

# RACES OF FANTASY

**4TH**  
**EDITION**  
SYSTEM COMPATIBLE  
LPJYYY3



# THE DEMIGOD

The lost children of the gods, the Demigod contain some fragment of their divine ancestor's power.

grow beards. Demigods are always striking in appearance, but can pass for human with the help of a cloak or hood.

## RACIAL TRAITS

**Average Height:** 5'-7'

**Average Weight:** 140-200 lb.

**Ability Scores:** +2 Constitution, +2 Charisma

**Size:** Medium

**Speed:** 6 squares

**Vision:** Lowlight

**Languages:** Common, choice of one other

**Skill Bonuses:** +2 Religion, +2 Endurance

**Divine Origin:** You are considered a divine creature for the purpose of effects that relate to creature origin.

**Divine Power:** You gain the Divinity feat that is tied to your divine parent. You may use this feat as a daily power. If you are a cleric or paladin you must select this feat again if you want to use it with your channel divinity class ability. Also you may select a different divinity feat to use with your channel divinity class ability as normal if you worship a god other than your divine parent.

**Radiant Resistance:** You have radiant resistance equal to 5+ half your character level.

Many gods have had dalliances with mortals, a rare few of which produce Demigod children. These half-blood gods are not as powerful as their divine parent, but they are more than mortal.

Play a Demigod if you want to...

- want to play the child of a god.
- want to play a character of a very rare race.
- be a member of a race that favors divine classes.

## PHYSICAL QUALITIES:

Demigods look much like humans, but are just different enough to appear either off-putting or entrancing to mortals. Tall and thin, Demigods are universally gifted with an aura of unearthly appearance and regalness, a combination that serves them well when dealing with humans. Demigods come in the full range of skin tones, but their skin color is always an extreme version of the skin color of their mortal parent or related to the purview of their divine parent, such as Demigod descended from ocean gods having tinges of blue in their skin. They often take on facets of their divine parent's appearance, such as wings, horns, or claws. Most Demigods have no body hair except on the top of their head, but Demigods with dwarven blood have been known to

## PLAYING A DEMIGOD:

Demigods are a race of outcasts, having no civilization or society to call their own. Instead they exist on the fringes of mortal civilization, trying to find a place where they fit in this world while trying to also understand their divine nature. Mortals are almost universally unnerved by Demigods; in educated lands they are treated as curiosities while in more superstitious areas they are often persecuted as bringers of ill fortune. In regions where their divine parent is well regarded they may be honored and celebrated, but most prefer to be thought of as more than their divine parent's mascot. This leads many Demigods to live a nomadic life, wandering from settlement to settlement as they seek a place in a world that does not seem to want them or treats them as an object of worship.

While any deity could produce a Demigod, they are most commonly descended from gods of fertility, life, or nature. The mating between god and mortal could be anything from an anonymous tryst with a trickster god to part of a yearly fertility rite. Demigods born of religious rituals usually have an easier time in life because the followers of their divine parent often take care of the Demigod, but with some evil gods this is not a good thing. Few Demigods ever meet their divine parent, though such meetings are more common among the children of good aligned gods that actually care for their offspring. Chaotic and evil gods commonly ignore their Demigod offspring completely.

Most Demigods have a mortal and a divine parent, but a few Demigod families have appeared over time. Demigods can mate among themselves to sire more Demigods, and some Demigods have enough divine blood in them to sire Demigods when they mate with mortals. Demigod households are usually made up of Demigods descended from allied, or at least friendly, gods and they put a great deal of effort into searching out new Demigods so their family line can continue. These Demigod dynasties often produce great heroes and villains and can become great factors in history, but few last more than a handful of centuries before collapsing in a mammoth storm of betrayal and blood.

## DEMIGOD ADVENTURERS:

Turiel, a Demigod paladin, has been trained his entire life to fight against the forces of undead that lurk in the massive grave-city of Arth-Urm. Son of the local god Belianer, Scourge of Undead, his conception was part of a ritual held



every decade to embrace life and keep the undead of Arth-Urm sealed inside their ancient, rotting city. Now he must continue to pursue his birthright and go into Arth-Urm to recover the last artifacts that will allow the abominations within to finally be destroyed.

