

CREDITS

Lady Blackbird (John Harper)
Solar System (Eero Tuovinen)

ARTWORK

Jörn Zimmermann
www.z-ground.com

AUTHOR CONTACT & WEBSITE

davide.pignedoli@gmail.com
www.daimongames.com

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VERSION

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This is an age ruled by Chaos Legions and by the Dark Overlords, where nights last long, and days are gray and short. It's an age of despair and division. The few human survivors are desperate.

The Dark Overlords are countless and countless are their servants: humans and beasts, monstrous hybrids and Demons Callers, wicked sorcerers who can evoke and manipulate demons.

The only law in the world of Grama is Chaos.

But a few warriors still fight: they are the Demon-marked. Bound to a demon, they fear not to raise their weapons against evil.

Demon~marked

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.

To Play

To play you are gonna need:

- ❖ Several WHITE D6 (Action dice)
- ❖ A few BLACK D6 (Demon dice, or DD)
- ❖ A CHARACTER SHEET for the Player
- ❖ A STORY SHEET for the Master

Demon-marked Code

- ❖ Observation and Neutrality
- ❖ Sacrifice and Justice
- ❖ Acceptance and Death

The World Of Grama

The Dark World

THIS IS AN AGE RULED BY CHAOS LEGIONS AND BY THE DARK OVERLORDS, where nights last long, and days are gray and short. It's an age of despair and division: humans live scattered in tribes, cities and fortified castles, perhaps a few small kingdoms. Resources are scarce, and battles and even wars are fought over a piece of cursed land.

The Continent Of Grama

THE HUMAN COMMUNITIES ARE DIVIDED AND LIVE IN FEAR; the Chaos Legions and the Dark Overlords conquered the majority of the known lands of the continent of Grama. It was not like this in the past: there's been a time when a single, great Empire of Men managed to repel the armies of Chaos and to establish some peace. BUT THAT AGE IS LONG GONE: the legendary Forty Emperors have fallen one by one, and the last one, *the Traitor, the Coward*, has vanished.

The Law Of Chaos

For centuries after the end of the Empire, the Chaos armies have raided and looted the continent. THE FEW HUMAN SURVIVORS ARE DESPERATE AND LIVE IN SMALL GROUPS, surrounded by the forces of evil. The Dark Overlords are countless and countless are their servants: humans and beasts, monstrous hybrids and Demons Callers, wicked sorcerers who can evoke and manipulate demons.

An army rides under each Dark Overlord: they seek gold, slaves, or just blood; Chaos is their reign. Luckily for men, the Dark Overlords fight each other with greedy stupidity; otherwise there would be no hope for humanity.

THE ONLY LAW IN THE WORLD OF GRAMA IS CHAOS: each tribe, each village and town, each castle and small kingdom is ruled in fear, by suspicious and vengeful leaders. Each human group distrusts the other; blades are drawn to attack other men as often as to defend against Chaos.

The Demons

The world of Grama is not the only one: there is a SEPARATE, DARK AND ENCHANTED UNIVERSE THAT EXISTS IN PARALLEL. It is populated by magic creatures, longing for a way to physically manifest in Grama: those are the Demons. INCORPOREAL AND IMMORTAL, but usually relegated to their universe, they're animated by a unique strong desire: TO COME TO LIFE IN GRAMA. Demons are the core of any sorcery; they offer their incredible power in exchange for human bodies and souls.

The Demon-marked

When THE LAST EMPEROR, *the Traitor, the Coward*, abandoned humanity to his destiny, in truth he went looking for a weapon to fight Chaos. He discovered a way to bind demons without paying the price Demons Callers do. Demons Callers are consumed by the same creatures they evoke and control, their bodies mutate and quickly any trace of humanity vanishes from any man that deals with magic. But the last Emperor found a way to use demonic powers in a purer way.

THIS LEAD TO THE BIRTH OF THE DEMON-MARKED: warriors bound to a single demon and that can use these supernatural powers to fight the Legions of Chaos.

Still, the touch and mark of a demon is heavy on a human soul. These warriors must strictly OBEY THE PUREST CODE OF CONDUCT, otherwise the demon they're bound to, will quickly take control.

More About The Setting

Running The Game

This is a dark fantasy game: run the adventure in a harsh world, make everything difficult, bloody and violent. The Demon-marked is a hero: but his path is full of blades and horrors. It ends with justice and death, or just death. Dark Overlords have no mercy, why should you?

Humans' Settlements

Humans live usually in small, fortified settlements, or nomadic tribes. THEY ARE SCARCE BUT SURVIVE ALL OVER THE CONTINENT, holding against the overpowering Chaos Legions. Humans are not friendly: they're used to a hard life, and look with suspect to foreigners.

The Sun And The Moons

The sun shines less than eight hours a day, even in the summer. Rain is common in every season, and so are foggy and gloomy days.

A big white moon shines early in the evening, this is the time CALLED THE LITTLE NIGHT. Then a small, red moon raises; it's the Chaos symbol and marks the beginning of THE DARK NIGHT.

The Dark Overlords

They impersonate Chaos itself. THEY ARE ANCIENT DEMONS that managed to gain a stable presence in Grama. THEY ARE MORTAL, but resistant, and can regenerate or reincarnate.

They appear in many forms: humans, ghosts, monsters, demons, horrible hybrids. Often they can mutate. Sometimes allied, they mostly fight and hate each other.

Monsters And Creatures

MONSTERS ARE BELIEVED TO BE CHAOS CREATURES, even when they do not serve under an Overlord. In truth, several monsters are generated by demoniac possessions gone wrong, but THE MAJORITY ARE NATURAL, SAVAGE CREATURES.

It's uncommon but possible that a Chaos enslaved monster will manage to run away and live free, far from humans and Chaos alike.

Cultures And Religions

Every human group has his specific culture and religion, often different than others, due to the typical seclusion. Life is primitive; military power is the most respected, art and books are rare. THERE IS A COMMON LANGUAGE spoken since the Empire's age, and countless dialects.

