

# DEMON the fallen

## Q&A

WITH DEVELOPER MIKE LEE

So,  
What's this game about?



So, what's this game about? Will players actually be assuming the role of *demons*?

Yes, indeed. But remember that demons are much more than evil creatures with horns and forked tails — they were angels who rebelled against their Creator and who were damned for their disobedience. Most literature blames this rebellion on petty feelings of jealousy and pride, but we chose a different premise. What if the fallen

rebelled for what they believed to be noble and necessary reasons? This approach cast the rebellion in a very different light, creating a conflict rich with the potential for heroism, tragedy and loss. The characters in **Demon** are the products of this failed rebellion — fallen heroes who followed a lost cause and paid the ultimate price — and are given an unexpected opportunity to redeem themselves. What the characters do with this opportunity is what the game is all about.



It sounds like *Demon* draws heavily on the Judeo-Christian concept of Heaven and Hell. Won't this invalidate the backgrounds of other World of Darkness games such as *Werewolf*?

The game does draw predominantly from Judeo-Christian concepts because those ideas resonate most strongly with much of our audience. However, **Demon** doesn't set out to invalidate all the other underlying mythologies of the World of Darkness. In fact, the creation story set out in the book's first chapter supports different interpretations of the event. We aren't about to force a literal Biblical origin story on the other Storyteller games.



Now that there are demons loose in the World of Darkness in addition to vampires, werewolves, mages, et al, it seems like the world has more monsters than humans! What does *Demon* bring to the World of Darkness setting that sets it apart from the other games?

That's a very good question. *Demon* in many ways is an about-face in terms of the themes and concepts that underlie many of the other games. Where **Vampire** and **Werewolf** are essentially grim statements on humanity's inner corruption and the struggle against temptation, **Demon**



...there are demons loose  
in the World of Darkness...



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# What does Demon bring to the World of Darkness?



strikes a much more hopeful and positive tone, believe it or not. In many ways the game takes humanity out of the background of events and puts us back to center stage where we belong. It's about the power of human faith and the pursuit of redemption. The fallen don't sit around cursing the darkness and accepting the fact that they're fate is sealed. They still believe that they can make things right, no matter how badly they were beaten before. Are their efforts misguided? Will they ultimately bring about the Apoca-

lypse that all the other supernatural races fear, or will they usher in a new age and a return to paradise? Time will tell.

One thing we won't be doing is sticking to the status quo; the fallen don't have a Masquerade — quite the contrary, they *want* humanity to believe in them. Now, that doesn't necessarily mean that there will be 40-foot fiends of hell throwing fireballs down Main Street, but the fallen won't quite keep a low profile, either. They'll be actively trying to engage the human race, attempting to shake us from centuries of cynicism and despair.

# What can we look forward to?



**How many different kinds of characters will players have to choose from?**

There will be seven character types in the core rules, covering the different Houses of the fallen host. Each House has its own unique identity, appearance and powers, from the lordly and charismatic Devils to the savage and animalistic Devourers. In addition, each character type has three different physical forms that players can choose from during character creation, each one offering its own set of special capabilities. A lot of effort was put into providing as much variety as possible, even within each House, so players could create really unique and inter-

esting characters. Later books will expand the character types available even further.



**What other books can we look forward to for Demon?**

We've got a ton of great books scheduled for the line, including a Storytellers Screen and Companion, a city book that will serve as the game's default setting, a Players Guide, a book on the seven Houses and more. Additionally a fiction anthology called *Lucifer's Shadow* will be due out in December of 2002 that will tie in closely with the game, followed by a fantastic trilogy of novels written by author Greg Stolze.



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