

# **JCollins Patreon by Thomas Bell**

## **(06/October/2024 - 08/June/2025)**

---



MEDITERRANEAN SEA

ROSETTA

GAZA

RAFAH

SAMMANUD

BUTO

SAIS

BUSIRIS

MENDES

TANIS

PELUSIUM

AVARIS

BUBASTIS

LOWER EGYPT

GREAT BITTER LAKE

AUSIM

HELIOPOLIS

GIZA

MEMPHIS

DAHSHUR

FAIYUM

SHEDET

TEPIHU

TARKHAN

HENENNESUT

PERMEDJED

SAKA

HEBENU

BENI HASAN

KHEMENU

HATHNUB

NEFRUSY

KUSAI

ASYUT

PER-NEMTI

SHASHOTEP

TJEBU

AKHMIM

THINIS

ABYDOS

HUT-SEKHEN

GULF OF SUEZ

SINAI

RED SEA

DENDERA

NAGADA

GEBTU

KARNAK-LUXOR

THEBES JUNI

HEFAT

PER-HATHOR

ESNA

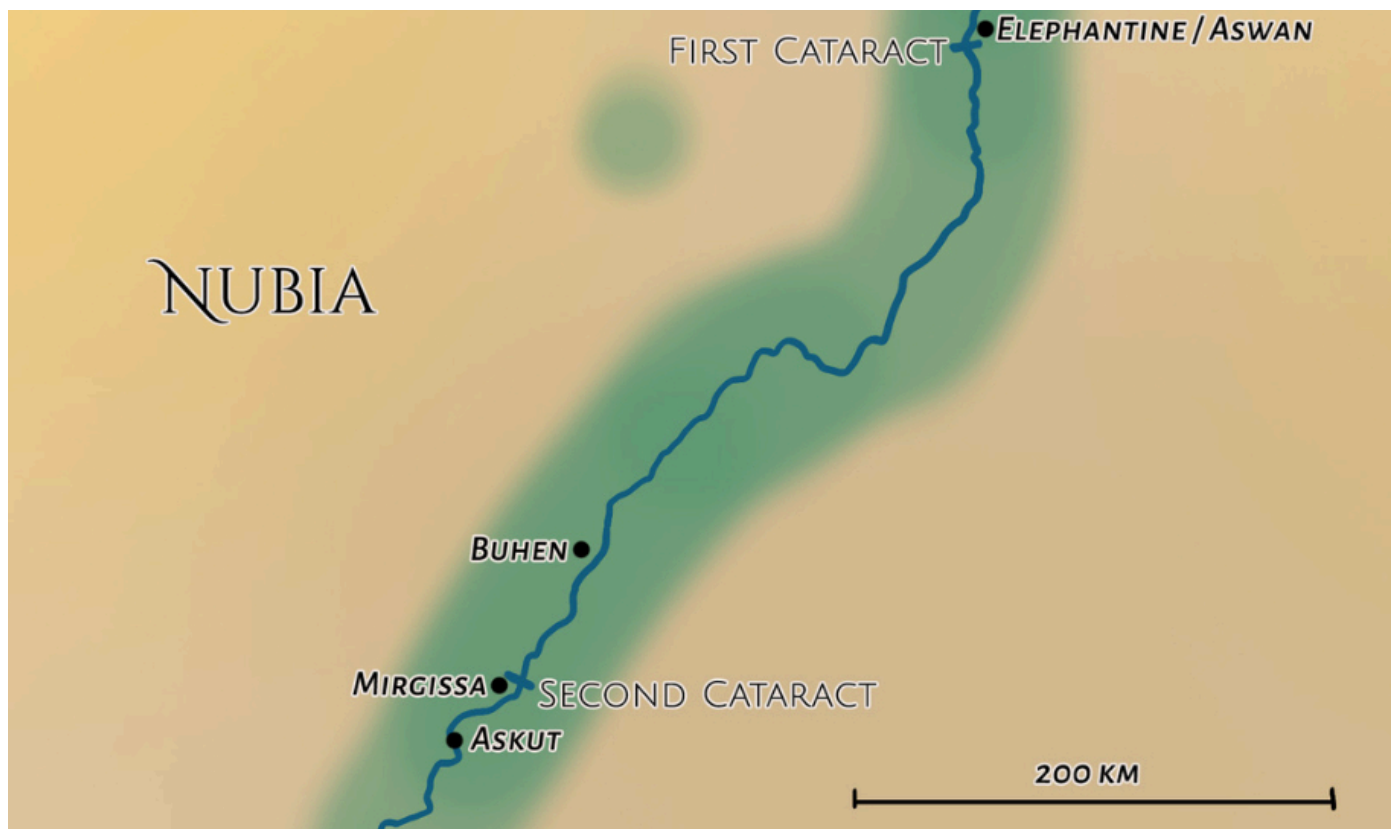
NEKHEB

NEKHEN

EDFU

UPPER EGYPT

NUBIT



[The map in the game](#)

[Oct 6, 2024](#)

This is the full sized map of the one that's in the game.

[Achievement and outcome guide](#)

[Nov 26, 2024](#)

Here is a guide for all of the possible achievements currently in the game, plus a general guide to different choices and outcomes. If you want anything added, just leave a comment! ^^

Beware, it contains SPOILERS

[Achievement guide.docx](#)

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [Demo update](#)

[Dec 6, 2024](#)

The first scene of chapter 3 is available to play, together with a quick character creation option that lets you skip the first 2 chapters ^^ The new content is around 9000 words. Lots of that is just code, but you can now read the first scene with Ahmose, and the infamous Petmes also makes an appearance 🙄

The password is the incredibly genius, not-at-all predictable: password

## [Da Chat and other plans](#)

[Dec 9, 2024](#)

I opened up the chat here just now for members of both Tiers. You can always leave a comment under posts, but if you want to discuss something more in-depth, the chat is open! I'll always read the messages there and answer whenever I have time. Spoilers are also welcome, so those who can't read the weekly updates regularly should be careful.

So, if you want to discuss anything that isn't yet made public, or just the game in general, OR!! If you have ideas about what you'd like to see here on patreon, you're welcome to write in the chat!

For this week, I was planning to work on some POV scenes for the ROs. So if you wanna see a specific scene from your favorite RO's eyes, let me know 🙄 I already worked out a cool system, which will be sort of a mini-game, where you can set your MC's name and gender, plus the RO's, and then select a scene that will be titled like "Qenna x NobleMC at the festival dance" or something.

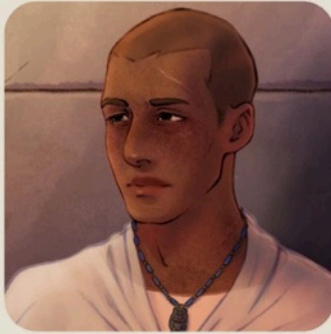
So far, I had in mind these scenes:

- Narmer boat scene with a rejected widow NobleMC (late teens) (thanks to HarleyQueen who was the first patreon supporter, so they got to choose first)
- Narmer and veteran Captain at the battle of Avaris where Narmer saved their life
- Qenna and an injured PriestMC in the tent after the ceremony while the MC lies unconscious
- Zaia who finally caught ThiefMC after chasing them through the city all night
- Tabiry training with a non-veteran Captain
- Plus others, which will be less background-specific



I will not write all of these at once, but this is the general idea :D I'm also trying to find a nice template for the character sheets, but so far, I had no luck, so I'll keep looking.

Also, I will be flying tomorrow across the continent, so I probably won't have time to answer messages, but I'll be back again on Wednesday :))



Name: **MAATKARA NARMER MERENPTAH**

Nickname: **NARMER**

Role in story: **THE KING**

Age: **36** Gender: **MALE**

Occupation: **HEAD OF STATE, MAJOR GENERAL, HEAD OF RELIGION**

Social class: **ROYAL**

### PHYSICAL DESCRIPTION

Height: **196 cm** Skin tone: **Golden brown**

Weight: **107 kg** Hair color: **Brown**

Build: **Strong** Eye color: **Black**

### FAMILY & FRIENDS

Father: **USERKARE MENMAATRE MERENPTAH** †

Mother: **INETKAES** †

Siblings: **TWO SISTERS AND A BROTHER** †

Spouse: **[redacted]**

Children: **[redacted] AHMOSE**

Friends: **HARKHUF, EBO, + A FEW OTHERS**

Best friend: **PETMES, QENNA**

Ancestor: **COMES FROM AN OLD MILITARY LINE**

Hometown: **MEMPHIS**

Residence: **MEMPHIS ROYAL PALACE**

### VALUES

In general: **Country and duty comes before all**

In private life: **Patience, loyalty, honesty**

In relationships: **Perseverance, understanding**

Conflicts with: **Anything against his morals, has a deep-seated hatred of Hyksos**

### BACKGROUND

He was born in North Sinai in a military camp as the fourth child of future King Userkare. His father was an officer in the army at the time.

**[redacted]** and later had **Ahmoose**. After his father took the throne, Narmar led the military campaign against the Hyksos, which he eventually won.

### SKILLS

Combat: **HIGHLY TRAINED**

Magic: **MODERATE**

Stealth: **HIGHLY TRAINED**

Perception: **BEGINNER**

Languages: **EGYPTIAN, LYBIAN, AKKADIAN, HYKSOS**

Other: **POLITICS, GEOGRAPHY, MILITARY STRATEGY AND HISTORY**

### OTHER

Keepsake: **Amulet from [redacted]**

Hobbies: **Fishing, poetry, hunting**

Fun fact: **Bad at learning languages and fishing**

Special marks: **Body full of battle scars**



Name: [redacted]  
Nickname: QENNA  
Role in story: THE SPYMASTER  
Age: [redacted] Gender: MALE  
Occupation: HEAD OF ROYAL INTELLIGENCE, HEAD OF ROYAL ARCHERS, GENERAL OF THE AMUN CORPS  
Social class: [redacted]

#### PHYSICAL DESCRIPTION

Height: 170 cm Skin tone: Sandy brown  
Weight: 75 kg Hair color: Black  
Build: Stocky Eye color: Hazel

#### BACKGROUND

[redacted]

until eventually King Userkare put him into Royal Intelligence.

#### FAMILY & FRIENDS

Father: [redacted]  
Mother: MUTNOFRET  
Siblings: A YOUNGER SISTER  
Spouse: [redacted]  
Children: [redacted]  
Friends: NARMER  
Best friend: ZAIA  
Ancestor: [redacted]  
Hometown: THEBES  
Residence: THEBAN ROYAL PALACE

#### SKILLS

Combat: HIGHLY TRAINED  
Magic: [redacted]  
Stealth: HIGHLY TRAINED  
Perception: HIGHLY TRAINED  
Languages: EGYPTIAN, LYBIAN, AKKADIAN, HYKSOS, MEROITIC, ASSYRIAN  
Other: POLITICS, HISTORY, MATHEMATICS, ASTRONOMY, BIOLOGY, POISONS

#### VALUES

In general: Tenacity, secrets, knowledge  
In private life: Patience  
In relationships: Kindness, loyalty, a strong will  
Conflicts with: Self-worth

#### OTHER

Keepsake: An amulet with [redacted]  
Hobbies: Glasswork, chess  
Fun fact: Can mimic dozens of accents  
Special marks: [redacted]



Name: [redacted]  
Nickname: QENNA  
Role in story: THE SPYMASTER  
Age: [redacted] Gender: FEMALE  
Occupation: HEAD OF ROYAL INTELLIGENCE, HEAD OF ROYAL ARCHERS, GENERAL OF THE AMUN CORPS  
Social class: [redacted]

### PHYSICAL DESCRIPTION

Height: 160 cm Skin tone: Sandy brown  
Weight: 60 kg Hair color: Black  
Build: Lean Eye color: Hazel

### BACKGROUND

[redacted]  
until eventually  
King Userkare put her into Royal Intelligence.

### FAMILY & FRIENDS

Father: [redacted]  
Mother: MUTNOFRET  
Siblings: A YOUNGER SISTER  
Spouse: [redacted]  
Children: [redacted]  
Friends: NARMER  
Best friend: ZAIA  
Ancestor: [redacted]  
Hometown: THEBES  
Residence: THEBAN ROYAL PALACE

### SKILLS

Combat: HIGHLY TRAINED  
Magic: [redacted]  
Stealth: HIGHLY TRAINED  
Perception: HIGHLY TRAINED  
Languages: EGYPTIAN, LYBIAN, AKKADIAN, HYKSOS, MEROITIC, ASSYRIAN  
Other: POLITICS, HISTORY, MATHEMATICS, ASTRONOMY, BIOLOGY, POISONS

### VALUES

In general: Tenacity, secrets, knowledge  
In private life: Patience  
In relationships: Kindness, loyalty, a strong will  
Conflicts with: Self-worth

### OTHER

Keepsake: An amulet with [redacted]  
Hobbies: Glasswork, chess  
Fun fact: Can mimic dozens of accents  
Special marks: [redacted]





Name: AZAIAD-ULANU  
Nickname: ZAIA  
Role in story: THE SPIRIT  
Age: ~300 Gender: MALE  
Occupation: SPIRIT GUARDIAN  
Social class: NONE

### PHYSICAL DESCRIPTION

Height: 178 cm Skin tone: Reddish brown  
Weight: - Hair color: Dark brown  
Build: Lean Eye color: -

### BACKGROUND



eventually came to Egypt with a traveling priest. After the priest's death, Zaia stayed.

### FAMILY & FRIENDS

Father: [redacted]  
Mother: ?  
Siblings: [redacted]  
Spouse: -  
Children: -  
Friends: AHMOSE, EBO  
Best friend: QENNA  
Ancestor: -  
Hometown: [redacted]  
Residence: THEBAN ROYAL PALACE

### SKILLS

Combat: BEGINNER  
Magic: HIGH SPIRIT LEVEL  
Stealth: ADVANCED  
Perception: ADVANCED  
Languages: AKKADIAN, SUMERIAN, ARAMAIC, EGYPTIAN  
Other: HISTORY, MATHEMATICS, PHYSICS, LITERATURE

### VALUES

In general: Personal space, quiet  
In private life: Intelligence, wittiness  
In relationships: Curiosity, understanding  
Conflicts with: Passage of time, physicality

### OTHER

Keepsake: -  
Hobbies: Baking, Ancient legends  
Fun fact: Wishes he could eat  
Special marks: [redacted]



Name: AZAIAD-ULANI  
Nickname: ZAIA  
Role in story: THE SPIRIT  
Age: ~300 Gender: FEMALE  
Occupation: SPIRIT GUARDIAN  
Social class: NONE

### PHYSICAL DESCRIPTION

Height: 168 cm Skin tone: Reddish brown  
Weight: - Hair color: Dark brown  
Build: Lean Eye color: -

### BACKGROUND



eventually came to Egypt with a traveling priest. After the priest's death, Zaia stayed.

### FAMILY & FRIENDS

Father: [redacted]  
Mother: ?  
Siblings: [redacted]  
Spouse: -  
Children: -  
Friends: AHMOSE, EBO  
Best friend: QENNA  
Ancestor: -  
Hometown: [redacted]  
Residence: THEBAN ROYAL PALACE

### SKILLS

Combat: BEGINNER  
Magic: HIGH SPIRIT LEVEL  
Stealth: ADVANCED  
Perception: ADVANCED  
Languages: AKKADIAN, SUMERIAN, ARAMAIC, EGYPTIAN  
Other: HISTORY, MATHEMATICS, PHYSICS, LITERATURE

### VALUES

In general: Personal space, quiet  
In private life: Intelligence, wittiness  
In relationships: Curiosity, understanding  
Conflicts with: Passage of time, physicality

### OTHER

Keepsake: -  
Hobbies: Baking, Ancient legends  
Fun fact: Wishes she could eat  
Special marks: [redacted]





Name: **TABIRY TAHAT**

Nickname: **TABIRY**

Role in story: **THE WARRIOR**

Age: **28** Gender: **FEMALE**

Occupation: **ROYAL GUARD**

Social class: **MIDDLE CLASS**

### PHYSICAL DESCRIPTION

Height: **173 cm** Skin tone: **Dark brown**

Weight: **75 kg** Hair color: **Black**

Build: **Lean and strong** Eye color: **Brown**

### FAMILY & FRIENDS

Father: **ORONDO SON OF YAKHUM**

Mother: **KUDA**

Siblings: **-**

Spouse: **-**

Children: **-**

Friends: **SEVERAL IN PALACE GUARD**

Best friend: **-**

Ancestor: **DESCENDED FROM NUBIAN LORDS**

Hometown: **DONGOLA**

Residence: **FAMILY ESTATE OUT OF THEBES**

### VALUES

In general: **Loyalty, honesty, respect**

In private life: **Humor, kindness, strength of will**

In relationships: **Supportiveness, respect**

Conflicts with: **Sense of self**

### BACKGROUND

She was born in Nubia. Her grandfather was a local chief, but her father was only third son, so he and his family moved to Egypt to prove his worth as a Medjay in the pharaoh's army. Tabiry grew up mostly in Egypt and she struggled a lot with her identity as Egyptian-Nubian. Her father trained her as his successor. She still isn't sure of her own path but does her duty with conviction.

### SKILLS

Combat: **HIGHLY TRAINED**

Magic: **BEGINNER**

Stealth: **MODERATE**

Perception: **MODERATE**

Languages: **ANDAANDI, MEROITIC, EGYPTIAN**

Other: **MILITARY STRATEGY, MEDICINE, SURGERY, POISONS**

### OTHER

Keepsake: **Earrings from her mother**

Hobbies: **Painting, singing, martial arts**

Fun fact: **Can't swim and is boat sick**

Special marks: **Golden makeup**



Name: AHMOSE SETAU  
Nickname: AHMOSE  
Role in story: THE PRINCE  
Age: 18 Gender: MALE  
Occupation: HEIR TO THE THRONE, GENERAL OF THE ROYAL CHARIOT BATALLION, PRIEST OF SET  
Social class: ROYAL

### PHYSICAL DESCRIPTION

Height: 190 cm Skin tone: Golden brown  
Weight: 85 kg Hair color: Brown  
Build: Athletic Eye color: Dark brown

### FAMILY & FRIENDS

Father: MAATKARA NARMER MERENPTAH  
Mother: [redacted]  
Siblings: [redacted]  
Spouse: [redacted]  
Children: -  
Friends: SEVERAL AROUND THE COUNTRY  
Best friend: -  
Ancestor: EGYPTIAN 18TH DYNASTY  
Hometown: THEBES  
Residence: MEMPHIS ROYAL PALACE

### VALUES

In general: Honesty, loyalty, justice  
In private life: Curiosity, open-mindedness  
In relationships: Wit, kindness, supportiveness  
Conflicts with: Sense of duty and responsibility

### BACKGROUND

[redacted]  
He grew up sheltered from the war, and had a relatively easy childhood. His father started training him early on, but Ahmose was never fond of combat and preferred sports instead.  
[redacted]

### SKILLS

Combat: MODERATE  
Magic: MODERATE  
Stealth: BEGINNER  
Perception: BEGINNER  
Languages: EGYPTIAN, LYBIAN, AKKADIAN, MEROITIC, ASSYRIAN  
Other: LITERATURE, ASTRONOMY, GEOGRAPHY, MATHEMATICS, POLITICS

### OTHER

Keepsake: Ring with royal seal  
Hobbies: Sports, hunting, archery  
Fun fact: Claustrophobic and has fear of heights  
Special marks: [redacted]



Name: **AHMOSE MERISET**  
Nickname: **AHMOSE**  
Role in story: **THE PRINCESS**  
Age: **18** Gender: **FEMALE**  
Occupation: **THIRD-IN-LINE TO THE THRONE, HEAD OF ROYAL SCRIBES, PRIESTESS OF SET**  
Social class: **ROYAL**

### PHYSICAL DESCRIPTION

Height: **180 cm** Skin tone: **Golden brown**  
Weight: **70 kg** Hair color: **Brown**  
Build: **Lean** Eye color: **Dark brown**

### FAMILY & FRIENDS

Father: **MAATKARA NARMER MERENPTAH**  
Mother: **[redacted]**  
Siblings: **[redacted]**  
Spouse: **[redacted]**  
Children: **-**  
Friends: **SEVERAL AROUND THE COUNTRY**  
Best friend: **-**  
Ancestor: **EGYPTIAN 18TH DYNASTY**  
Hometown: **THEBES**  
Residence: **MEMPHIS ROYAL PALACE**

### VALUES

In general: **Honesty, loyalty, justice**  
In private life: **Curiosity, open-mindedness**  
In relationships: **Wit, kindness, supportiveness**  
Conflicts with: **Sense of duty and responsibility**

### BACKGROUND

Ahmose was born as the daughter of Narmmer and **[redacted]**. She grew up sheltered from the war, and had a relatively easy childhood. Her father started training her early on, but Ahmose was never fond of combat and preferred sports and art instead. **[redacted]**

### SKILLS

Combat: **MODERATE**  
Magic: **MODERATE**  
Stealth: **BEGINNER**  
Perception: **BEGINNER**  
Languages: **EGYPTIAN, LYBIAN, AKKADIAN, MEROITIC, ASSYRIAN**  
Other: **LITERATURE, ASTRONOMY, GEOGRAPHY, MATHEMATICS, POLITICS**

### OTHER

Keepsake: **Ring with royal seal**  
Hobbies: **Sports, archery, dance**  
Fun fact: **Claustrophobic and has fear of heights**  
Special marks: **[redacted]**

I finally found a nice template for the character sheets, so I made these today! :D I blurred out the spoilers, but be aware that even the fact that something is blurred out can be SPOILERY. I will remove the blur gradually as more things are discovered about them in the game.

I just noticed that the only character without any blurs is Tabiry. She is so nice and uncomplicated compared to the others lol

[Why I'm not answering anything atm](#)

[Dec 11, 2024](#)

Sorry for the sudden silence, I was flying yesterday across the continent to visit the family for Christmas, and it turns out I either got food poisoning or some stomach infection that's been going around the country lately. I figured that out pretty much the moment the plane took off. I was horribly sick during the *entire*, very full flight, and luckily the flight attendants were super nice and helpful, and they even switched my seat to be able to stay close to the bathroom, but still it was the worst flight I ever had. And then the issues of course continued at home, so I'm now just resting in bed, trying to keep down the tiniest amount of liquids I can, with a high fever.

So that's why I suddenly went silent. I only got up now to make this post, but I'm going back to trying not to end up in the hospital. So rest rest rest, staying hydrated. I'll be back once I'm better! Stay safe guys and don't eat dodgy Indian food!

[Getting better](#)

[Dec 13, 2024](#)

Good news, the sickness is slowly passing ^^ I only have a small fever now and I can already eat small amounts of solids, so I'm hoping that I can recover by the end of the weekend. Plus I'm getting super bored in bed so I'm going to start writing a bit today 🙄 Today's update probably won't happen, but I was thinking to post the game update at the end of the weekend, or early next week. Then it will be again next week Friday or so.

Thanks for everyone who wished me well! 🍕

[Sneak peek](#)



[Dec 13, 2024](#)

So I started writing again today from bed, and good news for Ahmose-romancers, because I'm preparing the first flirt options with them 🥳 Here is a snippet from the shy option, which will be included in the next update:

*Oh, gods... Why are you like this? Seriously. This is the bloody princess/prince. She/He probably uses puppy-dog eyes on everyone\*. There is nothing special about you. There is nothing special about her/him looking at you like this. She/He does it to everyone, you bet.\* **You bet.***

*And yet...*

*And yet, she/he's scooting a little bit closer now, slowly leaning towards you.*

*You curse yourself for lowering your eyes out of reflex, straight down to her pretty low cleavage / his sculpted chest.*

*You instantly lift your gaze back again to her/his face, only to see her/his smile widening ever so slowly. "Why did you and my dad come here, YN?"*

*She/He's doing it on purpose, the little shiii—*

*Shit! The pie falls out of your hand at that exact moment, staining your white tunic with pumpkin.*

[Update coming tomorrow](#)

[Dec 15, 2024](#)

I'm feeling much better now, and I made some good progress yesterday and today. So I think I'll be able to finish up the scenes I wanted tonight. Then tomorrow I'll add the rest of the choices (those that I randomly skipped in the writing process), and I think I'll be able to update the game tomorrow evening (European time). Then again, I always think that, and then it always turns out that the leftover work is actually A LOT bigger than I thought haha. So we'll see. But the update is definitely coming sometime tomorrow (and then again on Friday).

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [Update](#)

[Dec 16, 2024](#)

The new update to the patreon demo is here with 19k extra words :D

I'm super proud of myself for managing to whip this up while I was also sick, and flying, and everything else going on.

