

# DEMIGOD

The Demo



Schwa Games

# DEMIGOD

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This is the demo for Demigod, an upcoming tabletop role-playing game about demigods adventuring through mythical lands, slaying legendary monsters, and interacting with the gods themselves. The final game will contain over 300 gods and dozens of creatures, artifacts, and locations across 12 separate settings, from the frozen seas of the Norse to the jungles and lakes of the Aztec. If you played this demo, we would appreciate it if you could share your comments and experiences with us as we refine the final game.

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## Chapter 1: Character Creation

This section contains the essentials for making and playing as a character in *Demigod*.

### Dice

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To play *Demigod*, you will need a 20-sided die (a d20) and a 6-sided die (a d6). The d20 will be used for most challenges, while the d6 will primarily be used as a damage die.

### Mundane and Supernatural

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All creatures and beings in *Demigod* are either mundane or supernatural.

Mundane beings, consisting of mortals and mundane animals, are those you could easily find in the real world. Their stats are typically quite low (mortal humans, for example, have +0 in all stats and 1 HP), and when calculating damage they do not add the damage die (d6). Several powers only affect mundane beings.

Supernatural beings include demigods, giant animals, and all variety of fantastical beings; anything that cannot readily be found in the real world. Supernatural beings have wildly different stats and attributes, but all of them add the d6 when calculating damage.

### What is a Demigod?

Demigods, the player characters of *Demigod*, are humans with the powers of gods. They are vastly superior to ordinary humans, or mortals; in addition to being able to take far more hits, the typical demigod is significantly stronger, faster, smarter, more perceptive, and more charismatic than even the most exceptional mortal.

All demigods have a specific set of powers depending on their Divine Patron: a Divine Gift, two Minor Powers, and a Divine Flaw. More details on powers can be found in the Divine Patron section.

### Creating a Character

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Follow these steps to create a player character.

**Divine Patron:** Your character's Divine Patron gives them unique powerful abilities that define them. The next section of this chapter lists the standard methods for choosing a Divine Patron, while the gods themselves are listed in the chapters on their respective mythologies.

**Birthrights:** Depending on how you chose your character's Divine Parent, you may be able to choose specific Birthrights that affect your character, such as by allowing them to be fabulously wealthy by mortal standards or letting them start with a special weapon.

**Base Stats:** Characters in *Demigod* have five base stats: Body, Speed, Perception, Mind, and Charisma, with 20 points to allocate between them. Each has a passive

that must be calculated separately. The section on Base Stats details the uses for each stat and explains how to determine them for a new character.

**Skills:** Demigods can use a variety of skills, at either Adept or Mastery level, to help them deal with situations that arise during an adventure. Skills are chosen with Skill Points, which are determined by the Mind stat: a character with more Mind can start with more skills. The mechanics of using and enhancing skills are explained in the Skills section of this chapter.

**Devotees:** Demigods are capable of recruiting people and certain other creatures as devoted followers; characters with more Charisma can start with more Devotees. The Devotees section of this chapter details how to start with and recruit Devotees, while rules for using Devotees in combat are provided in the Combat chapter.

**Assets:** A typical demigod may start with a collection of mundane items; this can vary based on Divine Gifts, Minor Powers, and Birthrights. More detail is listed in the section on Assets.

**Backstory:** Give your character a backstory that connects their divine nature, previous experiences, and present situation at the start of the adventure.

### Divine Patron

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Every demigod has a Divine Patron, a god who is the source of their divine powers. A demigod may be the biological child of their Divine Patron, a human blessed with their powers, a mortal incarnation of that god, a being created by that god to serve a particular purpose or something else entirely: it is up to the player to decide. How the demigod came to be blessed by their Divine Patron is an important part of their personal story, and their relationship to their Divine Patron will usually be more important than that of other gods.

Divine Patrons provide a demigod with a Divine Gift, two Minor Powers, and a Divine Flaw. Divine Gifts are very powerful and unique to a particular god, while Minor Powers are weaker, often passive abilities occasionally shared between gods with similar characteristics. Finally, Divine Flaws are a significant drawback to the Demigod that come along with the other powers, and can relate to appearance, personality, behavior, or something else entirely.

A demigod can gain additional Divine Gifts, known as Secondary Gifts, over the course of their adventure by earning Miracles, and can have any one of them active at a time: however, their original Divine Gift, or Primary Gift, will always remain active. More details on Secondary Gifts can be found in the Miracles section.

## Type

Gods in *Demigod* are broadly categorized based on their domain, personality, and actions in their myths into Types. Having a Divine Patron of a given Type will grant a bonus to specific stats:

- **Creator:** These gods are known for their great feats of creation and construction. (+1 to all stats)
- **Mighty:** These gods are known for their great power and fierce nature. (+4 Body, +1 Charisma)
- **Warrior:** These gods are known for their skill and presence in warfare. (+3 Speed, +2 Body)
- **Hunter:** These gods are known for their affinity for nature and the hunt. (+4 Speed, +1 Perception)
- **Elemental:** These gods are known for embodying the fundamental aspects of life and the world. (+3 Perception, +2 Body)
- **Watcher:** These gods are known for watching over humanity, acting at a distance. (+4 Perception, +1 Mind)
- **Wise:** These gods are known for their sage advice and knowledge. (+4 Mind, +1 Perception)
- **Clever:** These gods are known for their tricks and lies. (+3 Mind, +2 Charisma)
- **Glamorous:** These gods are known for their social skill and charm. (+5 Charisma)

## Choosing a Divine Patron

Divine Patrons may be chosen from any pantheon of gods in one of three ways, listed below. Note that certain settings will have multiple pantheons to choose from, and DMs may further decide to expand the list of available pantheons to choose from: in this case, players may choose any one of the available pantheons before rolling within it for their Divine Patron.

**Peasant Mode:** Choose any god from the pantheon, with no restrictions. A Peasant will start with no Birthrights.

**Hero Mode:** Roll for 3 different gods from the pantheon by rolling on the pantheon's table, and choose any of the three. A Hero will start with 2 Birthrights of their choice.

**Lord Mode:** Roll for 1 god from the pantheon by rolling on the pantheon's table: this is your Divine Patron. A Lord will start with up to 2d6 (roll the d6 twice) Birthrights of their choice, but can also choose to take fewer than the roll if desired.

## Birthrights

Birthrights are bonuses applied to a new character. The number of Birthrights that can be applied to a character depends on how its Divine Patron was selected. Each Birthright may only be selected once. The available Birthrights are:

- **Animal Companion:** The demigod begins with a mundane animal of their choice that will obey all of their commands as a personal companion. If their animal should die, it will be replaced by another one within a day. This will not take up a Devotee slot.
- **Educated:** The demigod will know everything that they could conceivably have been taught. This will not give them bonuses to any checks.
- **Entourage:** Start with as many mortal Devotees as the demigod's Devotee Cap.
- **Famous:** The demigod is already famous and has +5 to Charisma checks against mortals who have heard of them.
- **Favored:** Gain 1 additional point in one of the base stats granted by their Divine Patron's Type.
- **Indebted:** A single non-Divine intelligent being of the player's choice owes the demigod one favor, within reason. The player may declare this whenever the demigod first meets the being of their choice.
- **Noble:** The demigod may start the campaign in any chosen position of leadership, be it the head of a family, the mayor of a small town, or even a king; this is subject to DM approval.
- **Personal Weapon:** Gain a weapon of the player's choice that has +2 to Hit or +1 to Damage, or a shield that has +2 to Block.
- **Prophetic:** Start with 1 prophecy, and gain 1 more each time the demigod gains a Miracle. Prophecies allow a player to ask the DM a single yes or no question at any time.
- **Rich:** The demigod is wealthy, and can start with any collection of mundane items that exist in the setting. This does not include animal companions that will obey the demigod, but can include any number of disobedient animals.
- **Trained:** Gain 3 skill points.
- **Treasure Hunter:** The demigod begins with a very clear and detailed map showing the exact location, guardians, and other obstacles surrounding a single magical artifact of the DM's choice.

## Base Stats

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Every character in *Demigod* has five base stats: Body, Speed, Perception, Mind, and Charisma. These base stats govern the most important attributes about that character, showing how well they would do in a variety of situations. Each base stat also has a passive stat associated with it, respectively: Maximum HP, Initiative, Minimum Roll, Skill Points, and Devotee Cap; more details on each can be found under its respective stat.

All demigods have 20 points to distribute between the five base stats, and no more than 10 of these points may be assigned to any one stat. However, all demigods also get an additional 5 stat points from their Divine Patron's

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Type, which can potentially raise a stat well above +10; Gifts and Birthrights can similarly raise stats above the cap.

## Body

A character's Body stat represents their strength and resilience. Body is used for dealing damage and lifting heavy objects, but also affects a character's ability to Grapple with foes and resist Pain and the elements. It is also used for keeping mounts under control, making it crucial for a rider.

Body governs the following skills: Climbing, Endurance, Riding, and Swimming.

**Maximum HP:** A character's Hit Points (HP) represent how much damage they can take before dying. A demigod's Maximum HP can be calculated with the formula **(Body\*5)+40**: multiplying their Body stat by 5 and adding 40. So a demigod with +0 to Body would have 40 HP, and a demigod with +10 to Body would have 90 HP. More details on Maximum HP can be found in the Combat chapter.

## Speed

A character's Speed stat represents their agility. Speed is used for accuracy with both melee and ranged weapons in combat and dodging foes, as well as performing impressive feats of dexterity.

Speed governs the following skills: Dance, Escaping, Stealth, and Surgery.

**Initiative:** A character's Initiative represents how likely they are to gain the upper hand and act first in battle. A demigod's base Initiative is equivalent to their Speed stat, and can be rolled at the start of combat under certain circumstances. More details on Initiative and turn order can be found in the Combat chapter.

## Perception

A character's Perception stat represents their awareness and attention to detail. Perception is used for surveying an area, spotting hidden things, and acting with finesse.

Perception governs the following skills: Disguise, Medicine, Sailing, Thievery, and Tracking.

**Minimum Roll:** A character's Minimum Roll is the lowest roll they can get on the d20. A demigod's Minimum Roll can be calculated with the formula **Perception+1**: adding 1 to their Perception stat. So a demigod with +0 to Perception would have a Minimum Roll of 1, and a demigod with +10 to Perception would have a Minimum Roll of 11. More details on the Minimum Roll can be found in the Making Checks section.

## Mind

A character's Mind stat represents their ability to learn quickly and their mental fortitude. Mind is used for

strengthening mental powers and resisting mental effects such as Terror and Insanities, as well as performing a number of tasks requiring knowledge and care.

Mind governs the following skills: Crafting, First Aid, Insight, and Taming.

**Skill Points:** A character's Skill Points represent how many skills they can start the game; an Adept ranking in a skill costs 1 Skill Point, while a Mastery ranking costs 3. A demigod's Skill Points can be calculated with the formula **(Mind\*2)**: multiplying their Mind stat by 2. So a demigod with +0 to Mind would have 0 Skill Points, and a demigod with +10 to Mind would have 20 Skill Points. More details on Skill Points can be found in the Skills section.

## Charisma

A character's Charisma stat represents their attractiveness and ability to dazzle a crowd. Charisma is used for lying and persuading others, commanding followers in battle, and using their strength of personality to impress and enrapture others.

Charisma governs the following skills: Bluff, Charm, Command, Diplomacy, Intimidate, and Performance.

**Devotee Cap:** A demigod's Devotee Cap represents the maximum number of Devotees they can have at any one time. A demigod's Skill Points can be calculated with the formula **(Charisma\*5)**: multiplying their Charisma stat by 5. Note that a demigod may only start the game with as many Devotees as their Charisma stat: so a character with +1 to Charisma may start with 1 Devotee and recruit up to 5 in total, while a character with +10 to Charisma may start with 10 Devotees and recruit up to 50 in total. More details on the Devotee Cap can be found in the Devotees section.

