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# DEMI-GOD RACE

By James Mishler  
&  
Jodi Moran-Mishler

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Labprinth Lord  
Compatible Product

# LLR #1: DEMI-GOD RACE

PUBLISHER: James Mishler

AUTHORS: James Mishler and Jodi Moran-Mishler

DESIGN & LAYOUT: James Mishler

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# DEMI-GOD RACE

<b>Ability Modifiers:</b>	+2 bonus to any three ability scores, +1 bonus to the other three ability scores
<b>Ability Min/Max:</b>	STR 12/20, DEX 12/20, CON 12/20, INT 12/20, WIS 12/20, CHA 12/20
<b>Classes:</b>	Any and all classes, Unlimited advancement
<b>Age Stages</b>	
Adolescent	14-20
Adult	21+

Demi-Gods are born of the union between a human and a god. The mortal parent is usually of surpassing beauty and/or talent, whether male or female. He or she may have been beloved, seduced, or even forcibly taken by the god, depending on the nature of the god and their relationship to the mortal. Whether the child is born of mortal or immortal mother, however, is irrelevant; by the terms of the Concordat of the Gods, a demi-god cannot be raised among the gods, and so is left with the mortal parent, or other mortals, to be raised.

Some demi-gods are raised with great fanfare and greater expectations; others are raised in obscurity, with their mortal parent or guardians fearing for their lives, should their origins be discovered. Howsoever they are raised, and no matter how well-hidden or protected they may be, Chance and Fate usually intervene to set them upon the road to adventure, heroism, or villainy.

As a demi-god, your appearance is at the very least plain, but more often you are beautiful or handsome, even spectacularly and breath-takingly so. Demi-Gods are usually tall as compared to their human counterparts, though some are of normal size or even quite short, depending on their divine parentage. This parentage can be quite obvious, though sometimes it is not at all so, whether by Chance or Fate, even the gods do not know. The son of a serpent-god might have scales, and he might not; he might have snake-eyes or a forked tongue, then again he might not. However, even demi-gods with seeming deformities or an otherwise unpleasing appearance possess an unmistakable presence that more than makes up for their lack of physical beauty.

As a demi-god, you speak the Common tongue, plus whatever languages the people you were raised among might speak, as befits your intelligence. You also speak the celestial language of your divine parent, though often you will be unable to use it, other than in your dreams, until you have had a chance to speak it in person with your divine parent, with some other god, or with another celestial being who first speaks in the celestial tongue.

**DIVINE ABILITIES:** Some demi-gods might have ability scores higher than 18. In such cases, here are the modifiers for those ability scores:

DEMI-GOD DIVINE ABILITIES	
Score	Modifiers
Strength 19	+3 to hit, +4 damage
Strength 20	+3 to hit, +5 damage
Dexterity 20	-4 AC, +3 to hit, +2 initiative, +15% thief skill adjustment
Dexterity 20	-5 AC, +3 to hit, +3 initiative, +20% thief skill adjustment
Constitution 19	+3 (+4) hp/HD, +1 Poison, 100% SR, 99% STS
Constitution 20	+4 (+5) hp/HD, +2 Poison, 100% SR/STS
Intelligence 19	+4 languages, 95% SLP, 9 spell/level minimum
Intelligence 20	+5 languages, 99% SLP, 10 spell/level minimum
Wisdom 19	+4 saves, 3/2/1/1 bonus clerical spells
Wisdom 20	+5 saves, 3/2/2/1 bonus clerical spells
Charisma 19	-3 Reaction, 8 Retainers, 11 Morale, Awe 1 HD
Charisma 20	-4 Reaction, 9 Retainers, 11 Morale, Awe 2 HD

Demi-Gods with Charisma scores of 19 or 20 have a chance to instill *Awe* when encountering lesser mortal beings. In the event that the reaction roll is Friendly or better (a total roll of 2 or less), creatures encountered of the listed hit dice or less are affected as though targeted by a *charm person* spell. Each creature so affected gets its own saving throw against the effect.

**DIVINE BLOOD:** Demi-gods have both divine and mortal blood flowing through their veins. As a demi-god, you count as both human and divine for magical purposes. Any magical effect that specifies Human, Immortal, and/or Divine affects you appropriately.