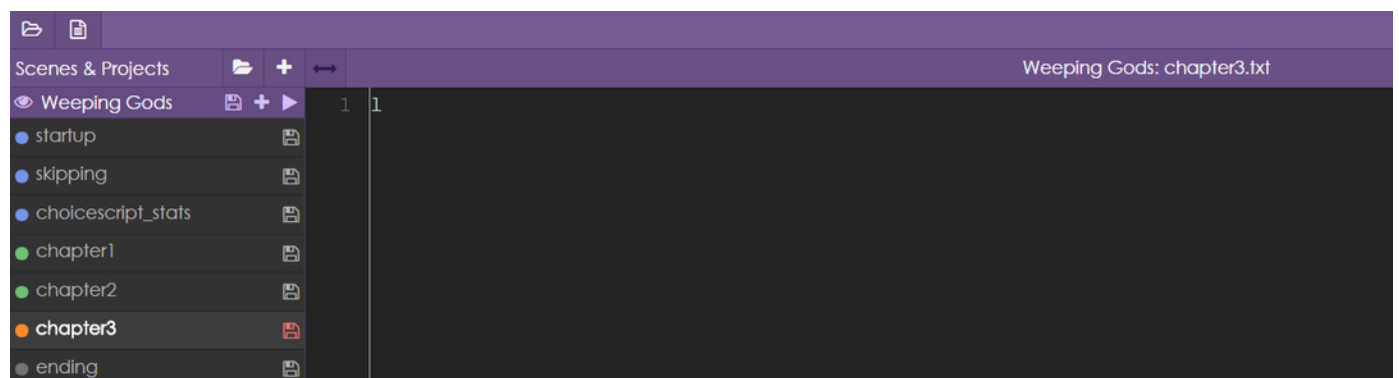
This update contains some... *surprises*. Some good. Some not so much.

What's new:

- 19k words added to CH3
- Something crucial will be learned about Narmer
- The first flirting scene is here for Ahmose! YAY! It was such a delight to write them!
- Lots of weird Petmes scenes
- Investigation! Your mc can finally shine! Or not. It's up to you and if you pass the stat checks :D

Please let me know what you think ^^ Leave a comment either here, or write in the chat. You can also leave a message on Tumblr, but then be careful not to give out any spoilers. Thanks for your patience and I hope you'll like the new content!

This week's password is: moist



## [Bad news](#)



[Dec 19, 2024](#)

I don't know how it happened but somehow the entire chapter 3 file got deleted and overwritten/autosaved by CSIDE just now. Which means all of the progress I made on the file since Monday got deleted too. Fortunately, I can recover the previous update files from the cogdemos website but the new progress is completely lost and I tried everything. It's gone. All 5000 words.

So I have to write the whole thing all over again. (the new content anyway, I still have the text from the Monday update).

Fuck. I don't know how this happened. I think I may have pushed a wrong button or something, the text got deleted, and then CSIDE autosaved over the empty document 5 seconds later. And now there is no way to recover the previous version. I've been trying for an hour.

I will drink something now. And then I will start writing again. I don't know how much I will progress with the new update now. I'll try but I'm pretty low on morale right now 😞

You can see how the file looks like at the moment...

[Good news after the bad news and sneak peek](#)

[Dec 20, 2024](#)

I managed to write back that big chunk of text that was lost. It took me most of yesterday, but at least it went faster than the first time because I already sort-of knew what I wrote back then. So, the update is still coming later today (probably late night European time). I don't know how much more I can add to it, but currently it stands at around 8k words.

I didn't want to make a sneak peek post until a certain scene, which I only started writing now. So now here it is, the prelude to a pretty tense scene, trouble brewing in paradise...

...

*The walls here are painted a rich blue, green, and yellow, with patterns of lotuses and palm trees, and the edge of the figures is laced with gold. Even the floor is decorated with painted tiles instead of the simple terracotta stones in the other parts of the building.*

*You have a feeling that you might be in the royal wing now.*

*You aren't sure you are even allowed to come in here, but there were no guards at the entrance, and you can't see any of them further inside either.*

*You take a few tentative steps towards the archways at the end of the corridor, but you falter again when you recognize Narmer's voice filtering out from behind one of them.*

*On any other day, you wouldn't be intimidated by him, pharaoh or not, because he is generally a pretty calm person.*

*Right now however, he does not sound happy at all.*

...

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

[Dec 20, 2024](#)

I feel like I managed the impossible. I didn't only rewrite those lost 5k words, but I reached 17k words with this update! How cool is that??? *\*patting my own shoulder with pride\**

In this update, you can continue the story where you left off. (saves made at the indicated point before CH3 should work. I think.)

There are scenes with the companion that came with your mc, you can decide how you feel about leaving home, you will get a break-in in your room, and you will also have a scene with Narmer that some people will probably hate me for. Have fun! ^^

Warning for slight violence and gore. (If you are sensitive, read the content warnings in the beginning of the game if you haven't done so yet!)

This week's password is: nightmare

I had a cool idea about where to put certain scenes in this chapter, and I decided to put some more scenes at the part where Petmes goes into his weird trance and nothing happens for days. So that part will be expanded next time.



## [Map of Thebes](#)

[Dec 21, 2024](#)

I made a map of Thebes some time ago, but it was missing some labels. Now I put them all up, so you can see where each MC lives and their companions 🙄 The picture is quite big, so you'll have to zoom in to see the text.

The map is not historically accurate but it's as accurate as I could make it. For example, the Luxor Temple Complex wasn't as big at the time. The ruins we can see now were built later, and the procession road too, but I thought, there is no proof that there *wasn't* anything there before it got built over, so I put it on the map :D Also, we don't know where the royal palace was because modern Luxor city was built over this entire area, and everything under it pretty much disappeared or got destroyed over the centuries. Also, royal palaces were not made as long-lasting as temples. They were much smaller and less grand (I didn't lie about it in the game lol).

So, all in all, this is a fantasy map that's based on a real one.

[Santa Claus is coming for Tier 2](#)

[Dec 23, 2024](#)

As a Christmas gift (and also because I wanted to) I finished some of the RO POV scenes! As a gift for everyone, I will also make a public version of these that don't include chapter 3 spoilers. The public version will be available until New Years, starting from now. The patreon version will stay up indefinitely.

Patrons will get a different password that lets you guys see Ahmose's scene and the uncensored version. The password is: BIGchristmas

Be careful, the password is case sensitive so write it exactly like I did.

The scenes are:

- Narmer's romance scene on the boat from ch2
- Narmer's rejected late-teen widow noble mc on the boat from ch2
- Qenna's scene with an unconscious priest mc in ch1
- Zaia capturing a thief mc who tried to escape the city in ch1
- Tabiry training a non-veteran captain mc in ch2
- Ahmose breaking into mc's room in ch3

The whole file is around 10k words, and I will add more scenes later. In fact, I would like to get some ideas from you to know which scenes you'd like to see from an RO's perspective!

There will also be another small surprise tomorrow :) Hopefully you'll like all of them ❤️

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-pov-scenes>

[Santa Claus is coming for everyone](#)

[Dec 23, 2024](#)

As a Christmas gift (and also because I wanted to) I finished some of the RO POV scenes! As a gift for everyone, I am making a public version of these. This version will be available until New Years, starting from now.



The password is: christmas

Be careful, the password is case sensitive so write it exactly like I did.

The scenes are:

- Narmer's romance scene on the boat from ch2
- Narmer's rejected late-teen widow noble mc on the boat from ch2
- Qenna's scene with an unconscious priest mc in ch1
- Zaia capturing a thief mc who tried to escape the city in ch1
- Tabiry training a non-veteran captain mc in ch2

The whole file is around 10k words. Hopefully you'll like all of them ❤️















[Full res character portraits](#)

[Dec 24, 2024](#)

Here are the full scale, original landscape versions of the character art for the game. Merry Christmas for everyone ❤️

[Tomorrow's update and sneak peek](#)

[Dec 26, 2024](#)

Like I said some days ago, in this update, I will add more scenes to the time period where Petmes goes into his trance, so immediately before the showdown with Narmer. I'm still working on those scenes, but I am also adding a few more scenes *after* the argument, to show you the reactions.

Here is a sneak peek from that part, from one of the choices you can pick as your MC's reaction (if you choose to stay quiet):

*The silence stretches on. You don't break it. No one else does it either.*

*Qenna eventually takes another step closer to the king and leans down to get into his line of sight, peering into his face.*

*"Hey, kid... You good? What happened?"*

*Narmer still doesn't answer, but you can see his fists clenching, his fingers digging into that open wound on his hand. Blood starts slowly dripping onto the ground, and Qenna takes a careful glance at it.*

*"You're bleeding, mate. Will you let Petmes treat you?"*

*"I'm fine," Narmer finally groans out in a voice that sounds exactly like he, in fact, is not fine at all.*

*Petmes stuffs another, giant bite of fish into his mouth, then dusts his hands off and walks up to Narmer. He gently takes his hand, and the king lets him.*

...

Hope you'll like it, and the update will come around the usual time, Friday night ^^

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

[Dec 27, 2024](#)

As usual, I underestimated some of the work in these scenes. Story of my life. I got a bit carried away with some of the RO scenes too, but it's all in good fun 🙄 I really like what came out of it, but it means I couldn't finish all of them, so for now, only Qenna's and Tabiry's extra scenes are playable.

What's new:

- 13k words added to the game
- I promised that I would add more scenes to the interval that takes place between Ahmose breaking into your room and the argument with Narmer.

- In that time, you can now spend some extra time with Qenna and learn more about their job, or help Tabiry and take her out to some ice cream (except nobody calls it ice cream)
- There is also a quite hefty scene in terms of coding that takes place immediately after the Narmer argument that shows the aftermath. It's not that long to read through it, but it has lots of variations based on your mc's reactions.

I think that's about it for now! My Christmas was quite good, thanks for everyone who wished me well, and I also wish you all a very good rest of the year ❤️

The new password is: icecream

### [Q&A question time](#)

[Dec 28, 2024](#)

If you are interested, now here is an opportunity to ask about things you are curious or want to know more about. So, if any of you have any questions addressed to me, the lore, my sources, the game itself, or if you want to ask questions addressed to the characters, now is the time! Leave a comment below ↓

There are no limits per account, so ask as much as you want. (within a reasonable amount of course, I probably won't answer 100 questions per person). If the answer is too spoilery, then I'll leave it very vague.

You can do this until next Saturday, so 4th of January, and I will post the answers the following day.

[Happy New Year 🥳](#)

[January 1](#)

I wish you all a ***much better*** 2025 than it was last year, and an ***even better one*** if 2024 was everything you ever wanted ❤️ I hope the holidays went well if you celebrated, and if not, I hope it will go well later this year when you do! Thanks for everyone who wished me well too 🥰

Last year was quite challenging for me. I had to move between apartments a few times. Three times total, and I'm still not in a place that I feel really secure in. I was going to move out of the country, and

that had to be cancelled last minute, but I hope it can finally happen in the earlier part of this year. I also had some bad arguments with my family because I'm queer and some members of my family still refuse to accept that. It's hard to deal with, especially around the holidays.

Fortunately, there were quite a bit of good parts too. I managed to finish one of my writing projects that I had been working on for years, and after that, I felt like I finally had the experience, time and energy to start Weeping Gods, which I wanted to do for years.

The first demo for Weeping Gods was published in the middle of August. Since then, I added 300 000 words to it in only around 4 months. That's quite incredible. In December, I also started my first ever patreon in the hopes of getting some financial support for the making of this game, and I am still *completely amazed* that so many of you invested in my work in less than a month! I honestly didn't expect it but I am deeply moved to know that you all think it's worth it.

I will soon make a schedule for my plans in January and post it tomorrow.

Until then, I wish you all a good day and thank you for all the encouragement and support!

Love,

JC

[January-February schedule](#)

[January 2](#)

I put together a schedule that I think might work for me, although some of these dates are up to change.

- 03. 01. - Game update (it's possible that I will finish Chapter 3 here)
- 04. 01. - Q&A question period ends
- 05. 01. - Post the answer to Q&A
- 10. 01. - Game update (if I finish Chapter 3 on the 3rd of January, then I will spend this week with planning out Chapter 4 so it's possible that there will be no update to the game on the 10th, but then I will share some of the plans I made for Ch4)
- 12. 01. - Lore post
- 17. 01. - Game update
- 18. 01. - Q&A question period starts
- 19. 01. - Post some new POV scenes



- 24. 01. - Game update
- 26. 01. - Post the answers to Q&A (if there is any, if not, then I'll post about something else)
- 31. 01. - Game update
- 02. 02. - Lore post
- 07. 02. - Game update
- 09. 02. - Valentine's Day RO scenes
- 14. 02. - Game update (?) <-- this is a question mark because I might take this weekend off. If that's the case, then the game update will either be on the day before or next Monday
- 15. 02. - Q&A question period starts
- 16. 02. - Lore post
- 21. 02. - Game update
- 23. 02. - Post the answers to Q&A
- 28. 02. - Game update

[Sneak peek](#)

[January 3](#)

I'm so sorry, I meant to post this on Wednesday but I completely forgot 😭 So here it is now, a snippet from the scene with Zaia from the upcoming Friday (tonight) update:

*"Do you... like sitting in the sun then?" you ask rather awkwardly to move on from the subject.*

*"Sometimes," Zaia shrugs. "It's energy. It fills me up a bit. Not as much as a good thunderstorm, but those aren't very common here."*

*"Are they more common in your home?"*

*Zaia casts their dark gaze down and to the side, over the gently swaying palm trees next to them. "Not really. Dust storms, mostly. Some rainstorms. They are a lot more common around the coast of the Great Green."*

*The Great Green? The sea? Now that's one view you've never seen before.*

*You stand up and walk over to the railing next to Zaia, while still trying to keep to the shadow. You lean on your elbows and exhale a long, hot breath in the warm breeze. "Have you been there? At the sea?"*

*"Yes," Zaia says quietly. "The priest who brought me to Egypt spent some time at the coast. In Byblos, and... Jaffa. I saw some of it from time to time when he summoned me."*

*You are itching to know more about it, but mostly just because you are so curious about Zaia herself. Still, you are acutely aware that it must be a touchy subject. They are a spirit — full of a dead person's memories, feelings, and experiences, who must have either lived a horrible life, or died a horrible death. Those are pretty much the only reasons why a soul would linger here for so long, unable to move on.*

*"Thank you," Zaia mutters without looking at you. "For not asking about my home."*

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

## [January 4](#)

Sorry for the slight delay, I got a bit overwhelmed with some of the choices around the end, so I stayed up until 7 in the morning to finish this BUT! Amazing news!

CHAPTER 3 IS FINISHED! (on this first draft)

The next chapter is looking out to be much longer, and also much more complicated in terms of coding, so I will spend the next week trying to wrangle my plans for it into something that I can actually use later. I'll tell you more about that next week, but for now, enjoy this update!

What's new:

- 15k words added to Chapter 3
- The scenes with Zaia and Ahmose are playable now
- The rest of the choices after the Narmer argument have been added
- You can choose a weapon for your MC that will likely stick with you until the end of the story

The new password is: silver

Enjoy, and please tell me how you like it, either here in the comments, or on Tumblr! ❤️

## [Q&A answers](#)

[January 5](#)

### **What inspired you to do a game based on Egypt?**

I was always interested in history ever since I was a child. Mostly about ancient history, but I can get invested in new subjects rather quickly. Ancient Egypt has been a favorite subject of mine and this actually isn't my first time writing about this era. I have two paper books already, a third one half-finished, that take place in Ancient Egypt. They are a lot more historically correct with actual historical figures for characters, and the story is quite different too, but neither of those are in English, and I have evolved so much more as a writer since I made those, so don't ask me to show them lol. Anyway, I had the chance to practice English in the past few years and now I arrived to a certain point in my life where I was comfortable writing in English. I also gained some valuable experience coding a game like this, so I felt ready to start working on a bigger project, hence Weeping Gods was born.

Fortunately, nearly all of the research work has been done already in the past 15 years when I started working on those other novels, so I already had a good understanding of the historical era. I collected many books during the years too that are invaluable as a resource when I write. I also reused some of the characters from my old novels under different names, slightly different personalities, and with new background stories, so the skeleton of the game was built up quite quickly. The story of Weeping Gods however is completely new and many details still change as I write, which is always very exciting to experience!

### **Is there an origin that you struggle writing more than the others or do they all come to you fairly easily?**

They are all a struggle to start when I'm not in their mindset. It's quite hard to keep 4 different characters in mind at the same time when writing, so when I start a scene, I usually choose one at random and just keep that one in mind as I work through the scene. Then, when I'm ready to take a break, I go back and read it again with another character in mind, see if it still fits. If it doesn't, I code in different flavor texts.

For now, when I write, I don't go over all of the scenes, so it can happen that certain character details get forgotten. I will for example do some editing on the chapter 2 and 3 scenes next week, read them again properly with different MCs, fix bugs and errors, and see if I should add more flavor text or more variations based on the different characters.

My general practice is to have 4 different MCs, one for each origin, all of them with different personalities and appearances. For example, my go-to captain character is a tall 35+ year-old veteran guy with a gruff personality who likes to swear a lot and is more practical minded. On the other hand, my noble is nonbinary and more sensitive and squeamish. My priest is a 26-year-old woman who wishes she had stayed at home because she is not cut out for this type of field work. And my thief is a young, small, hot-headed dumbass.

They all exist in the game at the same time, and when you play, the scenes have to fit all of them. None of the MC's dialogues and actions should feel out of character, no matter who you play as. It is very hard to balance, and I won't lie, it is a struggle, but it's a challenge that I enjoy tremendously. This is one of the reasons why I decided that I won't have the typical personality stats in the game. Instead, I included more general ones that can influence your character a bit, but the more personality-heavy responses and actions are always a choice in the game where you can simply pick the one that fits your character in your mind. The oral responses will not track. The actions will.

**If you could romance any of your characters from this IF, which one would it be?**

Oof, hard question... I'm not sure. They all have qualities that I like but many of them are really fucked up lmao. I think I would get along very well with Narmer because our personalities are quite similar but he works too much and I do too, so that wouldn't be a good match. I would enjoy bantering with Qenna but Qenna has too many problems for a healthy relationship. Zaia and I both don't talk much, so we would just sit in silence most of the time. Not very fun. Tabiry likes being outside a lot and do lots of physically active things, which would be mentally tiring for me. And Ahmose is too young.

If Qenna manages to clean up their act and get their life back on track, then I would choose Qenna. Or Ahmose, if they were 10 years older.

Jeez, I'm very picky... Good thing I'm already married lol.

**RO with the fattest ass pls this is important information 😊**

(I laughed so hard at this :D ) Okay, you can headcanon this away. I will not write detailed essays about their asses, unfortunately. But... in my imagination, it might either be Narmer or Tabiry. None of them are fat, but Narmer has muscles, including on his ass. Tabiry too. I imagined Qenna as more flat. M!Qenna has a better ass than f!Qenna because he used to work out more. F!Qenna is quite thin. Zaia is also on the thinner side. Ahmose has a very nice athletic body, so they could be a good candidate too. They are quite proportional, but they have much less body fat than Narmer. In 15 years, Ahmose would probably win the contest.

However... if Ebo enters the contest too as a possible future semi-romance-option, then he will win. Easily. In every case.

[What I'm up to](#)

[January 8](#)



Just wanted to let you know what's going on with the game this week. I'm currently editing. It takes a long time and for some reason, it always makes me sleepy 😊 Not because I'm bored of my own writing or anything, I guess it's just not as exciting as writing new content.

Anyway, I'm going to put some Achievements in ch3 and clean up the code, so this week's update will destroy existing saves (sorry for that). The good news however is that I figured out how to write in a way so that I can keep your saves as long as it's possible! I only make temporary new codes in the new chapter when I write, and then, once the chapter is finished, I add them permanently to the startup file, which, again, destroys the save. BUT I will do this only when I finish a chapter! 🎉

On an other, much more exciting (at least for me) note, I wanted to tell you about something I came up with. In good video game fashion, I wanted to have party banter and random encounters in the game. I was wondering a lot about how to do that, but now I think I'm starting to figure it out.

How it will work: there will be points in the story where the group will talk between themselves, for example while you walk on the road or something. There will be maybe 5-10 pre-written scenes, but only like 3 points in the story where one can trigger. So in one playthrough, you will never be able to see all of them. Your companions will talk about recent events, gossip about your love life, or simply talk to each other about random things.

Random events will work the same. There will be maybe 5 pre-written scenarios, but only maybe 2 points in the story where one will trigger randomly.

I will write up some test scenes for these and check how I can make it work in the game this week 👁️👁️

## Act 2

### Chapter 4

On the road: getting to know the companions

Getting out of Abydos. Ahmose is nervous. [REDACTED]. You get some backup weapons too. Scene with Ebo [REDACTED]

Meeting the new team

Leaving Abydos, first night at the camp. Scene with companion. Tensions and friendships start having effects. [REDACTED]

In the evening, you can talk to the other characters and ask them about happenings. Flirt opportunity with chosen RO.

- Narmer-romancing MC can ask him about his wife [REDACTED]

- Zaia can talk a bit about their [REDACTED]

In the evening, MC notices that [REDACTED]

[New update on both demos, although there might be more coming today for patreon](#) 🙄

### [January 10](#)

I updated both demos today, the public demo with Chapter 3 that you have seen already in the patreon demo, but I fixed many grammar mistakes (I also found more pronoun code errors, those pesky things...), some awkward sentences, and fixed paragraphs too, so I updated the patreon demo with the same things as well.

Additionally, I added a 'skip to Chapter 4' option to the quick character creation menu. The Chapter 4 file is already present there, but there is nothing in it yet besides the Chapter 4 picture and a message saying that there is nothing there yet lol. In any case, it was a hefty piece of code I had to write, so the word count grew with around a 1000 words.

I also finished planning out Ch4, and let me tell you, I am still scolding myself for not doing it this detailed for Ch3. I can already see that working on Ch4 with a much clearer plan on paper will make

writing a lot more efficient. I attached the first part of it as a picture and erased the spoilery parts, so that you can see what's gonna happen in the first few scenes of Chapter 4.

I tested out the code I'm planning for the random conversations and random encounters as well, and IT WORKS! It will be so fun to write them, I'm already looking forward to it :D

I got really bored of editing for now, so I actually started writing the first scene of Chapter 4. At the moment, it stops very abruptly, so I didn't add it to the patreon demo yet, but if I manage to make it coherent and round it out by the evening, I will add that too to the demo today. (SO EXCITING!!!! I always love starting a new chapter :33333)

Like I said, the old saves will tank this time, but from this point on, they should work again until I start Chapter 5.



JC

[New achievement guide](#)

[January 10](#)

I added the new Chapter 3 achievements to the list.

[Achievement guide.docx](#)

**[CoGDemos](#)**

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[Tiny tiny update](#)

[January 10](#)

I uploaded the first scene to Chapter 4 that I think very well illustrates the general mood of the characters for the upcoming chapter 😊 It's not long, only a bit more than a 1000 words, but since it's still update day today, I wanted to share it 😊

There is no password now because the scene is short. There will be more coming next week ❤️

## [The magic lore](#)

[January 12](#)

Long post incoming. I wanted to write this down also for myself as a future reference. If you have any more questions, feel free to ask them below, and I will answer them in the next Q&A post ^^

The next lore post is going to be about spirits, so I didn't write much about them in this one. You can still ask questions about them now, and I will write down the answers in the spirit lore post next time 🙄

### **How does magic work?**

Magic in this world works like an amplifier of thought. If you have a very concentrated thought that you learn how to direct in an effective manner, you can cast magic. Anyone can do it who is determined enough. It doesn't need fancy magic schools, but it sure helps to get formal training on what you can and cannot do, and how to cast spells safely and effectively. Priests learn this for years. Some are better at it than others.

Scrolls and magical incantations work as a guide to help focus the priest's thoughts, so while they read or chant, they learn to think *only* about what they are trying to achieve. Any stray thought will result in either a weaker spell or a complete failure.

### **Magical elements**

Every person has a certain aspect of nature that they are more drawn to than others. Zaia for example is attracted to electricity because it's conductive, it can travel to several targets without having to cast more spells, it reaches far, and it does great damage. Their magic is very effective when one is cornered or surrounded by enemies, but Zaia is also old and experienced enough to direct it in subtle and delicate ways.

People who have found their natural affinity are stronger casters, but not everyone has one. Most priests are sort of rounded-out.

### **Spirit magic vs Human magic**

Spirit magic is much stronger and much more volatile than human magic. A strong spirit's magic can equal to almost five strong human casters. Spirits however are a lot more restricted in what they can and cannot do. They can't move around freely, and they always depend on human summoners to call them back from the Duat and give them a purpose. Their magic is always securely tied to a magical aspect (such as damaging electricity in Zaia's case, or cooling winds in Ebo's). They are unable to do anything outside of their expertise.