## Skills

Skills are bonuses to tasks that can be performed in a variety of situations. All skills are governed by one of the five stats: when performing that skill, a character will roll the relevant stat. For instance, when trying to hide from foes with a Stealth check, characters will roll Speed, while when trying to lie their way out of a difficult situation with a Bluff check, they will roll Charisma. When a demigod possesses a skill in Stealth, Bluff, or any other skill, they will roll it with a bonus; any character without such a skill will merely roll the relevant stat.

All demigods will start with Skill Points dependent on their Mind stat, calculated using the formula **(Mind\*2)**. Demigods can use their Skill Points before the start of the game to choose skills; however, once the game begins, demigods cannot gain more skills under normal circumstances.

Demigods can take skills at one of two levels: Adept and Mastery.

**Adept-level skills** cost 1 skill point. They grant the demigod +3 to all relevant checks: an Adept ranking in Riding, for instance, will allow a demigod to add +3 to all Riding checks.

**Mastery-level skills** cost 3 skill points. In addition to the +3 to all relevant checks provided by Adept, having Mastery of a skill will provide the demigod a unique bonus, depending on the skill. Masteries can be quite powerful, allowing a demigod new techniques to interact with and dominate the world around them.

The skills in *Demigod*, and their assorted Masteries, are as follows.

### Body Skills

These skills help when performing feats of strength. Any of these skills use the demigod's Body stat as well as the skill bonus when rolled.

#### Climbing

When attempting to climb up a difficult and dangerous surface or climb quickly, the demigod will roll the Climbing skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can roll Climbing to climb up any surface, even those with no natural footholds.

#### Endurance

When attempting to fight exhaustion after great exertion or persevere against the elements, the demigod will roll the Endurance skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod will never need to roll Endurance to continue performing a Body check.

#### Riding

The demigod must roll Riding against the attacker's Body check whenever their mount is successfully targeted in battle; on a success, they will remain on their mount, while on a failure, they will be forcibly dismounted. They must also roll Riding DC 15 as a major action to quickly get onto a tamed mount in combat or another stressful situation. Finally, they must roll Riding checks of varying DCs when attempting to ride through particularly hazardous conditions quickly.

**Mastery:** The demigod and their mount may each take a separate major action each turn.

#### Swimming

When attempting to swim quickly, swim in difficult conditions, or hold their breath for extended periods

of time, the demigod will roll the Swimming skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can engage in combat underwater or in any current with no penalty.

### Speed Skills

These skills help when performing feats of agility. Any of these skills use the demigod's Speed stat as well as the skill bonus when rolled.

#### Dance

When attempting to perform a dance publicly to draw attention or impress others, the demigod will roll the Dance skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod's Dance roll will captivate all onlookers: while music is playing along, all intelligent beings will be focused completely on the dance. This effect will immediately end if there are any sounds of combat within earshot.

#### Escaping

When attempting to slip out of handcuffs, chains, rope, or a cage, the demigod will roll the Escaping skill. The DC will vary depending on the difficulty of the task.

**Mastery:** All Grapple checks made against the demigod will automatically fail.

#### Stealth

When attempting to move quietly or hide, the demigod will roll the Stealth skill. The DC will vary depending on the difficulty of the task.

**Mastery:** All Stealth checks made by the demigod will be completely silent, succeeding automatically if they cannot reasonably be seen.

#### Surgery

The demigod can treat Injuries with a Surgery check; if it beats DC 15, the Injury will be cured after 1 hour of the surgery, while if it beats DC 20, the Injury will be cured immediately afterward. However, a Surgery check can only be attempted on an Injury once per hour. Performing a Surgery check requires a controlled environment and a sharp implement, and will take 5 minutes.

**Mastery:** The demigod can perform a quick surgery with a bladed weapon to cure an Injury. They can roll Surgery DC 20; on success, the target will take +3 Damage and be cured instantly, while on failure they will only take the damage.

## Perception Skills

These skills help when performing feats of precision and carefulness. Any of these skills use the demigod's Perception stat as well as the skill bonus when rolled.

### Disguise

When attempting to disguise themselves or others, alter the appearance of objects, or forge handwriting, the demigod will roll the Disguise skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can perfectly mimic another person's voice.

### Medicine

The demigod can roll the Medicine skill when examining an herb, potion, or other substance to determine its effect when consumed, the DC depending on the rarity of the substance in question. They can also roll the Medicine skill in the wilderness to try and spot a cure for a particular poison or disease, the DC depending on the rarity of the substance and how hidden it is.

**Mastery:** The demigod can create a paste out of mundane leaves and roots that can be applied to anyone's body as a major action to make them immune to Pain for 1 minute, or 10 turns.

### Sailing

When attempting to pilot a ship through difficult conditions, the demigod will roll the Sailing skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can traverse any body of water with any functional watercraft, whether it be a rudimentary raft or a mighty ship.

### Thievery

When attempting to perform feats of pickpocketing, lockpicking, and sleight-of-hand, the demigod will roll the Thievery skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can roll again once, and only once, to retry any failed Thievery check without being detected.

### Tracking

When attempting to follow the trail of a target or look for signs of its presence, the demigod will roll the Tracking skill. The DC will vary depending on the difficulty of the task.

**Mastery:** The demigod can identify any creature by its tracks and will never fail to find its lair.

## Mind Skills

These skills help when performing feats of intelligence and thought. Any of these skills use the demigod's Mind stat as well as the skill bonus when rolled.

### Crafting

When attempting to put together a mundane tool from available materials, the demigod will roll the Crafting skill. The DC will vary depending on the difficulty of the task, as will the time required to craft the item.

**Mastery:** Any object the demigod makes will be reinforced and indestructible by all non-divine means.

### First Aid

The demigod can treat anyone with low HP using a First Aid check DC 10 as a major action, immediately bringing their HP up to 20 if it was lower. They can also treat Injuries with a First Aid check DC 15 as a major action: any Injury successfully treated with a First Aid check will fully heal within 24 hours. However, a First Aid check can only be attempted on an Injury once per day.

**Mastery:** The demigod can bandage up a target as a major action to temporarily cure all Injuries; however, they will all reopen in 1 hour, and cannot be bandaged up again in this manner.

### Insight

When attempting to determine someone's motive, or whether they are telling the truth or omitting facts, the demigod will roll the Insight skill. The DC will vary depending on the difficulty of the task: when applicable, the DC will be the target's Bluff check.

**Mastery:** After successfully detecting any lie, the demigod will be able to figure out the general motivation for the lie.

### Taming

The demigod can tame any mundane animal using a Taming check DC 10 as a major action while interacting with it, calming the animal and teaching it up to 3 simple tricks; these tricks cannot be used in combat. They may also tame giant animals with a Taming check DC 25. They may only target one animal at a time with a Taming check.

**Mastery:** By taming a mundane animal and spending 1 full day training it, the demigod can make it one of their Devotees.

## Charisma Skills

These skills help when performing feats of creativity and personality. Any of these skills use the demigod's Charisma stat as well as the skill bonus when rolled.

### Bluff

When attempting to deceive others, whether outright lying or just omitting the truth, the demigod will roll the Bluff skill. The DC will vary depending on the difficulty of the task. Any lie must be plausible within the circumstances to be accepted.

**Mastery:** The demigod gains +10 to all Bluff rolls that contain no explicit lies.

### Charm

When attempting to make others view the demigod more favorably, the demigod will roll the Charm skill. The DC will vary depending on the difficulty of the task. Making others like the demigod more will not necessarily make them more likely to agree or side with them.

**Mastery:** The demigod can ask any Charmed individual for a favor that no more than slightly inconveniences the individual; they will always perform the favor within 1 day.

### Command

The demigod can rally all of their Devotees using a Command check DC 10 as a minor action, making their Devotees immune to Pain, Terror, Possession, and all Insanities that turn.

**Mastery:** The demigod can order all of their Devotees into a defensive formation with a Command check DC 15 as a major action. While in a defensive formation, their Devotees cannot move and are bunched together, but gain +3 to Block and Dodge. Adding units to the formation will require the demigod to reroll. The demigod can break up the formation with another major action.

### Diplomacy

When attempting to sway or persuade others, or simply trying to not offend them, the demigod will roll the Diplomacy skill. The DC will vary depending on the difficulty of the task. They must have a plausible argument when making a Diplomacy check, and even a high roll can result in failure depending on circumstances.

**Mastery:** While in combat, the demigod can talk down hostile intelligent foes as a major action with Diplomacy checks, with the same DCs as outside of combat. They may only target one foe at a time with a Diplomacy check.

### Intimidate

When attempting to scare others, make them nervous, or using force to make them back off, the demigod will roll the Intimidate skill. The DC will vary depending on the difficulty of the task, as well as various situational circumstances. Targets with absolutely no reason to fear the demigod are immune to Intimidate checks.

**Mastery:** While in combat, the demigod can perform Intimidate checks as a major action with the same DCs as outside of combat; on a success, they will Terrify their target, Mind DC 15. They may only target one foe at a time with an Intimidate check.

### Performance

When performing publicly to draw attention or impress others, the demigod will roll the Performance skill. The quality of the performance will be determined by their roll. There are different types of performances, including acting, playing music or singing, storytelling, and many others.

**Mastery:** The demigod's Performance check will double as a Charm check against every audience member.

## Weapon Specializations

Every weapon in *Demigod*, including the shield, has a Specialization, allowing a demigod to wield it more effectively in different ways. Weapon Specializations work similarly to Masteries; each costs 3 Skill Points. Unlike with skills, however, there is no Adept-level bonus for weapons, only the Specialization.

Weapon specializations can be found with their respective weapons in the Armory.

## Devotees

In the course of their travels, demigods can recruit Devotees, fiercely loyal allies that will obey every last one of the demigod's commands. Any mortal can be recruited as a Devotee. In addition, mundane animals can be recruited as Devotees by a demigod with either the Taming Mastery or a Minor Power allowing them to speak to a particular type of mundane animal. Certain supernatural beings are also recruitable under specific circumstances.

Note that humans not specifically classified as Mortal cannot be recruited under normal circumstances.

To recruit a Devotee, a demigod need only make an adversarial Charisma check against any allowed being; on a success, the being will be recruited into the Demigod's service as a Devotee immediately.

Demigods can start the game with as many Devotees as they have points in Charisma; these must all be mortals. The Entourage Birthright will allow a demigod to

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start with even more mortal Devotees. Starting Devotees can be customized however the player likes, with unique names, appearances, and characteristics; however, they cannot have bonuses to any stats or attributes.

Furthermore, demigods can recruit Devotees up to their Devotee Cap, calculated using the formula (**Charisma\*5**). A demigod can continue to recruit new Devotees after reaching the cap, but some of their old ones will lose their devotion and no longer function as Devotees, keeping the total number at the cap.

Devotees can be used for a variety of tasks: they can carry messages, hold equipment, perform various odd jobs, and assist the demigod in battle. For more on using Devotees in battle, see the Mass Combat section in the Combat chapter.

## Mortals

The most common type of Devotee as well as a major part of every setting, mortals are ordinary humans. Whether kings or peasants, warriors or servants, all mortals are outclassed by demigods in every way, only a threat in large numbers.

All mortals have 1 HP and +0 to all stats. In combat, no matter what weapons they wield, mortals will always have +0 to Hit and deal a flat 1 Damage; as mundane beings, mortals do not use the d6 when calculating damage. Mortals do not have access to the Minimum Roll, skills, or Devotees.

## Mundane Animals

While less common as Devotees, mundane animals can nonetheless be found in a variety of climates and areas across the settings. While their stats vary, mundane animals have certain things in common. All mundane animals can be calmed with a Taming check DC 10, and can be recruited by any demigod with a Mastery in Taming.