Marda, so named by the beggars of the stilt city of Floodrise who raised her, is a Demigod rogue who spends her nights defending the poor, oppressed souls ruled by the sorcerering of Floodrise. Marda has no knowledge of her divine parent and was raised by the beggars of Floodrise whom she now protects, even if they still fear who her true parents may be.

Lucis, a Demigod cleric, serves in the church of his mother, the fertility goddess Uil. His father was a hunter who impressed Uil with his hunting skills and was rewarded for his skill with a son after the hunter's wife had died of plague years before. Lucis grew up in the Byrian Forests, learning much of plant and beast, but now his mother needs him to go beyond the woods he has known to find the Seed of Life so the Byrian Forests may be saved from the corruption of the nearby grave city of Arth-Um.

## NEW FEATS

### HEROIC TIER FEATS

#### BLOOD OF THE GODS [DEMIGOD]

**Prerequisites:** Demigod, Constitution 13

**Benefit:** You gain a +4 feat bonus on saving throws against poison. If you take an extended rest, you only need 4 hours. Also you may produce Demigod children with a mortal mate.

#### BURNING RADIANCE [DEMIGOD]

**Prerequisites:** Demigod

**Benefit:** You gain a +1 feat bonus to attack rolls and damage rolls when you use a power that has the radiant or psychic keywords.

#### DIVINE RECOVERY [DEMIGOD]

**Prerequisites:** Demigod

**Benefit:** When you spend a healing surge because you were targeted by an ability with a divine power source you may add your Charisma bonus to the number of hit points gained.

#### HEALING FROM RADIANCE [DEMIGOD]

**Prerequisites:** Demigod

**Benefit:** You gain the Healing From Radiance Encounter utility power.

#### HEALING FROM RADIANCE FEAT POWER

Invoking your divine heritage, you can absorb radiant energy to heal yourself.

**Encounter**

**Free Action**

**Personal**

**Trigger:** You are struck with a radiant damage attack that does not penetrate your radiant resistance.

**Effect:** You may spend a healing surge.

### PARAGON TIER FEATS

#### BEYOND DEATH [DEMIGOD]

**Prerequisites:** Demigod

**Benefit:** You may treat any roll of 10 or lower on a Death Saving Throw as a 10.

## DEMIGOD [MONSTER]

Demigods are the product of unions between mortals and gods, having some of the power of their divine parent but the frailties of their mortal parent as well. They rarely congregate in groups, instead living among the culture their mortal parent was from. Demigods are often great heroes or villains and can be found both championing and opposing the causes of their divine parents.

### DEMIGOD CULTIST LEVEL 8 MINION

**Medium natural humanoid XP 88**

**Initiative** +6 **Senses** Perception +4; low-light vision

**HP** 1; a missed attack never damages a minion.

**AC** 22; **Fortitude** 21, **Reflex** 18, **Will** 20

**Resist** 9 radiant

**Speed** 6

**Longsword** (*standard; at-will*)

+15 vs. AC; 9 damage

**Divine Heritage** (*varies; encounter*)

The scion may use the divinity feat of their divine parent as if they had the channel ability class ability.

**Alignment** Unaligned **Languages** Common

**Skills** Endurance +12, Religion +10

**Str** 20 (+9) **Dex** 14 (+6) **Wis** 8 (+3)

**Con** 14 (+5) **Int** 10 (+4) **Cha** 16 (+7)

**Equipment:** Chain mail, longsword, holy symbol

### DEMIGOD CULTIST TACTICS

Demigod cultists are dedicated to the cause of their divine parent to the extent that they no longer think for themselves. They are nearly always found under the command of a Demigod scion or champion, who will use them to overwhelm enemies in mass numbers. Demigod cultists willingly throw away their lives for the greater glory of their god.

### DEMIGOD SCION LEVEL 10 ARTILLERY (LEADER)

**Medium divine humanoid XP 500**

**Initiative** +5 **Senses** Perception +7; low-light vision

**HP** 84; **Bloodied** 42

**AC** 22; **Fortitude** 22, **Reflex** 20, **Will** 24

**Resist** 10 radiant

**Speed** 6

**Mace** (*standard; at-will*) \* **Weapon**

+12 vs. AC; 1d8+5 damage

**Divine Bolt** (*standard; at-will*)

Ranged 5/10; +10 vs. Will; 2d6+5 radiant damage

**Radiant Wave** (*standard; recharge 6*)

Ranged 10/20; +10 vs. Will; 4d8+5 radiant damage.