The Last Guard

BORN OF THE FORMER EMPEROR'S GUARD, it became a cult. They adore the ancient Emperors (called *Pacifiers, or Soldiers of Light*), and despise *the Traitor, the Coward*, the last Emperor. They fight Chaos, but TURNED INTO A RUTHLESS SECT; they believe THESE HARD TIMES ARE PENANCE, A DESERVED PUNISHMENT for humans.

Demons Callers

Demons Callers are the main officers of the Dark Overlords armies. THEIRS IS THE ONLY MAGIC IN GRAMA: the power to evoke and control demons. Every interaction with a demon REQUIRES A PRICE TO PAY: often a fresh victim, sometimes a special ingredient, or an item previously bound to the demon with another sacrifice or ritual.

Sorcery

Demons Callers are bound to demons by their greed of power. Demons on the other hand are not easy to control and master: THEY ALWAYS ASK FOR A HIGH PRICE and often the Callers themselves end up paying for it.

Some humans practice rudimental and uncertain healing spells, in forms of potions, herbs, and long, confusing rituals.

About The Demon-marked

What's A Demon-marked

When the Last Emperor studied the demons, he found a way to bind them to a man through a magic mark. Part of the demon's essence is captured in the mark itself, LIMITING ITS POWER and granting some control to the human that hosts him. There are 99 Demon-marked on Grama.

Passing The Mark

Since the demon's presence is bound to affect in the long term its human host, the magic mark is built to disappear with the host's death. Therefore, the demon cannot gain a final control over the Demon-marked mortal body. At the host's death, THE MARK MOVES TO SOMEONE ELSE.

DEMONS-MARKED ARE CHOSEN MAGICALLY BY THE MARK ITSELF. The mark will always look for someone who's suffered evil by Chaos emissaries, who seeks a noble revenge, or needs to make amend, and so on. As long as the Demon-marked carries the mark, his mission is to fight Chaos.

The Mission

When the game begins, the Demon-marked receives a SPECIAL MISSION, USUALLY TIED TO SOME EVENT OF HIS PAST. For example killing a specific Dark Overlord, Demon Caller, or Chaos servant; obtain justice or revenge for someone; save a settlement or a person, etc. If he dies, A NEW DEMON-MARKED WILL CONTINUE HIS MISSION.

Stages Of Possession

Hosting a demon, although contained by the magic mark, can be a daunting task for a human soul. The Demon-marked begins the game in control of his demon (this is called Stage One). Through the adventure, events might lead him to more advanced stages of possession (Two and Three), with consequences on how the mark and the demon will manifest.

Scenes And Acts

Your mission will be staged in different scenes by the Master: he has guidelines about the difficulty of these scenes and acts as your enemy BY DESIGN. THAT'S THE GAME, get over it and fight in fiction, not at the table.

The adventure will be divided in three Acts, like a theater piece: do your best to escalate the sense of drama with your character.

Death Of A Demon-marked

A Demon-marked is often a very dark hero, and he knows he's bound to walk on a path that WILL BRING HIM TO HIS OWN DEATH. Death is welcome by the Demon-marked: it will free him from the demon he carries within, and CONDEMNS THE DEMON TO SEARCH FOR ANOTHER HOST, instead of gaining control of the dead.

Mark's Appearance

The mark typically appears as a large design or tattoo over the host's body. Often it's very big, although clothes can conceal it. Note that normal humans will not recognize the mark as something demoniac when the character is in Stage One of possession. After this stage, better to keep the mark hidden, and use its power when out of sight.



Mechanics



Instructions For The Player

Actions And Combat

To play, you will need several WHITE D6 (ACTION DICE), a few BLACK D6 (DEMON DICE). When you perform an important action, act in a meaningful way to influence the story, do something dangerous or enter some kind of conflict, including a fight, describe your intentions and roll white and black dice. You determine **HOW MANY DICE TO ROLL BY SUMMING**:

❖ THE RELEVANT ATTRIBUTE, ❖ TRAIT(S), ❖ POSSIBLE TOOL(S), ❖ WEAPON(S), ❖ PROTECTIONS(S).
Dice are shown as white □ □ and black squares ■ ■ in the character sheet. **One square, ONE DIE.**

Read The Action Dice

ON THE WHITE ACTION DICE: ❖ 1 counts as **1 SUCCESS**, ❖ 2 as **2 SUCCESSES**, ❖ ignore the other results. **COUNT THE TOTAL OF SUCCESSES**: you must reach a **TARGET NUMBER** as indicated by the action difficulty. The Master sets the target number depending on the difficulty of the action or strength of the opponents. Powerful enemies will require more hits to be defeated, and complicate tasks might demand multiple rolls. **MORE ENEMIES TOGETHER** count as +1 difficulty for each.

Target Numbers By Difficulty

1: Average	6-7: Hard
2-3: Difficult	8-9: Extreme
4-5: Very difficult	10: Impossible

Final Outcome

❖ Meet or exceed the target: **SUCCESS**
❖ Missed by 1 or 2: **PARTIAL SUCCESS**
❖ Missed by 3 or more: **FAILURE**

Outcome Explanation

❖ **SUCCESS**: you achieve your target. **IN COMBAT**, you hit your opponent without being hit.
❖ **PARTIAL SUCCESS**: you get what you want, but suffer consequences. **IN COMBAT**, you hit but you are also hit back by your opponent.
❖ **FAILURE**: your action fails and you take the fallback. **IN COMBAT**, you're the only one taking damage this round.