In addition, all mundane animals will deal Damage equivalent to their Body stat; as they are mundane, they do not use the d6 when calculating damage. This means that a horse can deal a flat 2 Damage, while an elephant can deal a flat 3 Damage. Small animals with +0 Body such as snakes, meanwhile, cannot deal damage at all.

A partial list of mundane animals is as follows:

### Horse/Camel

HP	Body	Speed	Perc	Mind	Cha
5	2	3	0	0	0

**Classifications:** Beast

**Attributes:**

- Horses can be ridden as mounts.
- Horses can kick with +3 to Hit and a flat 2 Damage.

### Elephant/Rhinoceros

HP	Body	Speed	Perc	Mind	Cha
10	3	1	0	0	0

**Classifications:** Beast

**Attributes:**

- Elephants and rhinos can be ridden as mounts.
- Elephants and rhinos can attack with their tusks/horn, with +1 to Hit and a flat 3 Damage.

### Hippopotamus

HP	Body	Speed	Perc	Mind	Cha
10	3	1	0	0	0

**Classifications:** Beast

**Attributes:**

- Hippos can be ridden as mounts, both on land and in the water.
- Hippos can bite with +1 to Hit and a flat 3 Damage.

### Lion/Tiger/Panther

HP	Body	Speed	Perc	Mind	Cha
5	2	3	0	0	0

**Classifications:** Beast

**Attributes:**

- Lions/tigers/panthers can be ridden as mounts.
- Lions/tigers/panthers can bite with +1 to Hit and a flat 3 Damage.

### Crocodile

HP	Body	Speed	Perc	Mind	Cha
8	2	0	0	0	0

**Classifications:** Beast

**Attributes:**

- Crocodile speed increases to 2 in the water.
- Crocodiles can bite with +0/+2 to Hit and a flat 2 Damage.

### Wolf

HP	Body	Speed	Perc	Mind	Cha
3	1	2	0	0	0

**Classifications:** Beast

**Attributes:**

- Wolves can bite with +2 to Hit and a flat 1 Damage.

### Snake

HP	Body	Speed	Perc	Mind	Cha
1	0	3	1	0	0

**Classifications:** Beast

### Bird

HP	Body	Speed	Perc	Mind	Cha
1	0	3	1	0	0

**Classifications:** Beast

**Attributes:**

- Birds can fly.

## Supernatural Devotees

Certain specific beings can be recruited as Devotees; this will always be listed under the being's Attributes. In addition, certain Divine Gifts and Minor Powers will allow demigods to recruit particular beings as Devotees.

## Assets

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Any demigod may start with a collection of mundane items appropriate for a common person in the relevant setting; this can be approved by the DM. A demigod with the Rich Birthright may start with any collection of mundane items that exist in the setting. Demigods will always be able to have any number of mundane weapons they want. Demigods may not start with a mount, or any other mundane animal, except as provided by a Divine Gift, Minor Power, or Birthright.

More complex mundane items can be put together from easy-to-find materials by rolling the Crafting skill. Demigods can craft anything from a simple grappling hook to a massive catapult or even a large fort. However, larger and more complex items will require higher Crafting DCs and a much longer time to put together; while a grappling hook could be made in minutes, a large fort could take days to construct.

## Armory

Below is a list of mundane weapons in *Demigod*; any demigod may start with any of these. To gain the specialization for any of them, a demigod must spend 3 Skill Points; details can be found in the Skills section.

### Unarmed

**Type:** Melee

**Hit:** +Speed

**Damage:** +Body

**Attributes:** N/A

**Specialization:** The demigod can Block with their bare hands with a bonus of +3, disarming foes with each success.

### Sword

**Type:** Melee

**Hit:** +Speed+3

**Damage:** +Body+3

**Attributes:** N/A

**Specialization:** The demigod gains +3 to Hit wielding a sword one-handed and +3 to Damage wielding a sword two-handed.

### Saber

**Type:** Melee

**Hit:** +Speed+3

**Damage:** +Body+3

**Attributes:** N/A

**Specialization:** The demigod can strike 2 different unmounted targets with a saber as a single major action while riding past them both.

### Dagger

**Type:** Melee

**Hit:** +Speed+2

**Damage:** +Body+1

**Attributes:** Concealable (can be hidden with a Stealth check)

**Specialization:** The demigod will deal normal damage while inflicting Injuries with a dagger.

### Axe

**Type:** Melee

**Hit:** +Speed+1

**Damage:** +Body+4

**Attributes:** N/A

**Specialization:** The demigod can inflict Injuries with an axe without needing to roll Body against the target.

### Spear

**Type:** Melee/Ranged

**Hit:** +Speed+2

**Damage:** +Body+3 (melee)/+3 (ranged)

**Attributes:** Long (+1 to Dodge in melee)

**Specialization:** The demigod can strike any target entering a 2 meter radius around them as a reaction with a spear.

### Lance

**Type:** Melee

**Hit:** +Speed+2

**Damage:** +Body+3

**Attributes:** Long (+1 to Dodge in melee)

**Specialization:** When riding at a mounted target, the demigod will deal 3x Damage and knock them from their mount on a successful hit with a lance.

### Club

**Type:** Melee

**Hit:** +Speed+2

**Damage:** +Body+3

**Attributes:** N/A

**Specialization:** The demigod can either knock any target prone or launch them 5 meters away on a successful hit with a club.

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## Staff

**Type:** Melee

**Hit:** +Speed+2

**Damage:** +Body+2

**Attributes:** Long (+1 to Dodge in melee)

**Specialization:** Whenever hit by an attack at melee range, the demigod can respond with an attack with a staff as a reaction, suffering -2 to Hit.

## Bow

**Type:** Ranged

**Hit:** +Speed+3

**Damage:** +5

**Attributes:** N/A

**Specialization:** By steadying their aim as a minor action, the demigod's Hit roll with a bow that turn will always be a 20.

## Sling

**Type:** Ranged

**Hit:** +Speed+1

**Damage:** +4

**Attributes:** N/A

**Specialization:** Anyone hit by the demigod's sling must roll Pain DC 10 on their next turn each time.

## Throwing Knife

**Type:** Ranged

**Hit:** +Speed+2

**Damage:** +1

**Attributes:** N/A

**Specialization:** The demigod can throw a throwing knife as a minor action.

## Shield

**Type:** Shield

**Block:** +3

**Attributes:** Cumbersome (-1 to Hit with any weapon while wielding)

**Specialization:** The demigod cannot be Injured by any attack while Blocking with a shield, even if hit.

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# Chapter 2: Combat

This chapter contains the essentials for engaging in combat in *Demigod*.

## Making Checks

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Once character creation is complete, you and your party can enter the world of *Demigod*. Challenges lurk around every corner, and it is your job as a player to overcome these challenges. In *Demigod*, any kind of attempt to overcome a challenge is referred to as “making a Check”. Checks are used to represent a variety of actions, from jumping over a pit to engaging in hand-to-hand combat to preaching to a crowd of mortals. In *Demigod*, all checks are made by rolling a d20, a 20-sided die, in an attempt to overcome the challenge. Checks come in 2 forms: adversarial and set.

Many checks in *Demigod* occur when two or more individuals are attempting to overcome one another; this is an adversarial check. When this occurs, one person is considered the ‘attacker’ and one is the ‘defender’. The attacker is usually trying to accomplish something, such as hitting the defender with a sword or convince them to give up their life savings, and the defender is trying to prevent this. Both people roll a d20 and add any relevant modifiers. In some cases, the modifiers will come from different places; for example, in combat the attacker will be rolling to hit and adding modifiers from their speed stat and weapons skills, while the defender will be adding their speed modifier to dodge. Whoever has the highest total score will win. **In the event of a tie, the defender will always win.**

The other type of check is a set check, where the obstacle that the character is trying to overcome is static. These include trying to break objects, perform feats of strength or cunning, or attempting to persuade or intimidate large numbers of people. In these cases, it is up to the DM to determine how difficult the task is and set a number to represent that difficulty. This number is known as a DC, or difficulty class, and the character must roll a d20 and add any relevant modifiers in order to overcome it. Matching the difficulty class is considered a success. There are no partial successes in *Demigod*; if the DC is not met, the character fails, and it is up to the DM to decide what the consequences are.

## Taking 20

In a situation with no time limit, no stress, and no consequences for failure, a character could perform a check over and over again; as a result, in these situations, the character can be assumed to have rolled a 20 on any check. This primarily refers to skill checks. Taking 20 does not mean automatic success, if the 20 plus any situational

modifiers is still below the relevant DC.

## Minimum Roll

Demigods have an advantage over others when performing checks: the **minimum roll**. This increases every roll on the d20 below the minimum roll to the minimum roll’s value: for example, if a demigod with a minimum roll of 9 rolls an 8 or lower on the d20, this will make their roll into a 9 instead. Note that the minimum roll affects the d20 itself, not including any modifiers to the roll.

A Demigod’s minimum roll is equal to their Perception stat +1, with a minimum of 1. If the Demigod’s Perception is temporarily lowered, their minimum roll will also lower. However, the minimum roll will never drop below 1.

## Turns and Actions

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Combat in *Demigod* is organized into rounds, turns, and actions. During a single round of combat, each individual combatant gets a turn to attack and perform other actions.

## Turns and Rounds

Each round in *Demigod* is about 6 seconds in length and consists of the turns of each character engaged in combat.

**Turn order** is determined at the start of each encounter and remains consistent throughout the encounter. When determining turn order, the characters that began the combat encounter, or were generally more prepared, will go first. Whenever no clear turn order presents itself, each remaining character will roll the d20 and add their Initiative bonus, equivalent to Speed unless stated otherwise; the highest roll will go first, and so on until the lowest.

During a turn, a character will always be allowed to perform one major action, one minor action, and any number of free actions; they can also choose to replace their major action with a second minor action. When prompted, they can perform any number of reactions on other characters’ turns.

## Major Actions

Unless otherwise specified, if a character is rolling the d20, they are performing a major action. Attacking is a major action, as is Grappling or performing any skill check. Many Divine Gifts are considered major actions; however, others can be minor or even free actions.

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Major actions that a typical character can perform include:

- Making an attack
- Grappling a foe
- Making a skill check (including medical skills and Command)
- Defending an ally
- Using many Divine Gifts

## Minor Actions

Minor actions are generally those that do not require the d20, but still impact combat in some manner. Moving a distance of 10 meters/turn or shorter is perhaps the most common minor action, but others include standing up after being knocked down, picking an object up off the ground, drinking or eating something during combat, and using several Divine Gifts.

## Free Actions

Free actions are those actions considered generally inconsequential to combat; as a result, a character may perform as many per turn as they wish. Talking is considered a free action, as is taking out an item or switching weapons; certain rare Divine Gifts also qualify.

## Reactions

In addition to the three types of actions a character can make on their own turn, they have a limited set of reactions available to them when being attacked. Against nearly all attacks, they can either Block or Dodge to avoid taking damage; in addition, in certain situations they will be able to make an adversarial roll against Grappling or powers that target the character's mind. The occasional Divine Gift also functions as a reaction.

## HP and Damage

Hit Points (HP) represent a character's ability to absorb harm, while Damage represents their ability to dish it out.

Every being in *Demigod* has an HP stat; demigods can calculate their HP with the formula **(Body\*5)+40** and mortals will all have 1 HP, while other beings will have their particular HP listed. HP can be recovered in several means; in addition to healing powers that restore HP, **a long rest, defined as a rest of at least 6 hours, will bring everyone's HP up to maximum.** The First Aid skill can also be used to restore HP: see the Medical Skills section for details.

Damage, in its most basic form, involves rolling the d6 and adding a character's Body stat. Weapon modifiers are also added; for instance, a demigod wielding a sword will roll the d6 and add not just their Body stat, but +3 for their sword as well, when calculating Damage.

