grama has to offer you

Always Watch For

- ❖ Opportunities to **bring up the Profile**: create danger and give a chance to gain Code Points
- ❖ Cases when the Player **fails the Profile or the Code**, to assign Demon Points
- ❖ Difficulties, struggles, that force the Player to **take Demon Points** by using Demon dice
- ❖ The **Stages of Possession**: how does it look in fiction? Is it visible now? By whom?
- ❖ The **bonds with the humans**: are they **vulnerable** to Chaos? Do they see the **Possession**?

Notes And Log

Running Scenes

- To run the adventure Scenes:
- ❖ **FRAME**: give an interesting setting or detail
 - ❖ **NARRATE**: listen and respond to the Player
 - ❖ **EVOLVE**: if the story stalls, add an element
 - ❖ **RESOLVE**: don't leave hanging threads
 - ❖ **MOVE AHEAD**: get out, come back later

Additional Info

The Citadel

Heaven's Gate citadel was once a place of healing and justice, however, a priest inside the city became tempted by the power of the Chaos Lords. He sold his soul to a thousand demons, gaining power over cutting steel, naming himself **The Lord of Blades**. He sacrificed innocent townfolk to allow demons to come into Grama and eliminated the city's armed resistance. When the Demon-marked enters the city, The Lord of Blades will not be aware of his presence, until The Last Guard survivors are rescued. Then, the Lord of Blades will actively send his forces after the Demon-marked, this should be seen with increasingly aggressive attacks. The enemies that chase the Demon-marked are the result of demonic sacrifices and sacrilegious rituals, that have twisted the very soul of the city's inhabitants. Some of the monsters are demons that The Lord of Blades has called from the darkest places beyond Grama.

Other Elements

To support the Master here are some other elements that can be inserted in the adventure:

- ❖ The Last Guard survivors can be any number and any type of allies as described on the **Allies Moves** section (soldier, scoundrel, sage, priest);
- ❖ One or some of The Last Guard's survivors could be potentially a traitor;
- ❖ Monsters within the citadel could retain a small trace of humanity, and they could be negotiated with for information;
- ❖ Be sure to develop scenes in interesting locations within the citadel;
- ❖ Diaries, dying people and other clues could reveal what caused the fall of Heaven's Gate;
- ❖ Powerful objects and alchemical substances could be found hidden in the citadel;
- ❖ Create scenes where the Demon-marked has to choose between saving survivors, it's possible not all of them will make it out alive;
- ❖ The Lord of Blades should make an appearance every now and then, and flee if the odds are against him.

The Lord Of Blades

A mysterious figure that corrupted Heaven's Gate citadel

Difficulty: 8 Protection: 4

Damage: 4 + Scimitar (dmg 3)

Hit Points: □□□□□□□□

Moves (enable all by default)

- ❖ **Invisible Blades Attack:** +2 dmg when the player rolled more odd than even numbers
- ❖ **Invisible Blades Defense:** +2 protection when the player rolled more odd than even numbers
- ❖ **Blades Sacrifice:** at any moment the Overlord can renounce to the above moves (cannot be used anymore), but heal 4 Hit Points and keep fighting

Cursed Parent

One of the townfolk, they asked for their children, got cursed with disease instead

Difficulty: 5 Protection: 4 Damage: 3 + Claws (dmg 4) Hit Points: □□□□□

- ❖ **I'm here honey:** If the Cursed Parent comes for a Crying Child, he attacks by surprise
- ❖ **Disease Aura:** Every round the Demon-marked spends fighting them, either his AD or DD are reduced by a cumulative 1 (to a maximum of minus 3 dice total in 3 rounds)

Crying Child

A child deformed by the demonic forces

Difficulty: 4 Protection: 3

Damage: 3 + claws (dmg 3)

Hit Points: □□□□

Moves (enable all by default)

- ❖ **I want my mom:** When a Crying Child appears, roll 1d6 and divide the result by 2 (rounding up), that's the number of turns before a Cursed Parent appears
- ❖ **Cursed Tears:** If the Demon-marked gets hit by the Crying Child, the child's tears will fall on him, reducing his protection by 2 until the Crying Child is slain