**DIVINE CONTACT:** Once per week a demi-god can use the *commune* spell to speak with their divine parent. While their divine parent may contact them at other times, it is only upon this occasion that the parent must answer the questions put to it by its child.

**DIVINE DESTINY:** There is no middle-ground in the life of a demi-god; one either goes big or dies trying. Once you attain 10<sup>th</sup> level, you begin to be recognized as more than just the spawn of the divine; you gain recognition as a god in your own right. Wherever you build your stronghold (or tower or whatever you are able to do around that level), a small group of clergy dedicated to your divine parent, patron god, and/or allied gods joins you and sets up a new temple – dedicated to you! You do not get a choice in this, if you are at all public about who and what you are, and often, even when you are not, for the gods know, even if most mortals do not. The relationship between you and your followers and clergy can be zealous and friendly, neutral, or even zealously strained.

Other than a group of followers who may or may not truly be at your beck and call – yet to a great extent you are responsible for, anyway – one real advantage accrues to you from their worship. Beginning at 11<sup>th</sup> level, you can cast spells as though you were a 1<sup>st</sup> level cleric, complete with bonus spells based on high Wisdom. However, you do not need to memorize the spells you cast; you merely choose the spell you wish to use from the list (limited as appropriate to your alignment), up to the number of spells listed per level per day. This ability increases with your level, i.e., 2<sup>nd</sup> level of casting at 12<sup>th</sup> level, 3<sup>rd</sup> level of casting at 13<sup>th</sup> level, and so forth. This is in addition to any other spell-casting ability you might possess.

Note that if your temple is destroyed and/or your clerics are slaughtered, you lose this power until you avenge the desecration and can win over new converts to be your priests.

And now for the downer of divine destiny – should you die, you usually cannot be *raised* or *resurrected*. If you are fortunate, your divine parent or surrogate patron has you join them wherever they reside in the heavens or hells, give you a sinecure such as cup-bearer or celestial cloak-room attendant, and maybe create a new constellation in your honor. Otherwise, if you are not so lucky, your divine enemies capture your soul and imprison it, in order to torment you forever (or use you in some sort of divine hostage exchange).

In either case, it is highly unlikely that your soul will be free to return to the land of the living should raise dead or resurrection be cast! However, if you have surviving friends, loyal henchmen, or zealous followers, they might seek out your soul wherever it is held and free it, so that you can be brought back to life and continue your quest for true apotheosis.

**DIVINE DYNASTIES:** The children of demi-gods and other mortals are mere mortals, though possessed of some small benefit (they get a +2 bonus to one ability score (with a limit of 20 in that score alone) and the usual +1 bonus to all other ability scores). Grandchildren and further generation on are (usually) merely normal mortals, though can claim divine ancestry – thus has evolved the concept of the “right of divine blood” of certain royal houses to rule. On rare occasions a later descendant will be born with a divine power or three, leading to the tales of princesses with the ability to speak with animals and orphan heroes who could walk through fire unscathed.

The children of two demi-gods, on the other hand, are also demi-gods, with the full range of powers and abilities. Legends hold that a City of Immortals, wherein the residents (or at least, the ruling castes) are all demi-gods of this sort, from many families of gods, can be found in some distant land, but no one claims to have ever actually found this city.

**DIVINE ENEMY:** Though the assistance provided to demi-gods by their divine parent is limited by the Concordat, the limitations of the actions of the divine parent’s enemies are usually honored more in the breach. Usually, your divine parent’s enemies are *your* enemies, like it or not, and if you aren’t careful, even some of your divine parent’s ostensible allies might be *your* enemies... such as your divine father’s divine wife, who wasn’t too fond of your sire’s amorous peccadilloes. Once your origin is known, you are likely to be hounded by the faithful worshipers and the exalted servants of your divine parent’s enemies, for better and for worse.

**DIVINE FAVOR:** Three times in her life, a demi-god can call upon her divine parent to grant a *wish*. The wishes need not all be taken at once. Each wish is good enough to provide one fairly potent magic item, weapon, or armor; a special steed or magical ally; or assistance equivalent to any divine or arcane spell of 9<sup>th</sup> level or less. The extent of what such wishes can provide is limited by the Concordat, and cannot include the instant death of an enemy, the instant destruction of an army, or the instant granting of a kingdom, or anything of that level of power, merely assistance in the quest to attain such a thing.