Ranged weapons, however, will generally not include the demigod's Body stat, instead only using the weapon modifier and the d6. Mortals, meanwhile, will always do exactly 1 Damage, while mundane animals will deal Damage equivalent to their Body; neither will use the d6.

A character will die when their HP fall to 0. Attackers can choose to deal non-lethal damage instead, however, incapacitating the character without killing them.

**There are no critical hits or fumbles in *Demigod*.**

## Movement Speed

A character's Movement Speed represents how far they can travel in a single turn. All characters in *Demigod*, unless otherwise stated explicitly, can move up to 10 meters in a single minor action. They may choose to move less, but each movement is considered a separate action; a character may not move 5 meters twice without using a second minor action.

## Attack and Defense

A typical turn of combat in *Demigod* involves one character making an attack and another character Blocking or Dodging to avoid it.

## Melee and Ranged Attacks

Whether making a melee or ranged attack, the character will roll the d20 to Hit, adding their Speed stat and any weapon modifiers. On a successful hit with a melee attack, the character will roll the d6 for Damage, adding their Body stat and any weapon modifiers; for ranged attacks, meanwhile, the character will not include their Body stat.

This is denoted in the game as +Speed+X to Hit and +Body+X to Damage. For instance, a sword has +Speed+3 to Hit and +Body+3 to Damage, while a bow has +Speed+3 to Hit and +5 to Damage.

Mortals, meanwhile, will always have +0 to Hit and deal a flat 1 Damage. Mundane animals will roll +Speed to Hit, but will deal a flat Body Damage, not including the d6.

## Block and Dodge

Against most attacks, a character can choose to either Block or Dodge as a reaction.

Of the two, Dodge is the more common, as any character can choose to Dodge. To Dodge an attack, the character must simply roll their Speed against the attacker's Hit roll; on a success, the attack will not connect. As always in *Demigod*, the defender wins; on a tie, the attack will miss. While Dodging is reliable, it cannot be augmented by standard means; it is always a simple Speed roll.

Blocking is rather less common, as it requires a weapon or item capable of Blocking. The most common of these is a shield, but other rarer options exist; without such an implement, the character cannot Block. To Block an attack, the character must roll their Block bonus, usually just the bonus of their shield or implement, against the attacker's Hit roll; on a success, the attack will not connect. Certain Divine Gifts or Minor Powers can augment the character's Block rolls, and it requires no stat investment; however, certain attacks, such as fire, are Unblockable, making it less reliable overall than Dodge. A character may only use one implement to Block at any given time; they may not, for instance, combine the Block bonuses of two shields, or a shield and their bare hands. However, passive Block bonuses from supernatural armor, scales, or another source may be added to the implement's Block bonus.

### Other Combat Actions

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Following are other actions that can be performed in combat instead of simply attacking a target directly. All of them are major actions.

#### Injuries

In *Demigod*, characters can choose to Injure with a melee attack instead of dealing damage. To inflict an Injury, a character must announce their intent to Injure a particular part before rolling to Hit normally. Should the attack hit, instead of rolling Damage, they must make an adversarial Body check against the target. If the Body check succeeds, the target will be Injured, while if it fails, the target will remain unharmed.

Note that ranged attacks cannot Injure.

The various Injuries that can be inflicted are as follows:

- **Legs:** An Injury to the leg will cause a target to suffer -1 to Body, -3 to Speed, make them unable to roll any Speed-based skills, and cut their Movement Speed in half; this does not stack with multiple leg Injuries. Injuries to every leg a target possesses will leave them stuck in place, unable to move as a Minor Action.
- **Arms:** An Injury to the arm will prevent a target from using that arm in any way.
- **Natural Implements:** Various creatures, as well as the occasional demigod, will possess various natural implements, such as wings, horns, or an enormous eye; the ability to Injure these will be marked under the respective beings. Successfully Injuring these natural implements will have various effects; Injuring wings, for instance, would make a being unable to fly, while Injuring its horns will make it unable to attack with them.

#### Defending

As a major action, a character can choose to Defend an adjacent ally until the start of their next turn. While Defending, any attacks targeting the ally will instead target the Defender, allowing them to roll Block or Dodge against any such attacks. Should the Defender be killed while Defending, any leftover Damage from the attack will hit the ally, unable to be avoided; for example, if a Defender has 10 HP and is hit by an attack dealing 15 Damage, they will be killed and their ally will automatically take 5 Damage.

Only one target may Defend another at one time, and someone Defending cannot themselves be Defended. A Squad can Defend or be Defended like any character; for more details on Squads, see the Mass Combat section.

#### Grappling

A character can attempt to Grapple another target, pinning them down or holding them in place, by making an adversarial Speed check; on success, the target will be pinned or held down. A character being Grappled will be unable to move, attack, or do other things requiring freedom of movement; however, they will still be able to talk, use several powers, and perform various other actions. Mounted targets, or targets much larger than the character, cannot be Grappled.

A character being Grappled can make an adversarial Body check against the one holding them at the start of each of their turns as a free action, freeing themselves on success.

#### Sneak Attacks

Using the Stealth skill, certain powers, or environmental conditions, a character can sneak up on an unaware target not currently engaged in combat and perform a Sneak Attack. Sneak Attacks do no additional damage, but will automatically hit.

### Mass Combat

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Mass Combat is a way to simplify large combat encounters in *Demigod*. While particularly handy when dealing with Devotees, Mass Combat can be used for other creatures and NPCs as well to help a combat encounter move more smoothly.

#### Squads

The core of Mass Combat is the squad, an effective way to manage large numbers of Devotees or combatants without having to roll for each individually. Squads are made up of **10 or fewer** units with identical stats and attributes; while squads are commonly made up of mortals or mundane animals, supernatural beings in large numbers can be formed into squads as well. Squads will attack and take damage as effectively a single unit in combat. They

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can be assembled or broken up as a free action.

**Taking Damage:** The HP of the units in a squad is pooled together. If a squad takes damage equal to the HP of one or more units, that many units die. For example, if a squad of monsters that each have 5 HP takes 12 damage, 2 units die and one unit has 3 HP remaining. If the squad then takes 3 more damage, that unit dies as well. This means that a squad of mortals, which have 1 HP each, has one unit for each of the squad's HP.

**Squad Attack:** In combat, every unit in a squad will attack at once. The squad's Hit roll will be the same as the Hit roll of any unit in the squad; if the squad hits, every unit will hit, while if the squad misses, every unit will miss. To determine Damage, the squad need only roll Damage for one unit in the squad and multiply it by the number of units: a squad of 10 mortals will deal a flat 10 Damage on a successful hit.

**Squad Defense:** A squad's Block or Dodge roll will be the same as the Block or Dodge roll of any unit in the squad; if the squad successfully Blocks or Dodges, they will take no Damage. A squad may also Defend another character or be Defended.

**Attack Limit:** Each player may send no more than 1 squad of Devotees or followers to attack a single target per turn. They may have different squads attack different targets, though.

## Command

The Command skill is most often used for Devotees, but can also be used for other units under a demigod's command, be they hirelings or summons. By making a Command check DC 10, the demigod can rally all of their Devotees and other units under their command: on a success, all units under their command will be immune to Pain, Terror, Possession, and all Insanities until the start of the demigod's next turn. Command checks cannot be used on Demigods.

## Ailments

Demigods will be generally unaffected by the sorts of poisons, illnesses, and harm from the environment that can seriously debilitate mortals. However, in their interactions with supernatural beings and locations, they can suffer their own Ailments, passive harmful effects. Common Ailments in *Demigod* are listed below.

- **Pain:** Any attack or effect that causes Pain will force the afflicted to roll Body against a particular Pain DC. If they fail, they will lose their major action the next turn.
- **Terror:** Any being or effect that causes Terror will force the afflicted to roll Mind against a particular Terror DC. If they fail, they will lose their minor action the next turn. Terror will affect a character every turn

until they beat the Terror DC; however, once they do, they will be immune to Terror against that source for the duration of the encounter.

- **Burn/Frostbite:** A Burned or Frostbitten character must roll Body DC 15 against Pain whenever hit with an attack. Burns and Frostbite will be cured after a long rest of at least 6 hours.
- **Aflame:** A character set Aflame will take d6 Damage on the first turn, increasing by that amount each turn they are Aflame; so if they take 3 Damage the first turn, they will take 6 the next turn, 9 the turn after, and so on. The fire can be put out by immersion in water or by stopping, dropping, and rolling as both a major and minor action; once the fire is put out, the character will be Burned.
- **Blind:** A Blinded character will be unable to make Perception checks and will suffer -6 to Hit and Dodge.

## Poisons, Diseases, and Curses

A number of creatures, as well as demigods with certain Divine Gifts, can inflict a variety of Poisons, Diseases, and Curses. Each of these has its own unique effect and operates differently. Poisons and Diseases can be cured under typical circumstances using a Medicine check to find treatments, while Curses can only be cured by supernatural means.

## Insanities

Certain creatures and powers, capable of infiltrating a target's mind, can inflict an Insanity on them. Any target hit by an Insanity must roll the d20 on the Insanity Table below: they will begin suffering from whichever Insanity they roll immediately. Powers may inflict multiple Insanities, forcing targets to roll multiple times on the table. In the event of a duplicate roll on the table, the target must roll again.

Note that all Insanities are considered Curses, and can be cured by any power or being capable of curing Curses.

The various Insanities that can be rolled are as follows:

1. **Walking Corpse:** The afflicted is convinced they are dead. They will still walk around and talk as normal, but will believe that they cannot interact with physical objects short of taking possession of them. The afflicted will speak as though they have already died, and will express each instance of remorse they feel about "life."
2. **Frenzy:** The first time the afflicted is hit in each combat encounter, they will become Frenzied, attacking the nearest targets indiscriminately and not using any powers. They must roll Mind DC 20 to leave this