The Demon Dice (DD)

Whenever you roll for actions or combat, you **ROLL ALSO A VARIABLE NUMBER OF BLACK DEMON DICE**; these represent the help of the demon's powers: ❖ 1-2: **ADD 1 OR 2 successes** as the action dice.
❖ 3: **YOU DECIDE** if to use it, to add 3 successes; **IF YOU DO, MARK 1 DEMON POINT**. ❖ 4-5-6: nothing. Depending on the number of successes taken from the Demon dice, the outcome of the action or combat might turn in your favor. **ACCUMULATING DEMON POINTS** will eventually lead the character to the next stage of possession. But in extreme cases, there is nothing to do but hope that the demon will help, even with this price to pay.

Damage In Combat

In combat, when you hit or you're hit, calculate the Damage as follows:

❖ Basic character or enemy damage, ❖ plus weapon damage, ❖ plus 1 for each 3 taken on the Demon dice, ❖ minus Protection.

ANY RESULT LOWER THAN ONE, COUNTS AS ONE. When there's a successful hit, Damage will always be at least one. Subtract the Damage from the Hit Points.

Additional Instructions

Conditions And Wounds

Depending on the fiction your character may suffer A SPECIFIC CONDITION (Wounded, Shaken, Confused, or Broken). This can happen as a result of a Partial Success or a Failure: you decide if to take the Condition as complication, **instead of others suggested by the Master.**

If you take the Condition: ❖ it must be related to the action (i.e. take Broken for a failed Spirit test); ❖ it overwrites other complication(s) set by the Master; ❖ you cannot take the Condition if you have it already marked (and you did not clear it yet with healing).

Mark the Condition, APPLY THE RELATED MODIFIER, and act accordingly in the fiction.

WHEN YOU LOST AT LEAST HALF YOUR HIT POINTS, you must mark the Wounded condition.

Death

At 0 Hit Points, you are knocked unconscious or mortally wounded (it's the Master's call: once in the adventure you might be taken prisoner or left for dead, but NOT MORE THAN ONCE).

IF YOU ARE MORTALLY WOUNDED, YOU CAN PERFORM YOUR LAST BREATH MOVE.

Note that a Last Breath Move can complete a mission ONLY IN ACT THREE of the Adventure.

Last Breath Moves

If mortally wounded, the character can activate one of the following Moves, before dying:

- ❖ FINAL ATTACK: +4D for three attacks.
- ❖ SAVE SOMEONE: save an NPC, a victim.
- ❖ SAVE SOMETHING: a location, an object.
- ❖ SOLVE A RIDDLE: receive an important answer.

Death

If the character dies before completing the mission, a new one is created. **This new character WILL CONTINUE THE MISSION**, STARTING WITH:

- ❖ full Hit Points, ❖ 0 Demon Points, ❖ same Code Points as the previous character, ❖ and same number of unlocked Moves.

Demon Moves

Demon Moves are special powers granted by the demon to the character. TO ACTIVATE A DEMON MOVE, YOU SPEND 1 CP (or take 2 DP, **if you have 0 CP avail.**). Demon Moves, when giving bonus dice, WILL GIVE DEMON DICE (possible to take 3). Moves will appear magical, often frightening to others. **In Stage One** you can conceal them, or show them if at your benefit (i.e. to scare someone), **in Stage Two** they are difficult to hide, **in Stage Three** they appear very evident to anyone.

Stages Of Possession

Hosting a demon, although contained by the magic mark, can be a daunting task for a human soul. THE DEMON-MARKED **BEGINS THE GAME IN STAGE ONE**. Through the game, events might lead him to a more advanced stage of possession, with heavy consequences on **HOW THE DEMON MANIFESTS** (when taking 3 on a Demon die, when using a Demon Move, or healing with Demon Points). Moreover, reaching the end of Stage Three will FORCE THE BEGINNING OF A SACRIFICE PHASE. The possession stages are determined by the number of accumulated DEMON POINTS.

❖ **STAGE ONE:** the character is in control. The Player describes how the powers manifest, and can hide them. ❖ **STAGE TWO:** usage of demon power is visible, but can be controlled. ❖ **STAGE THREE:** the demon becomes a strong presence and **YOU CANNOT REFUSE** A 3 ON A DEMON DIE.

Code And Demon Points

Code Points (CP)

You gain Code Points by acting as follows, **according to the Master's fair judgment:**

❖ 1 CP: REINFORCE YOUR PROFILE, act according to the character's history. ❖ 1 CP: Act ACCORDING TO THE CODE (first be neutral and observe, then sacrifice and bring justice, and finally accept death). ❖ 2 CP: As above, when being consistent with your profile or the Code also CAUSES YOU DANGER OR DIRECT HARM.

Every time you gain CP, **you ALSO REMOVE ONE DEMON POINT**, unless you completed Stage Three.

You and the Master should not argue about Code Points: if in doubt, do not take the points. It sounds harsh, but life is hard, on Grama.

Death

Receive the help of the demon (that might be visible), then **take Demon Points, as follows:**

❖ 1 DP: Take a 3 FROM A DEMON DIE (take 1 DP for each die you use). ❖ 1 DP: Recover 1 Hit Point per Demon Point ❖ 2 DP: BETRAY THE CODE at your advantage or for lack of courage. ❖ 2 DP: activate A DEMON'S MOVE without having CP available (only if you have available Demon Points).

Spend Code Points

You can spend Code Points **to improve your character or performing important actions in-game.**

Improvements: ❖ 1 CP for 1 Demon die FOR A TRAIT, ❖ 2 CP for 1 Action die FOR A TRAIT, ❖ 3 CP for a NEW TRAIT at 1 Action die, ❖ 4 CP for 1 Action die FOR AN ATTRIBUTE, ❖ 5 CP to UNLOCK a new Demon Move.

Actions in-game: ❖ 1 CP to activate a Demon Move, ❖ 2 CP to obtain a healer in a location, ❖ 3 CP to obtain a special NPC or fiction event ❖ Recovery (various CP, see below).