Any allies adjacent to the target may spend a healing surge.

**Divine Heritage** (*varies; encounter*)

The scion may use the divinity feat of their divine parent as if they had the channel ability class ability.

**Alignment** Unaligned **Languages** Common

**Skills** Endurance +16, Religion +14

**Str** 12 (+6) **Dex** 10 (+5) **Wis** 14 (+7)

**Con** 18 (+9) **Int** 18 (+9) **Cha** 21 (+10)

**Equipment:** Mace, chain mail, holy symbol

### DEMIGOD SCION TACTICS

Demigod scions are those scions that have completely dedicated themselves to the cause of their divine parent and have become fanatics in doing so. They prefer to hang back behind their followers, striking enemies who with divine bolt. Enemies who are surrounded by the scions followers are the preferred targets for Radiant Wave.

### DEMIGOD CHAMPION LEVEL 12 SOLDIER LEADER

**Medium natural humanoid XP 700**

**Initiative** +11 **Senses** Perception +8; low-light vision

**HP** 125; **Bloodied** 62.

**AC** 28; **Fortitude** 25, **Reflex** 21, **Will** 25

**Resist** radiant 11

**Speed** 6

**Longsword** (*standard; at-will*)

+19 vs. AC; 2d6+5 damage.

**Slash of Divine Anger** (*standard; at-will*)

+19 vs. AC; 2d6+5 damage; the target takes ongoing 5 radiant (*save ends*).

**Challenge of the God Child** (*standard; encounter*)

Ranged 5; the target is marked until the end of the encounter or until the Demigod champion dies. For each round the target does not attack the Demigod champion, the Demigod champion or an adjacent ally may spend a healing surge.

**Radiant Aura** (*standard; encounter*)

Close blast 3; +17 vs. Will; 3d8+5 radiant damage, and the targets are immobilized (*save ends*).

**Divine Heritage** (*varies, encounter*)

The scion may use the divinity feat of their divine parent as if they had the channel ability class ability.

**Alignment** Unaligned **Languages** Common

**Skills** Endurance +18, Religion +15

## RACES OF FANTASY: DEMIGOD

**Str** 22 (+12)   **Dex** 17 (+9)   **Wis** 14 (+8)  
**Con** 21 (+11)   **Int** 12 (+7)   **Cha** 21 (+11)  
**Equipment** longsword, plate mail, heavy shield

### DEMIGOD CHAMPION TACTICS

Demigod champions are warrior leaders of their divine parent's faith, leading hordes of worshippers into battle. They tend to lead from amongst their troops, marking the most powerful enemies on the field but staying among their allies to allow them to spend healing surges from challenge of the god child. If they are outnumbered or their followers are poorly positioned they will use radiant aura and move to a more advantageous position.

### DEMIGOD PATRIARCH LEVEL 18 ELITE CONTROLLER (LEADER)

**Medium natural humanoid**   **XP 2000**  
**Initiative** +7   **Senses** Perception +13; low-light vision  
**HP** 392; **Bloodied** 196.  
**AC** 32; **Fortitude** 30, **Reflex** 26, **Will** 32  
**Resist** radiant 14  
**Speed** 6  
**Action Points** 1  
**Longsword (standard; at-will)**  
+23 vs. AC; 2d8+7 damage.  
**Blast of the Divine (standard; at-will)**  
Blast 2; +21 vs. Will; 1d10+7 radiant damage, pushes the target 2 squares, and knocks the target prone.  
**Lance of Light (standard; at will)**  
Ranged 5/10; +21 vs. Will; 2d8+7 radiant damage.  
**Godstorm (standard; encounter)**  
Area burst 2 within 10 squares; +21 vs. Will; 3d10+6 radiant damage and dazes the target.  
**Divine Avatar (standard; encounter)**  
Ranged 10; The Demigod patriarch conjures a representative of its god within range. By spending a minor action the Demigod patriarch can direct the avatar to use the channel divinity feat of the Demigod patriarch's divine parent for the benefit of any ally within 10 squares of the avatar. This ability returns to the avatar at the beginning of the patriarch's turn. Creatures can move through the avatar's space without impediment. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter, until the Demigod patriarch dismisses it as a free action, or the Demigod patriarch dies.