- Frenzy, and can only roll once per turn to do so.
3. **Melancholy:** The afflicted will suffer -3 to all rolls and be unwilling to do anything on their own initiative, needing to be specifically told to complete any task requiring work.
  4. **Skittishness:** The afflicted will suffer -6 to all Mind checks, and they will go out of their way to prepare for any “worst-case-scenarios,” taking three times as long to complete any task that requires preparation.
  5. **Cannibalism:** The afflicted will believe that unless they devour a human being every day, they will die. Should they fail to do so at least once, they will begin to suffer from Insanity 1 instead (Walking Corpse).
  6. **Demonic Possession:** The afflicted will develop two additional personalities. The three personalities all must be fundamentally different. When confronted with any stressful situation, the afflicted must roll the d6; the first personality will be switched to on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. The afflicted will retain their current personality if they roll the one currently active.
  7. **Lycanthropy:** The afflicted will believe that they become a particular monstrous creature each night after sunset. They will invent expert knowledge in their family’s history of the disease that transforms them, and will exhibit behaviors typical of the monstrous creature each night; however, their stats and attributes will be unchanged.
  8. **Flashbacks:** The afflicted will begin to act out and experience vivid flashbacks, both of events in their life and events in other people’s lives. The afflicted will be unsure if any are theirs and if any are completely fictitious. Flashbacks may occur at any time at a rate of approximately once an hour, and the afflicted will have to roll Mind DC 25 to prevent them from starting. They will be completely incapable of any action for 3 turns upon failure.
  9. **Insect Host:** The afflicted will feel bugs crawling underneath their skin. Whenever the afflicted moves, he must roll Mind DC 10 against Terror. If exerting any physical force, it will feel as though the bugs are biting the afflicted internally, forcing them to roll Body DC 10 against Pain.
  10. **Hallucinations:** The afflicted will constantly see hallucinations of people around them. Though they are not required to be human, the hallucinations will talk to and interact with the afflicted, and may also appear to interact with the physical world. Many will attempt to steer the afflicted in the wrong direction into traps, while others may offer advice that the afflicted may garner on his own.
  11. **Fleshrot:** With every deep inhalation, the afflicted will experience the taste and texture of rotting flesh. Anytime the afflicted makes a roll that involves the Body stat, such as a Body check or a Body skill check, the afflicted must roll Perception DC 10 to avoid vomiting and automatically failing their Body roll. This does not apply to damage rolls.
  12. **Greed:** Any time the afflicted sees something they remotely desire, they will attempt to stealthily steal it on the spot, no matter how impractical. This includes objects on a person’s body, objects mounted on the floors and walls, and Devotees of others.
  13. **Delusions of Grandeur:** The afflicted believes they are a king or noble of some sort.
  14. **Psychic Awakening:** The afflicted will believe they and everyone around them is capable of telepathy. When a target they wish to convey a message to is further than five feet away, or if they want to whisper a message, they will attempt to talk telepathically instead, and believe the target is doing the same. The full conversations in the afflicted’s head will be completely believable to the afflicted.
  15. **Imposters:** The afflicted will be convinced that whenever someone leaves their presence and returns, they have been replaced by an imposter. The afflicted will be unwilling to trust any “imposters” unless they prove their identity, and will only cooperate within specific guidelines the afflicted sets to minimize the risk of being stabbed in the back.
  16. **Totem:** The afflicted will believe they will die unless they are constantly holding a particular item: whichever item or items the afflicted is holding when they gain this Insanity. Should they ever let go of this item or items, they will begin to suffer from Insanity 1 instead (Walking Corpse).
  17. **Invulnerability:** The afflicted will believe that they cannot be harmed under any circumstances.
  18. **Mortality:** The afflicted will believe that they are a mortal. They will believe that any power affecting mortals is affecting them, even though it is not. They can also be recruited as a Devotee. Should they ever take 1 or more Damage, they will begin to suffer from Insanity 1 instead (Walking Corpse).
  19. **Prophet of the Apocalypse:** The afflicted will strongly believe that signs of the end times have begun to appear all around them. If they see anything even slightly out of place, they will convince themselves it is a sign of the end of the world. The afflicted will attempt to take steps to ensure their own survival, including prevention of the end of the world.
  20. **Snakemind:** The afflicted will see themselves and their allies as snakes. They will hear anything spoken by them or their allies as hissing, and when they walk, they will see themselves and their allies crawling along the ground. This will begin to inform their behavior so that they begin to act in accordance over time. After one day, they will crawl along the ground.

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After two days, their speech will be interrupted by hissing. After three days, they will attempt to consume food whole. After four days, their speech will be limited entirely to hissing. After five days, they will only be able to bite in combat, believing they are administering a powerful venom.

## Medical Skills

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Even demigods with no healing powers can be of use when it comes to treating harm and maladies. Any demigod can attempt to use the three medical skills, each with a different function.

### Surgery

The Surgery skill is used to carefully treat Injuries under controlled circumstances, and can be used by anyone with a sharp implement. A demigod can make a Surgery check, taking 5 minutes; if it beats DC 15, the Injury will be cured after 1 hour of the surgery, while if it beats DC 20, the Injury will be cured immediately afterward. However, a Surgery check can only be attempted on an Injury once per hour.

### Medicine

The Medicine skill is used to find treatments for common and rare Poisons and Diseases. A demigod can roll the Medicine skill when examining an herb, potion, or other substance to determine its effect when consumed, the DC depending on the rarity of the substance in question. They can also roll the Medicine skill in the wilderness to try and spot a cure for a particular Poison or Disease, the DC depending on the rarity of the substance and how hidden it is. The Medicine skill cannot be used to cure Curses.

### First Aid

The First Aid skill is used both to treat Injuries over a long period of time and help those with critically low HP. A demigod can treat anyone with low HP using a First Aid check DC 10 as a major action, immediately bringing their HP up to 20 if it was lower. They can also treat Injuries with a First Aid check DC 15 as a major action: any Injury successfully treated with a First Aid check will fully heal within 24 hours. However, a First Aid check can only be attempted on an Injury once per day.

## Mounted Combat

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Characters in *Demigod* can ride a variety of mounts into battle. Mundane animal mounts such as horses are most commonly gained through the Animal Companion Birthright or the Taming Mastery, but various Divine Gifts can grant demigods access to powerful supernatural mounts as well. Mounts also include small vehicles like carriages and chariots.

The mechanics of riding a mount are straightforward: when on a mount, the rider's Speed stat is replaced with the mount's. This changes the rider's Hit, Dodge, and anything else affected by Speed. The rider and the mount are treated as a single unit; between the two of them, they only have one major action and one minor action. **A rider's mount cannot be directly targeted**; all normal attacks against a mounted unit will hit the rider.

An attacker can attempt to dismount a mounted unit. This works similarly to inflicting an Injury; the attacker must announce their intent to dismount before rolling to Hit normally. Should the attack hit, instead of rolling Damage, they must make a Body check against the target's Riding check. If the Body check succeeds, the target will be dismounted, while if it fails, the target will be unaffected.

Getting back onto a mount in the middle of combat is a major action and requires a Riding check DC 15. The Riding skill is also required for riding through particularly hazardous conditions quickly.

## Shrines

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Shrines are an important part of managing HP and Divine Gifts. A character can build a shrine in any peaceful, quiet area with 5 to 10 uninterrupted minutes to do so. Praying at a shrine will take a demigod 1 hour, and will do the following:

- It will fully restore their HP.
- They may switch out their active Secondary Gift for another.

## Miracles

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Miracles represent the culmination of adventuring, as demigods gain the attention of the gods through their supernatural feats.

Demigods will receive miracles at the end of a quest or after completing a difficult task; this will generally be between 3 and 5 sessions, but can be longer or shorter depending on the DM's wishes. The entire party will receive miracles at the same time.

Miracles come in two forms: Divine Patronage and Acts of God.

### Divine Patronage

When receiving a miracle from the gods, a demigod can turn their eyes to the heavens and earn the Divine Patronage of a new god. This will grant them a Secondary Gift, a new Divine Gift that they can use alongside their first. While a demigod may earn multiple Secondary Gifts, they may only have one active at a time; they can change which one is active by praying at a shrine.

When choosing a new Divine Gift with a miracle, the demigod will always roll Hero Mode in the pantheon of the land where they earned the miracle.

### Acts of God

A demigod who has earned a miracle can perform a one-time Act of God, changing the very face of the world forever with the help of the gods.

Demigods are free to ask for anything within one of the following sections as an Act of God, with some caveats:

- **The gods cannot do anything beyond their power.**
- **The gods will not harm themselves.**
- **The gods will not end the world.**

#### Altering Geography

Acts of God can completely reshape the geography of the mortal world. Some examples are:

- Creating a mountain range
- Ripping the earth in two
- Combining, creating, and splitting landmasses
- Moving a city
- Making rivers, lakes, and oceans
- Creating new constellations
- Changing the length of the day
- Permanently eclipsing the sun
- Bringing about eternal winter

#### Altering Civilization

Acts of God can fundamentally reshape mortal civilization itself. Some examples are:

- Forcing all kingdoms to bow to the demigod
- Changing the language that a particular city speaks
- Compelling humanity to adopt a new belief

#### Calling Upon Creatures

Acts of God can summon vast swarms of creatures to perform a specific task. Some examples are:

- Sending a flock of birds to carry people away
- Sending a kraken to destroy a fleet of ships
- Sending a deer to lead the way to a lost ruin
- Sending a herd of elephants to move a forest or city

#### Creation

Acts of God can create vast structures or mundane life itself; mundane creatures will possess correspondingly low stats. Some examples are:

- Having an entire city rise from the ground

- Building a wall across an entire continent
- Building a bridge across an entire sea
- Creating a race of tiny elven shoemakers devoted above all else to making and repairing shoes
- Creating a race of serpent-leopard hybrids and filling the deserts with them
- Making blue flowers that glow at night grow beside every lake

#### Destruction

Acts of God can wreak havoc upon the world. Some examples are:

- Sending a plague to infect an entire kingdom
- Sinking a city beneath the waves
- Summoning a terrible monster to devastate the countryside
- Burning a civilization to the ground
- Killing every firstborn son in the land
- Calling upon a storm to destroy an army

## Chapter 3: Gods

The demo for *Demigod* comes with a selection of gods from the Greek and Egyptian pantheons, which players can use to create characters for the demo adventure, *The Source of the Nile*.

To randomly select a Divine Patron for your character from this list, use the following table.

<b>Divine Patron</b>	<b>Roll (d20)</b>
Zeus	1-2
Poseidon	3-4
Hera	5-6
Athena	7-8
Ares	9-10
Ra	11-12
Horus	13-14
Set	15-16
Isis	17-18
Anubis	19-20

# Zeus

## Mighty

*God of the sky, king of the gods, father to countless gods and mortals, wise and feared in equal measure, Zeus sits his great throne atop Mount Olympus and looks upon the mountains and islands of his realm called Greece. In his youth, Zeus was a fearsome warrior, leading the Olympians to overthrow their cruel father, Cronus the Titan. Husband to his sister Hera, his dalliances and her vengeance are the stuff of legend. Against his enemies there is no foe more terrifying, as from his seat above the clouds he rains down thunderbolts and death upon them.*

### Divine Gift

---

*The favored of Zeus can wield thunderbolts, the greatest of weapons.*

The demigod can throw a thunderbolt as a major action at any target in their sight with +Speed+6 to Hit and +25 to Damage, Burning on contact. Thunderbolts cannot be Blocked.

### Minor Powers

---

- *The favored of Zeus will be destined for a future in leadership.*

The demigod may start the campaign in any chosen position of leadership, be it the head of a family, the mayor of a small town, or even a king.

- *The favored of Zeus will have great strength.*  
+5 to Body.

### Divine Flaw

---

*The favored of Zeus will be pursued until their dying day by the vengeful goddess Hera.*

Each day, one of 3 random curses caused by Hera will befall the demigod:

- A gadfly will constantly sting the demigod. Before performing any major action, they must roll Body DC 10 against Pain.
- The demigod will be consumed by madness. At the start of every combat encounter, they must roll Mind DC 10 against madness: if they fail, they will attack their allies instead of their enemies until the demigod is reduced to half of their maximum HP.
- A giant lion will appear at the start of the day to attack the demigod, pursuing them relentlessly until slain. Giant lions have 130 HP, +9 to Body, +8 to Speed, +9 to Perception, and +0 to all other stats.

# Poseidon

## Mighty

*From devastating the city of Athens when spurned to condemning the hero Odysseus to decades of wanderings, the god of the sea known as Poseidon is oft reminiscent of terrible storms and quakes in his wrath. The Olympian and brother to Zeus was as helpful as he was dangerous, though, creating and taming the horse for gods and men alike. Often in the guise of an animal while chasing women, he has many children across Greece, the best known of whom include the hero Theseus and the god Triton. With trident in hand, he roams and rules the seas.*

### Divine Gift

---

*The child of Poseidon can create loyal steeds of fierce ocean waves, returning them to their true form at any time.*

The demigod can create a horse construct as a major action, with a cap of 10 at any given time. The horses will be made of water; they will have the stats of mundane horses, but with a bonus +1 to Speed and an immunity to bladed weapons and fire. The horses will obey the demigod's commands and can be ridden by the demigod or any ally; they can also ride on water as though it were land. As a major action, the demigod can also turn any number of their horses at once into ocean waves, destroying them in the process. Once transformed, the ocean wave will rush forward in the direction the horse was facing for 10 meters; these waves cannot be Blocked or Dodged. Any target hit by one or more waves must roll Body DC 25 or else be knocked prone and take +8 Damage per wave; they may only make one Body save, no matter how many waves hit them at once.

### Minor Powers

---

- *The child of Poseidon's feet shake the very earth.*  
By stomping on the ground as a minor action, the demigod will cause a small earthquake over a 5 meter radius. Everyone else in range must roll Body DC 10 or else be knocked over.
- *The child of Poseidon is a master of the seas.*  
The demigod has Mastery of Sailing and Swimming, and can breathe underwater.