Recover Hit Points And Conditions

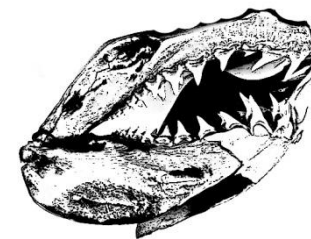
TO RECOVER YOU SPEND CODE POINTS, **and must rest or be cured by a healer.** ❖ Recover 1 Hit Point for 1 Code Point spent, ❖ and cure a Condition for 2 Code Points (Wounded heals by having back at least half HP). ❖ You can recover up to 5 Hit Points and 1 Condition in a single scene (a night of sleep, a day of rest, a medical potion, etc).

If you cannot get other help, THE DEMON CAN HEAL YOU: ❖ take 1 DP for each Hit Point recovered.

Sacrifice Phase

If you took all your available DP, the possession is almost complete. You must make your last actions and attacks against the enemies, **even with minimal preparation.**

YOU MUST SACRIFICE, so the demon will not take control. You can still **take 3 from the Demon dice** (AT NO COST) but can **NOT** betray the Code anymore, can **NOT** heal with the help of the demon, and can **NOT** use Demon Moves.



Character One

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've served in the Last Guard because:

- They enlisted you by force
- You joined after a tragedy
- You believed in their mission

You left the Last Guard because:

- You lost all your faith
- You witnessed something terrible they did
- They caused the death of a friend

You received the Demon-mark because:

- You want to avenge your family
- You've seen too much horror
- You lost hope in other men

Your Demon-mark looks:

- Like a big dragon, on your entire body
- Like a wolf head, on your right arm
- Like a large snake, on your back

Attributes

Traits And Items

Notes

Body

Use to force, resist, brawl, fight

Strong

Sword fight

Shield (protection +2)

Plate armor (protection +2)

Demon sword (damage +3)

Tough

Iron gauntlets (brawl damage +1)

Skill

Use to move, do, execute, aim

Aim

Fast

Climb

Hide and sneak

Hunting Bow (damage +3)

20 Arrows

Mind

Use to think, perceive, detect

Tracking

Perception

Military strategy

Investigation

Detect lie

Spirit

Use to resist, lead, talk, seduce, lie

Honest

Vengeful

Brave

Negotiate

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.

- VOICE OF THE LAST GUARD: take +3DD in negotiating with humans for the entire scene, as long as you act assertively
- FURIOUS COUNTERATTACK: take +2DD for the next 3 rolls in combat, only after you've been hit
- DESPERATE ATTACK: take -X protection and +XDD fighting and +X damage as long as you fight recklessly

Notes

20 silver coins

Combat, Damage & Conditions

Basic Damage 3

Protection 4 (total)

Hit Points

Wounded -1D6 Body

Shaken -1D6 Skill

Plate armor 2

Confused

Broken

Shield 2

-1D6 Mind

-1D6 Spirit

Code Points

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

Demon Points

Stage One

Stage Two

Stage Three



How To GM

Keep It Dark

The setting is a key element in the game. It should NEVER BE EASY to make friends, find help or allies. Make the Dark Night to count, make the Demon-marked hate that red moon. Make him feel his own demon.

Overlords' Plans

Regardless of the Demon-marked decisions, the Dark Overlords will not just sit and wait. If they're somewhere around, THERE WILL BE WAR. And with war, there will be blood. Can the Demon-marked remain indifferent?

Run The Adventure

Stage The Adventure

When mastering Demon-marked, you should try to follow the 3 Acts scheme outlined here. This should pace the game and the adventure to resemble a classic play, or heroic story.

Act Two

FACE MULTIPLE CHALLENGES, collect INFORMATION, make ALLIES, win some BATTLES, get stronger. Dig DEEPER in the character past. If there was an impossible challenge in Act One, PREPARE to face that again, in Act Three.

Adventure Keys

As Master, remember the following keys: ❖ DESCRIBE: give details, not repetitive descriptions, keep a log. ❖ CHALLENGE: the game is not supposed to be easy, put pressure, create threats. ❖ FIGHT: when acting as the enemy, be merciless, but without bending the rules. ❖ EXPLORE: do not prepare too much details in advance. Let the Player actions rule the adventure. ❖ WONDER at what Grama has to offer you.

Run The Scenes

Run the adventure by scenes, using the following mechanics:

- ❖ FRAME: give an interesting setting or detail; play with danger, desperation, and darkness.
- ❖ NARRATE: listen and respond to the Player. If you stall, use your log to inspire you, and use the Player's questions, doubts, fears.
- ❖ EVOLVE: if the story stalls, add a new element, a twist, a complication or immediate danger.
- ❖ RESOLVE: some scenes will offer the possibility of a strong closure: a progress or a negative resolution (death, capture, failure). Make the hero pay the price, don't leave hanging threads.
- ❖ MOVE AHEAD: if a topic is in balance and no side makes progress, find a way out and move ahead. Make a note TO COME BACK to this later, with new elements. Usually this means the Chaos forces WILL BE STRONGER, when facing them the next time.

Mission And Goals

The Demon-marked should have A CLEAR MISSION to accomplish: this is a single target that would reasonably be reached only in Act Three. Still, it's good to determine some MINOR AND INTERMEDIATE GOALS, to keep the adventure in focus. It doesn't have to be something for the Demon-marked to decide: it could be even just finding a way to survive to an attack, to move to a certain location, obtain an object, etc.

Act One

INTRODUCE THE CHARACTER, let him present his powers and his dark past. There can be some challenge to win, or one impossible to overcome right now. Determine THE MISSION.

Act Three

THIS IS THE FINAL ACT: complete the MISSION, tie loose ends, RESOLVE relationships. It's often the time of a FINAL SACRIFICE. At this point the Demon-marked would rather die than surrender to his demon.

Create Connections

In most of the adventures, it would be good for the Demon-marked to be forced to establish ONE OR MORE BONDS with other humans. They can be people he protects, willingly or not; people he cares about, or people he came to trust or to despise, etc. Having NORMAL PEOPLE around (a town, a village, a tribe) will help setting and maintaining a LOCATION, and has POTENTIAL for a lot of developments.