Human magic is weaker but a lot more rounded out. However, it's usually limited by their belief in their chosen patron god and their own physical limitations, such as their ability to concentrate, their memory, their willpower, etc.

Spirit magic is also a lot more innate and raw. Priests need a lot of concentration and practice to do spells safely. Spirits don't need that, it comes naturally to them, but they are still limited by their own mind's potential and who they were while they were still alive. In a magical sense, people are not exactly equal. Their magical strength is always determined by their own willpower, drive, understanding, and critical thinking, and this applies to spirits as well.

## **The importance of gods in the magical field**

Technically, the gods serve little to no purpose in magic casting but most people don't realize that. Priests, by choosing a patron god, unintentionally limit their own magic in exchange for a more concentrated focus, thus earning a higher potential but a much narrower horizon over what they can do. So in this sense, the gods work like a giant pool of energy, made up of specific thoughts.

The gods are representatives of certain types of magic, and not the other way around, although people generally don't know that. Priests in Egypt think that you are attracted to certain types of magic because of the god who represents it, but that's not true. They are attracted to it because that's the type of energy that resonates best with their own core and personality. The god is only the face that the people put there to make it easier to rationalize the whole process.

For example, Mut is a protector goddess. Those who worship her as their patron goddess, won't be able to cast strong attack spells because the thought itself would feel wrong to them, because they are followers of Mut by faith. And when doubt starts to seep in, the willpower and concentration will suffer, thus resulting in little to no magic.

That's why people can generally do only one type of magic and suck at others. They could do more, if they learned how. But that would require for them to understand how the magic works in the first place, dissociate it from the gods, learn about physics and biology, and that's just too advanced for this age.

## **The price of casting magic**

Like I wrote before, one needs strong concentration and focus to be able to cast anything. Magic also needs to feed from something, otherwise, it will quickly dissipate. Most often, this source of energy is the priest's own life force. During stronger spells, priests can get tired very quickly, and if they overdo it and won't give themselves time to rest, they can even die. For this reason, priests usually use different objects to help them cast stronger spells. Crystals can work as a very good resonator and a sort of 'battery' for a spell, but the environment itself also contains massive amounts of energies, think of for example winds, storms, heat, and even the people living around them who all feed into the gods' belief, thus, keeping a massive pool of energy across the land.

As an alternative magic booster, priests can also use someone else's life force, for example an animal's. That animal is usually slaughtered in a ritual, and then cooked for the temple's inhabitants.

## Limitations

All magic is limited by the laws of nature. It cannot be created from nothing, and if it doesn't have anything to feed from, it will dissipate. Even though most of the energy to cast a spell comes from the environment itself, priests still work as the antenna of the spell. It has to go through them, and during the process, the brain is under immense strain. If one does too many or too strong spells, they will get tired, faint, go into a coma, or even die.

Dead things cannot be animated by magic, or at least not for an extended amount of time. Thus, the dead cannot be brought back into a physical body, only as a spirit.

In this era, magic is also very much limited by the people's understanding of the world. Magic can always go only as far as the knowledge behind it. In Egypt, the sciences are pretty advanced. They know a lot about anatomy, astronomy, and nature, but their knowledge never reaches to the cellular level, so for example they don't know how the human body heals itself, they only know that it does. What they don't know, they explain through the gods, but that's not sufficient enough knowledge to use it in magical casting.

This is why it happens that magic is pretty limited compared to its possible potential. Healing, for example, mostly works on a surface level. They cannot heal deep wounds, inner bleeding, and they cannot do surgery with it. They cannot heal diseases either through magic, mostly because they don't know what's causing them – they can only heal the symptoms. Doctor's practices are a lot more advanced in this regard, mostly from trial and error, but magic doesn't work like that, because to cast an advanced spell, you need to know exactly what you are doing, where, and why, otherwise you might kill the patient or not achieve anything at all.

## How the priest MC's (and other priests') sensing ability works

The sensing ability is sort of a sixth sense. It's different from every other senses (touch, taste, sight, etc). It's basically an echo inside the brain about the happenings and beings around you. (If you ever saw Star Wars, it kinda works like the Force). It's not always strongly present, so that's why it happens that the priest!MC still sometimes gets surprised by spirits appearing and disappearing, but when one concentrates on the sense, they can turn it on easily. It lets them feel the other's presense, general mood, their aura and their current intentions.

During deep meditations, it also lets the practitioner have an out of body experience where their mind can travel to different places. This is very exhausting and confusing however, so most things experienced during a meditation are up to interpretation. If one is experienced and doing an especially deep meditation practice, they could also see glimpses of the past and future.

Priests usually use different mind-altering drugs, such as opium, mushrooms, and other herbs, the same as in shamanic practices around the world, to help them achieve this altered mindfulness during these meditative sessions. This practice however takes a lot of experience to get it right safely, so it's only allowed for the priestly class in Egypt.

This sensing ability is present in everyone but most often it gets forgotten at the end of early childhood. Babies have it and most animals too. It can be trained by meditation and different exercises, and by practicing magic, but this takes years of experience, so other MCs will not get it during this story even if you choose magic as your main element during the whole game.

The priest!MC's sensing ability is on a moderate level. It could be trained further. Hudjefa's senses are a little bit sharper, but not by much. Petmes's sensing ability is the most advanced.

### **Could magic extend lifespans?**

Yes. There are a few people in the story who are older than they look because the magic boosts the cell regeneration in their body, ergo, their body doesn't age, or ages slower. But one has to be extremely knowledgeable in biology to know what to manipulate in the body and how, to do something like that on purpose. Currently, there is only one person in Egypt who can do that intentionally, and that's Petmes.

This works actually a bit like a healing spell. A very specific, constant healing spell. When priests heal, they have to know what's causing the pain to be able to heal it. Most of the time, that's pretty straightforward. So for example if one has a mild stomach ache, they know that something bad is causing pain in that area, and they concentrate on disbanding that bad spot of energy. Or when someone is bleeding, they know that it's because the skin was split, so they concentrate their magic on the skin to fuse it back together. This works on a surface level, but they usually just treat the symptom, not the cause, so, again, they cannot heal complex diseases.

Egyptians in general don't know much about aging. Their medicine is not advanced enough to know why people age because they don't know the human body on a cellular level.

### **Could magic bring back the dead?**

Yes, as a spirit.

In a biological sense however, it's possible, but very unlikely. The body needs a brain to function and when death occurs, the brain cells start to die. So if someone is extremely knowledgeable about how the human body works, and they know how to concentrate magic in a certain way, and could get their hands on a body that only very recently died (we're talking less than an hour), and the body is in a condition that it could technically still function if the brain is intact (because they died, let's say, from a heart attack), and the soul of the deceased person is still around, then they could do it. But this is such an unlikely scenario that it simply doesn't happen.

Lots of priests have tried this, but most people don't know about these laws of nature. They just simply fail and they think it was because their faith wasn't strong enough.

An easier solution to that would be to put a soul into another, live body, by forcefully ejecting the already existing soul there and replacing it with another one. That process however is very traumatic for both the ejected and the inserted souls. Both of them could go insane during the process and that would have severe consequences.

Lots of priests have tried this too. The consequences were severe. There are now official laws banning it, although some secret cults still try from time to time. It's never a good idea.

### **Could magic work as a love potion?**

Maybe, for a short period of time, if you try to manipulate the other person's thoughts, but this both would require an extreme, constant concentration on the spell, and you to be stronger willed than the person of your interest.

An easier solution would be to simply make the other person a little bit more open to your own energies and let them make up their own mind about you. This can be done by taking them on a meditation, or simply talking to them lol.

### **How magical contracts work**

Magical contracts usually need a spirit to bind them through their own raw magic. Humans can do contracts too, but those will usually become void after a while because it would need the person's constant seeping of energy to keep them alive. Stronger priests can do this, or the contract can also be bound to a magical object, like a crystal, to feed it. If the crystal gets destroyed however, the contract becomes void, so people tend to avoid this for safety reasons.

The magical contract that the MC signed with Narmer and Qenna feeds from Qenna's and Zaia's magic. As long as they are alive, the contract is valid, unless they cancel it for you.

The contracts are always bound with the person's blood that represents their life-force. A signature or fingerprint can also work for smaller contracts, because then it becomes a symbol of your own being, and you attach it willingly to the will of the contract. These contracts are usually much weaker and the magic in them doesn't last long.

### **Regional differences in magical casting and abilities**

Magic, in its theory, works exactly the same way everywhere, because it always works through will and intentions. In Egypt, magis is extremely strong and easily accessible at the moment, compared to other parts of the planet, thanks to Petmes's crystals.

Egypt, however, is not the only strong magical focus point.

There are hotspots in many places because of the presence of certain people. Petmes's crystals are amplifying the magic and keeping it reliable and docile, but there are other artifacts like that, scattered throughout Earth.

There are magical hotspots for example in Greece, Central Africa, the area that will be modern Israel, Siberia, Japan, India, South Australia, and a few other, smaller ones across the planet. There are also two giant storm points, where magic is extremely unstable. One in Central America, and one between Japan and Australia, East of the Philippines. These are the places where crystals exploded in the past.



In general, magic has pretty similar effects everywhere, it's just the people who give it a different flavor by naming it after their own gods and coming up with different ways to direct their spells.

If a strong priest from Egypt would go to a place where magic isn't as reliable or strong, the priest, for a little while, would be able to cast their normal spells, but their magical ability would degrade over time to the level of their surroundings.

### [January Q&A question thread](#)

### [January 13](#)

I changed my mind about how this will work because I realized it would be much more effective to have this thread open for the whole month (or what's left of it). So this thread will be open until the 31st of January, which is a Friday update day, so I will post the answers the next day or the day after. In the schedule, that weekend was going to be a lore post weekend, so instead I'll make the lore post a week before.

So, here it is again! If you have any questions addressed to me or the characters, leave a comment below! ❤️ (You can ask as many questions as you want)

### [Upcoming POVs](#)

### [January 14](#)

I would like to get some ideas from you about which POV scenes you'd like to see here in the future 😊 (these scenes are only available from Tier 2, but I will also make events like during Christmas where I make them available to the public for a short amount of time)

For this week Sunday, I was thinking to write Qenna's point of view from that talk they had with Petmes in private after the meeting with the others (after the Narmer argument). It's probably going to be a very fine balance between not being too spoilery and still keeping it in character. A challenge!

Other scenes I want to write in the future:

- A childhood cute scene with Ahmose and a noble or thief MC of the same age
- Narmer and noble MC meeting in Kusai 5 years ago

- Young Tabiry in the training camp with the non-veteran captain
- Zaia in Byblos 250 years ago with the priest they came to Egypt with

I will probably make a poll about what you'd like me to write next, and I would also very much like to hear some extra ideas that aren't on the list but you are curious to see 🙄 So if there is a specific POV scene you want to read in the future, leave a comment below!

[Sneak peek](#)

[January 15](#)

Here is a little snippet from the upcoming update. This takes place shortly after leaving Abydos behind, once your MC meets the last members of the group that haven't been introduced yet 🙄 This one is from the veteran captain's POV but there will be different variations for every MC origin.

...

*Kajet pushes himself up and stands in front of you. "You used to be the Captain, aye? From the Guard."*

*'Used to be.' Yes, you used to be. Not that you overly like the sound of the past tense. Or his tone.*

*"Yeah, I used to be," you grumble with a scowl. "What of it?"*

*Kajet stares at you for a little bit, his dark eyes unreadable. "You don't remember me, do ya?"*

*That takes you a bit by surprise and you look at the man with newfound interest. He doesn't look overly familiar but then again, he has a pretty average face. Brown, tanned skin, dark eyes, once-upon-a-time midnight black hair that's turning silvery now. He has a long nose and thin lips. He looks like half of the middle-aged men in Thebes.*

*Seeing your dumbfounded expression, he eventually lets out a huff and unfolds his arms. "I used to serve under you. In the war. Ra Corps, first company, aye?"*

*What? What? What??? You blink and very intently stare at the man again, scrambling for any familiar details. It's entirely too embarrassing to forget someone you used to work with, but one that you fought and bled with? That's a new level of stupid on your part.*

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

[January 17](#)

Leaving Abydos! In this update, you will meet the rest of the group, say goodbye to Petmes, and step on the road again. There are some interesting scenes before the farewell, and a few interesting new characters to meet as well 🗨️ The new content is around 10 000 words.

Please tell me what you think once you read it! 😊

This week's password is: ontheroadagain

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes/mygame>

[New POV scenes](#)

[January 19](#)

I finished writing two scenes for Qenna's file, with the following:

- Qenna and Petmes talk after the Narmer argument in Ch3 (spoilery)
- Qenna goes to the guardhouse after thief MC escaped while killing a guard

I reeeeealllyyyy tried to make the Petmes talk vague enough to not give away spoilers, but some spoilers are still present, so read at your own discretion. It was super interesting to try to twist it in a way to avoid spelling out spoilers and now I think I ended up making it entirely too confusing! Fun! 🧠

The new password for the files is: runrunrun

[Sneak peek 🗨️](#)

[January 22](#)

I'm writing a lot of juicy scenes this week. There will be RO moments with all of the ROs, flirting opportunities, and some people are also starting to take notice...

Here is a snippet from one of those scenes. This will of course change based on who your character has the most flirt points with (only the highest will be mentioned by others), and who is present in said scene. This one here is a variation with a Tabiry-romancing MC who is called out by Qenna:

*"There is something going on alright," Qenna says with a small smile. "Don't think we haven't noticed the eyes you make at Tabiry every time you think no one is watching."*

*Tabiry makes a noise that sounds like a pelican choking on a live duck. She instantly burst into a coughing fit and turns her back on all of you.*

*Lucky for her, nobody can see the face she makes in the dark.*

*Unlucky for you, the torchlight shines on your own face like a lighthouse.*

*\*if MC is a shy flirt -->*

*"I uh..." you clear your throat. Then you clear your throat again. Then you clear your throat for a third time, just for good measure. "Well, I just... uh... admire her beauty. You should too because she has plenty."*

*Gods, your face feels like today afternoon — hot and sweaty.*

*\*if MC is a bold flirt -->*

*"Of course I admire her," you state with a frown. "She has beauty like Kemet herself. You should admire her too."*

*Qenna snorts. "Alright then."*

*"Come on, Qenna, this is none of your business! Stop teasing \${name}," Tabiry chokes out without turning back to you.*

**[CoGDemos](#)**

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

[January 24](#)



This update was quite massive. It has 32 000 words, which then pushes the game over the 400 000 word line 🤯 (I can't fucking believe I wrote this much, holy shit).

Out of this 32k tho, some of them is repetition. There were A LOOOT of variations in the bathing and the others-noticing-your-RO scenes. Probably a lot more variations than I ever should have done lol. Still, the coding of those scenes would have been a nightmare without repeating certain paragraphs, so I would rather chose a clearer and more understandable structure instead of putting insane coding in the scenes just to avoid repetition, which, in turn, probably would have caused massive bugs.

In this update, you can:

- Have some moments with friends and companions alike, depending on your character
- Share some more intimate moments with your chosen RO
- There will be friends-only options added later, but I didn't have time for those yet
- There are also some scenes missing in the middle, which you may or may not run into
- I also realized a huge mistake I made with the coding of CH3. I wrote about it in the game itself, so I won't repeat it here. Please be patient until I fix that, thanks!
- You can also fine-tune how you feel about Narmer now

The new password is: mosquitosbiteyourass

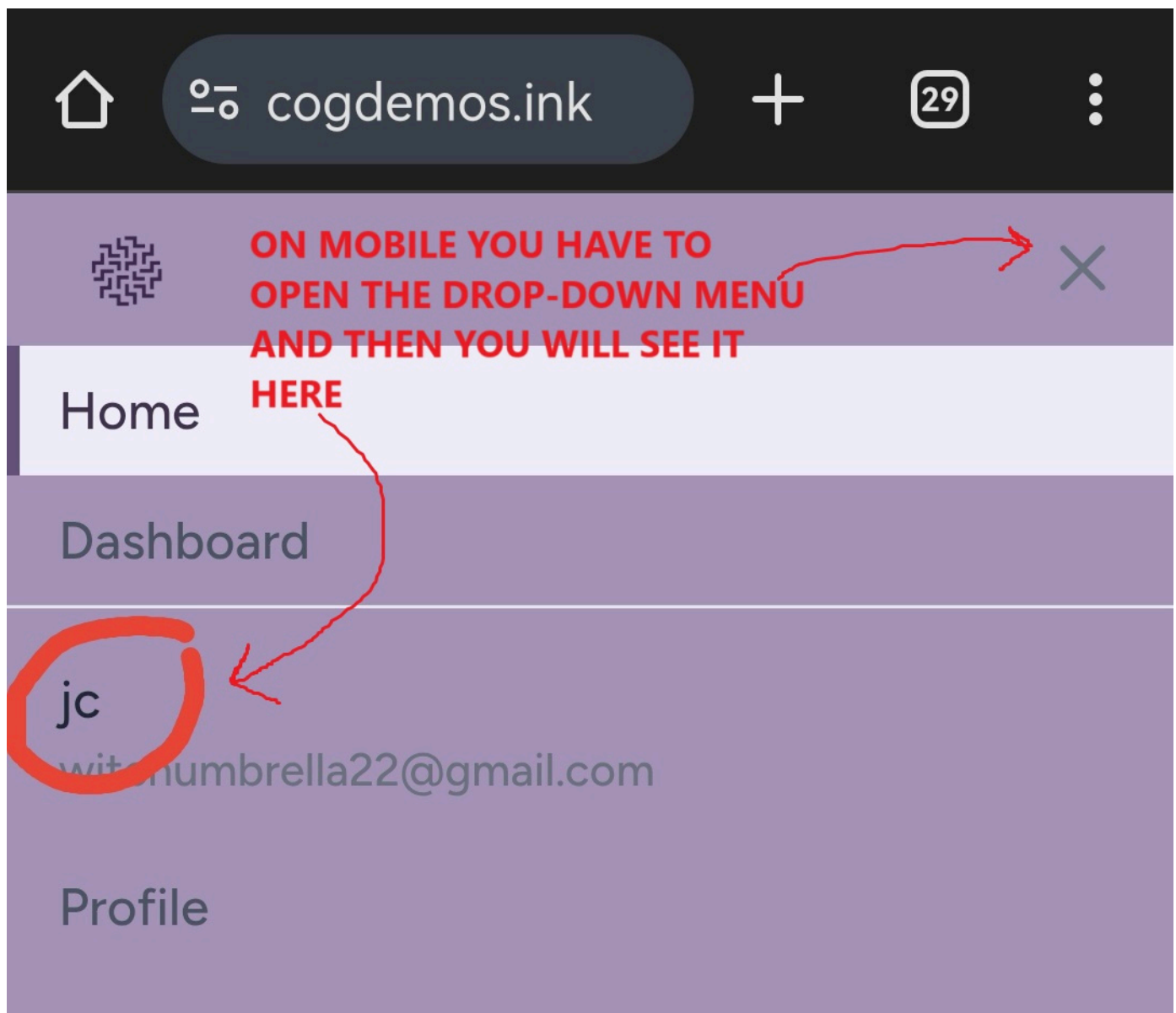
I would like to also ask you to NOT share this password with others, especially not in public. I am not a big company. I'm just a single individual and I'm putting a huge effort into this game. Please respect me by not stealing the content I work so hard for, especially since I only started this patreon less than 2 months ago. I will do public updates. Those who can't afford or don't want to support me financially, simply need to be patient. Thank you! ❤️

[The mandarins](#)

[January 25](#)

LMAO I just realized that I left some scenes completely missing with my own comments in the text 😂😂😂 The 'mandarin do this or that' was meant for me 🤡 Lol sorry about that! I usually edit those out but it was so late yesterday when I finished the camp scenes that I forgot to check for mandarin. I use the word mandarin as a search word for myself so that I can find parts of the text that need fixing.

Edit: okay I quickly edited them out so that you can't see the comments 🤡



[Important notice](#)

[January 25](#)

I have restricted the patreon access to the game for pre-approved logged-in members only because one member from here who goes by the name "OrionCats" on other websites kept stealing the content and making it available to the public even though I asked them not to.

I don't really understand, do you think you are doing good by stealing from an independent artist who makes less than minimum wage? Do you think writing 10+ thousand words EVERY WEEK is not worth 10 dollars a month? Do you think you are giving me free advertisement by stealing from your fellow patrons who are paying for this content? I can understand modding games. The author from published games get less than 25% of the royalties, so by pirating those, you don't harm the artists *that much*.

But that's why those artists have patrons. So that they can keep making games and art without starving. I can even *somewhat* justify leaking those creators' content who never, or very rarely make public updates and are earning thousands on the side. Sure, those few people who access the stolen content are probably not that many compared to their supporter base.

I am not such a creator and you should know that by simply LOOKING AROUND THE PAGE YOU FOOL. So, respectfully, go fuck yourself. (this only applies to this one person).

So, thanks to this guy 🙌 the game is now only accessible for logged-in members. I will have to approve every single one of you manually. You can thank this one person for it. Also for giving me more work. I'm truly, honestly sorry for everyone else who has nothing to do with this. I know it's a hassle but I don't know what else to do. Until EvilChani (the website admin) makes the patron plugin, this is the only thing I can do to protect myself and you guys, and to protect the content you all are paying for.

What to do now:

Please send me your log-in username that you use for the cogdemos website. (only the username, nothing else. Mine is simply jc). You can do this in the comments, in the chat, or in a DM. I don't care if you have a silly username, I won't answer to those messages, I will just add you to the approval list. If you have social anxiety, you can send me an anonymous message on Tumblr, but if you do so, please also include your patron e-mail address so that I can make sure you are a member here.

After this, there will be no need for passwords either so I will remove that now.

Thank you all, and again, I'm very sorry for this hassle. This is a tiny community and I'm only just starting out with it. This patron is less than 2 months old and this person has been stealing content since the SECOND week. I don't think any of us deserve this. This one member is very smart that they are hiding behind a different name because otherwise they would have been blocked a long time ago.

Sorry for rambling, I'm just very upset and tired after the work I've done this week and getting this as a reward, so I may be overreacting a bit, but this has been brewing for a while.

Only for you OrionCats: I don't want you here. I don't want your money either. Piss off and don't come back.

If this move will involve me losing members, so be it. I want a safe and healthy community here and that includes myself as well. That also includes me protecting the content you guys are all paying for, and at the moment, this is the best I can do.

## [Spirits](#)

[January 26](#)

The next lore post is here! This time, it's about spirits. It's a bit of a follow-up of the magic lore post from before, so I didn't repeat some things here. You can find that post under the lore tag.

If you like some parts or maybe want to know about something I forgot to write down, leave a comment below :)

These things are a mix of actual Egyptian mythology, and the game's own lore that I came up with.

### **Where spirits come from**

Spirits are simply souls. Essentially, they are what you would call a ghost. When someone has extreme trauma either from their life itself or the way they died, they might be unable to move on. It's sort of an 'unfinished business' thing, but think more along the lines of for example a single mother being murdered and leaving behind a baby, instead of 'I left the fire on in the kitchen'. The trauma has to be extreme enough that the soul itself becomes so emotionally distressed that it can't understand the simple, inherent process of death and it keeps clinging to something that they should have moved on from the moment they became incorporeal – when they died.

Every single spirit in the world is like that. There is no exception. Those who don't have trauma simply move on to the afterlife or the heaven or whatever you want to call it.

### **What it is like to be a spirit**

Confusing. Cold. Sense-less.

Spirits don't have the same senses that humans do. They only have the sensing ability that priests have, and pretty much nothing else because they lack a physical body, so they lack the nerves and the brain that can touch, taste, smell, etc. They also don't see like a human does. They have a 360° vision that they can concentrate into smaller parts. The spirit-body is basically just for appearance. It serves no purpose other than to give them an opportunity to interact with material things and let their presence known to others.

When Zaia breathes and blinks and does all those small human movements, that's only for show. They don't *need* to do any of those things. They only do it to appear more human and blend in better. (That's why captain is so freaked out by them lol)



Emotional bonds can work in a tricky way though. That's one way for them to experience human touches. They can't feel touches in general the same way we do, but when a spirit has a very strong bond with a person, through touch, they can feel what the other person feels.

## **Spirit body and eyes**

The spirit bodies are made up of the essence that the priests use to summon them, and it's held together by the spirit's will and magic. They are basically just very-well executed illusions, that's why they don't have a shadow. Because technically, light just simply passes through them. Zaia is skilled enough to manipulate their body to make a fake shadow, but that takes a lot of concentration, so they usually don't do it unless they have to.

