DEMETER

a solo journaling roleplaying game

POCKET
QUEST

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THIS IS DEMETER

the spaceship you travel on. It ships cargo to distant planets, stations, and colonies.

All that work for a few credits.

No surprise the captain took that last order, it should have been easy money.

But it was **not**.

MEET THE crewed

Choose up to the five members of the crew, either diverse or more of the same profession:

physical domain

Pilot
Gunner
Technician
Droid

Medic
Scientist
Engineer
Zealot

mental domain

The last crew member is

Captain.

Experienced in both domains, but with no **effort bonus** for their profession.

say HELLO
TO THYe

It was part of the cargo, but it is elsewhere now.

We do not know where exactly.

The crew calls it **Thye**.

It moves through the ship.

Its goal is unknown.

Is it **us**?

Prepare for the voyage

Take some paper, pencil,
and a deck of cards.

Throw away the jokers,
this will be a serious journey.

Shuffle the cards.

GAMEPLAY

Keep the ship's log book updated.

Start each entry by writing down the date.
Then draw the first card and check out its color.
Narrate the result

from

the

corresponding

perspective.

crew (♥/♦)

Draw a second card to make an **event** happen.

Solve it.

Make a stance.

Escape the danger.

Try to make the best of every situation.

Hold on until you find the

ultimate solution.

THYE (♠/♣)

When you draw a black card, swap the perspective.
You are the beast now. You decide what happens.
They cannot kill you. Draw another card.

Eat. Devour the resources, the material, or a crew member, your choice.

Hunt. Give them a hard time. Show off. Make them fear you.

Destroy. Demolish the room, the facility, the very thing they need.

Evolve. Change yourself. Gain new ability. Multiply.

Crew

Survive till the end
of the deck.

_goal

Thye

Do not let them.

OBJECTIVE

When an objective for the crew occurs and they need to accomplish it, allocate one or more people to it, as long as it **makes sense**. Are they suitable for the objective?

profession matches	+3 effort
physical/mental domain matches	+2 effort
sheer presence	+1 effort

apply the best option for each crew member

Then draw a card and compare its value with overall effort (A = 1, JQK = 10).

Higher total wins. In draws, **red cards** shift favor to the crew's side, **black cards** favor Thye.

DEATH & MOMENTUM

When the crew fails
their objective, somebody dies
and you gain **momentum** points equal
to the number of already deceased members.

While you have at least one momentum,
anytime you fail the objective,
you may spend one point
to succeed and hurt one
crew member.

You begin with 1 momentum.

Wounded person gets no effort bonus for their **domain**.
Hurt that crew member again and

they   will   die.

crew events

— ♥ —

A A strange body is discovered. No one really recognizes it.

2 Suddenly a critical morale decision drops in. All choices suck.

3 A crew member behaves extraordinarily calmly.

4 A routine action escalated into a serious threat.

5 There are strange noises, voices even. Or are they?

6 A morale-boosting speech is given or received.

7 Somebody got sick. Is it infectious? Is it serious?

8 Somebody suffers a memory loss. What caused it?

9 Intense homesickness kicks in. What do they miss?

10 All had a (shared) vivid and horrifying nightmare.

J A friendly being on the deck happens to be helpful in the situation.

Q A repressed memory of a ~~romantic~~ dreadful old relationship surfaces.

K A hidden crew member! Will they join your crew?

ITem events

— ◆ —

A   A valuable cargo is suddenly missing.

2   Disturbing evidence escalates the situation.

3   A terrifying scribble spreads across the walls.

4   Somebody discovered a diary with useful content.

5   A dangerous prototype device is located on board.

6   A bunch of old physical books stacked on a pile.

7   A pile of scraps turned out to be a functional sentient robot.

8   Weapons are unmaintained, empty, or damaged.

9   A dose of highly effective drugs is discovered.

10 A medkit is found. Something is strange with it.

J   A really useful cybernetic attachment.

Q   The equipment of one cabin was totally destroyed.

K   Documents about the transported entity appeared.
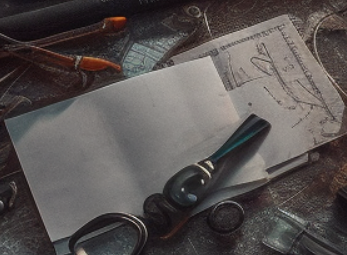
SHIP events

— ♠ —

A   Oxygen levels drop due to life support malfunction.

2   AI reveals a set of hidden operation capabilities.

3   Communication modules are damaged/destroyed.

4   External shields are broken and turned off.

5   Gravity generator turns off. Once or repeatedly.

6   AI is not responding to any requests anymore. Doesn't want to.

7   A large hole between two ship floors appeared.

8   A power overload causes systems to restart.

9   Navigation unit malfunction distorts ship's course.

10   AI does not recognize crew members anymore.

J   Fire erupts. Whole section is on fire. Fire.

Q   Airlock malfunction traps crew members isolated.

K   An environmental regulation is damaged or set to unbearable level.

space events

— ♣ —

A   Ship approaches a dangerous asteroid field.

2   The comet's path intersects the ship's trajectory.

3   A risky maneuver can shorten the travel to safety.

4   A distress signal from outer space is received.

5   Stellar radiation surge disrupts onboard systems.

6   A spectacular theatrical event is happening. Is it a threat?

7   Sensors registered a nearby form of life.

8   A friendly spaceship wants to pay a visit.

9   A foreign vessel appears with intentions unknown.

10   A strange energy wave threatens the vessel.

J   Old mining colony sent a call for help.

Q   A space fighter occurs, pursued by a famous battleship.

K   A previously unidentified wormhole is discovered.

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Testers	—
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