Technicalities

Example Difficulties For Actions

As a guideline, consider the examples below:

- ❖ **BODY:** (1) break a door; (2) push aside a commoner; (3) knock-out someone; (4) resist a brief torture or a poison; (5) fight past several enemies; (6) lift an enormous weight
- ❖ **SKILL:** (1) climb a wall; (2) escape when chased; (3) climb in silence; (4) swim with the armor on; (5) jump from roof to roof; (6) an acrobatic maneuver
- ❖ **MIND:** (1) detect a simple lie; (2) follow tracks in the woods; (3) detect a hidden enemy or threat; (4) detect and unveil a plot; (5) mix a healing potion; (6) define a military strategy
- ❖ **SPIRIT:** (1) intimidate a commoner; (2) negotiate with a merchant; (3) convince a guard; (4) discuss with a leader; (5) convince someone who's seen the mark; (6) hide powers in Stage Three

Melee combat

When facing an enemy, there is a difficulty number, against which the Player rolls his dice for **BODY+TRAITS+WEAPONS+PROTECTION**. The difficulty numbers for enemies are presented in the next pages. Always use Body for melee and brawl. The Player might end up rolling a lot of dice: that's fine. Roll all the **WEAPONS** and the **PROTECTIONS** here too: they count as helping the character.

Ranged Attacks

To attack with a ranged weapon, ROLL **SKILL+TRAIT(S)+WEAPON(S)**. If the Player hits, calculate damage as Basic+Weapon damage, minus target Protection. Unless also **the target has a ranged weapon**, the character WILL NOT TAKE DAMAGE. **FOR THE TARGET NUMBER, SUM DISTANCE AND SIZE:** DISTANCE: ❖ +1 close, ❖ +2 medium range, ❖ +3 far. SIZE: ❖ +1 big, ❖ +2 normal, ❖ +3 small.

Initiative

There is **NO INITIATIVE** in combat. ONE ROUND IS A ROLL from the Player, to obtain a Success, in order to inflict and not suffer damage. If a combatant is attacked in different conditions (i.e. surprise), a roll might be required BUT WITH DAMAGE ONLY POSSIBLE FROM ONE SIDE (the defending party would only avoid damage, but never inflict it).

House Rules

If you need to **make a rule** for something special that is not covered by the manual, first ASSIGN A DIFFICULTY. Once you have that, ASSIGN ACTION DICE in proportion to the character (presumed) skills or qualities: ❖ 5-: under qualified, ❖ 5-10: normal, ❖ 10-15: highly qualified. Give also in average 1/3 OF DEMON DICE (more if the demon is strong in that context).

Coins And Money

The game is not about looting and making money. Still, the hero might need to live among other humans for a while, and money will be necessary. Start with 20 silver coins. **REFERENCE VALUE** for silver coins: ❖ 2: a day of work; ❖ 1: a night and meals in a tavern, ❖ 3: a set of arrows, ❖ 5: small weapons, ❖ 10: a sword.



Adventure Mechanics

Balance The Adventure

How many challenges and obstacles is it fair to put on the character path? How hard should they be? The examples below will present a couple of possibilities for **BALANCED ACTS**. To prepare a new adventure, you can simply use similar batches; you just need to decide where you feel the largest number of difficulties should be. Try also to keep in mind **the separation in three Acts**. Therefore, as the Master you should try to adjust your narration in **BATCHES OF SCENES** with various difficulties, and once the character faced those difficulties, be ready to **MOVE TO THE NEXT ACT** (moving towards the resolution, and giving the adequate narrative options to the player). The **DIFFICULTY** is presented **NOT** for a single action or combat, **BUT AS THE TOTAL FOR A SCENE** (actions, enemies, etc.). **FAILURES** will generically **bring complications** to the next scenes or next Acts.

Adventure Example One

This is an example with increasing difficulty. Mark the box when you completed the scene.

- ❖ Act One: diff. 8-10 diff. 5-8 diff. 3-5 diff. 1-2
- ❖ Act Two: diff. 10-12, diff. 8-10 diff. 5-8 diff. 3-5
- ❖ Act Three: diff. 12+ diff. 8-12 diff. 5-8 diff. 3-5

Adventure Example Two

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

- ❖ Act One: diff. 12+ diff. 10-12 diff. 3-5 diff. 1-2
- ❖ Act Two: diff. 8-10 diff. 5-8 diff. 3-5 diff. 1-2
- ❖ Act Three: diff. 12+ diff. 8-12 diff. 5-8 diff. 3-5

Possession Stages

When **past Stage One**, it will be harder to conceal the demon from other humans, which **MIGHT CREATE ADDITIONAL TROUBLES** (suspect, distrust, open hostility). To fight against the possession, the character will **REMOVE ONE DEMON POINT** every time he does something that gains him Code Points. If he **ERASED ALL DEMON POINTS OF A SPECIFIC STAGE**, he's considered to be healed from the Condition he suffered, and will go back, also in fiction, **to the previous Stage**. If **ALL THE DEMON POINTS ARE MARKED (end of Stage Three)**, the Demon-marked knows he's about to lose control of the demon: the player **MUST** move immediately to Act Three and attempt his final actions and attacks (and probably die). He **CANNOT** remove Demon Points anymore, now.

Possession Fiction

In terms of fiction, when the character reaches: ❖ **STAGE TWO:** the demon-mark is clearly visible on the body, and every demon manifestation appears as A SORT OF SHADOW. ❖ **STAGE THREE:** the demon-mark appears almost as a **LIVE CREATURE** on the body, and the demon **CLEARLY MANIFESTS** at every usage of powers.