Because they are dead. Their eyes don't reflect the light at all, so they are just black holes. Those are the only aspect on their body that they can't change. Some say they are reflecting the Duat, which humans cannot comprehend, so that's why they show nothing at all except an empty blackness.

## **Misconceptions about spirits**

There are many theories running around in priestly circles about what a spirit is and how their whole being works. In Egyptian mythology, the soul has several parts. Khet is the physical body, Ren is the name and identity, Ba is the personality, Ka is the vital essence etc. Their priests argue about whether a spirit is a Ba or a Ka. Some say they are both. Some say they are neither, but simply a copy of the Ka that has stayed behind by some mistake, therefore, should also be treated as such: inconsequential, something that has never even been a human.

Nobody knows for sure which one is true, therefore, many spirits are mistreated and used as slaves without any respect. Even many who recognize that spirits are at least partially human, they also only treat them as such: only *partially* human, therefore, worth less.

In reality, a spirit is everything a human is, except they lack an organic body.

## **Why priests summon spirits and how**

Priests have a spiritual obligation to the gods, and that also includes helping those who got stuck on this side to move on to the land of Osiris. By giving the spirits a body and purpose, they are fulfilling that obligation. The more a spirit stays in this world, the longer they have to reevaluate what happened to them in life and be able to find peace through different means. Kinda like a spiritual therapy.

When a soul becomes a spirit and keeps lingering, many priests can sense that through their sensing ability. Those fresh spirits are invisible and can't interact with the world, because they are, essentially, still partially in the Duat, but they still have a massive spiritual aura in this world.

Through meditation, the priests can contact them to learn their names and identities, which is essential for summoning them later. They can only summon a spirit who is known to them either by knowing them personally, by word-of-mouth, or by reading about them in a text, although this latter only works for older spirits.

## **Spirit essences**

The essences that make up a spirit's physical body are materials whose essence resonates the best with the spirit's own. This can be determined by trial and error most of the time. If a priest tries to summon a spirit with incorrect materials, the spirit simply won't be able to build up a body from them and they would slip back to the Duat. Then the priest has to try again.

Questioning the spirits about their life and their preferences can help find the right materials faster. Those who had good, strong memories of campfires or a kitchen's warmth, or were a devout follower of Ra, usually end up attracted to a fire essence. Those who spent a lot of time at sea or maybe died by drowning, can end up resonating the best with water etc.

## **Why the people aren't more aware of spirits**

Most priests try to keep the existence of spirits a secret for many reasons. One of those reasons is because they don't want to encourage the desire to linger after death. They are afraid of people becoming obsessed by the thought of staying behind, to not die, or to spend more time with their loved ones even after death, so they try to keep this knowledge between only a select few. Most adult priests know about spirits. Apprentices know they exist but they are only being taught about a spirit's real nature after they graduate. Many high ranking members of society know about them too, mostly from their priest acquaintances, or because they were told for security reasons.

Some richer members of society are also in on the secret for simple financial reasons. Because they are the ones who donate the most to the upkeep of temples, the priests are more inclined to perform summoning services for them – for good compensation, of course.

## **What is the Duat and how it works**

In Egyptian mythology, the Duat is the place where souls go after they die. It's a neutral place, not heaven or hell, but something of a land in-between. According to their myths, the dead have to go through many challenges and tricks where monsters and other creatures try to lead them astray. To help them along the way, with the funerary rituals, they usually place a copy of The Book of the Dead next to the corpse.

Once the soul manages to pass through the Duat, they arrive to the Gates of Osiris where Osiris himself awaits them with the testing of the heart. The heart of the dead person is placed on a scale where it's weighed against Ma'at's feather of justice. If the heart weighs less than the feather, then Osiris opens the gates and the person can pass to Aaru, the Eternal Field of Reeds where they can live in peace and prosperity to the end of their existence. If the heart is found unworthy, the soul of the dead person gets eaten by the crocodile monster Ammit and is condemned to eternal stagnation in the Duat.

In the game's lore, the Duat and Aaru exist as both a fantasy and a real place. It's a different dimension where souls slip into after they die and there is no physical body attaching them to this reality anymore. The souls' experiences in the Duat vary greatly. Every person basically sees what they believe in. Those souls who find peace in death, will 'pass on' to a higher state of being, from where they can later be reincarnated once they are ready to be born again.

Those who don't move on, become spirits.

## **What people see in the Duat**

Spirits usually cannot explain what it is like to die and go to the Duat. When priests ask them, the spirits all agree on one thing: there are no words for it. It's a completely different reality that only makes sense to the one person who experiences it. There are no physical senses, not ones we are used to anyway. There is no sense of time. There are no sights or smells. It's a different state of being.

The entirely different reports were the reason why humans eventually came up with the idea that the Duat is full of 'mysterious beings' who 'challenge the dead' through tricks and other ways.

## **How spirit magic works**

Spirit magic works, in its essence, exactly like human magic does. The big difference is however, that spirits don't have physical bodies that hold them back. They can concentrate thought in its essence. They are exactly like what a human at full potential would be. If a human wouldn't have second thoughts and material things holding them back in the back of their minds (smells, discomforts, oh no I'm getting hungry, what is this weird smell? Tia didn't clean the sacrificial bowls again...), then a human would also be able to do what spirits do.

Because of the lack of distractions, spirits are only able to cast the type of magic that resonates best with them, which is usually their essence.

The big drawback of spirit magic is that it's not sustainable. Since spirits themselves need an energy source to even stay on this material plane, their magic is also very energy-dependent.

Young spirits are also a lot more volatile and clumsy. It needs practice to be able to hold and control a spirit-body, and it needs even more to be able to cast precise spells. The strength of the spirit usually depends on the spirit's personality, willpower, etc. The precision and finesse depends on how much practice that spirit has. Ebo is very strong but he is not that subtle. Zaia (at full energy) is a bit weaker than Ebo, but a lot more accurate.

## **How long can spirits linger**

That depends on the spirit. As soon as they are able to get over the things holding them back from moving on, they return to the Duat and they will never be able to be summoned again. Those spirits who are bound in magical blood contracts (like Zaia is with Qenna) stay until they are either let go, or the magical contract is fulfilled or nulled. After that, the spirit will move on.

They usually don't stay on this plane longer than a few decades. Most of them fade away after a few years, some even a few months. Ebo, with his 60 years as a spirit, counts as old. Zaia is very old.

## **What happens once they move on**

The pass on. Nobody knows what happens after that. They go to the afterlife, and then, later, they might be born again as a human, but by then, they won't remember their previous life.

**Is reincarnation a thing in this universe?**

Yes.

**What the fuck is Petmes**

He is two dinosaurs in a trench coat, obviously. Pay attention.

Your group passes by a strange tree.

In general, there would be nothing strange about passing by a tree. In this case, however, this specific apple tree has gotten the attention of Tabiry, who went ahead to scout a while ago, and now she is waiting for all of you under this specific tree.

When you finally pass by a bend in the road and see her, you find her staring at the bark of the tree for some reason.

Narmer and Ebo, who are the first to reach her, also stop and start staring at the same spot.

"Huh. That's really weird," Ebo comments as a mumble under his breath.

"I have never seen writing like this," Tabiry muses aloud as well.

"I don't recognize these letters at all," Narmer says with a confused wrinkle of his forehead.

"What are they looking at?" Hudjefa squints his eyes at them from next to you.

You are standing a bit further away, using the brief break to get rid of some stubborn piles of sand in your sandals that got mixed with your sweat and are now making a disgusting goop that keeps sticking to your skin.

"Hm, I dunno..." you mutter while you poke your shoes with a stick.

Fueled by newfound curiosity towards the strange tree, the others also gather around it. You also decide you can't stay out of the party so you squeeze in between Ebo and Kajet, and stare in amazement at the tree trunk.

In the rough bark of the apple tree, there are a few signs in a language you don't recognize, with letters that aren't even remotely familiar to you.

They look like this:

SECVNDINVS CACOR

**Next**

[Sneak peek](#) 👁👁

[January 29](#)



I started writing some of those random encounter scenes that will come up at certain points in the story. At the moment, I have 10 scenes planned all in all, but there will only be 3 points in the story where one will be triggered, so you definitely won't be able to see all of them in one single playthrough (unless you cheat and reload the scene several times lol).

Here is a snippet from one such scene in the screenshot, which I took because there will be a picture included here, although I think I'm going to make it smaller because I don't very much like that it takes up this much space. This one is from a priest MC's POV.

Here is the inscription for those who need it:

*Your group passes by a strange tree.*

*In general, there would be nothing strange about passing by a tree. In this case, however, this specific apple tree has gotten the attention of Tabiry, who went ahead to scout a while ago, and now she is waiting for all of you under this specific tree.*

*When you finally pass by a bend in the road and see her, you find her staring at the bark of the tree for some reason.*

*Narmer and Ebo, who are the first to reach her, also stop and start staring at the same spot.*

*"Huh. That's really weird," Ebo comments as a mumble under his breath.*

*"I have never seen writing like this," Tabiry muses aloud as well.*

*"I don't recognize these letters at all," Narmer says with a confused wrinkle of his forehead.*

*"What are they looking at?" Hudjefa squints his eyes at them from next to you.*

*You are standing a bit further away, using the brief break to get rid of some stubborn piles of sand in your sandals that got mixed with your sweat and are now making a disgusting goop that keeps sticking to your skin.*

*"Hm, I dunno..." you mutter while you poke your shoes with a stick.*

*Fueled by newfound curiosity towards the strange tree, the others also gather around it. You also decide you can't stay out of the party so you squeeze in between Ebo and Kajet, and stare in amazement at the tree trunk.*

*In the rough bark of the apple tree, there are a few signs in a language you don't recognize, with letters that aren't even remotely familiar to you.*

*They look like this:*

*\*text\_image secundinus\_cacor.png center A carving saying 'SECVNDINVS CACOR' in Roman letters*

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

### [January 31](#)

This week, I finished all of the choices that were left out from the previous update, plus I started working on the system of the random encounters. There are currently two random scenes you will be able to get. I will add more later as I develop the game. Currently, I'm planning 10 pre-written scenes, where one of them will trigger randomly at a certain spot in the story.

What's new in this update:

- Around 12k words added to Chapter 4
- The previously missing scenes have been added
- You can now choose friendly scenes too in the camp
- The Ahmose-Zaia poly option has been added as well
- I fixed a few coding errors around the bathing scenes where some of them kept repeating randomly after each other
- The group continues their journey and are slowly approaching Memphis, in the middle of the road there is a random encounter

Next week, I'm going to write the scenes when finally, you arrive at Memphis, the new royal capital, where Ahmose and Narmer lives. There will be a few cute scenes in the city itself, you can go to the market and spend some of that hard-earned money (looking at you noble MC), and you can spend some time with your chosen RO.

In the updates after the next one, the adventure will pick up considerably and you will learn why you got so many weapons in the beginning of this chapter :)))

Enjoy, and please tell me how you liked the new scenes! ❤️

Attention! Because of the content theft in the past, the demo is only available to pre-approved logged-in members. If you haven't been given access yet, send me your username that you use for the cogdemos website here in the comments or in a DM so that I can add you to the approval list!

## [January Q&A answers](#)

## [February 2](#)

**What have been some of your fav scenes that you got to write for this IF so far?**

Hmmm let me think... I loved the wine bowl scene, Sesi's torn clothes scene, the training scenes in Chapter 2, and the flirting scenes in Abydos. Bit fucked up, but I also really loved writing the kids' scenes on the priest route who goes back to the temple after Tia died. Also, Ahmose breaking plates, and thief screaming in their room in Abydos with an unhinged Sesi and a pissed off Qenna haha.

**Do the ROs (and important NPCs if you feel like it) have any random or silly fears? Like being afraid of heights, or snakes, or having a bird shit on them when one's flying overhead?**

Ahmose is a bit squeamish around blood. Pihu is afraid of dogs. Qenna is afraid of knives. Zaia is... not exactly afraid of crowds, but they get very uncomfortable around groups of people when they are not with someone familiar. Tabiry is afraid of spiders. That's all I can think of right now :D

**Zaia - do you...dream...get nightmares 🤔\*\*?\*\***

„I don't know if you could call it a dream. When I rest in this world, I sometimes see pictures. Memories from... *before*. Hazy. Mostly just sounds, or... a scent. A feeling. Not more than that.”

**Zaia: what's it like crossing over to the other side then coming back?**

„I can't explain it. Confusing. I don't remember the other side. There are no memories. Just... a feeling. What kind of feeling, you ask? ...I don't know. Hard to explain... Familiar but strange. Confusing and... simple. I don't know. Beautiful. Scary. I don't know... Feels a bit like Petmes, I guess. It's impossible to understand when I'm just myself.”

**Tabiry - serving the pharaoh and working in the palace must be so stressful, have you ever considered a different path in life?**

„My father would love me to tell you yes, but... *No*. I'm not really good at anything else. I don't know what else I could be doing if not this. Last time I tried something else, it ended in disaster. Maybe that was a sign.”

**Narmer - have you ever laughed so hard you started crying? if yes, what was the reason for it? if no... your majesty, you need to loosen up a bit**

„Do you think me so serious? I still have some reasons to be joyful. Last time was... Let me think. I think it was that time Petmes took me up to the Khufu pyramid. There may have been some opium involved as well. And then something came to his mind, he left, and forgot me up there. It was very unexpected. I had a great time.”

**Qenna - what's a hill you're willing to die on, an opinion that is so true to you Ra himself could not convince you otherwise?**

„The war was a mistake.”

**Ahmose - would you like to have siblings or do you prefer being a single child and having no competition for the throne of Egypt?**

„...I do not like to be alone, no.”

**To all - would you do a backflip for 20 debens and a semi-decent hug?**

Narmer: ~laughs and leaves the room~

Qenna: „Kid, I’m way too old for this shit.”

Zaia: „No. But I’ll do it if you give Qenna a kick in the ass.”

Tabiry: „Uhm... I don’t know why you imagine that I can do something like that. I would just break my neck, I fear.”

Ahmose: ~already did it~

**Do you have any plans to have optional side missions during the progression of the story? Just content then to give a chance to dive even deeper into the lore and backstories of the world and the NPC's.**

I was wondering about adding such things, but at the moment, the game is looking out to be quite massive as it is. I don’t want to unnecessarily railroad the story even more and have readers lose interest or patience. I’m afraid there is sometimes such a thing as too much content 🧠 There may be some dlc’s or side-stories I’ll write later for fun, but I can’t promise anything at the moment.

**I'm really loving the first introduction of the random encounters that you've posted already. Do you plan to have any other easter egg'y content hidden among other parts of the game or just during the random encounters?**

There will be quite a lot, probably. There already were a few around Petmes. There was also a pyramid scheme joke in one scene haha. There will be more small, hidden things for sure.

**Also why do I see Ebo like Michael Clarke Duncan in my mind? There is a certain feeling to read his lines in the game, I really enjoy him as a character on the quest and am looking forward to**

**see more of him!**

Wtf that's exactly the guy who I was thinking of when I wrote Ebo 🙄💋🙄

**And lastly, what is the airspeed velocity of an unladen swallow?**

42

[Date scene ideas for Valentine's Day](#)

[February 2](#)

Valentine's Day is slowly approaching, and I was thinking to make a poll about which ideas you'd like to see the most :D They are going to be written in the crushing stage, so it's not going to be a DATE date, but some cute scenes and spending alone time with the ROs.

The first 5 winning will be matched randomly with one of the characters and published on the Valentine's Day weekend, which means on the 16th. I'm thinking to make it available to the public as well for a few days, and then it's going to stay patreon exclusive.

That also means the lore post that was planned for that week is going to be switched, so the lore is coming next weekend (9th), and the Valentine's specials on the 16th.

I can't wait to write these 🥰 Looking forward to see which ones win!

Visiting the Royal Archives in Thebes (a big library-like thing)

12

Visiting the sea for the first time

16

Getting lost in the Nile Delta (big pretty marshy place with lots of water)

10

Visiting a family grave for a festival

3

Wine tasting



7

Rescuing a stray kitten

13

Going on a hike

2

Visiting an old haunted ruin

8

Going to a festival in disguise

21

Hunting out in the wild

4

Poll ended Feb 9, 2025 · 96 votes total

[Another poll \(lore this time\)](#)

[February 3](#)

Hiyya! I've been meaning to ask your opinions on which subject you want to see here next in terms of lore. I have a few in mind but if there is something I missed and you want to read about, leave a comment below 🍷

I'll probably do this again in a month or so if I get new ideas in the meantime. Until then, I'll write out these in the order of result. I think I will also start including resources and pictures in those subjects that are more legit historical and not only game lore.

Clothing, fashion, makeup, and trends

8

Marriage, jobs, children, and civilian life

12

War and battles (both historical and the added game lore)

5

Geography, foreign neighbors, and travel

8

Religion and language

7

Economy, money, diplomacy

2

Food, drinks, animal husbandry and agriculture

9

Something else that isn't here

0

Poll ended Feb 14, 2025 · 51 votes total

[February Q&A question thread](#)

[February 4](#)

CLOSED

Lol last time there were some really funny questions <3 I love answering these, so if you got any more, shoot! You can ask several questions, addressed to me or the characters (except very spoilery things). This will stay up until the 28th, and then I'll post the answers on the 2nd of March. (it's gonna be March already damn, time flies)

[Sneak peek](#) 🙈

[February 6](#)

I forgot to post this yesterday 😭 That's what I get for not having my calendar at hand at all times...

Anyway, here is a little snippet from the update tomorrow. Narmer's personal scene this time 👁️ The update tomorrow might be coming quite late at night btw. I still have a few scenes I wanted to finish, but I'm going to the dentist tomorrow too (which I also just remembered) so I don't know what shape I'll be in when I come out 😬 We'll see!

---

*He's obviously going on official business. Very royal. Very important.*

*Unlike you.*

*You'd probably just be in the way for him.*

*Well, you [i]hope[/i] you wouldn't be, but you aren't sure enough to say that out loud. Plus, he didn't exactly invite anyone, so...*

*As you look up, your eyes accidentally meet Narmer's, who's been standing next to you and has been gazing at your face for who knows how long.*

*He looks away a moment later, and softly clears his throat.*

*"My errands are going to be boring, but if you have nothing else you'd rather do, then I wouldn't mind your company." Then, even softer, so that no one else but you can hear, he adds, "It may be a lot less boring with you there."*

*You can't stop the surprised smile that lifts up the corners of your lips.*

*"I'd like to go," you say immediately, a little too fast to not make it obvious that you've been waiting for exactly an invitation like this.*

*Narmer doesn't react to that fact, or the way you keep clearing your throat in embarrassment, but you catch Qenna and Tabiry trying to suppress some amused smiles. Ahmose is working very hard to maintain a carefully neutral face.*

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

## [February 7](#)

I tackled a big part of the Memphis scenes this week, which means half of the routes are playable until you get to the market. I started in order of appearance, so the playable routes for now are Narmer's, Qenna's, and Zaia's.

Tabiry, Ahmose and MC's companion are coming next week!

What's new:

- 16k words added to Chapter 4
- 3 of the 6 routes through Memphis are playable. The rest is coming next week. For now, I took out some of the choices completely, so in the beginning of the new content, you won't be able to see the choices for Tabiry, Ahmose and the rest. I will put them back next week.
- You can visit different parts of the city with your chosen companion or RO and spend some alone time with them. Friendship-only options are also available, although I will have to read through some of the scenes because I might have left some unintentional romantic sentences in. These will be coded out later.
- The market scenes are mostly just a draft for now. I would also like to get some ideas for the last one, where you buy things for yourself!

Enjoy ✨

Attention! Because of the content theft in the past, the demo is only available to pre-approved logged-in members. If you haven't been given access yet, send me your username that you use for the cogdemos website here in the comments or in a DM!

## [Civilian life](#)

## [February 9](#)

Civilian life won in the poll as the most requested subject, so here it is! I wrote some of this from memory, from the historical books I read in the past years. Like I said many times before, I am not a historian, so do not take these as The One and Only Truths - more like interesting tidbits about real historical times.

The resources I used:

- Francois Trassard - La vie des Egyptiens au temps des pharaons (2002.)
- Laszlo Kakosy - The history and culture of Ancient Egypt (2005.)

## Families

Children and a good marriage were very important to Ancient Egyptians. Having children was regarded as a must to ensure the future of their empire and culture, so those couples who didn't have children were kept in low regard. Children generally were cared for by their mothers or nannies, if the family could afford them. Girls and boys moved out of the house when they were able to support their own future family. Elderly people were generally cared for by their families. Essentially, the family structure was very similar to what we have today.

Adoption also existed as an alternative to when someone couldn't have their own children, although this was not institutionalised like today. I didn't find many resources on how this worked exactly, but as I noticed, people could pretty much 'adopt' anyone they felt close to.

So for example, if a man had an official wife, plus a concubine who lived in their house, if he had a child with the concubine, the couple (wife + husband) could adopt that child as their own, so like this, bastard children weren't really a problem. Except, of course, if the child was born completely by accident from unrelated people, or if the wife didn't want the kid.

## Marriage

Marriage usually happened without much fuss or any official document. The families of the couple were the ones who had to agree to the union, and when at least one member of the couple (usually the man) had a good enough job to support the new family, the couple moved in together and from that point on, they were considered married.

Most of the time, the man was the older one in the marriage, and the age gaps ranged from 1-3 years, but of course, this doesn't mean that *everyone* did this, only that this was the average.

The future of girls and boys were usually decided by their families during their adolescence, so at around 14-20 years old. Marriage and moving in together however, probably didn't happen until at least one member of the couple had a good enough job to support the family. Those historians who say girls got sold off at 12 are pedophile apologists and should burn in hell.

Most Egyptians married for love. When there were concerns of wealth, land, or reputation involved however, things could get more strategic. Nobles often married for political reasons, or simply to keep the wealth inside the family, or to have a reunion with someone of the same economic level and increase the family's wealth that way.

Polygamous relationships were allowed, but only to a certain level. A man had to have an official wife who was considered the matron of the household. The couple went to every public event together and



they were also depicted together on paintings and such and were considered a union, a proof that they have their own family, which was a treasured thing in Egypt.

However, if the husband wished for it, he could also have other concubines who lived in the same house, but they were not given the title 'wife'. In this case, the woman in question was considered to be a lower member of the family, and the man had to have the means to financially support and provide for her. So this arrangement was only available to richer members of society who could afford this, but even then, it was probably not the average. Based on poems and texts, most men only had one wife and that was it.

Women could not have more than one husband, but even men were only allowed to sleep with either their wives or the official concubines. Everything else was considered cheating and could end in divorce.

Incest was outlawed. Cousins could get married, but even first cousins getting married was a bit frowned upon. They knew about the biological drawbacks, even if they couldn't completely explain them.

There is something though that can make these records more muddy – the adoptions and nicknames. Married couples often referred to each other as brother and sister, as a sort of affectionate term, even when they weren't related. So how do we know that when they talk about their loved one and call them 'sister' or 'daughter' for a younger woman, that they were actually related? If we use common sense, the answer is kinda simple: they probably were not. It was just a nickname. Because our ancestors weren't stupid and they knew that marrying a close relative was not good.

## **Exceptions**

The pharaoh, as the son of the god Ra, was an exception to all of these rules because they believed that the king had godly powers.

The king could get married inside the royal family, and he could have a family with sisters and daughters, although this didn't happen as often as people like to think. Many pharaohs only had one wife through their entire lives. There were many cases too where the queen wasn't even from a noble family originally. This seemed to have been a simple personal preference of the individuals.

The pharaoh could have several official wives too, although his main consort, the Queen of Egypt, was usually the same woman until her or his death.

The king could only have one queen, although he could give out different titles to the other consorts. Such titles were for example "beautiful daughter of the king", or "beloved princess" or stuff like that. Which, again, brings the question... were these women blood related to him or not? In some cases, they were, because modern DNA analysis could prove it. But sometimes, this was not the case. Most of these people's names were also only found in texts, and the human remains got lost through the centuries, so this is not something that can be proven either way anymore.

## **Divorce**

Anyone could get a divorce in Ancient Egypt. Women could also initiate divorce, and they could go to courts to get their fair share of the couple's wealth. Children were placed according to their personal agreements. Most often, the reason for a divorce was infidelity or sterility. There were also a few funny cases where the woman divorced her husband because he couldn't get it up lol.

After the couple moved in together, they usually wrote a list of the different belongings they brought into the household. This served as an official document in case of a divorce or death.