Beware of asking for too much – if you wheedle too much assistance out of your divine parent, the gods are required by the Laws of Equipoise to offer a chance to your parent’s enemies to offer further assistance to their own scions and minions... especially if those scions and minions are your enemies. This has, in the past, set off entire chains of events that have caused wars, the fall of kingdoms, the migrations of entire nations, and terrible destruction – and the deaths of all the demi-gods involved!

**DIVINE FORTITUDE:** Demi-Gods have immortal blood flowing through their veins. You have a +2 bonus on all saving throws. You are immune to all non-magical diseases, and never suffer from non-magical ailments or vermin such as arthritis, headaches, boils, ticks, or fleas. You need to be careful – unscrupulous wizards and sorcerers are more than happy to drain the blood of a demi-god for their various potions and spell-casting needs, and a demi-god makes a very fitting sacrifice for a demon-prince indeed! Plus, vampires and ghouls find you especially tasty...

**DIVINE GRACE:** Once per day you can cast the *bless* spell.

**DIVINE LIFESPAN:** Even if a demi-god does not attain apotheosis, she can expect to live a very long time. You are essentially immortal in that you cannot die of old age. You stop aging at  $20+1d20$  years of age. You are unaffected by magical aging effects from any non-divine source.

**DIVINE POWER:** You possess a number of spell-like abilities from the DEMI-GOD DIVINE POWERS table (at the end of the race description) based on your Charisma score. You cast each spell once per day; if you roll the same spell twice, you can cast it twice per day, and so forth. The spell is cast at your level; if you are multi-classed, it is cast at highest class level, plus half of your other class levels (rounded down).

If you have a specific divine sire/mater in mind, ask the Labyrinth Lord if you can choose relevant abilities from the list... though realize that even divine children are often quite different from their parents, with their divine powers manifesting in strange and unusual ways.

Possession of normal or reversible versions of spell-like abilities depend on your alignment, Good or Evil; if you are Neutral you must choose one or the other when you roll it.

NO. OF DIVINE POWERS POSSESSED	
Charisma	# Powers
3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20	9

Note that though demi-gods require a minimum of 12 Charisma when first created; this score might fall lower through misadventure. If the score does fall lower, powers may be lost. Lost powers are determined randomly from those possessed; the powers will be regained in the reverse of the order lost should the demi-god subsequently restore her Charisma.

**DIVINE TALENT:** If your prime requisite ability score is 19, you earn a 15% bonus XP. If your prime requisite ability score is 20, you earn a 20% XP bonus.

**DIVINE TOUGHNESS:** You heal faster than mortal humans. You heal a number of hit points each hour of rest equal to 1 plus your Constitution bonus. Only the worst of wounds ends up scarring your body, and then, the scar is not visible without close inspection. You can regenerate lost fingers over a matter of days,

lost limbs over a matter of weeks... though you are as dead as any mortal if you lose your head. Also, as with any mortal, if you suffer enough damage to be killed, you die, and do not heal or regenerate.

DEMI-GOD DIVINE POWERS			
d6	1-3		4-6
d20	Power	Power	
1	Allure	Feather Fall	
2	Animal Companion	<i>Fox's Cunning</i>	
3	Augury	Hypnotism	
4	<i>Bear's Endurance</i>	Identify	
5	<i>Bull's Strength</i>	Jump	
6	<i>Cat's Grace</i>	Levitate	
7	Charm Person	Light <b>or</b> Darkness	
8	<i>Cheetah's Speed</i>	Manipulate Fire	
9	Command	Message	
10	Comprehend Languages	<i>Owl's Wisdom</i>	
11	Create Water	Pass without Trace	
12	Cure Light Wounds <b>or</b> Cause Light Wounds	Phantasmal Force	
13	Detect Evil	Produce Flame	
14	Detect Illusion	Protection from Evil	
15	Detect Invisibility	Purify Food and Drink	
16	Detect Magic	Remove Fear <b>or</b> Cause Fear	
17	Divine Weather	Resist Cold <b>or</b> Resist Fire	
18	<i>Eagle's Splendor</i>	Sanctuary	
19	Entangle	Speak with Animals	
20	ESP	Unseen Servant	

*Italicized spells* are new, and are described below.

## NEW SPELLS

### **Bear's Endurance**

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Constitution score for the duration of the spell. If your Constitution score is already at your race's maximum, your Constitution increases to one point beyond your racial maximum Constitution for the duration of the spell.