Possession Conditions

When the character reaches Stage Two and Three, **INFLECT A CONDITION** for each stage. Roll a D6: ❖ 1-2: Wounded, ❖ 3-4: Shaken, ❖ 5: Confused, ❖ 6: Broken. This condition is permanent and cannot be healed, unless DP are removed. In fiction it can be presented as you see fit: i.e. Wounded can be a chronic pain.

Enemies

Enemies' Difficulty

The difficulty of an Enemy represents two factors:

- ❖ HOW DIFFICULT IS THE FIGHT (basically the target number for the combat);
- ❖ HOW MUCH IT COSTS TO INTRODUCE THE ENEMY into a scene.

Chaos Warrior

One of many, no trace of humanity left

Difficulty: 4 Protection: 3
Damage: 2 + Large weapon (dmg 3)
Hit Points: □□□□

Moves:

- ❖ **Strike:** reduce opponent Protection of 1
- ❖ **Fierce:** will always fight to death

Enemies Stats

Use Enemies

Enemies will most likely be one of the **KEY COMPONENTS** of your game. While the character will face different challenges, and perhaps live an adventure that is not just about blades and blood, the Chaos forces will still oppose him and attack him, so **enemies are crucial**.

Setting the difficulty of one or more actions (as a single task or as a wider conflict) will be easy after some minimal practice. Enemies are trickier: they require often more details and **BALANCE IS HARDER TO ACHIEVE**. This is why you will find several examples here.

Enemies' Moves

Some enemies, especially of higher difficulty, will have **ONE OR MORE AVAILABLE MOVES**. Unless stated otherwise (i.e. conditions to activate), **A MOVE IS NOT ENABLED BY DEFAULT**. As Master **YOU CAN ENABLE** one or more Moves to make a specific enemy stronger. If you do, it **DIFFICULTY REMAINS THE SAME**, but you should count it **AS +1 COST** for your overall scene score.

Outnumbered

If the Demon-marked is outnumbered, the player **CAN ROLL ONCE FOR EACH ENEMY**. For each enemy outnumbering the Demon-marked, however, **THE DIFFICULTY IS INCREASED** by 1 point. So two enemies of diff. 3 against the character alone, would both be played as diff. 4, until one will be killed.

Regular Human

A regular folk, usually neutral
Difficulty: 1 Protection: 0
Damage: 1 + Knife (dmg 1)
Hit Points: □□

Cultist

A human devoted to Chaos; a fanatic
Difficulty: 2 Protection: 1
Damage: 1 + Small weapon (dmg 1)
Hit Points: □□□
If a Chaos emissary is present, activate both:
❖ **Fury:** add 1 to Damage
❖ **Ignore pain:** add 1 to Hit Points

Undead

A walking corpse, reanimated by witchcraft
Difficulty: 3 Protection: 2
Damage: 2 + Regular weapon (dmg 2)
Hit Points: □□□□
Activate one by default, another for +1 diff:
❖ **Resistant:** add 1 to Hit Points
❖ **Comeback:** raise again for a surprise attack

Weak Monster

Ugly but not that strong, usually neutral
Difficulty: 1 Protection: 0
Damage: 1 + Claws, fangs (dmg 1)
Hit Points: □□□

Minion

Human or monster makes little difference
Difficulty: 2 Protection: 1
Damage: 2 + Small weapon (dmg 1)
Hit Points: □□□□
Moves:
❖ **Sneak attack:** attack by surprise
❖ **Strong:** add 1 to Damage

Warrior

A stronger human, a guard, a soldier
Difficulty: 3 Protection: 2
Damage: 2 + Large weapon (dmg 3)
Hit Points: □□□□
Moves:
❖ **Tough:** add 1 to Hit Points
❖ **Group:** can call for help when attacked

Strong Enemies

Regular Monster

One of the monsters enslaved by Chaos armies

Difficulty: 4 Protection: 2
Damage: 3 + Weapon or Claws (dmg 3)
Hit Points: □□□□□

Moves:

- ❖ **Infection:** the first dmg will inflict Shaken
- ❖ **Horrible:** will scare away possible allies

Chaos Champion

A strong Chaos warrior, often with minions

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

Moves:

- ❖ **Powerful:** add 2 to Damage
- ❖ **Leader:** Chaos creatures take +1 dmg

Large Monster

A terrible and huge monster

Difficulty: 6 Protection: 4
Damage: 4 + Large weapon (dmg 4)
Hit Points: □□□□□□

Moves:

- ❖ **Savage:** the first dmg will inflict Wounded
- ❖ **Destroy:** it's large and destroys things

Dark Overlord

A demon that took a permanent form in Grama, and master of Chaos armies

Difficulty: 7 Protection: 4
Damage: 4 + Large weapon (dmg 4)
Hit Points: □□□□□□

Activate one by default, and more for +2 difficulty each (no limit):

- ❖ **Warrior:** add 1 to Protection and 1 to dmg
- ❖ **Mutation:** add wings or other mutation
- ❖ **Cult:** add 2 cultists to the combat
- ❖ **Monster:** add a Large Monster (i.e. to ride)
- ❖ **Chaos Magic spells** (choose 3)
- ❖ **Death:** when killed, releases a Strong Demon

Other powers: **add one by default** (no cost) between:

- ❖ **Fury,** ❖ **Resistant,** ❖ **Strike,** ❖ **Infection,** ❖ **Horrible,** ❖ **Poison,** ❖ **Dark Mark**

Minor Demon

Evoked and unleashed by a Demon Caller

Difficulty: 4 Protection: 3
Damage: 2 + Weapon or Claws (dmg 2)
Hit Points: □□□□□

Activate one by default, another for +1 diff:

- ❖ **Poison:** double the first dmg inflicted
- ❖ **Special:** might have wings to use to escape

Strong Demon

A devil evoked by a Demon Caller

Difficulty: 5 Protection: 4
Damage: 2 + Large weapon (dmg 4)
Hit Points: □□□□□□

Activate one by default, another for +1 diff:

- ❖ **Dark Mark:** wounds to cure with Demon P.
- ❖ **Invisibility:** can be used to surprise or escape

Demon Caller

Human or beast, a servant of Chaos magic

Difficulty: 6 Protection: 2
Damage: 2 + Regular weapon (dmg 3)
Hit Points: □□□□□

Chaos Magic spells are active by default:

- ❖ **Chaos Magic spells** (choose 2)
- ❖ **Death:** when killed, evokes a Minor Demon

Chaos Magic And Combat Stories

Chaos Magic

A Demon Caller or Dark Overlord will have access to Chaos spells, like the ones listed below. If you want to prepare other spells before the adventure, just make sure to list them **with a price to pay**. You should define in advance which spells are available from the list for a given enemy.

