

GODS AND DEMONS

100 Gods and 100 Spirits

CLEVER DIVINITIES
for use with your Role-Playing Games



Gods and Demons

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Gods & Demons

INTRODUCTION

Board Enterprises has proudly been producing supplements that list one hundred concepts. But sometimes even 100 is not enough. Here we could have done 100 gods and 100 demons as separate books, but the two seemed to go together so well. So, by most standards that makes this two books in one!

We don't want you to get too hung up on the term "demon"; it's more of a dramatic flair. The first 100 are gods of various power levels looking to control the cosmos and gather more worshippers. The second 100 are spirits (a more restricted divine type) and minions. The minions could be seen as demons or angels - sort of depends on your perspective. If you want more details, check out **Appendix A**. It describes the three categories and what their capabilities are.

We know why you buy supplements like this. Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into a mission with little trouble, but it is the spark or the starting point that can be tough. This supplement's goal is to supply you with ideas and gods you can use, sometimes in roles you may not have thought about. If we can do the front end, you can concentrate more directly on making your game world fun for your players.

This supplement and the others like it are intended to supply you with the spark(s) to get you up and going. They are not intended to rewrite your whole world; they are only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

The Basics

OK - So we assume you are the game master and in need of a few divine creatures to control your world (or a portion of it) and influence your players and their characters. We assume you have a world, or at least part of one that you intend to use - enough

space that you know where the characters are going to be and they can have adventures.



Our thinking here is that creating a god or two is usually not that tough, but when you need the depth provided by a couple of hundred divinities split between several pantheons, well that's a lot more difficult. Most of the divinities in this book have appeared in active campaigns. The difficulty in writing this was not in developing them all, but limiting their number and descriptions to fit in this book's format. Some are a little stereo-typical. Some have far more depth and dimensions that we can communicate. We think the mix will work for you as well as it has for our play-testers.

The descriptions have been written with the intent that you can reread them quickly during a game session without noticeably slowing the flow of the game. You are not expected to memorize each god! (Egads!) In fact, we hope that if you read through the book once, you'll have a very general understanding of where they all fit in, and then you can check back should that divine creature enter into your campaign.

This supplement is intended to be generic enough to cover just about every game system. Most of the gods in this book should be generic to the rules. Yes, they are geared more for fantasy games, but in many cases, these personalities can be easily