The Pilgrim Player

Youre walkin' along the road. Its wet. Its been real wet lately. Nowt can take root when its daily washed away. Yer skin is stretch tights aginst a hollow cage. A cough splutters like a dyin bird. You got a mark on you. A burden. Somethin' evil. You never lived a good life til now.
But you had a dream. A prophet stood afore you with eyes turned blind to the uncaring sky. He spake of stoppin the rain but even as he talked the black clouds moved to blot out the sun. you asked him for a cure. He pointed to the road. The devil smiled.

You make this pilgrimage to find a cure. Something's changing in you. Something awful. You cover it up in rags and clothes. A transformation. A *mark* from *the devil*.

Why are you *Marked*? What did you do? What does it look like? How does it consume you?

You have three enemies you must overcome to save your soul. *The World*, *The Flesh* and *The Devil*. You can either submit to the enemies, or overcome. To *submit*, roll less than or equal to the value on a d10. To *overcome*, roll more than the value on a d10.

The World looks outwards. It's your environment, other people, material wealth. If you want to barter or lie, or if you want to notice something in your surroundings, you must submit to *The World*. If you want to deny worldly pleasures, like companionship or material gain, you must overcome *The World*. *The World* starts at 5.

The Flesh looks inwards. It's your own abilities and skills. If you want to use your own physical or mental abilities, you must submit to *The Flesh*. If you want ignore earthy pleasures like food, drink or sex, you must overcome *The Flesh*. *The Flesh* starts at 5.

The Devil is the *mark* you carry, the transformation that's consuming you. If you want to do something beyond the scope of your normal abilities, something monstrous, submit to *The Devil*. If you want to hide or deny your monstrous side, you must overcome *The Devil*. *The Devil* starts at 6.

Each time you overcome *The World* or *The Flesh*, lose a point from *The Devil*. If *The Devil* reaches 0, you are cured of *The Mark*.
Each time you fail to overcome *The World* or *The Flesh*, gain a point in *The Devil*. If *The Devil* reaches 10 you are wholly consumed and become a monster, losing all agency.
Each time you fail to overcome The Devil, gain a point in either *The World* or *The Flesh*. If The World or The Flesh reach 10, you fall into an orgy of consumption until you are overcome and consumed by *The Devil's Mark*.
You can take a point in *The Devil* to automatically succeed at any task.
Each time you are hurt, gain a point in *The Devil*

The Devil Player

The devil led him up to a high place and showed him in an instant all the kingdoms of the world. And he said to him, "I will give you all their authority and splendor; it has been given to me, and I can give it to anyone I want to. If you worship me, it will all be yours."

You place the temptations and trials before the pilgrim, and describe how *The World* reacts to him. You control how *The Mark* acts, as it has a will and life of its own. It resists hiding. You tell him when he needs to try to submit or overcome. Narrate the outcomes together.