The bonus hit points gained by this spell go away when the spell ends and your Constitution returns to its normal score; this might reduce the demi-god to unconsciousness or even kill her outright!

In the case of demi-gods, a Constitution score of 21 grants the character +5 (+6) hit points per hit die and a +3 bonus to saving throws against Poison. The increase in Constitution also improves your increased healing rate appropriately.

### **Bull's Strength**

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Strength score for the duration of the spell. If your Strength score is already at your race's maximum, your Strength increases to one point beyond your racial maximum Strength for the duration of the spell.

In the case of demi-gods, a Strength score of 21 grants the character a +4 bonus to hit in melee combat and a +6 bonus to damage in melee and thrown weapon combat.

### **Cat's Grace**

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Dexterity score for the duration of the spell. If your Dexterity score is already at your race's maximum, your Dexterity increases to one point beyond your racial maximum Dexterity for the duration of the spell.

In the case of demi-gods, a Dexterity score of 21 grants the character a -6 bonus to AC, a +4 bonus to hit with missile and thrown weapons, a +3 bonus to initiative, and a +25% bonus to all appropriate thieves skills.

### **Cheetah's Speed**

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you great speed, increasing your base movement from 120' (40') to 240' (80'). At 5<sup>th</sup> level this increases to 360' (120'), at 9<sup>th</sup> level to 480' (160'), at 13<sup>th</sup> level to 600' (200'), and at 17<sup>th</sup> level to 720' (240'). However, you must be unencumbered and not wearing any armor to take advantage of these speeds, otherwise you are limited to your normal movement speed.

### **Eagle's Splendor**

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Charisma score for the duration of the spell. If your Charisma score is already at your race's maximum, your Charisma increases to one point beyond your racial maximum Charisma for the duration of the spell. Note that a temporarily increased Charisma score does not grant a demi-god additional Divine Powers.

In the case of demi-gods, a Charisma score of 21 grants the character a -5 bonus to Reaction, temporarily improves existing retainer's Morale to 12, and provides an Awe effect that can affect of up 3 HD creatures.

## Fox's Cunning

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Intelligence score for the duration of the spell. If your Intelligence score is already at your race's maximum, your Intelligence increases to one point beyond your racial maximum Intelligence for the duration of the spell.

In the case of demi-gods, an Intelligence score of 21 grants the character immunity to all 1<sup>st</sup> level illusion spells, a +2 bonus to see through all other illusion spells, and a +1 bonus to find secret and concealed doors. Additionally, once per hour in-game, the demi-god's player can call upon the Labyrinth Lord to provide hints or insight into riddles, mysteries, conundrums, or other puzzles that can be solved through superior intellect and insight. Finally, the Labyrinth Lord should provide the demi-god's player with extra insights into the appropriateness and effectiveness of the demi-god's plans and schemes concocted during the duration of this spell. Hints and insights provided do not have to be absolute sureties, but should enable to player to better play a character that would have a greater-than-mortal level of intellect.

## Owl's Wisdom

Level: 2

Duration: 1 hour per level

Range: Self

This spell confers upon you your race's maximum Wisdom score for the duration of the spell. If your Wisdom score is already at your race's maximum, your Wisdom increases to one point beyond your racial maximum Wisdom for the duration of the spell.

In the case of demi-gods, a Wisdom score of 21 grants the character a +6 bonus to saving throws against magic and the following bonus clerical spells: 3x 1<sup>st</sup>, 3x 2<sup>nd</sup>, 2x 3<sup>rd</sup>, and 2x 4<sup>th</sup>. If the demi-god is a cleric, he may immediately choose and add the new spells to his currently-memorized list of spells. If the demi-god has clerical spell-casting abilities gained from being worshipped, he may add these spell slots to his available spells for the day. A demi-god with a temporary Wisdom of 21 also immune to all 1<sup>st</sup> level spells that negatively affect the mind or emotions, such as *cause fear*, *charm person* and *hypnotism*.

Finally, the player of a demi-god with a temporary Wisdom of 21 should be granted hints and insights by the Labyrinth Lord into the wisdom and appropriateness of her various plans, schemes, and ideas engaged in during the duration of the spell. This is not so much with regards to the actual planning of schemes as to the results, short and long-term, of such schemes, and how they will affect other plans and events.

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