Women were allowed to take everything they brought with them originally, and they also had the right to half of the wealth the couple gained during the marriage. If the reason of a divorce was the husband's infidelity, usually both families took the wife's side. In this case, the wife could gain even more from the divorce. If the reason for divorce was the wife's sterility, the husband was still required to pay her for damages. If the wife was the one caught cheating however, she became a pariah.

## **Sexuality**

Ancient Egyptians had a healthy attitude towards intimacy. A fulfilling, regular sexual life between married couples were encouraged and there are many letters and texts describing how affectionate people were towards their lovers.

Same-sex relationships probably existed the same way as opposite-sex relationships. The problem is, most historians from before the 21st century (and many still today) saw a text describing f.ex two women living together with a cat and a child where they referred to each other as 'sisters', and the historian automatically assumed those two women were actual sisters and there couldn't possibly be anything more between them, even though in every other love letter, opposite-sex couples also refer to each other as sister and brother. Just something to think about.

In the game, couples from different gender identities and sexuality are regarded the same way as opposite-sex couples, with the added complications of course, so same-sex couples still have to have children one way or another to be regarded as well-respected etc.

## **Childhood**

Children in Ancient Egypt had a calm and happy childhood, most of the time. They spent their early years next to their mothers or nannies, and they were the pride of families, just like being a mother was a very important role in society's eyes. Couples brought their children with them to official events too, and they generally tried to provide a happy childhood for them.

Young children's heads were often shaved, and they only wore bracelets or amulets against evil magic. On colder days, the parents put linen shirts on them, but otherwise, they were bare. When the child started growing, they got a child-braid, which was a single braid on the side of the head, the rest of the hair still shaved. Once the child reached adolescence, they cut the child-braid and they were allowed to grow their hair out or wear wigs if they wanted.

## **Schools**

Schools were common throughout the country starting from the Middle Kingdom (so before the game takes place). Boys and girls could both go to school, if the family could afford the price. Kids usually went there from the age 6-10 and they learned reading, writing, mathematics, and other things. Noble families often employed private tutors too.

After general schooling, the students had the opportunity to learn more advanced subjects, such as literature, arts, law, medicine, astronomy, economics and others.

## **Home**

The size and appearance of the houses ranged wildly according to the level of wealth. Poor families had to make do with a house as small as 20 m<sup>2</sup> (or 215 ft<sup>2</sup>), which was often made from mud, clay, straw, and palm trees. Wealthy households could be as big as 2000 m<sup>2</sup> (21,500 ft<sup>2</sup>).

Usually a garden led up to the front of the house, surrounded by fence-walls and trees. The roofs were flat – there was no need for tilted roofs because of the lack of rain. They were often built on terraces because of the yearly floods of the Nile, and the roofs also had balconies and terraces where a steep outside staircase led. They didn't have glass, so windows were covered by wooden panels or curtains. They cut small holes into the walls that worked as a sort of air conditioning.

In wealthy households, they had both public and private rooms. Bedrooms and women's rooms were always private and only their closest friends and family members could gain entry. Public rooms, where guests could visit, usually opened from the garden.

Other rooms, such as the kitchen, storages, stables, and other utility buildings were also accessible through the garden.

When it was necessary, they used dried cow manure to make fire. Wood was expensive, so they didn't use it for heating, and coal was only allowed to be used by the Royal Treasury. For lighting, they had oil lamps.

Water was gained from the many canals that Egyptians built into the land for watering fields and providing water to the cities at the same time. They also had wells and cisterns.

## **Hygiene**

Bathing and general hygiene was very important for Ancient Egyptians. They bathed daily in the Nile or in lakes and canals. They had scented soaps and body oils for both hygiene and personal care. Wealthy people also had bathrooms inside their houses.

They cleaned their hair and teeth, and general hair removal was very common. Men and women were both encouraged to remove body hair for hygienic reasons, which they did with razors, tweezers, or wax. Many people, including women, shaved their head too for the same reason.

Beards were considered dirty and a sign of personal neglect.

These procedures were often done at home or at barbers.

Boys got circumcised when they reached early adolescence for hygienic reasons as well.

## **Jobs**

The jobs in Ancient Egypt were often gendered. That didn't mean that a person from a different gender couldn't do it – it meant that the job itself had a gender. For example, being a pharaoh was a manly job, so if it was a woman who became leader of the country, she was, in her official role, often depicted as male. At the same time, many jobs, such as midwifery were considered female jobs, but men could do it too.

Every worker in Egypt was under official contracts and had the right to a fair salary, holidays, set work hours, and fair working conditions. Salaries were paid in different goods, since money didn't exist back then. Such goods were beer, wood, oil, bread, flour, and other useful things. These goods were often stored inside giant warehouses, and the people traded through contracts and papers, which was written and counted for by official accountants.

Slavery existed but wasn't overly common. Indebted servitude existed too, but most often, slaves were enemy soldiers who were captured in battles. If they did a good enough job for their owners, they often got freed and then they became citizens of the empire and gained full citizen rights.

The pyramids were not built by slaves either. Royal constructions employed paid workers in the months of the year when field works stopped (so during floods and winter for example).

## **Morals**

Egyptians lived according to a strict moral code which they originated to the goddess Maat, who was the goddess of justice. These ethical rules included being kind to each other, to not be greedy, not do wrong to others, respect the elderly and loved ones, to not hurt others without good reason, and to live a good and honorable life.

These were usually taken seriously too because according to their religion, those whose hearts were found guilty by Osiris after their death, were doomed to eternal darkness, and could never gain entry to Aaru, the heaven, which was every person's end goal after life.

[Valentine's Day Gift](#)

[February 10](#)

**Event ended.**

Hi everyone! As a gift for the upcoming Valentine's Day, I'm going to give out a 1 month Tier 2 Patreon membership for someone who is already a free member here ❤️ So if you want to participate in the contest, all you have to do is comment or like this post until midnight on the 14th (to make sure the membership goes for someone who is an active reader), and I will choose a user randomly on the 15th, so this Saturday! Good luck ✨

[Sneak peek](#) 👁️

[February 12](#)

I'm going to finish the rest of the Memphis companion scenes this week, and if I got time (I hope I will), I'm also going to work on the market scenes and write out whatever is left.

For now, here is Ahmose's first scene with an MC who's been a bold flirt with them:

---

*To put it plainly, Ahmose isn't exactly the person you would trust with recovering things from the royal palace without being seen. If you had to choose, you would give the job to Qenna, hands down. Maybe Tabiry, although she is beautiful enough so that people generally look at her twice.*

You've

*[\*if background = noble] only been to the Memphis palace once as a guest years ago, so you don't much remember it,*

*[\*if background = priest or captain] never been inside the Memphis palace before,*

*[\*if background = thief] never been here before,*

*but you are fairly certain you could do at least something to help.*

*"Should I keep an eye on Ahmose?" you ask mostly Narmer, but also the prince/princess to see if he/she won't mind you joining.*

*"Please," Narmer instantly groans out.*

*"Ah, yeah... I guess it would be better if I didn't go at it alone," Ahmose says with a sheepish grin.*

*"You could do it alone," Qenna says with a meaningful stare at him/her.*

*Ahmoose laughs softly and lowers his/her eyes. "Thanks. Still, I'd prefer if \${name} came with me."*

*"I'll watch your back, don't worry," you tell him/her with a smile.*

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

## [February 14](#)

I added the rest of the Memphis scenes to the demo, with a 14 000 words update :)

What's new:

- Ahmoose, Tabiry, and MC's companion's scenes are all playable through Memphis now
- I fixed a few scenes from the previous update
- Added more choices to the shopping options. I'm not sure how I'm gonna do those yet, if I'll let you buy more than 1 thing from each category or not, so don't worry about those right now. Atm, you can only get one thing for each, but you'll have to wait until next week to make use of those scenes anyway because the demo currently ends at the same point as last time :)
- I can still take more wishes of what you want to buy for your MC personally! I included a few of what some of you already told me.
- I still haven't gone through last week scenes to make sure non-romanced MCs aren't getting any romantic content. I'll do that next week, so until then, please just try to ignore those if you come across something weird while you're doing the friend routes only.

Enjoy! ❤️

Attention! Because of the content theft in the past, the demo is only available to pre-approved logged-in members. If you haven't been given access yet, send me your username that you use for the cogdemos website here in the comments or in a DM!

## [Contest end result](#)



## February 15

The Valentine's contest has officially ended! The lucky winner should find the prize in their email, congrats! ❤️ Those who didn't win, do not despair because you all should get a consolation prize tomorrow 🙄

Keep an eye out for future events too because I'll do this again from time to time :)

## CoGDemos

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes/mygame>

## Valentine's Day extra scenes

## February 16

Hey everyone! As per your wishes, I finished the most popular not-quite-date date scenes ❤️ These all happen as hypothetical scenarios that won't be in the game, and all take place in the crushing stage.

They were paired up like this, mostly randomly:

- Going to a festival in disguise - Zaia (because I couldn't resist torturing them a little)
- Visiting the sea for the first time - Tabiry (I couldn't resist torturing her either lmao)
- Rescuing a stray kitten - Qenna (...guess what)
- Visiting the Royal Archives in Thebes - Ahmose (all those homeworks huh)
- Getting lost in the Delta - Narmer (I swear there is nothing weird happening there, you can trust me)

These scenes will also be made public under a different link for 3 days from now, and then they will stay patreon exclusive.

The link in this post also includes the other POV scenes that I wrote so far. I added everyone to the access list who already sent me their cogdemos username. ( I hope! I hope I didn't miss anyone! 🥺)

Those who can't open the game, please send me your cogdemos username so I can give you access!

## Sneak peek 👁👁

Again, I'm writing too much code for these goddamn market scenes. Hopefully it will be at least fun to read lol. Although, I'm having fun with it too but it's more work than I anticipated 😊

Once you finish shopping, your MC will get a small gift from the character that A) you have the most romance points with, or B) you have the highest friendship with.

This one is a snippet from Qenna's romantic gift scene, minus the gift reveal, because I want you to see that in-game :)

---

*By the time you and Qenna reach that big obelisk at the edge of the market that is supposed to be the meeting point, the sun is already going down and you are starving\*.\**

*The rest of the group is not here yet, so you have to stand around a bit. Based on other strangers also standing and waiting in the area, the monument serves both as a general meeting point and a commemoration for the dead of war, based on the inscriptions on its side.*

*"Did you also get what you wanted?" you glance at Qenna. He/She disappeared for a bit while you were looking around, but it wasn't hard to find him/her, for the sole reason that he/she was the one who found you completely out of nowhere, by suddenly popping up next to you again. He/She almost gave you a heart attack. And he/she isn't even a spirit.*

*"Yup."*

*He/She offers you a small, bundled up package that he/she's been carrying ever since he/she reappeared again.*

*You take it with a confused frown and stare at it, before he/she tells you, "It's for you. As thanks."*

*You blink. "For me? What for?"*

*Qenna averts his/her eyes to the side and makes an uncertain shrug. "For... not running away yet, I suppose."*

*Your chest tightens.*

*That sounded like he/she meant... not running away from him/her.*

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

[February 21](#)

Goddamn market scenes, they gave me such a headache this week, I'm glad I finished them 😅 The coding for this was a nightmare...

Which means, there may be MANY bugs because there are so many variations and different codes to keep in check now and in the future, that I may have missed something.

What's new:

- 20k words added to demo
- Everything you buy in the market will be tracked for later
- If you buy a present for a chosen character, you can give it to them now
- In return, you will also get a small gift from someone who A) has the highest romance points with you (2 and up) or B) has the highest friendship with you. I don't know if the code for these scenes is good or not so I would like some feedback here please! You are only supposed to get 1 gift (not per person, just simply one). So please check if the scenes read well or not and get back to me in the comments!
- There are some developments in the investigation, and the next destination is revealed

I think... fingers crossed... I may be able to wrap up Chapter 4 next week with a last big update. Can't believe we've come this far in such an incredibly short amount of time. This demo was first published less than half a year ago, at 56k words and now it's pushing on 500k ✨✨✨

Also, those who can't access the demo because they didn't send me their cogdemos username yet, do it anytime here or in a DM so that I can give access to you! (you may have to wait if I happen to be asleep because it's nighttime here)

[No lore post this week](#)

[February 23](#)

I hope you don't mind too much, but I was thinking to skip the lore post today because I will try to wrap up the writing part for Chapter 4 in the next update. I can already tell it's going to be a big job but I'm very excited to finish this chapter, so I wanted to start working on that today :)

### [Sneak peek #1](#) 🗨️

### [February 25](#)

I wanted to share 2 snippets this week, one tonight and one on Thursday, since the lore post was canceled. So here is the first one, which takes place at the pyramid complex, right when MC & Co arrive at the Great Pyramid of Giza. This scene only applies though if you succeeded at the crystal investigation in Abydos. If you failed, then the path inside the necropolis will be quite different :D

---

*The wind is already turning colder and the first stars blink up behind the foamy clouds when you reach the base of this behemoth.*

*As you look up, it's much worse than before.*

*You have to blink and look down because you feel dizzy. It's too high. Too wide. Too unnatural. Too... everything\*. You can't even imagine how many people it took to build it. You should maybe ask Petmes about it at some point.\**

*There is a small avenue running around the entire building, it seems, which looks strangely abandoned.*

*You start walking along it, in the shadow of King Khufu's giant, past the smaller pyramids, until you stop at a corner.*

*From here, you can see the once beautifully decorated mortuary temple — by now, it has become a bit rundown by the elements and the paintings have faded into an almost unrecognizable pattern, but it still stands proudly at the base of the monument, almost like the last bastion of humanity before one joins the realm of gods.*

*"Why are there no guards around?" you hear Narmer's murmured voice as he peeks his head out around the corner.*

*"I haven't seen any at this side of the necropolis," Qenna frowns.*

*"There should be more here. This is the biggest monument in the whole of Egypt."*

*Indeed, you did note the suspicious lack of... pretty much anyone around here. You heard some comings and goings at the southern side, where you came in, but this part of the cemetery seems decidedly abandoned.*

*Well, except for the torches that burn at the entrance of the mortuary temple.*

*\*choice*

*#"I vote we go in."*

*#"I vote we go around. This feels like an ambush."*

*#This is scary. You are in an abandoned cemetery. Next to the pyramids. Spooky as hell.*

*#This is entirely way too cool. You didn't think you would ever sneak around the freaking pyramids!*

[Sneak peek #2](#) 🙄

[February 27](#)

The choice 🙄 THE choice 🙄 That Choice™ 🙄 ...is finally here!

You know which choice...

---

*Your breath catches as the darkness lifts and you see how enormous the cavern is.*

*There are several arches along the walls, leading to more dark corridors. It looks like a maze. You imagine on purpose, and you are suddenly very glad that you came in here with Petmes's permission. You don't want to end up getting lost or trapped in here to never see the light of day again.*

*You all take a few tentative steps in, and then freeze.*

*Sounds are coming from one of the side corridors. Shouts and hurried steps. Lots of them.*

*"Come on, hurry!" Narmer whispers and he starts running towards what you suspect might be a random direction.*

*You zigzag around the dripstone columns in the almost darkness, because the enchantment around you is dimming again, when suddenly, the floor disappears from under your feet.*

*You let out a shriek as you scramble for anything to hold onto, but you are already falling.*

*"\${name}!" someone shouts above you. A hand grabs your own, and for a moment, you hope it stopped your fall, but the momentum is too strong, and both of you stumble down the chute, holding onto each other.*

*You manage to keep your head from splitting open on the hard stone, but your body gets banged up as you slide, roll and stumble down on what seems like a two-floors deep sloping trough.*

*Finally, you roll out on a seemingly flat surface. In the pitch dark, under you, you hear the groans of...*

*[This is the choice that will determine whose route you will stay on for the rest of the story. Please choose carefully because you can't change your mind later.]*

\*choice

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

## [February 28](#)

Well, I made a valiant effort, but unfortunately, I couldn't finish the chapter 4 scenes 😞 So that means, next week is still going to be about adding the rest of the routes.

The good news is, however, that I finished Zaia's and Qenna's routes until the very end of the chapter.

There is also... a very... very big (maybe somewhat predictable) SPOILER in the end. A big one. So those who play the demo today, I ask you to keep it quiet please until the next update :)

So, what's new:

- 24k words added to Ch4, with Qenna's and Zaia's routes playable to the very end of the chapter.
- There are some scenes missing in the beginning. I will add different scenes depending if you succeeded in the crystal investigation in Abydos or not. I will also add more scenes for the injuries you can get here.



- There may be errors in the text in some scenes. If you notice any, please write to me about it.

I'm not sure how I'm going to do the next update yet. I wanted to release the public update with chapter 4 next week, but since most of the routes are still missing, I think I'll reschedule it to the week after. So next week is just going to be normal update here on patreon, and then I'll announce the rest later.

For now, those who are on Qenna's or Zaia's route, enjoy! For everyone else, the next update will be about you 😊

Also, those who can't access the demo, please send me your cogdemos username here or in a DM so that I can give access to you! (you may have to wait if I happen to be asleep because it's nighttime here, sorry for that)

## [February Q&A answers](#)

## [March 2](#)

**How was it like creating the ROs? Did you have a starting concept that evolved overtime into the characters we have now or did you nail down their concept/look from the start? Was there any ROs that underwent a lot of change from their initial idea/design?**

When I start, I usually have a basic idea of the character already, but that idea mostly consists of the core of the character - so their basic personality, some basic background info, maybe their looks, and the purpose of the character in the story.

Everything else comes later, when I'm already in the middle of writing them, and they all evolve through the story.

So for example I had an idea of Narmer's character during the first chapter of the story. I knew I was gonna give him a much darker undertone because he lived through a bloody war which left its mark very heavily on him, but *how* I was gonna do that, only came into reality as I was working through chapter 2. I also got a lot of comments at that time from readers who described him as this angelic, soft man who would be the perfect partner for anyone, so I felt like I had to nail it down hard BEFORE the romance lock-in that he is not like that. He is a soldier, a war veteran, and a *warrior king*. He waged war, he led battles, he ordered thousands into their deaths, and he himself killed hundreds with his bare hands. Yes, he can be soft and gentle too when he chooses to be. With the MC, he will be. But he also has a bloody past that he will never get rid of and it's haunting him all the time. So I wanted people who choose his romance to be 100% aware of that.

It was similar with Qenna. I knew from the beginning that they were a liar and a pretender and a complete mess. But as I was developing their scenes, it only came into realization for myself as well of how deep their issues run.

Zaia's character is still forming in my head. I already have ideas of where I want to take their character, but these might also change and develop later as I give them more personally significant and defining scenes.

Tabiry, in her original shape, was a bit colder, a bit less caring, and more of a training sergeant. She was still feminine, but I made her much warmer, softer, and elegant because frankly I'm tired of this popular media idea that a woman can only look badass and tough if she acts like a man. Fuck that. She is pretty, has long hair, smiles a lot, wears makeup and jewelry, and can also beat you into a pulp without breaking a sweat. But at the same time, she also has problems and struggles and she is not always on top of things.

Ahmoose's character was the hardest to nail down because I haven't started writing them until chapter 3. I had a vague idea of how I wanted them to be like, but when I started writing their scenes, Ahmoose kinda just kicked in the door with their own personality and I rolled with it 😂

**Besides the Noble, Priest, Captain, and Thief origins, did you have any others in mind at the start that didn't make the cut?**

I'll be honest with you.....

I don't remember lmao. I think it was always these 4. Maybe? I don't know 😂 I think yeah, it was always just these four... They also evolved a lot as I write them, although most of their differences came out in the first chapter.

**Can we get more of Petmes pls he's funny**

Okay, here are some fun facts about Petmes that probably will never be mentioned in the game:

He was one of the original builders of Atlantis. He is one of the survivors, but not the only one. There are more like him around the planet, in the same shitty mental condition as him.

He is ancient and he came from a different civilization altogether before that. He can reincarnate and remember his previous lives, but he's forgetting more and more every time. The more he forgets, the more his magical potential wanes as well. There will be a time when Petmes will barely remember anything of himself. He has a very strong sensing ability (like the priest MC but 1000x stronger) and he usually recognizes people by their souls, not their faces or names. He can still recognize someone even after the person has died and been reborn several times.

He used to have a soulmate and children who all died and disappeared from Earth when his crystals blew Atlantis up. Since then, he's kind of just scraping by, trying to prolong the time when he will lose his

memory completely. That's why he spends most of his time in Abydos, next to his crystals, because they clear his head up and help with the memory loss.

Narmer has a bit of a crush on him. He likes Narmer too and the two of them sometimes date but they never were and never will be in a relationship because Petmes is emotionally unavailable and Narmer doesn't have the time or the willingness to always run to Abydos for him.

He will not be much in the story but I was thinking to do an illustration of him :) He will appear one more time in the end, but he's not going to interfere. First of all, he doesn't think it's his job to solve these problems, and second, he already did enough for the people by creating and maintaining these crystals. He is very... very tired already, and the worst is yet to come when he will lose his magic, so he will only interfere when humanity itself might be in danger.

**During the adventures of the party will it all be within ancient Egypt or will there be any introductions to the neighbouring nations? The bronze age is just fascinating and I really enjoy how the story has transported the reader to this historical fiction of that area**

There will be some mentions of other lands through the characters, but the game will take place in Egypt.

Narmer spends a lot of time on the borders in general, so he has been to neighboring nations briefly. He also meets lots of foreign dignitaries in his job.

Qenna may be able to tell you more about the Hyksos. Qenna went to Avaris (the old Hyksos capital) in the past many times, and they also had close relationships with some of the Hyksos.

Zaia is from a different country. (Nobody so far guessed correctly which one, but it's getting close 🙄) So Zaia can tell you about how it was like living there. They wouldn't want to go back though, but you will be able to talk to them about it.

Tabiry is also from a different country, Nubia. Actually, in the epilogue, you may be able to go with her to her old hometown if you choose her route.

Ahmoose has never been abroad but they meet lots of foreign diplomats. Ahmoose would be completely on board with a foreign trip, but it probably won't happen in the game itself.

**Secondly just as a teaser for what is to come in the endings you've plotted out. Will our MC be able to absolutely fumble this massive quest, potentially a dead pharaoh and Egypt burning in civil strife?**

Oh, yeah. Several of the main characters can die in the end, including the MC. Some character deaths will hit a lot harder than others.

**In theme with the month of February and Valentine's day, to everyone - do you think you fall in love or develop a crush easily on other people? Is it easy for you to realise you're developing feelings for someone or do you prefer to deny them?**

(each with a romanced MC)

Narmer: "I don't think much about love at all. I don't know if it's because I don't care or because it's... just not happening to me. My life is not my own anymore. I belong to my people. There was ever only one person so far who made me feel like my feelings mattered. And... Maybe... Maybe there will be a second. I'm not holding out much hope but... Maybe."

Qenna: "Oh, I hate it when that happens. Hits me in the face like a bull every time. Look, sunshine, here is the thing... When you are thirsty, you don't go to the desert looking for water, yeah? I have nothing left to give. I wish I had but... That's just what it is... *wishful thinking*."

Zaia: "I dunno what love feels like. I'm not sure I could even feel it but... No. I dunno. Why are you asking me these questions anyway? I'm a spirit, I don't... I don't know. Stop looking at me like that!"

Tabiry: "Oh, gods... It's a hard question because I think it's different for everyone. I mean... I have been in love before. There was also a time when I *thought* I was in love, but it... was not meant to be, and looking back, I don't think it was love after all. I think I will know it next time when the right person comes around." *~looking intently in MC's direction~*

Ahmose: "Hah, well... I, uh... I don't think I've been in love before. I mean, I sometimes get crushes, I guess, but uhm... Yeah. No. I don't think I've been in love. I think I would recognize it. After, uh... After a while, I would, for sure." *~also looking intently in MC's direction~*

**For everyone (except Zaia) - are you afraid of dying?**

Narmer: "No."

Qenna: "Great question. Are you?"

Tabiry: "A bit, but... It doesn't matter if I'm afraid of it or not. It will happen at one point. I wouldn't be a bodyguard if I wasn't at peace with that."

Ahmose: "Well, yeah, sure. Who isn't? I think even my dad is afraid of it a bit. It's only natural to be afraid of something we don't know much about. Not even the spirits can explain what happens in the Duat, after all. I will try to live my life so that when the time comes, I won't have to be afraid of Maat's justice."

**Zaia - knowing what you know, would you like to be reborn with your memories intact or would you rather pass on into the afterlife and have eternal peace?**


Zaia: "I'm here and I can't do either. So what's the point in wondering about something I'll never have? Do you think I haven't tried to move on? I have. It's not working. Eternal peace is just a fairytale."

