

When th'ere is something strange in thy fantasy city, who is't shall thee summon?

# DEMONBREAKERS

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This is a GM-full game, and all players will cooperate to create scenes, introduce consequences, and resolve conflicts. You will need a deck of cards and tokens

If you're thinking Ghostbusters, but in the setting of Monty Python and the Holy Grail, you're in the right headspace..Lets go!

## Build your City

Choose 2 things your city has going for it: **it has the fastest invisible horses, it smells nice since the dead are gathered daily, a thriving marshmallow industry, real estate is cheap, the black death hasn't hit quite as hard here**

Choose 2 problems your city is facing: **the witch hunt has taken the city by storm, a wave of crime that is a minor inconvenience, the pickle shortage, a scandal rocking the church**

## Draw your City

On a separate piece of paper roughly sketch a map of your city. It needn't be well drawn or to scale, but it should include all the parts that you choose as a group.

Decide together on the location of the Demonbreakers HQ and pick a player to sketch it onto the map. Label it with "HQ".

Each player must choose a suit that hasn't been chosen yet, and one of the landmarks from the following list. The player should sketch the landmark onto the map and label it with a name and the suit symbol. These are the locations of the Hell Gates.

You may continue adding landmarks to your city until you are satisfied with it. These locations are not Hell Gates, and will not get a suit symbol.

Landmarks: **the stacks in the royal library, the iconic steps up to a ancient building, the demonological studies dept. at the college arcane, rare green space among crammed city architecture, an ornate water fountain, a statue to a forgotten history, an architectural wonder of a bridge, an intimidating court room, a notorious occult black market**

## Create your Demonbreakers

Now that you've built your city, its time to create your player characters. You are Demonological Lorists, recently unemployed after the College Arcane terminated your grant due to your allegedly sloppy methods and questionable conclusions. In desperation you've started an exorcism business, just as Hell's Gates have opened in your fantasy city, unleashing a torrent of demonological activity.

Choose a Name, Pronouns, and a Vibe: immaculate, bespectacled, grubby, manic, cowering, stoic

Choose Gear: suggestions include unstable proton packs powered by arcane magic, psychokinetic divining rods, demon toaster traps, etc

Choose a "Crossed Stream":

- Whenever someone tells you a secret and you breach their confidence, they gain a token
- Whenever someone comes to you to fix something and you make it worse, they gain a token
- Whenever someone defers to you to make a decision and you make a bad one, they gain a token
- Whenever someone asks for your expertise and you tell them something wrong, they gain a token

Ask Questions: Ask 1 to the player on your left, and 1 to the player on your right. In a 2 player game, chooses 2 questions each:

- Why don't we trust each other?
- What am I capable of that you envy?
- What unresolved conflict have we not dealt with?
- What have you been failing to convince me to do?
- What did you borrow from me but haven't returned?
- What's the only thing we ever agree on?
- What bad habit of mine do you find endearing?
- How do I always defend you to others?



# Moves

**Pay a Token:** Trap a Demon | Compel an NPC | Close a Gate\*

**Earn a Token:** Embody the Demon (draw a card; use Demon prompts) | Embody the City (draw a card; use City prompts) | Interact with another player's "Crossed Stream"

**Pass a Token:** Put yourself in danger to help someone (give a token) | Ask someone for help (give a token if they do)

\*Close a Gate: Every player must spend a token at the same time to Close a Gate. The players must agree on which Gate to close, spend their tokens, and narrate how the plan goes down. Mark the closed gate in pencil. The Demon then responds. Draw a Card, read the corresponding demon prompt aloud, and then add it to the fiction.

# Winning & Losing

The game continues until all of Hell's Gates have been closed (PCs win), or the last card is drawn (Hell wins). Either way, briefly discuss what happens afterward. If a player's character dies, just hire a new Demonbreaker and keep going.



For both of the tables below, the suit determines the Hell Gate to which the prompt relates.

## Demon

**JOKER** - A new gate opens over one of the remaining landmarks. While it remains open, ignore the suit of face cards, these prompts happen at the new gate.

**2** - Your PC has been possessed by a demon. You may not gain any tokens until someone uses Trap a Demon to dispossess you.

**3** - Animated demon gargoyles attack innocent bystanders here. Who calls for your help?

**4** - Your way is cornered by a cute little animal that is vicious due to its demonic possession. What is the animal? How do you escape it? The player who drew this card can't gain a token until someone uses Trap a Demon on the animal.

**5** - A painting has transformed into a grotesque beast. Who was the subject of the painting? What does the beast want?

**6** - Psychokinetic energy is off the charts here. What is the source of the disturbance?

**7** - A transparent specter of a woman haunts this place. What does she want?

**8** - A spirit unlike anything you've ever imagined haunts this place. What does it look/smell/sound like?

**9** - Draw again and ignore the suit of the card, that incident happens at a non-portal location of your choice.

**10** - Draw again and ignore the suit of the card, that incident happens at your HQ.

**Jack** - Supernatural ooze bubbles up out of a well near this landmark. What mayhem does it cause?

**Queen** - An NPC is possessed here. Why is this disastrous?

**King** - Evil spiritual energy causes all the denizens of an entire district to act strangely. How do you know it is supernatural?

**Ace** - Unbeknownst to the characters, the demon of destruction makes progress towards their goal. What is happening "off screen"? After answering draw an additional card without gaining an additional token.

## City

**Joker** - The Inquisitor busts into your HQ with spell casters who disenchant your demon cage, releasing the spirits held therein. If you've closed any of the Hell Gates, you must reopen one of them.

**2** - You are visited about a job at this landmark by the Mayor themselves. Why are you not sure if you should take the job?

**3** - Your progress blocked by a band of zealous knights named after a phrase they repeat incessantly. What is the phrase? What absurd thing do they demand to allow you to continue?

**4** - A business demands reimbursement for the damage you caused while exorcizing spirits near this landmark. What damage did you cause? How do you appease them?

**5** - You get a deal on a morbid vehicle. What is it? What repairs does it need?

**6** - The Inquisitor investigates your operation. How do you shoo them?

**7** - The Mayor changes a regulation. How does it affect you personally? You may not gain new tokens until someone uses "Compel an NPC" on the Mayor.

**8** - Someone is accused of witchcraft. How are they tested?

**9** - A client is acting strangely. What do you suspect is the reason?

**10** - The Inquisitor arrests the Demonbreakers. What law do they cite? No player may gain tokens until someone uses Compel an NPC on the Inquisitor.

**Jack** - The citizens hold a festival. Is this a good thing? Why or why not?

**Queen** - You cause a controversy here. Who loses faith in you?

**King** - The inquisitor turns the people of the city against you. What does the propaganda about you?

**Ace** - Unbeknownst to the characters, the demon of destruction uses an NPC to progress towards their goal. What is happening "off screen"? After answering draw an additional card without gaining an additional token.