### Divine Flaw

---

*The child of Poseidon will be consumed by a barely-suppressed rage.*

Whenever confronted with an undesirable situation, the demigod must roll Mind DC 15 to avoid attacking the person responsible.

# Hera

Clever

*The benevolent and wise yet cruel and vengeful god of marriage, Hera reigns atop Mount Olympus beside her husband Zeus as queen of the gods. Hardly a stranger to meddling in the affairs of mortals, Hera most often interferes to exact revenge on her husband's numerous lovers and their children, cursing them in horrible ways. Yet she could be benevolent too, once assisting the hero Jason in his pursuit of the Golden Fleece. Despite her boundless jealousy for Zeus's many affairs, her own child Hephaestus, hideous and lame, has never been more than a source of abject shame to her.*

## Divine Gift

---

*The favored of Hera will be placed under their patron's divine protection.*

Hera's protection over the demigod will take several forms.

- In any battle involving the demigod, Hera will send a gadfly to repeatedly sting a random foe, forcing them to roll Body DC 15 against Pain every turn, that will disappear if the target flees or dies.
- When fighting in the wilderness, a giant will always appear in the midst of battle to aid the demigod, disappearing at the battle's conclusion. Giants have 100 HP, +10 to Body, and +3 to all other stats, with no other particular attributes.
- While fighting any number of foes with a Mind stat of +0 or lower, Hera will possess them and force them to attack their allies.
- All Body, Speed, Perception, and related DCs will have an automatic -10 to them when challenged by the demigod.
- The demigod can ask Hera up to 3 yes or no questions from anywhere per day.
- Should any human, regardless of their power, insult or criticize the demigod, Hera will immediately turn them into an unintelligent animal, only able to be turned back by the wishes of the demigod.

## Minor Powers

---

- *The favored of Hera will be empowered by marriage.*

While in the presence of one another, both the demigod and their spouse will gain +1 to all stats.

- *The favored of Hera will receive a pomegranate whenever even slightly hungry.*

A pomegranate will appear in the demigod's hand as soon as they feel at all hungry, or whenever they ask for or desire one. It will restore 1 HP and cure all diseases, and can be eaten as a minor action.

## Divine Flaw

---

*The favored of Hera will bring ruin to the unfaithful.*

The demigod will severely punish in some manner anyone they perceive to be unfaithful in a relationship or anyone who attempts to leave a relationship.

# Athena

## Warrior

*Patron of Athens and virgin god of wisdom and war, Athena was feared and respected from the very moment of her birth, emerging full-grown from her father Zeus's skull. Unlike her brother Ares, she embodies the necessary aspects of war, guiding her people in discipline and tactics. A passionate and determined champion of heroes, Athena has aided many over the years, guiding Heracles, Perseus, Odysseus, and many others through their trials and victories. Yet her wisdom is matched by a cruel vanity, seen most clearly in her treatment of the expert weaver Arachne: for the crime of hubris in declaring herself superior to the gods, Athena transformed her into the first spider.*

### Divine Gift

---

*The favored of Athena is a master of weapons and the battlefield.*

The demigod has every Weapon Specialization and Mastery of Command; switching between weapons is a free action. While in battle, the demigod can make a Command check DC 20 as a minor action to grant all of their Devotees a second major action that round. They will also automatically grant any of their Devotees +3 to Hit while attacking the same target as them.

### Minor Powers

---

- *The favored of Athena can turn mortals into horrific abominations.*  
The demigod can turn any mortal in their sight into a hideous and frightening monster as a major action, warping their features beyond recognition. This will not affect the mortal's stats or attributes.
- *The favored of Athena is as powerful as they are wise.*  
+3 to Body and Mind.

### Divine Flaw

---

*The favored of Athena will be incredibly vain, and cannot bear their betters.*

Should the demigod come upon any individual who either boasts of being better than them in a given skill, or demonstrates Mastery in a skill that the demigod is Adept in, they will take brutal vengeance on them of some sort.

# Ares

## Warrior

*The fearsome god of war and violence, Ares is as loathed as he is respected, his essential strength and valor in battle matched only by his cruelty and excess. Despite his great aptitude for war, though, he fared poorly in the legendary Trojan War, siding with the losing Trojans and bested on the battlefield by the mortal hero Diomedes. His long-standing relationship with Aphrodite has earned him the ire of her husband Hephaestus, who once schemed to reveal their affair by suspending them in a net for all to see.*

### Divine Gift

---

*The favored of Ares can drive themselves into a terrifying mad bloodlust.*

While in combat, the demigod can enter a state of bloodlust as a minor action. In this state, the demigod will have +15 to Body and Speed, immunity to Terror and Possession, and will inflict a random Injury with any successful attack, but will attack the nearest targets indiscriminately. They must roll Mind DC 15 to exit the state of bloodlust, and can only roll once per turn to do so.

### Lesser Gifts:

---

- *The favored of Ares will be accompanied by a faithful canine companion.*

The demigod's dog will have 1 HP, +4 to Dodge, +5 to Perception, will be Adept in Tracking, and will obey all of their commands. If their dog should die, it will be replaced by another one within a day.

- *The favored of Ares will fight best on a battlefield stained with blood.*

If at least ten beings have already died in a given battle, whether allies or enemies, the demigod will gain an additional +6 to Body in battle.

### Divine Flaw

---

*The favored of Ares will be exceedingly vulnerable to pain.*

The demigod will fail all Pain saves.

## Ra

### Creator

*Ra is the lord of all creation, the sun and the world below. He is the primary god of Egypt, and is said to know the secret names and true nature of all living beings. Every day, Ra sails his solar barge across the sky from east to west settling in the Underworld at night. During the night, he must journey through the underworld, enlisting the help of several other gods to fight off Apep, the serpent of chaos. By doing this, Ra ensures that the world survives every day.*

### Divine Gift

---

*The favored of Ra can call any being into existence by speaking aloud its secret name.*

The demigod will learn the secret name of any species or type of being by seeing one of them in person. By saying its secret name aloud as a minor action, they will instantly call a typical member of that species into existence before them. This being will obey the demigod's commands for 1 turn, or for 1 simple task outside of combat, before gaining free will and losing any loyalty. However, it will never harm the demigod or their allies. Species include human, crocodile, giant crocodile, sphinx, and all manner of other creatures; however, demigods and gods cannot be created in this manner.

### Minor Powers

---

- *The favored of Ra draws strength and vitality from the light of the sun.*

The demigod gains +5 to Body and recovers 5 HP per turn in direct sunlight.

- *The favored of Ra is a tremendous warrior against snakes and in the darkness.*

While fighting in total darkness, the demigod suffers no sight penalty and gains +3 to Hit. They also always have +1 to Hit and +6 to Damage against all snakes and snake-like foes.

### Divine Flaw

---

*The favored of Ra will be powerless against and dominated by any who know their own secret name.*

The demigod must roll Mind DC 10 to resist shouting their secret name aloud whenever in Pain. Anyone who knows their secret name can borrow either the demigod's Divine Gift or one of their Minor Powers each turn, leaving the demigod without them. In addition, the demigod will be unable to attack or harm them in any way, and will suffer -5 against all Terror checks by them. The demigod's secret name will always be forgotten by anyone who learns it after 1 day.

# Horus

## Mighty

*Falcon-headed Horus is the son of Osiris, the current divine king of Egypt and the god of the sky. After the murder of his father, Horus sought revenge by doing battle with Set. By the end of the battle, Set had been defeated and banished into the desert, while Horus suffered the loss of one of his eyes. His remaining eye became a part of the sun, and his symbol, the eye of Horus, represents the all-seeing and all-knowing nature of the gods. Horus remains as the ruler of Egypt, the god of law and justice.*

### Divine Gift

---

*The favored of Horus can see through the Eye of Horus, the sun itself.*

During the day, the demigod can see everything that is in direct sunlight, casting their gaze over the world itself. This sight is in addition to their own two eyes.

### Minor Powers

---

- *The favored of Horus can fly under the light of the sun, swift as a falcon.*

During the day, the demigod can fly, with +6 to Speed while flying.

- *The favored of Horus will be destined for a future in leadership.*

The demigod may start the campaign in any chosen position of leadership, be it the head of a family, the mayor of a small town, or even a king.

### Divine Flaw

---

*The favored of Horus will find the other Eye of Horus darkened by the night sky.*

At night, the demigod is weakened and has only one functioning eye, suffering -2 to Body and -3 to Perception.

# Set

## Mighty

*Set is the god of the desert, the brother of Osiris and the sworn enemy of Horus. In his youth he was cast out to live in the desert, away from his brother's lands, and in his jealousy he killed and dismembered Osiris. Not content with this, he later fought with Horus, Osiris' son, and tore out one of his eyes. Because of this rivalry with the god of justice, Set is often seen as an evil god; however, he also plays an instrumental role in defending Ra on his nightly journey into the Underworld, fighting against Apep to prevent the death of Ra and the end of the world.*

### Divine Gift

---

*The favored of Set can split their foes into forty-two parts and scatter the pieces across the land.*

The demigod can instantly split any being in their sight into 42 pieces as a major action, scattering the pieces randomly across a 5 kilometer radius. The pieces, indestructible separately, will gradually hop around and come back together in anywhere from 3 to 7 days, reconstituting themselves; while separate, they cannot be stopped or impeded in any manner, passing through any obstacles. The demigod may only have one being split apart at a time; should they use the power on a second being before the first becomes whole on their own, the first being's pieces will instantly appear right next to the demigod and put themselves back together at once.

### Minor Powers

---

- *The favored of Set can take the form of a Set animal.*

The demigod can transform into a Set animal as a major action, and can change back as a free action. As a Set animal, they have +1 to Body and +2 to Speed, not stacking with their base stats; being hit will turn them back to their base form.

- *The favored of Set is empowered by the dry desert.*

The demigod gains +3 to Speed and heals 5 HP per turn while surrounded by desert.

### Divine Flaw

---

*The favored of Set will be seen as evil.*

The demigod will be considered Evil, and will be opposed by all Divine beings on sight.

# Isis

Wise

*Isis, god of motherhood and magic, is the wife of Osiris and mother of Horus. When Set killed Osiris and scattered his body across the land, it was Isis who gathered the pieces together, remade his body and returned him to life. During his absence, it was her tears of sorrow that brought rain and made sure that the land did not die without a king. During Horus's war with Set, she used her cunning and magic to undermine the desert god's power, making him doubt himself and allowing Horus to defeat him. It is even said that she knows the secret name of Ra himself, and thus has power over the lord of creation.*

## Divine Gift

---

*The favored of Isis can restore to life any being whose body they can recreate.*

The demigod can resurrect the body of any being as a major action by touching it, so long as it is mostly intact, missing no more than one major body part. If the body is in pieces, the demigod can roll Surgery DC 10-20, depending on how mangled the corpse is, to put the pieces back together. The being will live exactly as it was before death, except for potential penalties due to missing body parts. This includes being afflicted with disease, poison, and curses if any were present upon the death of the target. The target is revived with 1 HP. Assuming their body remains intact or in recoverable pieces each time, the demigod can resurrect the same being any number of times.

## Minor Powers

---

- *The favored of Isis will cause rain to fall when they shed tears.*

Whenever the demigod cries, a gentle rain will fall over a 100 meter radius around them.

- *The favored of Isis can cast a charm of protection on their allies.*

Anyone under the demigod's charm of protection will take -1 Damage from all sources while within 100 meters of the demigod. The demigod can place up to 3 targets at any time under their charm by touching each of them as a minor action, and can remove it at will; however, they cannot place the charm on themselves.

## Divine Flaw

---

*The favored of Isis is a sworn protector of life.*

The demigod will go out of their way to protect any innocent and vulnerable humans they come across, and will never take a human life in cold blood.