### Divine Heritage (varies; encounter)

The scion may use the divinity feat of their divine parent as if they had the channel ability class ability.

**Alignment** Unaligned   **Languages** Common

**Skills** Diplomacy +21, Endurance +22, Insight +18, Religion +20

**Str** 14 (+11)   **Dex** 14 (+7)   **Wis** 18 (+13)

**Con** 22 (+15)   **Int** 20 (+14)   **Cha** 25 (+16)

**Equipment** bolos, chainmail, shield

### DEMIGOD PATRIARCH TACTICS

Demigod patriarchs tend to lead from the back, attacking with lance of light until they see a good opportunity to unleash godstorm. Most Demigod patriarchs use divine avatar as soon as the center point of the battle is determined to get maximum use out of it for their followers. If forced into close combat they will use blast of the divine to knock their enemies back so the Demigod patriarch can escape the front lines.

### LORE

A character knows the following information with a successful Religion check.

**DC 10:** Demigods are the product of unions between mortals and gods.

**DC 15:** Demigods have some divine power, but not nearly as much as their divine parent. They are resistant to radiant damage and can invoke some of their parent's divine abilities

**DC 20:** There are a handful of purely Demigod families and some Demigods have enough divine power that they can produce Demigod children with mortals.

### ENCOUNTER GROUPS

#### Level 9 Encounter (1,534 XP) "Demigod Cult"

- 2 Demigod scions (level 10 artillery)
- 6 Demigod cultists (level 8 minion)

#### Level 14 Encounter (4,100 XP) "Demigod Crusade"

- 4 Demigod scions (level 10 artillery)
- 3 Demigod champions (level 12 soldier)

#### Level 16 Encounter (5,800) Demigod Household

- 1 Demigod patriarch (level 18 elite controller)
- 2 Demigod scions (level 10 artillery)
- 4 Demigod champions (level 12 soldier)



## ADVENTURE IDEAS

The village of Hindelcliff was blessed twenty years ago by their local god with a child of unsurpassed beauty and health, a Demigod child that since grew to be the defender and leader of the village. Known as Kalin, this Demigod has recently gone missing, with most thinking he finally got sick of everyone in the village relying on him as the voice of his father. Already in a panic over Kalin's disappearance, the villagers now fear the wrath of Kalin's divine father if Kalin is not present at the harvest festival in honor of Kalin's father. They'll promise anyone all they have if Kalin can be found and returned before the harvest festival.

In the slums of the city an evil cult has kidnapped a Demigod child of the god of justice, seeking to use him as a conduit to strike at his divine parent. While the child was widely feared by his neighbors, thinking he would report the neighbors to his father for the smallest unjust act, the child's mortal mother is looking for any help she can find in rescuing her child.

For years the kingdom of Erosyth had no heirs to speak of and it was widely whispered either the king or queen were incapable of producing one. When the queen grew large with child no one thought to question it, but when the Demigod child arrived the finger pointing began. Was it the child of a god of trickery trying to cause problems? A foreign god trying to weaken Erosyth for an impending invasion? A fertility god trying to lend a hand?

The Demigod paladin Perrach dedicated his life to serving his mother, a god of light. After countless crusades against undead hordes and other abominations Perrach expected some sort of thanks or congratulations from his divine mother, but received none. For his years of service he received not even a kind word, and so he changed his plans; if he could not get his mother's attention by furthering her worship, he would get it by destroying her followers. Now Perrach has begun a campaign against the temples of his mother, putting them all to the torch and slaughtering their priests wholesale. When the players stumble into his path at the Shrine of Saint Orian, a temple of Perrach's mother, will they decide to put his efforts to an end?

House Ravenyor has existed for ten centuries as one of the largest collections of Demigod in the world, its members drawn primarily from the children of gods of trade, fertility, and knowledge. Now it seems the attention of the gods has waned and no new Demigod have been found by House Ravenyor for more than two centuries and they are growing desperate. When new rumors begin to circulate of a Demigod child in a neighboring village, what lengths will they go to continue their line?

**POWER CARD**

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