Hungry Demon

Summoned through human sacrifice, they're hungry for untainted flesh

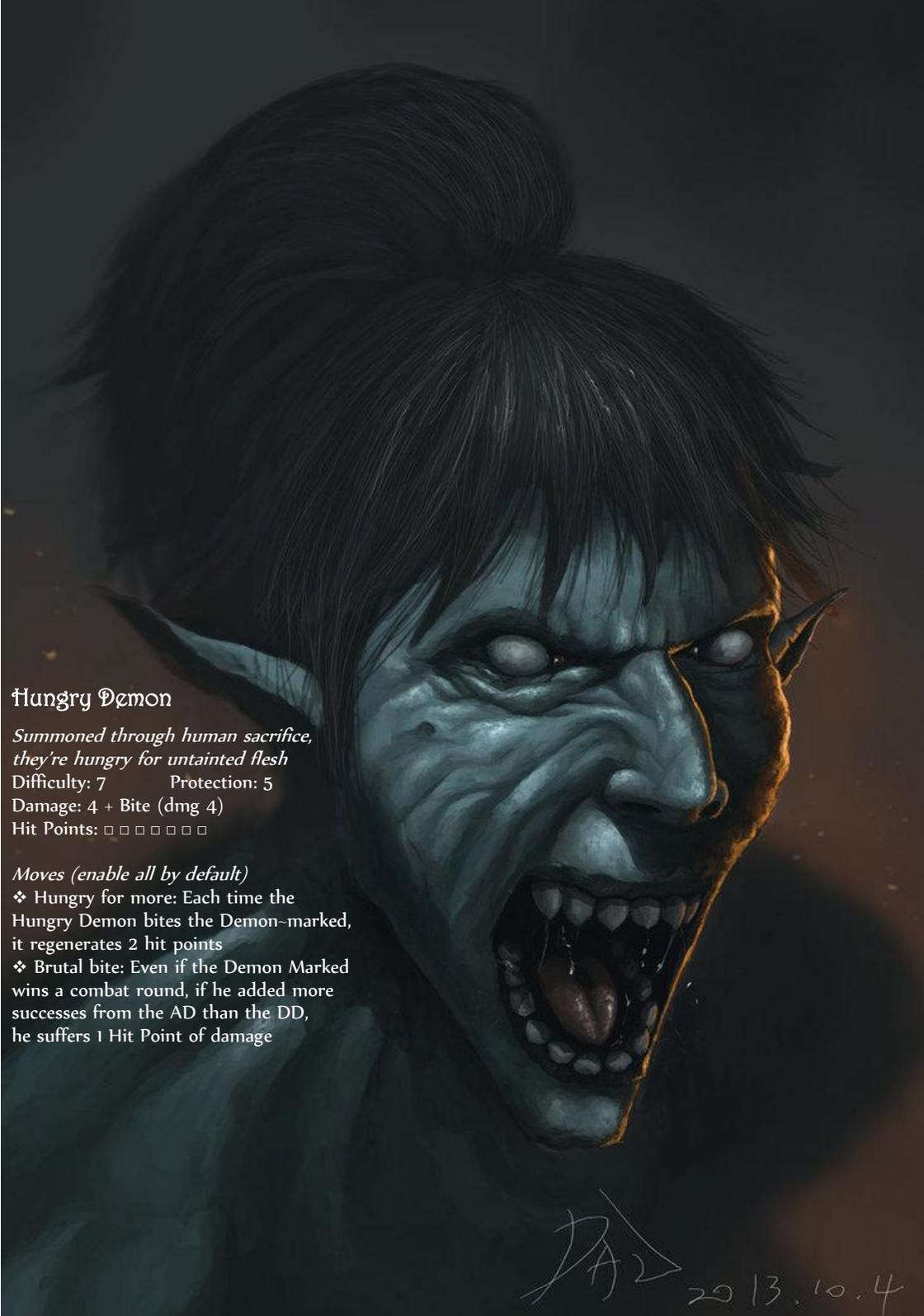
Difficulty: 7 Protection: 5

Damage: 4 + Bite (dmg 4)

Hit Points: □□□□□□□□

Moves (enable all by default)

- ❖ **Hungry for more:** Each time the Hungry Demon bites the Demon-marked, it regenerates 2 hit points
- ❖ **Brutal bite:** Even if the Demon Marked wins a combat round, if he added more successes from the AD than the DD, he suffers 1 Hit Point of damage



DAZ 2013.10.4



More About Moves

Use Enemy Moves

The different enemy moves, abilities and powers are left open to the Game Master's interpretation, in order for him to shape each encounter according to his own vision. However, here are some examples and applications for these moves (new moves, presented within this module, are included).