## [Schedule for March-April and a little poll](#)

### [March 3](#)

Spring is upon us! Finally! (For those who don't live on the southern side.) My life is looking out to be a bit hectic in the next half year, so the schedule below is not set in stone, it's more of what I hope I can do in the next two months if my circumstances allow.

#### **March**

- 7th Friday: patreon demo update with the rest of chapter 4, the week after is gonna be spent with editing and bug fixing
- 9th Sunday: extra scenes, which is the poll below will be about 
- 14th Friday: big update day, the public demo will be updated with the whole of chapter 4 and the patreon demo will be also updated with the bug fixes and edits
- 16th Sunday: lore post about food, drinks, and agriculture
- 21st Friday: patreon game update with the first scenes of chapter 5
- 23th Sunday: extra scenes
- 28th Friday: patreon game update, end of the March Q&A question period
- 30th Sunday: Q&A answers

#### **April**

- 4th Friday: patreon game update
- 6th Sunday: lore post about clothing, fashion, makeup, and trends
- 11th Friday: patreon game update
- 13th Sunday: Spring Date extra scenes. There will be a poll about this 2 weeks prior, so the same as the Valentine's Day scenes, you can choose which scenarios you'll want to see during this event as well. I may do another contest for a 1 month patreon membership again here, but I don't think I'll make the extra scenes public this time
- 18th Friday: patreon game update
- 20th Sunday: lore post about geography, foreign neighbors, and travel
- 25th Friday: patreon game update, end of April Q&A question period

- 27th Sunday: Q&A answers

SO, the poll below is about whose extra scenes do you want to see this Sunday? I went over what we have already. Narmer has 3 scenes, Qenna has 4, and the rest 2 each. I think I can safely say that I'll be able to write at least 2 scenes by this weekend. I would prefer if it's not Qenna this time because they already have more than the others and I don't want to leave the rest behind. I can also do 1-1 for two different characters.

So, what do you think? Also, which scenes would you like to read about? I have a few in mind already, but I can also do anything else if there is something you want to read (leave a comment below).

Tabiry (ideas: young Tabiry getting a crush on captain at the training camp; Tabiry injured at work in past and MC unknowingly treating her)

9

Zaia (ideas: coming to Egypt 250 years ago; Zaia in the Duat after Ch4)

19

Ahmose (ideas: child Ahmose in Thebes with young MC; going to Ahmose's room in Ch4 with MC)

19

Narmer (ideas: meeting in Kusai 5 years ago; the battle of Avaris with veteran captain)

12

Poll ended Mar 7, 2025 · 59 votes total

[March Q&A questions](#)

[March 4](#)

ENDED

Here is the question thread for March 🌸 If you want to know more about certain subjects or characters and the answer is not urgent, this is the place to ask because I can give more detailed answers than on Tumblr or other places.

You can ask several questions, addressed to me or the characters (except very spoilery things). This will stay up until the 28th, and then I'll post the answers on the 30th of March.



[Sneak peek](#) 👁👁

[March 5](#)

Here is a snippet from Narmer's first scene right after the route choice, after MC and your chosen RO fall down a chute. The first scenes here are going to be similar, but then you will take a quite different path through the pyramid than what the MCs with Qenna or Zaia took 👁👁

---

*"I think I fell on you a few times..." Narmer groans under you. "Did I hurt you?"*

*"I'm in one piece..." you mumble as you roll off him and push yourself up on your elbows. "Are you?"*

*"I'm fine. I'm wearing armor."*

*He shuffles and probably sits up, but you can't see anything of him in the darkness.*

*"Where are we?" you ask as you strain your eyes... pretty much to no avail. The whole place is pitch dark. You can't even see where you stumbled down from.*

*Narmer fiddles around with something. You hear a scratching sound, and then you have to squint because a small flame sparks up in his palm. He holds it out to look around, and the two of you blink at each other with bleary eyes.*

*There is a small amulet in his hand. It's the one that he usually wears on his necklace. A tiny figure of Bes, protector of children. Usually kids wear them to ward off evil magic.*

*"Where is the torch?" he asks.*

*You both look around, and eventually find it at the edge of the chamber. Narmer lights it up, and then you can finally see where you are.*

*The place is a small, rectangular room. Completely empty, like the rest of the underground complex so far, but the smoothed down walls and straight corners are an indication that this place was worked on and deliberately built, not just a natural chute in a cavern — and thus, it may have an exit.*

*At the same time, you make a quick inspection of him and yourself. Narmer's cheeks are dirty, his tunic dusty and out of place. He has a few bruises on his arms and a cut on his forehead, but otherwise, he doesn't seem injured. Your elbows and knees sting where you scuffed them, and you have some mild*

*pain flaring up in your ribs as you move. You imagine it might be because Narmer indeed fell on you a few times as you tumbled down that chute and he is **heavy**\**. Especially in armor.\*

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

## [New update](#)

## [March 8](#)

Thanks for waiting! This took a bit longer than I expected, but here are the rest of the routes to Chapter 4!!!

Well, except for the friendship routes. Today afternoon, I realized that I created a plot hole in the friendship routes with the way the characters show up in different places, so I ended up scrapping them. Not forever! Just for now. That's why it took so long. So the friendship routes are very much unplayable at the moment, but I'll fix them by next week.

Everything else should be working! If you see a few stray, out of context mandarins, please let me know. They signal a missing scene. (I think I got everything but you never know.)

What's new:

- 17k words added to the demo, with around 99% of Chapter 4 finished.
- All of the romance routes are playable now, but I haven't tested them, so if you see anything weird or something that doesn't make sense, please write me!
- In this very moment as I type this, I just remembered that I forgot the extra scenes for the bad Abydos ending. Shoot. I'll add those later too in the fixes

Next week, I will fix everything else that needs fixing, do some edits, and release the entire chapter to the public as well on the 14th. That means, all the saves are going to break because I'm going to put in the permanent variables. (I will make a quick character option for chapter 5 so you don't have to start all over again)

Again, thanks for waiting and I hope you'll enjoy this update! ❤️

Also, those who can't access the demo, please send me your cogdemos username here or in a DM so that I can give access to you! (you may have to wait if I happen to be asleep atm, sorry for that)

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes>

[Zaia and Ahmose extra scenes](#) ❤️

### [March 9](#)

So, in the poll, Zaia's and Ahmose's scenes won with the exact same amount of votes, so I made 1-1 scene for each :D

I chose the childhood scene with Ahmose, which is a short, slightly bittersweet scene from 13 years ago. It can be played with an MC of any origin.

Zaia's scene is their POV from when they return to the Duat at the end of Chapter 4. Those who didn't read the new update yet, this will be quite spoilery, so only read after you're done playing their route!

Hope you'll enjoy them 🥰

Next time, I'll write the scenes for Narmer and Tabiry 👁️

Also, those who can't access the demo, please send me your cogdemos username here or in a DM so that I can give access to you! (you may have to wait if I happen to be asleep atm, sorry for that)

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo>

[New update](#)

### [March 14](#)

Lots of edits and fixes this week 🥰 There isn't a lot of new content, but I added the friendship routes to chapter 4, and a few other, smaller scenes all over the place that were still missing. Also, all saves are going to break now.

What's new:

- The demo has grown with around 10k words
- The friendship routes are playable at the end of Chapter 4
- Magic mandarin is gone (sad)
- I am now tracking how you handled the Narmer argument, so some scenes around the part where you go bathing and have the follow-up conversation with Tabiry/Qenna/Ebo, have changed
- Added new scenes to the Giza Necropolis path when you failed the crystal investigation in Abydos
- There are new achievements for getting the crystals in the pyramid
- In the cow herder vs. sheep herder on the bridge random scene, the MC is now doing their hobby if you choose to wait out the argument
- Added new options for the quick character creation to be able to skip Ch4. Also added the new Chapter 5 file. There is nothing in it yet, but it's there in case you want to save your previous progress. If you save at the end of Chapter 4 now, your saves should stay intact until I finish writing the entire Chapter 5
- Plus there were many other grammar and typo fixes and stuff

I'm very excited to start writing the fallout from the end of the last chapter, so I'll do the planning for Chapter 5 this weekend and start working on the first scenes next week! Exciting! 🙌🙌🙌🙌

P.S.: this version is a nearly identical build of the public version, but this one also includes the new character creation options and the new chapter5 file :)

Also, those who can't access the demo, please send me your cogdemos username here or in a DM so that I can give access to you! (you may have to wait if I happen to be asleep atm, sorry for that)

## [Food and agriculture](#)

### [March 16](#)

Here is the next lore post, and, good news! I finally discovered that I can paste pictures into the text! Yes, I know, took me long enough.

## **What the hell did people even eat such a long time ago?**

Short answer: very similar things that we eat today. With a few differences, of course.

The staple foods of Ancient Egyptians were bread and beer. They ate and drank them every single day and had dozens, if not hundreds, or even thousands, of different variations.

I already wrote in the previous lore post that money didn't exist back then. Every person's salary was paid in goods and services, and they had a trade system set in place where the value of things was determined by a unit of measurement, which was called *deben*. The basic salary, every week, always contained bread and beer. Working class men, miners, grave builders, farmers, shepherds, were fed some raw vegetables, 2 flagons of beer, and ten flatbreads as a daily stipend when they were at work.



### **What was the bread like?**

The most basic, most everyday type of bread was the Egyptian flatbread. Even today, people in Egypt eat almost the exact same version *by the tons*. It's sort of a pita-like bread, puffs up in the oven, and then you can put whatever you want on top of it or stuff some things on the inside. It's delicious, if you haven't tried it, you should. Not too hard to make at home either, my spouse sometimes makes it (although it's more tricky to make a gluten-free version). You can find many recipes for it online.





Ancient Egyptians ate this bread every day, for breakfast, lunch, and dinner. They also ate it as a side-dish for other meals. When the characters in the game eat bread, this is what they eat.

Apart from this, they had many other, different types of breads.

Sometimes the shape was different. Some of them were cylindrical, some were shaped into cones, some were braided, some were made into triangles. (They really liked triangles for some reason, huh?)

For special occasions, or when they were feeling fancy, they added other ingredients. They sometimes added eggs, honey, beer, spices, cheese, fruits, or oil, and made them into cakes and cookies.

The bags of grains for the bread were usually stored in warehouses, or sometimes at home. They often stored the grains whole, and then freshly ground them when they needed to make bread.

It was the men's job to start preparing the flour. They used a mortar to break the grains into a coarse flour. After that, it was the women's job to grind that into actual flour with the help of a tilted stone basin and a thick stone roller, so they sort of just rolled over the broken grains again and again until it became a proper flour. This was really hard to do so it was mostly the servants' job.

They then used a sieve to get the trash and smaller rock pieces out of the flour, but this process was never perfect. The teeth of Ancient Egyptians were bad because of all the bread they ate. Usually some sand and smaller pieces of stone that broke down from the mortars were baked into the bread, and since they ate bread all the time, these small pieces of dirt and sand worn down their enamels, almost like sandpaper.



The flour was then transported into the kneading basins. In big bakeries or when they made lots of bread in a short amount of time, the kneading was made in big basins, by foot. So they were sort of treading on it like when they press the juice out of grapes for wine-making.

Before the New Kingdom of Egypt (so before 1500 BC), they baked bread in pans or on top of heated stones. They started using bread ovens in the New Kingdom, and every household had at least one at home, outside in the garden.

Unrelated but I actually tried making an Ancient Egyptian tiger nut cake this week. I used Max Miller's recipe for it: [https://youtu.be/D\\_FabMorrMU?feature=shared](https://youtu.be/D_FabMorrMU?feature=shared)

It turned out fucking delicious, although I used much less date syrup lol because date is sweeeeet. If you are interested in historical dishes, check out his Youtube channel. He makes amazing videos. I even have his recipe book and it's super well made. (End of advertisement.)



## Type of grains

Most breads were made from spelt (or dinkel wheat), or Nile wheat, but they also used rye. In poorer regions or during famines, they sometimes ate papyrus reed in itself, just by chewing on the fresh stalk.



It has a bit of nutritional value but it really isn't appetizing at all. They also used dried lotus for making flour.

For beer, they grew lots and lots of barley.

They didn't know rice, corn, and potatoes at all.



## Drinks, beers, and other alcohols

Beer was the everyday drink for almost everyone. They had many different types, with a great variety in flavor and alcohol content. Some were only very mildly alcoholic. Those were given to children as well, although every teaching in Ancient Egypt told people to only drink in moderation and the sight of a drunk person was considered just as pleasant as nowadays – not much at all.

Sometimes they put other things in the beer too, like dates, or honey, to make them sweeter.

They also drank water and juices, although these latter were not common because for lack of refrigeration, they went bad quickly. Those who didn't want to drink beer, or when someone was simply thirsty and didn't have any beer on hand, drank normal water. Now, I know what some of you may think... *ew, dirty*. Well, it was not, not really. If you drink from a puddle on the road, yeah, you may die. But back then, the general ground water was cleaner than it is today. And if the well is deep enough, the water in there may be just as clean (or even cleaner) than tap-water today. I actually drank well-water once by accident. Nothing happened to me. Even my parents drank from wells as children in the countryside and they never got sick from it, but obviously, you have to carefully choose *where* you're drinking from. For ancient people, this was probably common sense.



Originally, wine was the drink of the wealthy, but after a while, it grew in popularity (and availability) and after the Middle Kingdom, it became just as common as beer. It was made from all kinds of grapes, but the most common was blue grape, which was grown over huge trellises.

They had all kinds of variety and quality as well. Some wines were even specialized and the jars were labeled with the name of the wine-maker and the type of grape it was made from.

They usually drank the wine mixed with water, very rarely by itself.

Stronger spirits were all made from wine concentrates, either from grapes, dates, or figs.



## Vegetables and fruits

Onions for all!

Ancient Egyptians loved onions. They ate it fresh, but they also put it into all kinds of dishes. Onion-breath is not a problem when everyone has it, right?

Other than that, they also ate lots of lettuce, which was considered an aphrodisiac. They also ate radishes and garlic fresh. Beans, peas, and lentils were all basic foods, especially because they store rather well. They made pastes, stews, and other cooked meals from them.

They didn't have as many types of fruits as we have today, but they had some. The most popular was date, which grew pretty much all over the place. Grapes were also quite common. They loved figs as well, which had 2 types: the fig we know and like today, and the sycamore fig, which is smaller and not that sweet, but it was still good as a snack. They also grew melons, which, in a hot country like Egypt, is really nice and refreshing in the heat.

They didn't have sugar – neither beet sugar nor cane sugar. For sweetening, they used honey or date syrup. The honey was either collected in the wild, or produced by beekeepers. They had a very similar method of keeping bees than we do in modern times and the collection of honey was much the same as well, where one person smoked the bees out for a few minutes until the other one collected the honey. On the picture below, they are depicting this process. The hooked thingy the guy is holding is the smoker.



One of the most common sweeteners was carob, which I have never seen before in real life, but apparently, it's a tree that grows pods that have seeds inside, and the seeds are very sweet. The hieroglyph for the word 'sweet' is a carob pod, so that's a good indication of how sweet the thing is. It looks like this:





Apples and pomagranates were brought in by the Hyksos, Egyptians didn't know them beforehand. Narmer probably doesn't eat them on principle. Unless he doesn't know that.

Heset's famous apple pie is actually a relatively new invention :D

Citruses, tomato, bananas, and mangos were unknown to Ancient Egyptians.

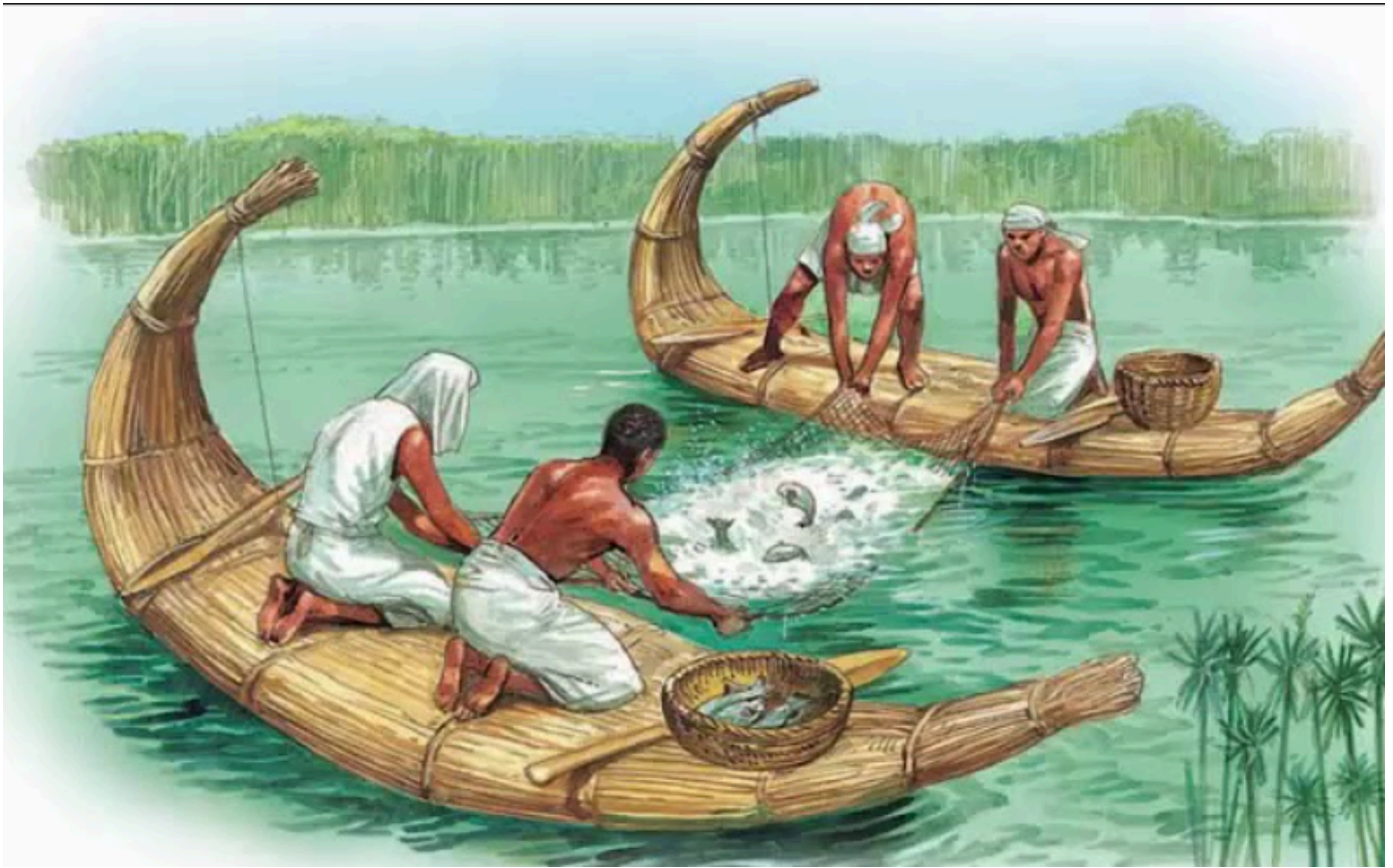
## **Meat and dairy**

Most people didn't eat meat every day, but meat was still pretty common.

Religious texts usually discouraged eating fish for some reason, but people still definitely ate them. Not every fish was edible though. Some had really funky names, like 'sorrow' and 'disgusting', so it's safe to assume that you probably shouldn't eat those lmao. But most other types were nice and tasty. They cooked them, baked them, or salted and dried them out and used them as snacks.

Fishermen worked in groups on several smaller boats, usually naked or in small loincloths, like every other working men in the fields. They used nets made of linen threads, but individuals, when they just went out fishing for themselves or the family, they used fishing rods. Fishermen could always keep a part of their daily catch as payment. Most of the fishing was done on the Nile, but many fishermen went out into the Delta as well, where the water is shallow and the fish plenty but... crocodiles are plenty too. Fishing was a dangerous job.





Pork was the meat of the poor. Wealthy people almost never ate pork, but it was still present in the country.

Instead of pork, rich people ate beef. The misconception that beef is a relatively modern food is completely false. It was never cheap, just like venison, but people definitely ate them. They also used cow milk for drinking, or making butter, cream, and cheeses.



They also loved poultry, buuuuut it looks like they didn't have chicken. So when I wrote that the thief's family had chicken at home, that's incorrect. Dammit.

Anyway, they had ducks, geese, and other smaller birds. They also kept them at home around the house, but most often, they hunted them in the Delta with nets when the birds arrived in giant flocks into the reeds.

### **How did they cook?**

Everyone had a kitchen at home. They were built outside in the garden, usually on the southern side, because the wind most often blows from the north, so if the ovens and firepits are on the south, you won't smell the smoke in the house. Fuck your southern neighbor anyway. And fuck the northern neighbor too when they are cooking and the smoke is getting into *your* house.

In the kitchen, there was a firepit, and a separate bread oven. The kitchen pots were made from clay. They didn't use glass and in most household, they didn't use metal pots either. Plates and cups were also made from clay, with a glaze on the inside to make them waterproof.





The ingredients were stored in the cellar, which was dug under the kitchen area and was approachable from a staircase. Down here in the cool air, amphoras and clay jugs were dug into the soil, and most perishable goods were stored here, along with the grain and other dry stuff. To keep out the mice, they had cats to guard the stash.

Men and women both cooked. Most often, it was women because they were the ones whose job was to keep the household running while the men worked out in the fields or in workshops. When there was a big occasion, or in wealthy households, chefs were often men, but then that was their out-of-the-house job, while their wives cooked at home for the family.

### **Time to feast. How did that go?**

Like I wrote before, Ancient Egyptians had 3 meals in a day. Breakfast was before sunrise, while the weather was still cool, because the men had to leave for their work. So... actually, it was probably just the men who had breakfast around that time. There is no way a teenager would wake up before sunrise if they don't have to. Breakfast was usually lighter, some bread, fresh veggies, maybe a fig or something, and milk or cheese. Men ate something more filling, some bread with meat or fish, and they also took some food with them to work because when they are out in the fields or in a workshop, the work lasts until the evening so they couldn't run back home for lunch.

Then the dinner was again spent with the family.

During feasts and festivals, people came together to eat. That's when they also got shitfaced drunk, although being blackout drunk and behaving like a general nuisance was always frowned upon, even in

Ancient Egypt. Then again, when did that ever stop someone who was hell-bent on drinking themselves under the table? Never. We gotta be proud of our ancestors. They were the exact same as us.



Sources I used:

- Francois Trassard - La vie des Egyptiens au temps des pharaons (2002.)
- Laszlo Kakosy - The history and culture of Ancient Egypt (2005.)

For the pictures: I just Googled them. I don't own any of them.

[Sneak peek](#) 👁️

[March 19](#)

I started working on the Chapter 5 scenes this week. There is not much written yet because I spent a day flying yesterday, but I used the hours of soul-crushing boredom on the plane to plan out the new chapter and AAAHHH it's looking out to be so exciting!!! 🤔🤔🤔

Here is the first scene. I know you're all waiting for it. It's a bit spoilery but there is no scene that isn't spoilery yet!!! 😊

---

*You take a few steps back as you realize that the person — or **thing** — standing there in front of you is not Qenna anymore.*

*Tabiry and the rest back away with you at the same time.*

*Around Qenna's feet, a dark, ash-like smoke starts crawling over the ground, staining the earth black around him/her.*

*A putrid, rotting stench hits your nose.*

*Qenna — no, **the demon** — comes closer and at the same time, your own group scrambles back. The white sandstone of the pathway gets scorched in his/her footsteps.*

*"Narmer, leave them alone!" someone shouts from the side.*

*You are a bit too fucking terrified to take your eyes off **the thing**\*, but you risk a quick glance to the left and see Narmer pushing himself up on shaking limbs. He's cradling his right arm awkwardly, and his face is contorted into a pained grimace as he limps closer.\**

*Qenna stops his/her advance but he/she doesn't give any other indication that he/she's heard him. He/She's still keeping his/her pitch black eyes on you/your group. [romanced/no-romance]*

*A small smile spreads across his/her lips and he/she takes a step closer again.*

*"Qenna!" Narmer shouts again.*

*Another step closer.*

*"Meriamon/Meritamon!" Narmer shouts this time, with a lot more desperation.*

*That makes the demon in Qenna's body falter for a moment. When he/she blinks, for a second, Qenna's eyes turn back to their original hazel. Another second, and the black spreads over them again.*

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

## [New update](#)

## [March 21](#)

The first scenes of Chapter 5 are here after that gigantic shitshow! 🥳👏👏

It's around 14 000 extra words. I think I will edit some of these scenes a bit more later and maybe add more content to the friendship route, but for now, here it is! If you find any errors or typos or something else, please shoot a message to the group chat. I didn't have time to playtest (or even read through it after I was done writing) so there may be errors. Anyway, I hope you'll enjoy it!

