

DEFY THE GODS

Queer Sword & Sorcery

Enter a world of blood, bronze and beating hearts.

Find your fortune in the half-drowned halls of lost Atlantis. Fall in love in the hunting grounds of giant sphinxes. Slay—or seduce—your rivals in a metropolis of clay, gold and lapis lazuli. A single sword stroke or kiss can change everything.

Defy the Gods is a roleplaying game of daring adventure, ruinous romance, and cursed power. Inspired by *Clash of the Titans*, *Conan the Barbarian*, and *Princess Mononoke*, it's sword & sorcery that stabs you in the heart.

In this book, you'll find:

- A system designed for playing **emotionally entangled outcasts** with the gods themselves at their throats.
- A fresh take on **Powered by the Apocalypse** where you can roll *too* high and blaze with immortal glory.
- The **World Scene** interlude where you play the villains and sharpen the story's drama.
- Rules for building **gods and city-states** with their own cults, customs and conflicts.
- **Over 30 creatures and enemies** to challenge.
- A **guide to fantasy ancient Mesopotamia** from the starry heavens to the Underworld.

Strike boldly.

Love fiercely.

Ascend to a glorious destiny...

...and be transformed forever.



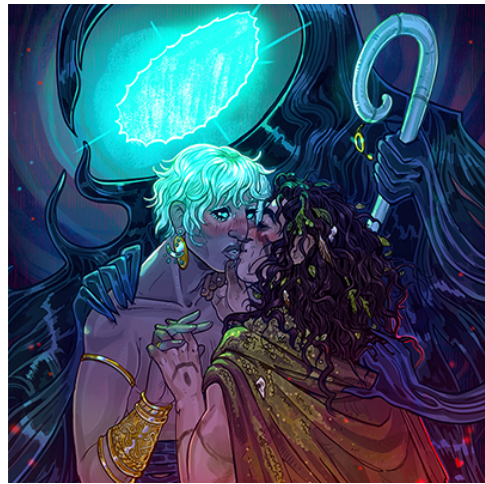
What People Are Saying

"A smart, purposeful take on sword & sorcery roleplaying, backed by mechanics that drive you toward interesting and loaded narrative. It's a really cool game."

Avery Alder, creator of *Monsterhearts* and *The Quiet Year*

"The game's mechanical innovations give all players a role in the evolution of the world and support the creation of a wide range of characters within the genre."

April Kit Walsh, creator of *Thirsty Sword Lesbians*



"*Defy the Gods* explodes into brilliant colors at the table. The game is generous in the inspiration and momentum it offers, making it easy as either player or GM. The collaborative world-building alone feels luxurious."

Rae Nedjadi, creator of *Apocalypse Keys*

"An incredibly elegant twist on PbtA that fits the world perfectly. Exactly what you want in a core mechanic and a new setting."

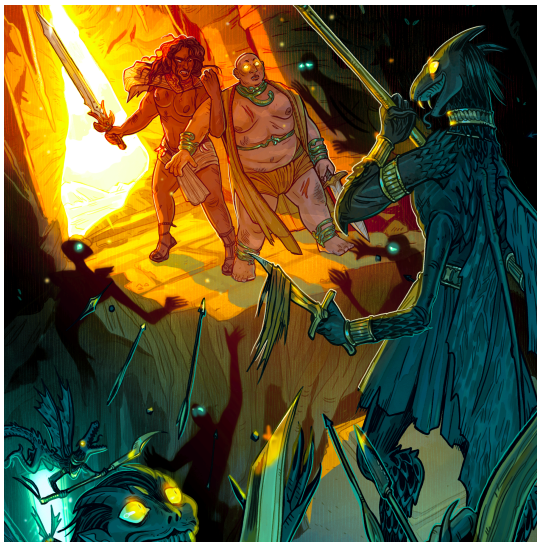
Brian Liberge, Games on Demand

Quick Info

- 3–6 players
- 18+ years of age
- 3–4 hours to play each session
- 300-page, four-color, U.S. Trade-size hardback
- Over 70 gorgeous illustrations from 19 artists

Look Deeper

- Play a fierce **Sword**, chaotic **Sorcerer**, scheming **Sailor**, immortal-sworn **Vessel**, wild-raised **Wolfling**, or fugitive **Revenant**.
- Combat the **Pantheon** of gods, the tyrannical **City**, the creatures of the endless **Wilds**, the shattered legacy of **Atlantis**, and the hungry **Underworld** of the dead.
- Play **better sword & sorcery**. Classic fantasy adventure for people who want to skip the misogyny, homophobia and Orientalism and go straight to the romance.
- Roll-too-high and doom-spiral mechanics from *Apocalypse Keys*.
- Flirting mechanics from *Thirsty Sword Lesbians*.



Designer Story

Chrys Sellers (she/her) is a queer game designer in Columbus, Ohio. Over four years of playtesting, *Defy the Gods* cracked Chrys's egg, and in turn, her gender journey informed the game's development. Now she's bringing it into a world that needs queer defiance more than ever.

Chrys's first game was the bestselling [Raccoon Sky Pirates](#), a raucous, GM-less story game about raccoons who raid a suburban house with a flying ship made of trash.

Chrys was honored as a [GAMA Horizons Fellow](#) from 2024 to 2025.

Links

- Kickstarter page: <https://www.kickstarter.com/projects/hecticelectron/defy-the-gods-rpg/>
- Free quick-start rules, playbooks, and world-building sheets: <https://hecticelectron.itch.io/defy-the-gods/>
- Art assets for press: <https://tinyurl.com/defy-the-gods-art>
- Retailer comparison chart: <https://tinyurl.com/dtg-retailer-sheet>
- One-shot actual play: <https://www.twitch.tv/videos/2374844981>
- Spotify playlist: <https://open.spotify.com/playlist/0OwrQCllkriboBUdpuOr7t>
- Follow Hectic Electron on BlueSky: <https://bsky.app/profile/hecticelectron.bsky.social>
- Subscribe to the newsletter: <https://bit.ly/engn>

Team

- **Chrys Sellers** (she/her) designer, writer, art director
- **Lyla Fujiwara** (she/her) developmental editor
- **Sean D'souza** (he/him) contributing writer
- **Rae Nedjadi** (he/him) design advisor
- **Avery Alder** (she/her) design advisor
- **Cris Viana** (she/her) layout and graphic designer
- **Rue Dickey** (they/he) copy editor
- **Cat Tobin** (she/her) Horizons mentor
- **Basheer Ghouse** (he/him) cultural consultant
- **Omar Ramadan Santiago** (he/him) cultural consultant

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