- ❖ **Fierce:** Add +1 to the damage this enemy deals if wounded.
- ❖ **Comeback:** The monster comes back from the dead and forces the Demon-marked to make one attack roll; if he succeeds, he deals no damage this round, but if he fails, he takes damage from the monster/enemy as usual.
- ❖ **Sneak Attack:** The enemy forces the Demon-marked warrior to make one attack roll; the Demon-marked warrior can deal no damage during this roll, but he will take damage as usual if he fails the roll.
- ❖ **Horrible:** Roll a six sided dice; on a 1-3, the Demon-marked loses any bonus or abilities provided by allies.
- ❖ **Group:** Each round before attacking, roll a six sided dice; on a 1-2, the enemy calls an enemy of the same kind, to help against the Demon-marked warrior.
- ❖ **Explosives:** Each round, the Demon-marked warrior must make a Skill test against difficulty 4, if he fails, he takes 4 damage. He may use traits and tools in this test according to the player's creativity e.g. 1 swing across with my rope to avoid the explosion, etc.
- ❖ **Multitude:** Each round before attacking, roll a six sided dice; on a 1, the enemy gets 2 extra attacks, each attack works like Sneak Attack. This represents the violent hordes that sometime jump into the fray to aid the enemy.

Use Allies Moves

Here are some rules that allow the Demon-marked warrior to receive bonuses and abilities according to the allies that come along with him. It is recommended that the Game Master carefully monitors the number of allies the Demon Marked warrior takes with him (you don't want him to have things too easy), and that these allies join the warrior after fulfilling quests or tasks in their favor, or perhaps after being successful in a diplomacy check. Notice that allies might often fall victims of the mark itself, or the dark curse persecuting the Demon-marked.

- ❖ **Soldier:** For each one of these allies, when the Demon-marked takes damage, the player may decide to sacrifice a Soldier to reduce damage by 1; if so, take 1 Demon Point and the Soldier obviously dies (he can no longer take damage for the Demon-marked).
- ❖ **Sage:** The player may choose to get +1 AD during a Mind or Spirit related roll. If you roll a 6 in any of your AD, the Sage goes insane (he can no longer help the warrior) and the Demon-marked warrior gains 1 Demon Point.
- ❖ **Scoundrel:** The player may choose to get +2 DD during a Skill related roll. If you roll a 6 in any of your DD, the Scoundrel dies (he can no longer help the warrior) and the Demon-marked gains 1 Demon Point.
- ❖ **Priest:** After each combat, the player may choose to roll 1D6; on a roll of 1-3, the Priest heals the Demon-marked a number of HP equal to the die roll. If the player rolls a 6, the Priest dies from exertion, drained by the mark; if this happens, gain 1 Demon Point.

An Example Of Play

Example One

The Demon-marked warrior runs and jumps across the rooftops; stealing the precious Artifact of Shadows wasn't easy. Following him at great speed, there is a group of Minions sent by the Dark Overlord, they want to recover the artifact.

Game Master: The Demon-marked stops for a moment, because before him, there is a wide gap between buildings. Will he be able to jump across? His enemies are almost upon him.

Player: He takes a chance and jumps!

The Demon-marked uses his **Skill Attribute** (2 AD and 1 DD) and his **Fast Trait** (1 AD and 1 DD) to try to jump across the buildings and escape his enemies. Adding all dice together, he rolls a total of 3 Action Dice and 2 Demon Dice, getting the following results: 5, 1 and 2 on his AD, and 3 and 5 on his DD.

A total of 3 successes are obtained: 1 for the AD showing 1 + 2 for the AD showing 2.

The Master informs the player that those successes are not enough to make it across, so, the Demon-marked player decides to use the 3 he rolled on his DD to gain 3 additional successes, but he also gains 1 Demon Point.

Game Master: The Demon-marked warrior successfully lands on the roof of the nearby building.

Player: Gliding across the air thanks to the power of his Demon Mark. He turns around and shoots a crossbow bolt at one of the pursuing demons!

Once again, he uses his **Skill Attribute** (2 AD and 1 DD), but this time, he adds his **Aim Trait** (2 AD and 1 DD), and his **Small Crossbow Item** (2 DD) rolling a total of 4 Action Dice and 4 Demon Dice. He gets the following results: 1, 2, 2 and 1 on his AD, and 2, 1, 2 and 6 on his DD.

A total of 11 successes are obtained: 1+1+1 for the AD and DD showing 1, 2+2+2+2 for the AD and DD showing 2.

The 11 successes are more than enough to match the Minion's difficulty rating of 2.