The price to cast a spell can be paid by the Demon Caller **OR ANOTHER VICTIM**, like a Chaos minion sacrificed to the cause, or an unwilling human victim. The Demon Caller can cast the spell **ON HIMSELF OR ANOTHER TARGET**. One spell can be casted per round, and as long as there are Hit Points available to drain from, no limit to the number of spells per scene or combat.

List Of Spells

- ❖ **Strength:** pay 1 Hit Point to gain +2 Damage for the entire combat
- ❖ **Block:** pay 1 Hit Point to gain +2 Protection for the entire combat
- ❖ **Heal:** pay 2 Hit Points to give 1 Hit Point back to another target
- ❖ **Evoke:** will evoke a Minor Demon for 1 HP; Major Evoke will evoke a Strong one for 2 HP
- ❖ **Transform:** pay 2 Hit Point to transform self or another Chaos NPC into a Regular Monster
- ❖ **Control Elements:** pay 2 Hit Point to control an element (like fire, water, etc.)
- ❖ **Regenerate:** gain 1 Hit Point for each 2 HP damage inflicted (to the PC or a Chaos NPC victim)

Combat Stories

When describing the combat, Master and player should try to be narrative in their descriptions. State general intentions and roll, then ADAPT THE FICTION TO THE DICE RESULTS.

The one that prevails (inflict damage) should take the lead in the story development. As a general rule, since the Master has a stronger narrative power by default, the player should be allowed to narrate **ALSO WHEN THE COMBAT EXCHANGE IS BALANCED** (partial success). It is allowed **TO GIVE UP INFLECTING DAMAGE TO GAIN SOME TACTICAL ADVANTAGE** (i.e. positioning) or doing special actions (i.e. escaping, helping someone, etc.). Each action should cost 1 DAMAGE LESS INFLECTED.

End Of The Adventure

The objective of the Demon-marked is **to fight Chaos emissaries**, but it's most likely that he will die in the process. Also, very often the hero will end up taking Demon Points up **to the end of Stage Three**, to face the various challenges and enemies, and it's likely that he will have to make a final desperate assault. All this fits perfectly the game INTENTIONS AND ATMOSPHERE.

A new Demon-marked will be created, to continue with the mission, until it will be completed. In the **UNLIKELY CASE** that the Demon-marked can prevail without the need of taking all the Demon Points, or dying and using the Last Breath moves, **the same character** can be used for a new mission.

There is no rest, no retreat to peace allowed for a Demon-marked. If you want, as the Master, you can let the player tell the story of his Demon-marked peaceful retirement, then send a Dark Overlord to chase him, or call him back from his retreat by threatening someone or something important for the character.

Adventures And Characters

Adventures Seeds

You will find below a few adventures' seeds. Loyal to the principle of starting the story and then letting the player actions to influence the development, you will find suggestions but **not complete adventures**.

Seeds

Remember to try to respect the adventure division in three acts, to allow the character **to get in focus** in Act One, **to prepare** in Act Two and **to complete his story** in Act Three.

- ❖ Act One: save a fugitive or someone in danger
- ❖ Act Two: get involved in the fugitive story
- ❖ Act Three: help restoring the balance

- ❖ Act One: help a small village or town, under attack
- ❖ Act Two: remain entangled in the village situation
- ❖ Act Three: sacrifice to preserve the village freedom

- ❖ Act One: someone comes to your rescue
- ❖ Act Two: your savior is revealed to be a Chaos servant
- ❖ Act Three: sacrifice to kill your savior

- ❖ Act One: protect someone from the Last Guard
- ❖ Act Two: in the middle between Chaos and the Last Guard
- ❖ Act Three: kill the Chaos Champion and escape the Last Guard

- ❖ Act One: away from your homeland, destroyed by Chaos armies
- ❖ Act Two: chase a Demon Caller, who killed your family
- ❖ Act Three: obtain your revenge and save someone

- ❖ Act One: receive or obtain a powerful artifact
- ❖ Act Two: escape from the Chaos armies
- ❖ Act Three: use the artifact against a Dark Overlord

Pregenerated Characters

A couple of pregenerated Characters are available in the previous pages, with complete Character's sheets. You can use them for the first adventures with Demon-marked. Then start making your own characters.

Generate New Characters

To generate new Characters, use the empty Character sheet at the end of the manual. To make sure that the Player will have to make meaningful choices **FOR THE CHARACTER PROFILE**, the Profile choices should be **PREPARED IN ADVANCE BY THE MASTER**.

Assign Action And Demon Dice

The dice should be assigned, for Attributes and Traits:

- ❖ **BY THE PLAYER** for the Action dice (white),
- ❖ **BY THE MASTER** for Demon dice (black).

ATTRIBUTES: 7 Action dice and 6 Demon dice.

TRAITS: 22 Action dice and 16 Demon dice.

Rules for the dice distribution are in the next page.

Demon Moves

Designing the Demon Moves is more complex.

You can find inspiration in existing Moves. Besides a numerical value (guidelines in the next page), try to always include **A STRONG FICTIONAL COMPONENT** to activate and use the Moves.

Make A New Character

Profile And Description

MASTER: prepare 4 sets of choices for your Player. Each one should present 3 alternatives. **PLAYER:** choose one for each; this will be your profile.