# Anubis

Wise

*When life ends, it is critical to ensure that both the body and the soul are preserved for their journey to the afterlife. This is the domain of Anubis, the god of the recently dead and the inventor of the sacred practice of mummification. He first used this skill on Osiris when the great god departed from this world, and passed the knowledge down to mortals so that they might properly preserve the bodies of their kings. When the soul leaves the body, it is the duty of this jackal-headed god to guide the departed through the land of Duat, and eventually lead them to the great scales that will weigh their souls. He is also the lord and guardian of all tombs, and those who desecrate them do so at the risk of earning his wrath.*

### Divine Gift

---

*The favored of Anubis can raise mummified corpses from the dead as animate constructs.*

The demigod can summon 1 mummy as a major action, and can command it freely. Mummies have 20 HP, +3 to Body, +0 to Speed, -1 to Perception, and cannot roll Mind or Charisma; they are immune to all Ailments, including Curses and Insanities. They are unintelligent, cannot react to situations on their own or respond to anything but the most basic commands, and cannot use weapons or tools. The demigod can have up to 10 mummies at any one time.

### Minor Powers

---

- *The favored of Anubis has acute knowledge of human anatomy.*

Mastery of Surgery. The demigod can also target weak points with ranged attacks, dealing a bonus +3 Damage with all ranged attacks against human targets.

- *The favored of Anubis can speak with the souls of the recently deceased.*

The demigod can speak to any being who has died within the past few days in the general location where they died.

### Divine Flaw

---

*The favored of Anubis cannot take the life of any with a heart lighter than Ma'at's feather.*

The demigod cannot kill any intelligent ensouled being considered virtuous; any lethal attacks targeting such a being will instead reduce them to 1 HP. This also applies to any mummies animated under the demigod's power.

---

# Chapter 4: The Source of the Nile

## An introductory Egyptian adventure

*The Nile River has always been at the heart of the land of Egypt. For uncountable ages they have drunk from it, bathed in it, and sailed up and down it. Yet in all that time, one question has never been answered:*

*Where does the Nile begin?*

*Unsatisfied with the mysteries that his ancestors had accepted long ago, the great Pharaoh has put together a crew to journey up the Nile and at last discover its source. To captain this vessel, he has called for great warriors, intrepid explorers, and famous diplomats the world over, at last assembling a team of [# of party members] heroes.*

*With their crew and the finest ship in all of Egypt, the Pharaoh's Scepter, the heroes have finally set off on their glorious expedition. And so our story begins...*

## The River Voyage

The party is sailing south, up the Nile River, on a large galley called the Pharaoh's Scepter. In addition to their devotees, the party is accompanied by 30 crew members; they will obey the party's commands while on the ship, but will not fight and will not follow them away from the ship.

Early on in their voyage, they had seen a number of trading ships and busy activity around the many river cities of Egypt. However, when we pick up with the party, days have passed and the number of vessels on the river has shrunk to almost none, a fact that the crew sees as ominous.

As the river narrows and speeds up around them, they see a wrecked ship stuck on a rock near the middle of the river. An injured survivor aboard is waving a piece of red cloth frantically to get the party's attention.

If they rescue him, he will introduce himself as Anen, a merchant headed south from Elephantine. He and his crew lost control of their ship when they ran into a black pirate ship; its captain, a man with a jackal head, looted most of his goods and ate his entire crew before leaving the ship to drift back down the river. He warns the party to head back, as the pirates are still roaming the Nile further up.

Anen can be recruited as a Devotee; if he isn't, he will join the ship's crew. Either way, the party can salvage his remaining goods, containing hundreds of colorful capes, sheets, and items of clothing.

## The River Lord

Shortly after the party continues down the river, they will see a black ship with a black sail in the distance, heading right for them. Anen, if he's there, will start to panic, pointing to the pirates that attacked him.

As it approaches, it becomes clear that the pirate ship is much smaller than the Pharaoh's Scepter and battered and scratched, as though it has seen a number of battles. People on the deck of the pirate ship can be seen pointing at the Pharaoh's Scepter and shouting, and the ship angles itself to ram into the Pharaoh's Scepter headfirst.

If the pirate ship rams the Pharaoh's Scepter, both ships will be badly damaged and unable to sail up the river, and the captain and his 30 pirates will immediately rush onto the Pharaoh's Scepter. However, with a Sailing check DC 20, the pirate ship can be avoided, instead swinging around and attempting to follow the Pharaoh's Scepter; in groups of 5, the pirates will make Body checks DC 15 to attempt to leap from their ship to the Pharaoh's Scepter. The captain will leap first, and will always succeed.

Either way, the party will be facing off against the pirate captain, a large hairy man with a snarling jackal's head and a curved black sword, and up to 30 of his pirate companions.

*"Bow before the River Lord Kha!" he roars. "Your crew is mine! Hand them over, and you may go. This much meat is a priceless treasure indeed, and men are rare around these parts. Have your ship, but give me your crew!"*

He can be attacked while talking; any such attack will automatically hit.

The party can hand over the entire crew if they want to avoid combat; however, without a trained crew, all Sailing DCs will increase by 15.

If not, combat will ensue.

### River Lord Kha

HP	Body	Speed	Perc	Mind	Cha
15	5	3	1	0	0

**Classifications:** Evil

**Attributes:**

- Kha can see through all darkness.
- Kha wields a black blade with +4 to Hit and +6 to Damage, with a +2 bonus to Hit in darkness.
- Kha can bite with +3 to Hit and +5 to Damage, Grappling their target on a hit.

Kha's pirates will break up into 3 groups of 10, or less if not all of them made it onto the ship. They are all mortals, with 1 HP, +0 to all stats, and dealing a flat 1 Damage. Kha will attack the strongest-looking enemy alone, sending his pirates to deal with everyone else. If Kha is killed, the remaining pirates will panic and attempt to jump back to their ship if it's intact, instead surrendering if it was damaged by ramming the Pharaoh's Scepter. The surrendered pirates can be recruited as Devotees.

## DEMIGOD

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If damaged, the Pharaoh's Scepter can be repaired with a Crafting check DC 15 and scrap from the pirate ship. If they cannot repair the ship, they will have to swim to shore and continue on foot, leaving their crew behind. If they can continue on their ship, skip down to **Entering The Swamp**; their remaining ship voyage will allow them to rest enough to be fully healed.

### Travelers at a Shrine

---

As the party walks up the bank of the Nile, they have long since passed any Egyptian settlements, surrounded only by desert. The heat on this summer day is nearly unbearable, and while demigods will be fine, their mortal Devotees (in groups of 10) must make an Endurance check DC 10 to keep walking; if they fail, they will need to take a long break halfway through the day or be carried somehow.

As they continue on, in the early hours of the morning they come across a crudely-constructed statue made from rocks and twigs; a more detailed sketch of the lion goddess Sekhmet can be seen at its feet. They note that a shrine like this would be easy for them to construct themselves if they so chose. As they approach, they hear a scratchy voice resonant with divine will in their minds:

*"Heroes, heed my words! I am the great Sekhmet, champion of Ra! Come, pay your respects! Let your wounds be healed so you can fight anew!"*

The party can choose to rest at this shrine for 1 hour; doing so will fully restore their HP. As they finish praying, they hear a voice at the very end, deep and pained in their minds:

*"I am Sobek, lord of the Nile. Do not be cowards. Continue on."*

As they get up to continue on, they will suddenly see a group of three people approaching the shrine, wearing hoods that obscure their faces in the darkness. A Perception check DC 15 will reveal that their eyes are bright red and their throats are surrounded by red rings. They introduce themselves as Tuta, Yuya, and Weni, a group of travelers, and explain that this is their shrine that they set up a few days ago. They'll sit down and start talking to the party.

The three of them will ask the party about the most interesting things they've seen, and give them stories in turn. Tuta will tell them about a Set animal he once saw racing through the deserts near Heliopolis that disappeared into the shadows when he followed it. Yuya once saw his dead parents standing over him in the dead of night, disappearing when he blinked. Weni once caught and butchered an impossibly large cow, only for his meat to disappear in a pot as he cooked it.

If asked where they're headed, the travelers will explain that they have been following the Nile to find

its source. They came upon a great swamp just a short distance away, but found it too difficult to navigate and had to turn back.

If they get any hint that the party is headed up the Nile as well, Tuta and Yuya will immediately grow tense and agitated, demanding that they turn back immediately. If anyone argues or refuses, Weni will back them up, saying they shouldn't be afraid; in response, Tuta and Yuya's eyes will grow a bright red and they will tear Weni's head from his body before attacking the party.

Tuta and Yuya will have the stats of mortals, but will be completely immune to all damage. They can only be killed by throwing them into the Nile. After 3 turns of fighting them, though, or simply after a long enough time spent conversing, the sun will rise and Tuta and Yuya will immediately turn to dust, along with Weni or his corpse.

Left behind on top of Weni's remains will be a small crocodile-headed ring, while on Tuta's remains (or floating to the top of the river if they threw him in; Perception DC 15 to notice it) is a small lion-headed ring. The Crocodile Ring will allow the wearer to speak to mundane crocodiles, while the Lion Ring will allow the wearer to speak to mundane lions; they will not allow the wearer to recruit either animal as a Devotee, however.

With nothing left to do at the shrine, the party can continue on.

### Entering The Swamp

---

Whether traveling on foot or by ship, the party will eventually reach a swamp so dense and thick that it cannot be traversed by ship. They will have to proceed on foot from that point on, leaving their crew behind if they haven't already.

The swamp is dim and muddy, full of red flowers, thick vines, and mud that will slow everyone down, though not affect them in combat. Crocodiles can be found resting in groups of 10 to 20 pretty much everywhere; they will not react to the party unless disturbed or attacked, at which point the entire group of crocodiles will attack at once.

#### Crocodile

HP	Body	Speed	Perc	Mind	Cha
8	2	0	0	0	0

**Classifications:** Beast

#### Attributes:

- Crocodile speed increases to 2 in the water.
- Crocodiles can bite with +0/+2 to Hit and a flat 2 Damage.

A Perception check DC 20 upon entering the swamp will reveal that the air is full of faint red spores, becoming thicker as they move deeper into the swamp and

poisoning anyone who breathes in enough of them. The concentration of spores at the edges of the swamp is not sufficient to be poisoned. If they fail the Perception check, though, they will already have been poisoned by the time they notice the spores. Even if the party notices the spores early, however, there is no way to pass through or go around the swamp without being exposed to the spores short of flying over it entirely.

A being poisoned by the spores will suffer -1 to Body every hour until they reach 0 Body, at which point they will instantly fall unconscious. They will also be affected by constant hallucinations; see Item 10 on the Insanity Table for details. Mortals and any other beings with 0 to Body who are poisoned will fall unconscious immediately; this includes Devotees.

A Medicine check DC 15 will reveal that the spores are red lotus spores, released by the red lotus flowers scattered all around the swamp, as well as the only cure: the root of the sacred red lotus, a rare glowing type of red lotus that typically grows at the heart of a red lotus population, deeper into the swamp.

The swamp is dense and difficult to navigate, but Tracking checks can be used to help the party find the exact center of all the red lotus flowers, if they're specifically looking for it. A Tracking check DC 15 will get them there in 1 hour after being poisoned, while a Tracking check DC 10 will get them there after 2 hours. If both checks fail, they will take 3 hours. If they failed the Medicine check and don't even know what they're looking for, they will eventually make their way to the sacred red lotus, but it will take 6 hours after being poisoned.

**NOTE:** If the entire party would fall unconscious wandering around while looking for the sacred red lotus, have them get to it shortly before the last party member falls unconscious instead.

### A Strange Sphinx

The sacred red lotus can be found floating in a small pond, glowing brightly and illuminating the area. Even if the Medicine check earlier was failed, it will be apparent to anyone who sees the flower that it can cure their poisoning.