Edit : BEFORE YOU READ! I forgot to mention, I updated the content warning list for stuff that will be present in this update!!!

Also, those who can't access the demo, please send me your cogdemos username here or in a DM so that I can give access to you! (you may have to wait if it's the middle of the night where I live, sorry for that)





Name: **MAATKARA NARMER MERENPTAH**

Nickname: **NARMER**

Role in story: **THE KING**

Age: **36** Birthday: **5<sup>TH</sup> OF OCTOBER**

Occupation: **HEAD OF STATE, MAJOR GENERAL, HEAD OF RELIGION**

Social class: **ROYAL**

### PHYSICAL DESCRIPTION

Height: **196 cm** Skin tone: **Golden brown**

Weight: **107 kg** Hair color: **Brown**

Build: **Strong** Eye color: **Black**

### FAMILY & FRIENDS

Father: **USERKARE MENMAATRE MERENPTAH** †

Mother: **INETKAES** †

Siblings: **TWO SISTERS AND A BROTHER** †

Spouse: **NEFRU**

Children: **HOR** †, **AHMOSE**

Friends: **HARKHUF, EBO, + A FEW OTHERS**

Best friend: **PETMES, QENNA**

Ancestor: **COMES FROM AN OLD MILITARY LINE**

Hometown: **MEMPHIS**

Residence: **MEMPHIS ROYAL PALACE**

### VALUES

In general: **Country and duty comes before all**

In private life: **Patience, loyalty, honesty**

In relationships: **Perseverance, understanding**

Conflicts with: **Anything against his morals, has a deep-seated hatred of Hyksos**

### BACKGROUND

He was born in North Sinai in a military camp as the fourth child of future King Userkare. His father was an officer in the army at the time.

[redacted]

and later had another child, Ahmose. After his father took the throne, Narmar led the military campaign against the Hyksos, which he eventually won.

### SKILLS

Combat: **HIGHLY TRAINED**

Magic: **MODERATE**

Stealth: **HIGHLY TRAINED**

Perception: **BEGINNER**

Languages: **EGYPTIAN, LYBIAN, AKKADIAN, HYKSOS**

Other: **POLITICS, GEOGRAPHY, MILITARY STRATEGY AND HISTORY**

### OTHER

Keepsake: **Amulet from his son Hor**

Hobbies: **Fishing, poetry, hunting**

Fun fact: **Bad at learning languages and fishing**

Special marks: **Body full of battle scars**



Name: **MERIAMON NEBTANEB**

Nickname: **QENNA**

Role in story: **THE SPYMASTER**

Age: **52** Birthday: **4<sup>TH</sup> OF APRIL**

Occupation: **HEAD OF ROYAL INTELLIGENCE, HEAD OF ROYAL ARCHERS, GENERAL OF THE AMUN CORPS**

Social class: **[redacted]**

### PHYSICAL DESCRIPTION

Height: **170 cm** Skin tone: **Sandy brown**

Weight: **75 kg** Hair color: **Black**

Build: **Stocky** Eye color: **Hazel**

### FAMILY & FRIENDS

Father **[redacted]**

Mother **MUTNOFRET**

Siblings **A YOUNGER SISTER**

Spouse **[redacted]**

Children **[redacted]**

Friends **NARMER**

Best friend **ZAIA**

Ancestor **[redacted]**

Hometown **THEBES**

Residence **THEBAN ROYAL PALACE**

### VALUES

In general **Tenacity, secrets, knowledge**

In private life **Patience**

In relationships **Kindness, loyalty, a strong will**

Conflicts with **Self-worth**

### BACKGROUND

**[redacted]**

Qenna got possessed  
He went into hiding  
under a false name, until eventually King  
Userkare put him into Royal Intelligence.

### SKILLS

Combat **HIGHLY TRAINED**

Magic **SPIRIT POSSESSED**

Stealth **HIGHLY TRAINED**

Perception **HIGHLY TRAINED**

Languages **EGYPTIAN, LYBIAN, AKKADIAN,  
HYKSOS, MEROITIC, ASSYRIAN**

Other **POLITICS, HISTORY, MATHEMATICS,  
ASTRONOMY, BIOLOGY, POISONS**

### OTHER

Keepsake **An amulet with [redacted]**

Hobbies **Glasswork, chess**

Fun fact **Can mimic dozens of accents**

Special marks **[redacted]**



Name: **MERITAMON NEBETTA**

Nickname: **QENNA**

Role in story: **THE SPYMASTER**

Age: **52** Birthday: **4<sup>TH</sup> OF APRIL**

Occupation: **HEAD OF ROYAL INTELLIGENCE, HEAD OF ROYAL ARCHERS, GENERAL OF THE AMUN CORPS**

Social class: **[redacted]**

### PHYSICAL DESCRIPTION

Height: **160 cm** Skin tone: **Sandy brown**

Weight: **60 kg** Hair color: **Black**

Build: **Lean** Eye color: **Hazel**

### FAMILY & FRIENDS

Father **[redacted]**

Mother **MUTNOFRET**

Siblings **A YOUNGER SISTER**

Spouse **[redacted]**

Children **[redacted]**

Friends **NARMER**

Best friend **ZAIA**

Ancestor **[redacted]**

Hometown **THEBES**

Residence **THEBAN ROYAL PALACE**

### VALUES

In general **Tenacity, secrets, knowledge**

In private life **Patience**

In relationships **Kindness, loyalty, a strong will**

Conflicts with **Self-worth**

### BACKGROUND

**[redacted]**

Qenna got possessed **[redacted]** She went into hiding under a false name, until eventually King Userkare put her into Royal Intelligence.

### SKILLS

Combat **HIGHLY TRAINED**

Magic **SPIRIT POSSESSED**

Stealth **HIGHLY TRAINED**

Perception **HIGHLY TRAINED**

Languages **EGYPTIAN, LYBIAN, AKKADIAN, HYKSOS, MEROITIC, ASSYRIAN**

Other **POLITICS, HISTORY, MATHEMATICS, ASTRONOMY, BIOLOGY, POISONS**

### OTHER

Keepsake **An amulet with **[redacted]****

Hobbies **Glasswork, chess**

Fun fact **Can mimic dozens of accents**

Special marks **[redacted]**





Name: AZAIAD-ULANU  
Nickname: ZAIA  
Role in story: THE SPIRIT  
Age: ~300 Birthday: 9<sup>TH</sup> OF JANUARY  
Occupation: SPIRIT GUARDIAN  
Social class: NONE

### PHYSICAL DESCRIPTION

Height: 178 cm Skin tone: Reddish brown  
Weight: - Hair color: Dark brown  
Build: Lean Eye color: -

### BACKGROUND

[redacted]

He became a vengeful spirit years later, and eventually came to Egypt with a traveling priest. After the priest's death, Zaia stayed.

### FAMILY & FRIENDS

Father: ASMANA-SID †  
Mother: ?  
Siblings: THREE BROTHERS †, ONE SISTER †  
Spouse: -  
Children: -  
Friends: AHMOSE, EBO  
Best friend: QENNA  
Ancestor: -  
Hometown: [redacted]  
Residence: THEBAN ROYAL PALACE

### SKILLS

Combat: BEGINNER  
Magic: HIGH SPIRIT LEVEL  
Stealth: ADVANCED  
Perception: ADVANCED  
Languages: AKKADIAN, SUMERIAN, ARAMAIC, EGYPTIAN  
Other: HISTORY, MATHEMATICS, PHYSICS, LITERATURE

### VALUES

In general: Personal space, quiet  
In private life: Intelligence, wittiness  
In relationships: Curiosity, understanding  
Conflicts with: Passage of time, physicality

### OTHER

Keepsake: -  
Hobbies: Baking, Ancient legends  
Fun fact: Wishes he could eat  
Special marks: [redacted]



Name: AZAIAD-ULANI  
Nickname: ZAIA  
Role in story: THE SPIRIT  
Age: ~300 Birthday: 9<sup>TH</sup> OF JANUARY  
Occupation: SPIRIT GUARDIAN  
Social class: NONE

### PHYSICAL DESCRIPTION

Height: 168 cm Skin tone: Reddish brown  
Weight: - Hair color: Dark brown  
Build: Lean Eye color: -

### BACKGROUND

[redacted]

She became a vengeful spirit years later, and eventually came to Egypt with a traveling priest. After the priest's death, Zaia stayed.

### FAMILY & FRIENDS

Father: ASMANA-SID †  
Mother: ?  
Siblings: THREE BROTHERS †, ONE SISTER †  
Spouse: -  
Children: -  
Friends: AHMOSE, EBO  
Best friend: QENNA  
Ancestor: -  
Hometown: [redacted]  
Residence: THEBAN ROYAL PALACE

### SKILLS

Combat: BEGINNER  
Magic: HIGH SPIRIT LEVEL  
Stealth: ADVANCED  
Perception: ADVANCED  
Languages: AKKADIAN, SUMERIAN, ARAMAIC, EGYPTIAN  
Other: HISTORY, MATHEMATICS, PHYSICS, LITERATURE

### VALUES

In general: Personal space, quiet  
In private life: Intelligence, wittiness  
In relationships: Curiosity, understanding  
Conflicts with: Passage of time, physicality

### OTHER

Keepsake: -  
Hobbies: Baking, Ancient legends  
Fun fact: Wishes she could eat  
Special marks: [redacted]





Name: **TABIRY TAHAT**

Nickname: **TABIRY**

Role in story: **THE WARRIOR**

Age: **28** Birthday: **23<sup>RD</sup> OF JUNE**

Occupation: **ROYAL GUARD**

Social class: **MIDDLE CLASS**

### PHYSICAL DESCRIPTION

Height: **173 cm** Skin tone: **Dark brown**

Weight: **75 kg** Hair color: **Black**

Build: **Lean and strong** Eye color: **Brown**

### FAMILY & FRIENDS

Father: **ORONDO SON OF YAKHUM**

Mother: **KUDA**

Siblings: **-**

Spouse: **-**

Children: **-**

Friends: **SEVERAL IN PALACE GUARD**

Best friend: **-**

Ancestor: **DESCENDED FROM NUBIAN LORDS**

Hometown: **DONGOLA**

Residence: **FAMILY ESTATE OUT OF THEBES**

### VALUES

In general: **Loyalty, honesty, respect**

In private life: **Humor, kindness, strength of will**

In relationships: **Supportiveness, respect**

Conflicts with: **Sense of self**

### BACKGROUND

She was born in Nubia. Her grandfather was a local chief, but her father was only third son, so he and his family moved to Egypt to prove his worth as a Medjay in the pharaoh's army. Tabiry grew up mostly in Egypt and she struggled a lot with her identity as Egyptian-Nubian. Her father trained her as his successor. She still isn't sure of her own path but does her duty with conviction.

### SKILLS

Combat: **HIGHLY TRAINED**

Magic: **BEGINNER**

Stealth: **MODERATE**

Perception: **MODERATE**

Languages: **ANDAANDI, MEROITIC, EGYPTIAN**

Other: **MILITARY STRATEGY, MEDICINE, SURGERY, POISONS**

### OTHER

Keepsake: **Earrings from her mother**

Hobbies: **Painting, singing, martial arts**

Fun fact: **Can't swim and is boat sick**

Special marks: **Golden makeup**



Name: AHMOSE SETAU  
Nickname: AHMOSE  
Role in story: THE PRINCE  
Age: 18 Birthday: 12<sup>TH</sup> OF DECEMBER  
Occupation: HEIR TO THE THRONE, GENERAL OF THE ROYAL CHARIOT BATALLION, PRIEST OF SET  
Social class: ROYAL

### PHYSICAL DESCRIPTION

Height: 190 cm Skin tone: Golden brown  
Weight: 85 kg Hair color: Brown  
Build: Athletic Eye color: Dark brown

### FAMILY & FRIENDS

Father: MAATKARA NARMER MERENPTAH  
Mother: NEFRU  
Siblings: HOR †  
Spouse: [redacted]  
Children: -  
Friends: SEVERAL AROUND THE COUNTRY  
Best friend: -  
Ancestor: EGYPTIAN 18TH DYNASTY  
Hometown: THEBES  
Residence: MEMPHIS ROYAL PALACE

### VALUES

In general: Honesty, loyalty, justice  
In private life: Curiosity, open-mindedness  
In relationships: Wit, kindness, supportiveness  
Conflicts with: Sense of duty and responsibility

### BACKGROUND

Ahmose was born as second son of Narmar and Nefru, [redacted]  
[redacted] After Hor's death, Ahmose became second-in-line for his grandfather's throne. He grew up sheltered from the war, and had a relatively easy childhood. His father started training him early on, but Ahmose was never fond of combat and preferred sports instead.  
[redacted]

### SKILLS

Combat: MODERATE  
Magic: MODERATE  
Stealth: BEGINNER  
Perception: BEGINNER  
Languages: EGYPTIAN, LYBIAN, AKKADIAN, MEROITIC, ASSYRIAN  
Other: LITERATURE, ASTRONOMY, GEOGRAPHY, MATHEMATICS, POLITICS

### OTHER

Keepsake: Ring with royal seal  
Hobbies: Sports, hunting, archery  
Fun fact: Claustrophobic and has fear of heights  
Special marks: Has a big scar on his back [redacted]



Name: **AHMOSE MERISET**  
Nickname: **AHMOSE**  
Role in story: **THE PRINCESS**  
Age: **18** Birthday: **12<sup>TH</sup> OF DECEMBER**  
Occupation: **THIRD-IN-LINE TO THE THRONE, HEAD OF ROYAL SCRIBES, PRIESTESS OF SET**  
Social class: **ROYAL**

### PHYSICAL DESCRIPTION

Height: **180 cm** Skin tone: **Golden brown**  
Weight: **70 kg** Hair color: **Brown**  
Build: **Lean** Eye color: **Dark brown**

### FAMILY & FRIENDS

Father: **MAATKARA NARMER MERENPTAH**  
Mother: **NEFRU**  
Siblings: **HOR †**  
Spouse: **[redacted]**  
Children: **-**  
Friends: **SEVERAL AROUND THE COUNTRY**  
Best friend: **-**  
Ancestor: **EGYPTIAN 18TH DYNASTY**  
Hometown: **THEBES**  
Residence: **MEMPHIS ROYAL PALACE**

### VALUES

In general: **Honesty, loyalty, justice**  
In private life: **Curiosity, open-mindedness**  
In relationships: **Wit, kindness, supportiveness**  
Conflicts with: **Sense of duty and responsibility**

### BACKGROUND

Ahmose was born as the daughter of Narmar and Nefru, **[redacted]**. After Hor's death, Ahmose became fourth-in-line for his grandfather's throne. She grew up sheltered from the war, and had a relatively easy childhood. Her father started training her early on, but Ahmose was never fond of combat and preferred sports and art instead. **[redacted]**

### SKILLS

Combat: **MODERATE**  
Magic: **MODERATE**  
Stealth: **BEGINNER**  
Perception: **BEGINNER**  
Languages: **EGYPTIAN, LYBIAN, AKKADIAN, MEROITIC, ASSYRIAN**  
Other: **LITERATURE, ASTRONOMY, GEOGRAPHY, MATHEMATICS, POLITICS**

### OTHER

Keepsake: **Ring with royal seal**  
Hobbies: **Sports, archery, dance**  
Fun fact: **Claustrophobic and has fear of heights**  
Special marks: **Has a big scar on her back**

Be careful, they are still spoilery, especially if you haven't read the new updates yet!

I revealed more info from the old sheets based on story progress, and also added the birthdays of the characters ✨

[Kusai meeting 5 years ago](#)

[March 23](#)

Haaahhhh I got a bit carried away with this one because I've been waiting since Chapter 1 to write this 😊😭 It's around 4000 words and it describes a (romanced) noble MC's first meeting with Narmer that happened in Kusai during a celebration. It left a lasting impression on Narmer. Most of it is written from MC's point of view but there is a shorter scene in the end from Narmer's :) I hope you'll enjoy it ❤️

Those who can't access the minigame, please send me your cogdemos username here or in a DM so that I can unlock the link for you in your account! (you may have to wait if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw)

[Sneak peek 👁👁](#)

[March 27](#)

I've been a bit sick this week, but I'm slowly working through the next scenes. There will be some good news and some bad news coming in this next update. I think I'm also going to bring Petmes back for a small scene because he can give some good insight into the demon situation 🤔

Here is a snippet from the part where Narmer finally *decides*.

---

It's already evening when Narmer finally appears in the door of the dilapidated building you all share as a common room. Kajet already distributed the plates for dinner, but he's been only making half-hearted attempts at cooking lately, and it shows. Not that any of you have much of an appetite.

When you see the king's shape in the door, the quiet din of the room turns to silence as you all stare at him.



He's quiet for a while, staring at the ground in front of him with a conflicted expression. He takes a deep breath, and softly says:

"I think he/she may be getting better."

Your gaze, for a moment, flashes to his dagger at his side. He's not gripping it anymore, but it's still there on his belt, as a dark reminder of the worst possibilities.

Next to you, Tabiry holds a palm up to her mouth and lets out a muffled sob. "Could you talk to him/her?" she chokes out in a trembling voice.

Narmer nods. "A bit. He/She is..." he trails off. There is a deep wrinkle between his eyebrows. His shoulders are slumped and his entire face looks taut with tension, as if he has suddenly aged ten years while he was down there.

"He/She is what?" Ahmose prompts as he/she takes a step towards his/her father.

Narmer is still staring at the floor as the frown deepens on his forehead. "He/She is... He/She is more coherent than before but... I... I'm not sure how much he/she will remember."

"It's not a bad thing if he/she doesn't remember what the demon made him/her do," `{mc_companion}` says with a heavy scowl.

"No, that isn't..." Narmer says slowly. "But I'm not sure how much he/she will remember of himself/herself at all."

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

## [New update](#)

## [March 28](#)

It's a small update this week, around 7000 new words and a few scenes from where the last one left off because I was sick for a few days. Qenna's fate is *partially* revealed, and Petmes also makes an appearance 🙄 There is a small extra conversation with him if you are on Narmer's or Qenna's route. Next week, the others are going to get more scenes when MC picks up training again! 🍕

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw)



## [March Q&A answers](#)

### [March 30](#)

#### **Which of the cast do you think would choose/be capable of remaining as spirits after they die?**

Good question... I think none of them, but this would also depend on what kind of outcome you'll get at the end of the story. Those who live at least a relatively happy life, almost never linger long enough to be able to do much as spirits. They could stay behind for a few years, but the priests, most likely, wouldn't summon them. They only summon those whose energy is very turbulent and keeps trying to come back. They reach out to them through meditation to ask their name and purpose, and then later bring them over through a ritual. The others usually move on on their own.

I think Ahmose is the only one who is genuinely curious about what it would be like to turn into a spirit, but I think even they wouldn't stay behind for long.

Spirits are not kept in high regard in general. They usually have troubled pasts, and refusing or being unable to walk the path that the gods provided for humans is not something to be proud of, and even spirits agree on that. (Whether they say it out loud is a different question.)

#### **What do the ROs find compelling/attractive about the different MCs? For instance what does Ahmose find most attractive about the thief? What about the guard captain? Etc.**

Hmmm that's mostly up to your headcanon :) I don't know what your MC looks like, so you'll have to imagine the physical attraction on that side. If you are on someone's romance route, they will always be attracted to MC's appearance, no matter what your character looks like.

It's probably safe to say that all MCs have certain base qualities, regardless of how you play them. For the priest, every RO will admire their bravery and willpower. For noble, they all appreciate their wit and insightfulness. For captain, it's their resilience and resolve. For thief, it's their resourcefulness and the fresh perspective they bring to the group because let's be honest here, most of the main cast doesn't know how the lower class lives.

#### **How did you choose which characters to make gender selectable? Is there any personality or any other differences (excluding looks) in the gender variable characters?**

Narmer was always going to be a man because he's the pharaoh. I considered making him gender-selectable in the very beginning, but it would've brought too many complications into the story. For example, female pharaohs never ruled alone. They were always co-rulers with either their husbands or

their sons, or the regents of one. If Narmer was a woman and a pharaoh, she would have to have either a husband or a son. But women can't have more than one official spouse, and Ahmose is gender-selectable so... yeah. Like I said, too many complications.

But since Narmer was there as a guy, I wanted to balance the cast out with a set female character, hence Tabiry :)

Tabiry *could be* gender-selectable, I just chose her not to be, so that there would always be at least one woman in the group.

There are some big differences between female-male counterparts for some of them. There are a few for Qenna, most of which are spoilery :D One thing that's slightly less spoilery is that f!Qenna can't have biological children anymore because of the demon. She is super careful not to get accidentally pregnant. M!Qenna doesn't have that problem. So m!Qenna had lots of one-night stands during the years. F!Qenna didn't have any partners since the demon because she is too afraid to catch an unwanted baby.

The most important difference for f!Ahmose is that she is not the first in line for the throne. She has two nephews who are ahead of her at the moment. She also has a different attitude towards marriage because she is more monogamous than m!Ahmose. As a woman, she couldn't have other official partners anyway. M!Ahmose is somewhat more liberal with his affections because he knows that he will follow his father on the throne, and as a pharaoh, he may be forced to have several partners for political alliances and such. They also have slightly different interests based on their genders. F!Ahmose is leaning more towards arts and dancing, and M!Ahmose is more fond of sports and competitions.

For Zaia, there is no difference except for some minor things. F!Zaia has been sexualized more than m!Zaia, so she is a bit more wary of that. M!Zaia has a pretty face, so he is often mistaken for a woman, which they don't mind that much, but they find it annoying because what they wear in the game is their original face from their life. So he can draw the conclusion that when he was alive, people probably thought the same about him.

**We know that Narmer and Ahmose have Set as their patron god, do any of the other characters have a "main" god that they worship?**

Qenna is a follower of Khonsu but they are shit at their own magic, so they mostly use the demon's, whose main power aligns with Horus.

Zaia used to be a follower of Anu, who was the main god of the Mesopotamian region, where Zaia is from. They didn't convert to the Egyptian religion per se, but their powers are now associated with Set because Set, among other things, is the god of foreigners as well.

Tabiry and her whole family are followers of Hathor.

Hudjefa is of course a Ra priest. Sesi is also a Ra follower because he was named after him (Ra-m-ses, son of Ra). Pihu started praying to Mut when she got married. Nedjemut used to worship Sekhmet but

she switched to Amun once she joined the Amun Corps in the war.

As for the MC's, that mostly depend on their family (or your own headcanon). Priest MC doesn't have a canon patron deity because you can choose that. I was considering to let you choose your patron deity for other MCs as well if you learn a lot of magic, but I recently discarded the idea because it would take years to get a magical specialization like what the priest has. So that choice will remain unique to the priest path.

Harkhuf's side of the family is a follower of Khonsu because the patron deity of the previous dynasty, the one before Narmer's father, was Khonsu. Harkhuf chose him out of respect for the king way back when he was still working for him. MC's mother's is a follower of Isis. MC could be either or both. Pihu also used to be a Khonsu follower. Itamon (MC's brother) started supporting Set once he joined the army, out of respect for the current dynasty.

Heset is a follower of both Hathor and Mut. Captain MC is probably either a Sekhmet, Set, or a Horus follower, but you can headcanon others too if you play a less combat-oriented character.

Khenethetep converted to a Set-following after the war, in support of the royal family. Before that, his family didn't have a dedicated patron god. MC's mother is a follower of Bes. Thief MC could be anything.

**In the latest chapter, the MC was able to give the travelling party gifts and it seems like, while they all had a favourite gift, none of the options were actually bad. Is there a gift that the main cast would be annoyed with receiving? And if they did get something they didn't really want/need, would they fake their reaction or be honest?**

Narmer really doesn't want to get more weapons. He got enough from his father and pretty much everyone who only knows him as a warrior-king and assumes that he chose that life out of his own free will. The only exception would be if he actually wants a specific weapon and MC buys it for him as a present. Narmer wouldn't tell the MC if he doesn't like something. It's a gift anyway so he will appreciate the thought instead.

Qenna doesn't much care about gifts in general. They will never be overly enthusiastic about them unless it's a specific something that they really wanted, but they will appreciate the thought. The only time they would be annoyed, if it's coming from someone who is deliberately trying to bribe them with an expensive gift.

Zaia would only be annoyed if MC keeps giving them material things even after Zaia told them not to, since they can't do anything with them. You can bet Zaia would tell straight away if that's the case.

Tabiry doesn't really like to receive makeup and beauty products. She is quite picky when it comes to what she puts on her skin, so she prefers to choose it herself. She wouldn't tell MC if she doesn't like the present but you would notice that she will find excuses for why she isn't using it.