A question about the remote past

- Describe something meaningful that
- the character did in the past, to justify
- his background and training

A question about the more recent past

- Describe something that changed, that
- put the character in the current situation
- and perhaps linked with the Demon mark

You received the Demon-mark because:

- Describe the possible reasons why the
- hero received the Demon mark. Do it good!
- This will be a powerful character drive!

Your Demon-mark looks:

- Describe here how will the Demon mark
- look on the hero's body. Choose something
- that would match the Character style

Attributes

Traits And Items

Notes

Body

Use to force, resist, brawl, fight

PLAYER: give not more than 3 Action dice per attribute. Total 7 AD for 4 attributes

PLAYER: choose a list of Traits and give the Action dice (AD). You have a total of 22 AD for max 20 Traits in total, to distribute among the four attributes

Example Traits for Body: Tough, Strong, Sword fight, Brawl, Defend. Body is used as force, and not for movement

BODY will include also melee weapons and protections, such as: Knife (dmg +1), Sword (dmg +3), Long-sword (dmg +4), Shield (prot +2), Leather armor (prot +1), Metal (plate, chain) armor (prot +2)

Skill

Use to move, do, execute, aim

MASTER: give not more than 2 Demon dice per attribute. Total 6 DD for 4 attributes

Give at least 4 Traits to each attribute. Any Trait can have max. 2 AD when the game begins. An attribute can have max 6 AD in total in the Traits

Example Traits for Skill: Aim, Fast, Climb, Hide and sneak, Healing, Swim, Agility, Forge. Skill is used for movement and dexterity

SKILL will include also ranged weapons, such as: Throwing knives (dmg +1), Short bow (dmg +2), Hunting bow (dmg +3), Long bow (dmg +3, long range), Crossbow (dmg +4, recharge)

Mind

Use to think, perceive, detect

PLAYER: at least 1 AD per attribute
MASTER: at least 1 DD per attribute

MASTER: add a total of 12 Demon dice (DD) to existing Traits. You must give at least 2 DD per attribute and never more than 2 DD for a single Trait

Example Traits for Mind: Tracking, Perception, Investigation, Strategy, Alchemy, Lore. Mind is used for knowledge and perception

PLAYER: choose maximum 2 weapons as Traits. If you take a +4 damage weapon, the 2nd must be +1, not more. Select heavy (metal) protection only if you chose an appropriate background. Choose a couple of other tools. Take 20 silver coins.

Spirit

Use to resist, lead, talk, seduce, lie

Add to the existing Traits, at least 2 new Traits only with Demon dice. You have to add 4 DD in total for these new Traits

Example Traits for Spirit: Brutal, Vengeful, Brave, Detached, Lie, Honest, Seduce, Negotiate. At least 2 must describe an attitude

MASTER: when adding Demon dice (to Attributes or Traits), feel free to empower the character. The Demon dice should tempt the Player, should be useful to him. Also, take the occasion to create maybe one or two conflicting Traits, signs of the demon

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.

- **MASTER:** Design a move of +3DD. It can compensate a weak attribute. Can last a scene (non combat), or 2-3 rolls in combat
- **MASTER:** Design a move of +3DD. It can last a scene (non combat) or 2-3 rolls in combat
- **MASTER:** Design a move numerically more flexible. Give a strong fictional value, a unique flavor to this move

Notes

Combat, Damage & Conditions

Basic Damage **Basic Damage equal to total Body dice minus 1**
Protection (total)
Hit Points ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Wounded ○ -1D6 Body Confused ○ -1D6 Mind
Shaken ○ -1D6 Skill Broken ○ -1D6 Spirit

Code Points

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

Demon Points

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

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	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	
Wounded	<input type="radio"/> -1D6 Body	Confused	<input type="radio"/> -1D6 Mind
Shaken	<input type="radio"/> -1D6 Skill	Broken	<input type="radio"/> -1D6 Spirit

Notes

Code Points

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

Demon Points

Stage One	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Stage Two	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Stage Three	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Story Sheet

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.
- ❖ Write a **few lines of preparation for Act One**. Think of the opening Scene as challenging and compelling. Do **not** plan in advance for a specific outcome of the Scene or the Act.
- ❖ Write or think of a few possible developments of Act One **into Act Two and Three**. Do **not** force the story that way, do **not** railroad, **just be prepared** and have elements ready.
- ❖ Think of the **Mission** to assign in Act One. Think of possible triggers, guidelines, possible events, potential allies and enemies. Plan the Dark Overlord agenda and attacks.

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 Example One

This is an example with increasing difficulty. Mark the box when you completed the scene.

- ❖ Act One: diff. 8-10 diff. 5-8 diff. 3-5 diff. 3-
- ❖ Act Two: diff. 10-12, diff. 8-10 diff. 5-8 diff. 5-
- ❖ Act Three: diff. 12+ diff. 8-12 diff. 5-8 diff. 5-

Adventure Example Two

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

- ❖ Act One: diff. 12+ diff. 10-12 diff. 3-5 diff. 3-
- ❖ Act Two: diff. 8-10 diff. 5-8 diff. 3-5 diff. 3-
- ❖ Act Three: diff. 12+ diff. 8-12 diff. 5-8 diff. 5-

Custom Adventure

Erase unnecessary difficulty blocks, then set the difficulties (higher on the left).

- ❖ Act One: diff. diff. diff. diff.
- ❖ Act Two: diff. diff. diff. diff.
- ❖ Act Three: diff. diff. diff. diff.

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

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

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

Get some more

If you liked Demon-marked, here there's more for you.

Check out Demons' Stories, an expansion module for Demon-marked:

- ❖ new characters; ❖ new Dark Overlords and chaos creatures;
- ❖ three adventures to get you started with the game; ❖ examples of play.

And again, it's free! (although a little donation is always much appreciated)