As the party approaches the pond, a creature will emerge: it will have the body of a deer-sized frog, with oversized dragonfly wings on its back and the head of a beautiful dark-haired woman.

*"Greetings, travelers. Pardon my manners; it's simply been so long since I've received visitors,"* it says. *"I am the Sphinx of the Swamp. Please, make yourselves comfortable. Is there anything I can do for you?"*

At any point, the party can try to push past or attack the Sphinx of the Swamp, at which point it will reveal sharp teeth, hiss, and attack. See below for its stats and behavior.

If instead they request the sacred red lotus, it will seem intrigued.

*"Few make it this far, and even fewer know what they seek. Countless human travelers have succumbed to the red lotus, and I'm grateful for it. They're rather more appetizing than crocodiles, or worse, lions."* It grins. *"I must admit I'm loath to give you the cure you seek, travelers. It's been so long since I've had a proper meal. Still, I've a responsibility to be a proper host."* It pauses for a moment.

*"Let's make something of a game of this, shall we? Teach me something I've never been taught, show me something I've never seen, or feed me something I've never been fed. You have three chances. Good luck!"*

While the Sphinx of the Swamp is very knowledgeable, a demigod with the Educated Birthright will know a fact to teach it that it has never been taught; it's up to the player to determine what this would be. Meanwhile, various flashy Divine Gifts, including Poseidon's horses and Anubis's mummies, can show the Sphinx of the Swamp something it has never seen. Finally, any animal companion not native to the swamp can be fed to the Sphinx of the Swamp to satisfy the final condition. Of course, the party can attempt to lie on any of the three; however, fooling the Sphinx of the Swamp will require multiple Bluff checks as it probes for the truth, with a DC of 25 for each. Ultimately, though, the DM has discretion to decide whether an attempt succeeds or fails. If the party succeeds, the Sphinx of the Swamp will leap back into the pond without another word, giving them free access to the sacred red lotus.

While talking to the Sphinx of the Swamp, they can also ask it questions. It will tell them nothing that might help them answer its questions, but it will tell them details about the swamp. The crocodiles that were once rare around the swamp have since overwhelmed it in number, eating almost everything else native to the swamp. Mysteriously, lions have recently begun entering the swamp from a mysterious place beyond the swamp and battling with the crocodiles, eating some of them, and some small forms of insect life have begun a resurgence in the swamp. Beyond that, the Sphinx of the Swamp knows nothing.

If the party fails all three attempts, or never tries in the first place, the Sphinx of the Swamp will gleefully attack. Its preferred method of attack is to leap back into its pond, shoot out its long tongue to grab its targets one at a time, and drag them into the water to drown them; the saliva on its tongue will also cure the poisoning of the red lotus. If dragged out of the water, it will fight out in the open instead.

# DEMIGOD

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## Sphinx of the Swamp

HP	Body	Speed	Perc	Mind	Cha
50	5	4	2	3	6

**Classifications:** N/A

### Attributes:

- The Sphinx of the Swamp can shoot out its sticky tongue and grab a target up to 10 meters away with +5 to Hit, rolling adversarial Body to drag the target 5 meters toward it each turn; the target can roll Body DC 20 each turn as a free action to free themselves. A touch of the Sphinx of the Swamp's saliva on bare skin will instantly cure red lotus poisoning.
- The Sphinx of the Swamp can kick with its powerful legs, with +4 to Hit and +5 to Damage. It can attack two adjacent targets at once as a single major action, one kick per leg.
- The Sphinx of the Swamp can fly with its dragonfly wings.

Either way, once the party has access to the sacred red lotus, they can eat its root to cure themselves and then continue on their path through the swamp.

## The Red Lotus Guardian

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A burst of blinding red light will greet the demigods as they enter a great clearing at the heart of the swamp. Filling the clearing is a massive yet shallow lake knee-high with water, with dozens of small broken streams that make up the Nile River flowing from it, immense trees the size of mountains casting the area in a deep shadow lit by the glow of thousands of sacred red lotuses floating on the lake's surface. At the center of the lake is a crocodile massive beyond belief, its eyes full of hunger and wisdom. The crocodile, it is apparent to all, is none other than Sobek, god of the Nile.

The mighty Sobek is curled up and quivering in terrible pain, numerous red gashes visible across his vast body. He is nearly motionless, but enormous tears rolling down his scaled face drip into the lake every so often. Surrounding him are countless crocodiles, similarly unmoving, a feast for lions.

The lions in their dozens prowl up and down the length of the lake, pouncing on any crocodile that occasionally moves, chewing and munching on other crocodiles as they pass. Still more surround Sobek, climbing on top of him, clawing at his exposed hide and dislodging scales on his back.

Sitting on Sobek's nose at the center of it all, fangs digging deep into the god's flesh, lays a large lion covered in red spots. As the party enters the clearing, it sees them and jumps down to approach them, other lions bowing to it as it passes.

Sobek says nothing, only stares at the red-spotted lion hatefully.

"Show some respect, humans," a nearby lion snarls as the red-spotted lion approaches (only if the party got the Lion Ring. "You are in the presence of a god!")

"I am the glorious Lion of the Red Lotus, lord of the Red Lotus Swamp," the red-spotted lion says dismissively. "What brings you to my sanctum, mortals?" They will be able to understand the Lion of the Red Lotus with or without the Lion Ring.

The Lion of the Red Lotus is a vain and arrogant being who insists on being shown proper respect. Bowing to him and speaking deferentially will get him in a good mood, while speaking rudely or criticizing him will make him irritable. He will outright lose his temper and attack if his looks are directly insulted or if one of his lions is harmed in any way.

If asked, he explains the strange situation around him to the party:

"Long ago, the radiant goddess Sekhmet scoured the lands of Nubia with a plague for their insolence: the sickness of the red lotus. Yet her power was too great, and soon the plague grew too powerful to be destroyed. It could only be contained. A sacred flower, grown in a swamp at the end of the world, was enough to hold the sickness at bay. I was born from that lotus, tasked with protecting the only cure to the sickness should it escape the swamp and ravage the world anew."

The flower grew in the home of Sobek, at the source of Nile, and for an age all was well as they shared the sanctum together. Yet as the world grew older and more bountiful, the Nile grew richer and wider, and so too did Sobek and his children grow until they overwhelmed the sanctum and spilled out into the swamp. Soon every living thing in the swamp was food for a swarm of crocodiles, including even the Lion of the Red Lotus's own children, the lions around them.

It was more than he could bear.

"The poison I was born with is stronger than even the sickness of the red lotus all around you," the lion says. "In great quantities, it can even paralyze a god."

By injecting Sobek with a near-constant stream of venom and keeping him paralyzed, the Lion of the Red Lotus has managed to keep the overwhelming growth of the crocodile population at bay, protecting his children and even cutting back on the crocodile population, allowing the many animals native to the swamp to slowly return.

Sobek, if questioned, will be just barely lucid enough to respond and absolutely furious, though also nearly sedated and unable to raise his voice very much.

"I see no lions here, not even worms. Only supper."

Sobek is far more arrogant than even the Lion of the Red Lotus. Far too proud to directly ask for help, he will never do so, even while perfectly willing to hint at it. He is also very short-tempered, and if anyone in the party starts to agree with the Lion of the Red Lotus, he will im-

mediately threaten to eat them, though he won't actually do so if given the chance.

He says the sanctum around them was his home long before the Lion of the Red Lotus ever existed. He even claims it predates Sekhmet herself. He holds no blame for the red lotus appearing where it did, and claims that his children would never have hunted the swamp's animals to extinction if not for the lions sharing their food sources; the Lion of the Red Lotus disagrees with this, but Sobek refuses to be convinced otherwise.

The Lion of the Red Lotus and Sobek, despite their arrogance, are both willing to listen to a solution on this matter. However, the Lion of the Red Lotus will not accept any solution that does not involve him protecting the sacred red lotus personally, and will not abide any of his children being harmed; this means no continuing to live alongside the crocodiles. Sobek will not accept any solution that involves the Lion of the Red Lotus living alongside him, though he won't especially mind if his children are hurt or even killed.

Finding a new secure home for the sacred red lotus and helping the Lion of the Red Lotus transport it will satisfy him, though the location must satisfy many different criteria, including being sufficiently wet, secure, out of the way, sacred, and satisfactory to Sekhmet; for this method to work, Sekhmet herself will be contacted by the Lion of the Red Lotus and must be persuaded with good arguments and Diplomacy checks DC 20.

Alternately, if the party assists the Lion of the Red Lotus in a mass slaughter of the crocodiles, he will be more than willing to move to a different part of the swamp, and Sobek won't be too bothered. An effective strategy for slaughtering the crocodiles en masse would probably need to be devised to make this solution viable.

Other nonviolent solutions to the conflict between Sobek and the Lion of the Red Lotus exist; DMs should encourage their players' creativity. Of course, killing the Lion of the Red Lotus will also resolve the problem quite neatly.

Touching any of the sacred red lotus will immediately turn the Lion of the Red Lotus hostile. If Sobek is fed three entire armfuls of sacred red lotus, though, he will be instantly cured, and will immediately crush the Lion of the Red Lotus and every last lion in the sanctum.

If it comes to battle, the Lion of the Red Lotus will call for 2 squads of 10 lions to assist him and attack. These lions are loyal to the Lion of the Red Lotus, and cannot be Tamed.

### Lion of the Red Lotus

HP	Body	Speed	Perc	Mind	Cha
150	6	5	7	6	5

**Classifications:** Beast, Divine

#### Attributes:

- The Lion of the Red Lotus can bite a single target with +8 to Hit and +6 to Damage, inflicting severe red lotus poisoning on a hit.
- The Lion of the Red Lotus's breath is infused with red lotus spores, and will inflict severe red lotus poisoning. He can use it as a minor action with +5 to Hit, or as a free action that automatically hits on a pinned target.
- Severe red lotus poisoning will make the target suffer -1 to Body and Speed every turn until they reach 0 Body, at which point they will instantly fall unconscious and die after 1 hour of unconsciousness. It will also induce constant hallucinations; see Item 10 on the Insanity Table for details.
- The Lion of the Red Lotus can roar as a minor action. All targets within earshot must roll Mind DC 15 against Terror.
- The Lion of the Red Lotus can pounce on a target with +5 to Hit and +6 to Damage, knocking the target prone and pinning them on a hit. The target may roll adversarial Body as a free action on their turn to free themselves.
- Sacred red lotuses will appear wherever the Lion of the Red Lotus steps.
- Whenever a squad of 10 lions fighting alongside the Lion of the Red Lotus is wiped out, he will roar for assistance as a free action, and a new squad of 10 lions will join the battle.

#### Immunities/Weaknesses:

- Consuming the sacred red lotus as a minor action will cure a being of severe red lotus poisoning; however, their lost Body and Speed will not be restored until they are able to rest. In addition, they may still be poisoned again.
- If the Lion of the Red Lotus consumes the sacred red lotus flower himself, the fearsome lion goddess Sekhmet will appear, and after a brief exchange, will smite the Lion of the Red Lotus for breaking his vow to guard the sacred red lotus flower.

### Lion

HP	Body	Speed	Perc	Mind	Cha
5	2	3	0	0	0

**Classifications:** Beast

#### Attributes:

- Lions can be ridden as mounts.
- Lions can bite with +1 to Hit and a flat 2 Damage.

## DEMIGOD

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If the Lion of the Red Lotus is killed, all lions in the sanctum will flee into the swamp in different directions. Unless cured, Sobek will recover from the effects of severe red lotus poisoning after about 10 minutes.

However they choose to resolve the conflict, everyone in the party will be granted a Miracle by either Sobek or the Lion of the Red Lotus, depending on who they made a better impression on. From this point, where to proceed is up to the DM and their players. Do our heroes return to the Pharaoh and share their tales from the end of the Nile? Do they proceed still further, beyond the Nile toward the end of the world? All this is up to you.