The Minion's protection rating of 1 is no match for the Demon-marked warrior's damage of 5 (2 **Basic Damage** plus 3 **Crossbow Damage**) suffering a total of 4 wounds (5 damage dealt, minus 1 protection), killing it.

Game Master: One of the hideous minions falls down the building with a choked cry, and the crossbow bolt sticking out of its bleeding neck.

Player: The Demon-marked keeps running, confident that he will outrun his enemies, and will kill them from afar if he has to.

Example Two

Game Master: You try to rally the people into action, before a group of Chaos Champions and Warriors will attack their town. However, the people are scared and think it is best to ask for mercy. "Maybe they will spare us?" Says a man shaking in his boots.

Player: "Nonsense! Listen to me, you will be butchered immediately! Take courage!"

The Demon-marked decides to inspire them with a valiant speech.

The Demon-Marked uses his **Spirit Attribute** (1 AD and 2 DD) and his **Brave Trait** (2 AD and 1 DD) to try to inspire courage in them. He adds all dice together and rolls a total of 3 AD and 3 DD, getting the following results: 1, 5 and 6 on his AD, and 2, 3 and 5 on his DD.

It's not enough to rally the people; the Demon-marked could take a Demon Point to take that 3 he rolled on his Demon Dice and get 3 more successes, but, because he already has too many Demon Points, he decides not to. Because he failed this time, he will be affected by the **Broken Condition**, taking a -1D6 on his next Spirit rolls.

Game Master: Despite your encouraging words, the townsfolk are too scared and refuse to listen "No, we can't fight them, perhaps we can reason with them" says a woman holding a baby in her arms; this is very disheartening to you, you feel broken. Almost immediately, you hear a loud crash and screams, the town is being by the Chaos forces! The people run and scream in a disorganized mess!

Player: Knowing that things will turn even worse unless I do something, I've decided to face one of the Chaos Champions in single combat, maybe his death will lower the enemy morale. Is there one nearby?

Game Master: Yes, one has just entered through the main gate and is a few yards away from his Minions.

Player: I draw out my sword and attack him, preparing a **Furious Counterattack** just in case.

The Demon-marked spends 5 Code Points and **unlocks this new Special Move:** Furious Counterattack. It will allow him to add 2 DD to his next three rolls in combat, only after getting hit.

In the fight he uses his **Body Attribute** (3 AD and 1 DD), his **Sword Fight Trait** (2 AD and 1 DD) and his **Demon Sword Item** (1 AD and 1 DD). He adds the dice together for a total of 6 AD and 3 DD, rolls the dice to attack the Chaos Champion, and gets the following results: 3, 4, 1, 3, 3 and 6 on his AD, and 1, 6 and 6 on his DD. Just two successes.

This is not enough to beat the Champion's difficulty of 5; the Chaos Champion deals 9 damage to the Demon-marked. However, these 9 damages are reduced by 3 because of the Demon-marked **warrior's armor**, so he only takes 6 damages. And now that the Demon-marked has been hit, by spending 1 Code Point to activate the move, he will benefit from his Furious Counterattack, adding 2 DD to his next three rolls.

Game Master: The Demon-marked swing is parried by the Chaos Champion, and the enemy takes advantage of this opening and draws first blood with his axe. You smell your own blood as it drips and slides through your suit of armor.

Player: I clench my teeth and prepare for a gory vengeance, as the pain empowers my oncoming Furious Counterattack.

Who will win this bloody match? Only the gods of life and death can tell.

Character Sheet

Profile And Description

Select one per group. Gain 1 CP when you act accordingly, and 2 CP if this causes you danger or harm

-
-
-

-
-
-

You received the Demon-mark because:

-
-
-

Your Demon-mark looks:

-
-
-

Attributes

Traits (And Items)

Notes

Body

Use to force, resist, brawl, fight

Skill

Use to move, do, execute, aim

Mind

Use to think, perceive, detect

Spirit

Use to resist, lead, talk, seduce, lie

Special Moves

Select a move at the beginning of the game. Unlock others at the price of 5 CP. Activating a move costs 1 CP, or take 2 DP.

-
-
-

Combat, Damage & Conditions

Basic Damage

Protection

(total)

Hit Points

Wounded

-1D6 Body

Confused

-1D6 Mind

Shaken

-1D6 Skill

Broken

-1D6 Spirit

Notes

Code Points

Be neutral & observe, sacrifice & bring justice, accept death.

Demon Points

Stage One

Stage Two

Stage Three