Ahmoose likes getting new stuff even when they have too many things already. Similar to Qenna, they would be annoyed if the gift comes with an ulterior motive though, but MC doesn't have to be afraid in

that regard. No matter what they get from MC, Ahmose will always try to find something to like in it. If nothing else, then the fact that MC thought of them and chose it with Ahmose in mind.

**For all of the ROs and Ebo, in some weird scenario where they get to experience all of these characters as companions... Fuck, marry, kill, hug - Hudjefa, Pihu, Nedjemut, Sesi?**

Lmao okay... 😂

Narmer would choose to fuck Hudjefa, marry Pihu, kill Sesi, and hug Nedjemut. (sorry Sesi but you are not Narmer's favorite person)

Qenna would fuck Pihu (out of revenge), marry Sesi, kill Hudjefa, and hug Nedjemut.

Zaia would fuck Nedjemut, marry Sesi, kill Hudjefa, and hug Pihu.

Tabiry would fuck Hudjefa, marry Pihu, kill Nedjemut, and hug Sesi.

Ahmose would fuck Sesi, marry Hudjefa, kill Pihu, and hug Nedjemut.

Ebo would fuck Nedjemut, marry Pihu, kill Sesi, and hug Hudjefa.

**What is the difference between a spirit and a demon in the game?**

A demon is a corrupted spirit. They come from the same place, they all have history too, and they all had a previous life that somehow scarred them. Sometimes, a spirit turns into a demon on their own. If that person was a very troubled and dangerous individual to begin with, like for example a serial killer, then this would happen to their spirit on their own. Or if someone got so badly tortured during their life that it scarred their soul to the very core, then they can turn out of themselves and become deranged souls.

Dangerous summoning rituals can also turn benevolent spirits into demons. One example of that is the process I already wrote about in the spirit lore post here on patreon, the one where someone tries to bring back the dead by summoning the spirit into a living body and trying to kick out the one that's already in there. The reason this is never successful is because this process is so traumatizing that it can easily drive both souls insane, essentially turning them both into demons. This happened a few times in the lore of the game, for example if you play a 35+ captain or priest, they mention one such case that they participated in years ago. They had to kill the host there because that was the only way to contain the situation.

This magical practice is banned everywhere in the country and even attempting it is punishable by death. Some sects still try it from time to time when they think they have found a 'revolutionary, completely safe' method. (They never do)

The demons are destructive, with volatile and unpredictable moods and magical abilities that they often can't control.

Spirits have the raw, innate magical potential of a person. They are much stronger than a human being, but they also have a big vulnerability, which is their lack of a physical body. They can be caught by magical devices, contained with spells, and if they run out of their summoning energy, they slip back to the Duat.

A demon who is inside a living body has little to no vulnerabilities. They basically have an infinite resource of energy, which is coming from the biological body itself, and they are also much harder to hurt because they can just heal the body instantly to prevent it from perishing.

### **What is the process to summon a demon and why would someone attempt it?**

In general, if someone simply wants to summon a demon, the process is the same as summoning a spirit. With added extra precautions to prevent the demon from murdering the summoner the first chance it gets. Sometimes they use demons in wars, for example, if they want to wreak havoc on the enemy, but this doesn't happen often. Controlling a demon is very tricky, so this is only attempted when someone really doesn't have anything left to lose. And often not even then.

Then again, there always were, and always will be deranged people who simply want to hurt others for the sake of it.

### **Are all demons as ... colourful ... as the one we've met?**

No :) Our demon is a bit of a special snowflake. Him and Qenna are a one-in-a-million type of combo.

### **We've been hearing about Narmer the first all over the story. Is the Narmer that's cohabiting with Qenna THE Narmer?**

Maybe 🙄

### **Last and least serious. Can the MC and old man Narmer go skipping into the sunset together? Corpse obelisks and bloodied pyramids in their wake.**

Qenna would heavily object, I think.





### [March 30](#)

The weirdest boy has arrived. I finished him yesterday night. Ebo's coming next 😊

### [Poll for spring date scenarios](#) 🌸

### [April 1](#)

Hey, it's almost spring! I look out the window and it's only mildly freezing, with barren trees and a barren wasteland! So inspiring.

Joke aside, it's time to vote on your favorite ideas for the spring dates that are coming next week, on the 13th 👁️ They will still be set mostly in the crushing stage, around where the story stands at the moment. Like before, I will match the winners randomly with the ROs when the results are in. The voting is going to be open until this Sunday, so the 6th.

Spring festival in a small village that celebrates fertility

21

Visiting the lotus ponds in Karnak in full bloom

19

Sculpting and painting amulets to give away in a festival

6

Participating in a boat procession on the Nile with flowers and garlands

5

Party and dinner at a noble's estate

4

Volunteering to tidy up an old temple garden

8

Escape from an official event to a moonlit courtyard and dance to quiet music

31

Visiting a small temple at the Nile to receive blessings for love and happiness

7

Going to the desert and watching the sunset together

12

Walking along the riverbank at night and going for a late swim

28

Poll ended Apr 6, 2025 · 141 votes total

[Sneak peek](#) 👁️👁️

[April 2](#)

Zaia romancers, you are in luck, because our beloved spirit will return briefly for a few scenes, before the true reunion that you'll have to wait for a little bit longer.

Here is a snippet from the extra scene that's coming in the Friday update:

---

You feel a hazy, blurry sky around you, and an infinite pool under your feet that reflects pictures — moving, some of them with colors, some of them as hazy and unrecognizable as the place itself.

As you observe them, you get the feeling that some of the figures are familiar, and your stomach makes a flip when you recognize yourself, lying in a dark room, on a thin bedroll.

You take a step closer, and kneel down to be able to see yourself better in the pool, although the shapes are still blurry.

Your hair looks something awful from this angle. Lucky it's dark.

"\${name}?" you hear a faint voice echo somewhere next to you.

You turn towards it, but you see no one around.

*\${name}? \${name}? \${name}? \${name}...* the space echoes back.

It sounds familiar, despite the resonance and the fog that seems to seep into your mind in this strange dream-place.

"Zaia?" you call out to the nothing.

"\${name}?" the voice calls back.

"Where are you?" you shout as you turn around, and when you spin a full circle, there he/she is, right in front of you, in near arm's distance.

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

[New update](#)

## [April 4](#)

This week has been very mentally slow for me. I didn't feel very good about my writing, so progress has been a lot more sluggish than usual. Still, I think I managed to get back on track and I got some (hopefully) really good ideas for later 🙄

What's new:

- Around 13 000 words added to the demo
- There are some extra sleepy scenes on some of the routes, and you can have some... hm... *quite* interesting conversations with some of the ROs
- Zaia appears on their route, very whimsically, out of the realm of dreams lol
- The group will have a conversation about everything that went wrong last time
- Time to train! These scenes are different than the first training scenes in the book. I hope you'll like them 🙄

Enjoy ❤️

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw)

## [April Q&A questions](#) 🌸

## [April 5](#)

ENDED

Here is the question thread for April 🌸 If you want to know more about certain subjects or characters and the answer is not urgent, this is the place to ask because I can give more detailed answers than on Tumblr or other places.

You can ask several questions, addressed to me or the characters. This will stay up until the 25th, and then I'll post the answers on the 27th of April 😊

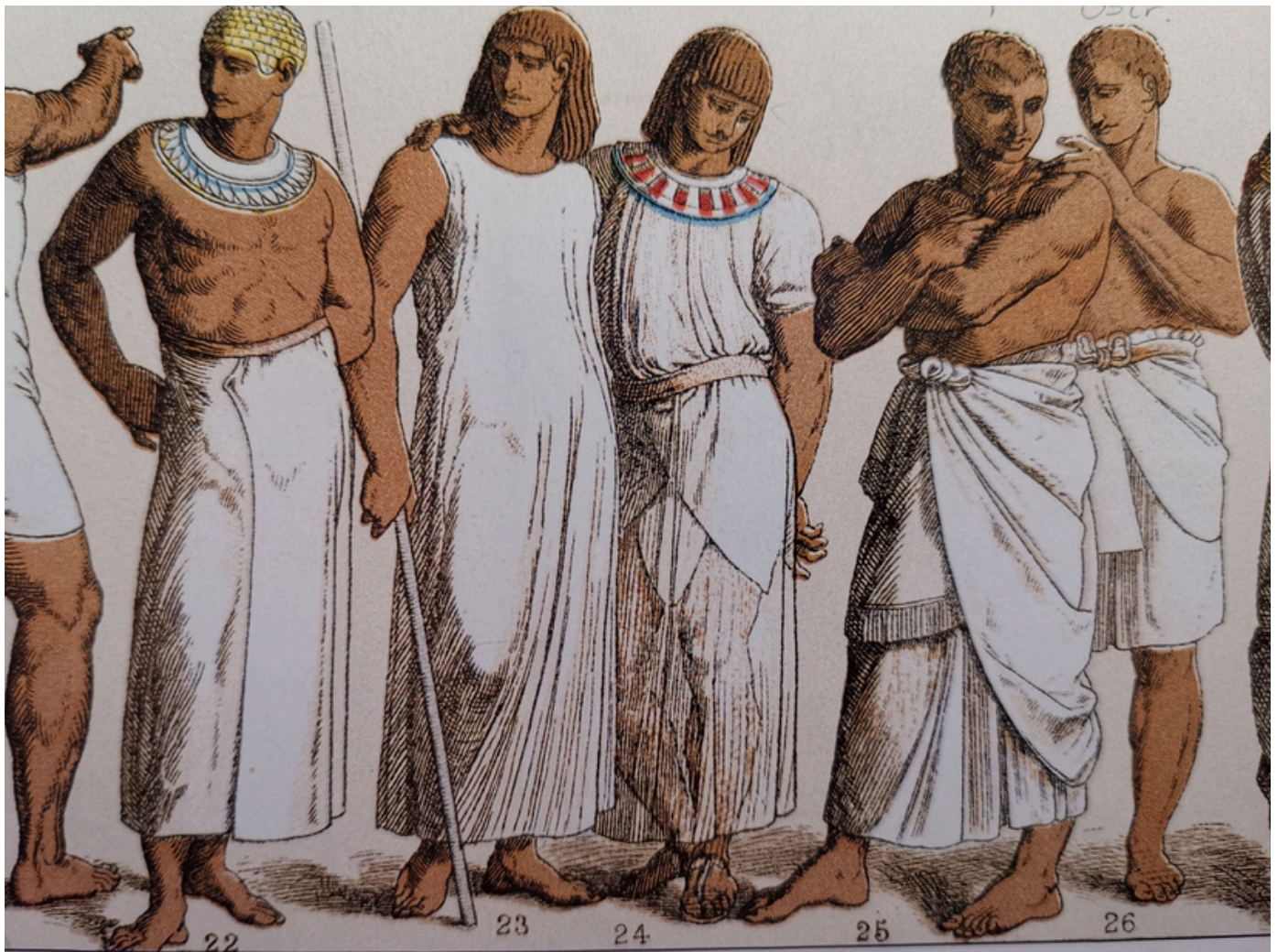
## [Clothing, fashion, makeup, and trends](#) 🧵



I've been waiting for this lore post because I have a GREAT book full of illustrations of clothes, patterns, and everyday objects throughout the ages, starting from Ancient Egypt, until the late 1800s with the illustrations of Friedrich Hottenroth. The original book was published in 1884 and is called *Trachten* (it's in German). Highly recommended, it has awesome stuff in it.

### **Differences between genders, age, and social class**

In general, most everyone wore the same fabrics, which was linen. The most basic pieces of clothing for men, especially during warmer seasons, were a loincloth, and sandals. They went bare-chested most of the time, and working classes sometimes wore nothing at all, especially when the work was messy or in the water, like fishermen, hunters, and peasants. Women wore dresses of different lengths, but dresses were not women-exclusive at all, since trousers didn't exist yet. Skirts and shirts were worn by all.



Young children were usually left bare, with a few small amulets on a barecelet or necklace against evil spirits. During colder days, the parents dressed them in a loose shirt.

The fashion of loincloths, skirts and dresses were generally the same for every social class. The king and the most common peasants all wore loincloths, tunics, and dresses. The difference was not quite in



fashion, but more in the quality of fabric, the details, and the amount of decorations.



### **Everyday clothing and festive garments**

The most basic type of clothing was the simplest loincloth, which was a triangular piece of fabric, tied around the waist and under between the legs. Most workers wore that every day, if anything at all. This could also be considered as a sort of underwear, because a second loincloth could be worn over this.

Soldiers, miners, builders, and sailors had this second one made of leather strips to protect the body better.

They then could put on another piece of garment, which was a sort of wrap-up skirt. This one was what most men wore in general. This linen fabric was often pleated (ironed into vertical strips), and tied up by a fabric or leather belt with a belt buckle. The hems and the belts could be decorated with beads, tassels, gemstones, or gold. This type of skirt usually had a smooth piece of decorative fabric running down the front, which was hardened out to stand straight, and it could have all kinds of paintings and decorations on it.



The wardrobe of women was not that different. Their most basic piece of clothing was a simple linen dress. These were usually made from a rectangular piece of cloth, folded in half, and sewn closed along the sides, leaving the sleeves and collar open. This piece of clothing was very practical, it was good for all kinds of activity, and the looser the garment was, the more comfortable they could move in. They

could have all kinds of length too – most of them was ankle-length, but they could also be as short as mid-thigh. For colder days, they had tunics with sleeves.

Over this tunic, people could wear a second dress, or a shirt with a skirt, maybe with a wide scarf thrown across the shoulders. They didn't really decorate the tunics, but the pieces over it could have patterns on the edges and the sleeves. The belts that they used to tie the pieces together, were also decorated. They wore them generally a bit above the waist, under the breasts.





### Who made the clothes and from what

Most of the fabrics were made from linen, rarely from hemp or wool. Their color was always different shades of white. The linen fabrics had a great variety in quality, starting from the thickest, warmest cloth, to the most delicate pieces that were nearly completely see-through.



Most fabrics were made by women in looming workshops. This job was quite labor intensive, because they had to crouch over a loom all day. In the New Kingdom, a standing loom was invented, which was bigger, could do different types of weaving, and produced much longer of fabrics. These machines were generally operated by men, and the quality of fabric neared the smoothest of silks.

Poorer people bought the fabric from these workshops, and then sewed them at home, but there were many different seamstresses and tailors too, who made excellent jobs – if one could pay them.

### **The perception of the body**

Egyptians were not at all prudish when it came to nudity. Many men worked naked, and during summer, some simply didn't wear clothes at all when it was hot. People also swam naked in the rivers and lakes, and bathing was a social activity.

The sight of a female body was also cherished, and tight dresses and skirts were always in fashion. They sometimes had lower cleavages too, or have dresses made entirely from see-through fabrics, sometimes even just a decorated web, although they wore these beaded web-dresses over normal clothes most of the time.

Revealing clothes were never frowned upon, not even among the higher classes, although it was more rare in court. Instead of lack of clothes, aristocrats wore more expensive clothes that were silk-like, and were more tight-fitting to show off the body shape. As the textile industry developed, the quality of fabrics went up, and the see-through dresses and skirts became more and more popular.





There were many jobs women also did while naked. Servants most often wore a simple skirt and a tied up cloth across the breasts, or an apron with nothing under it. Dancers and acrobats often performed naked, or in sheer, see-through skirts and scarves that let them move freely.

## Shoes

The type of shoes they wore was pretty much the same during every millenia. They were always the same-ish design, a simple sandal with straps. The simplest shoes were made from papyrus or palm fibers. The most expensive and sturdiest ones were made of leather.

It was polite to take off shoes inside houses or when someone met a higher-class person. They also went barefeet into temples, and the highest ranked people, for example the king, had their own sandal-carrying servants who just followed them around the temple for the sole reason of holding their shoes for them.



## Hair, hats, and wigs

Men usually wore their hair short, and when they were outside working, they had some kind of hat on, which could cover their ears too when they were doing something messy. Most often, they wore a headcloth that was tied behind their ears with a thin cord.

Almost everyone went to barbers and hairdressers to cut their hair. Nobles employed their own at their estates, but villages and towns all had barbers too who worked outside, and used a sharp razor blade to cut hair. Men shaved too most of the time. Beards were never in fashion, unless someone was grieving and let their beard grow out. The only exception was the fake-beard that the pharaoh, and later noble men liked to wear too. You can see this one on most wall paintings. This was braided and tied to the chin with a cord that ran behind the ears.

It was more common for women to let their hair grow out. Probably because women always took better care of their hair than men. That somehow never changed during the history of humanity, huh?

Even then, Egyptians had all kinds of remedies for a nicer and stronger hair, and that included treating baldness too. What was their secret, you ask...? Lion, hippo, and crocodile fat. I'm not joking.

They also used hair dyes. Ramesses the Great, for example, had genuine ginger hair. He lived for a very long time too, and on his mummy, they found ginger colored dye that he used on his gray hair.

Priests usually shaved their heads as a symbol of purity.

Wigs were worn by men and women, and all social classes. When someone had shorter hair, a wig was a perfect tool to protect against the heat and sun. They were often made from real human hair, but sometimes they made wigs from plant stalks and different fibers too. Cheaper ones were shorter, covering the ears. Those that reached the shoulders were usually more expensive, but the most elaborate wigs for women could reach the waist too.\



The hair was braided into small strands on the wigs, and they could decorate it with all kinds of things – gold rings, feathers, gemstones, ribbons, and they dyed them into different colors as well. Most were brown or black, but occasionally they would make ginger, red, or even blue wigs too.



## Jewelry

The most popular piece of jewelry was the necklace. From the simplest, single-corded necklace to the thick, gemstoned necklaces that covered the chest and shoulders, they wore all kinds. They used clay, bone, glass, and faience beads, and all kinds of gemstones for the wealthy. If someone couldn't afford them, they could also wear painted collars that were decorated with colorful patterns.

Jewelry also had a symbolic meaning. Gemstones were considered sacred and good protection against evil energies because they symbolized pieces of the gods.

They also wore amulets for protection, for example Narmer wears a Bes medallion in the game, and Qenna also has a few amulets. Tabiry wears tiny amulets in her hair.

Bracelets, anklets, and armlets were always in fashion, and from the New Kingdom, they also wore earrings. They had rings too, and during the New Kingdom, signet rings became widely known. These had an oval or rectangular stone in the middle that was carved into different shapes, for example a cat, or they could have symbols, signatures, the name of a pharaoh, a god, or protection spells carved into it as well. Narmer, Qenna, and Ahmose all have signet rings. If you go with them in Memphis, you can see what they use them for :)





Women sometimes wore flowers in their hair as well, or they braided them into necklaces.

## **Trends**

Fashion and trends changed just as often as they do today. They often followed the personal preferences of royalty too. For example, when a king was known to find a certain hair color attractive, that hair dye miraculously came into fashion. Very mysteriously. Or if the queen had famously nice curves, suddenly every woman wanted to look like her too.

Clothes in the Old Kingdom were often more simple, and as the ages went on, they became more elaborate and complex. It was the same with hair and makeup trends too. Sometimes short hair was in fashion. Sometimes curly hair was in fashion. Sometimes shaved hair and big wigs were in fashion. Sometimes people plucked their eyebrows. Sometimes they didn't. It's impossible to tell any more than that, except that people were always people and who could resist a good show-off at the occasional festival? No one.

## **Personal hygiene**

People bathed every day, usually in the canals, or at home from a well. If they lived close to the river, they could go there too as a social occasion. They used natron soap, or a soap bar made from clay and fat. In wealthier households, they had bathrooms, or sometimes even entire pools for bathing and chatting, where they could wash and sit in heated water.

For toothpaste, they used something resembling baking soda (I'm not sure about the translation of this one).

Everyone loved creams and body oils as well. They used them for both sun protection and skincare, and they had a great variety of them with different scents and purposes.

## **Makeup and perfumes**

Everyone, regardless of age or gender could wear makeup. They used khol mixed with different minerals around the eyes, in the Horus-eye fashion where a line is pulled from the corner of the eye towards the ear. They also painted their eyelashes and eyebrows.

Makeup wasn't only used for beauty either. Most often they had ingredients that had anti-bacterial and anti-fungal qualities, so for example the eyeliner was good against catching eye infections.

They had mineral powders for the cheeks as well, and all kinds of face creams. Some of them functioned both as skincare and makeup when they mixed them with crushed up mineral or gemstone powders to make them shimmer in the light.

Fun fact, Narmer is for example slightly allergic to his golden royal makeup that he wears during ceremonies and official events.

Everyone loved perfumes too. Peasants and the highest aristocrats all wore them. Smelling nice was a basic courtesy towards society. (It still should be.) They used different oils for this. They put them on clothes, their skin, their hands after eating, inside their houses. Sometimes they dropped scented oils on pillows for better sleep or a more passionate sex life. Or both. Priests used essential oils inside temples for disinfection and also just to make the temples smell nice.

The most expensive perfumes were imported from abroad, from as far as India. Ahmose wears super expensive perfumes for example. Qenna likes them too. Narmer prefers simpler ones. Tabiry likes flowery scents and she uses rose water and jasmine oil on her face, hair, and clothes.





### **Clothing of royalty and priests**

Pharaohs had several symbols and clothes that were exclusive to them. The *nemes*, for example, the gold-blue striped headcloth could only be worn by the king. This one had two lapels on the sides, running down the shoulders and on the chest. You can see this one on pharaoh sarcophaguses. The symbol of a standing cobra on the forehead was also a royal symbol.



The king was also the only one who had the right to hold a staff with a hook on the end, because this was a divine symbol as well. The hooked staff and the whip were both symbols of power.

During official events and ceremonies, the king would wear the double-crown of Egypt. This was made from two parts that symbolized the unity between Upper and Lower Egypt.





When the king went to war, he wore a blue helmet with the royal cobra on it.

Royal princesses and queens often wore diadems instead of crowns, especially for occasions. These could be made in all kinds of shapes and sizes. The Queen Consort also had a headpiece that was the symbol of her power, which was made in the shape of a vulture.

Wearing animal furs was the privilege of priests.

[Sneak peek](#) 👁👁

[April 9](#)

I was going to take my laptop for a cleaning this week, but there is simply too much work to be done, so it will have to stay absolutely filthy for another week 😊 Anyway, the new update is shaping up nicely. I'm trying to keep to a better daily writing schedule. I'm only 90% failing at it, which is nice. This will hopefully keep my brain fresher and make me less overwhelmed on the long run.

This snippet from the next update has some interesting developments 🙄 While MC and the others took their relaxing spa retreat in the quaint desert dungeons, tensions have been brewing around the country.

---

*As you approach the gates of Memphis, you already see and hear the signs of the crowd gathering in front of the walls. From the safe distance of the nearby palm trees, you estimate them to be hundreds. They aren't doing anything dangerous yet, but they are **loud**.\*.\**

*It looks like the Guard isn't letting them through the gates.*

*There are a few officers on horseback patrolling the road, nudging people out of the way with long sticks and harsh orders. They seem to be on top of the situation so far, and when they see their comrades alongside your own group, two of them ride over.*

*"This gate is locked for the day," the guard barks in a hoarse but not impolite voice. "I recommend taking the southern road. No mob rousing the tempers there."*

*"What's going on?" one of the guards from your group shouts.*

*"Fuck knows," the rider shrugs. "They've been at it since dawn. Shouting nonsense and skipping work. Captain already alerted most of the Guard. The Memphis battalion is on standby too in case they need more than a few beatings to piss off."*

*"What are they complaining about?" Narmer asks him.*

*"Like I said, fuck knows," he shrugs again. "I heard all kinds of bullcrap. Not enough canals, not enough grain, families not gettin' enough reparations after the war, veterans suddenly deciding their stipend ain't enough... Peasants spew all kinds of shite they know nothin' about, it's not news. Although they've never come here in this high number before. Hence why we're all on alert."*

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

[New update](#)

[April 11](#)

This week has been going better for the writing, in no small amount thanks to all the encouragement I got from my friends and all of you guys ☺ I think the new daily schedule I've been trying to keep myself

to will work as well... in time. It will probably take a while to get used to.

Anyway, this new update has some missing pieces still, but it's around 90% playable.

What's new:

- 18 000 words added to demo
- There are more romantic scenes in this one. Some of the friendship route scenes, and a few of Zaia's scenes are still missing because I'm still trying to figure out how to give Zaia meaningful content without them being... you know, *there*.
- There are also many variations for different ROs when in front of the Memphis gates, if you don't go with your RO. I encourage you to make some saves there and try them out because you may get some interesting tidbits from others 🙄

I hope you'll enjoy it ❤️

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

## CoGDemos

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes/mygame>

## Spring date specials 🌸

## April 13

I really loved the scenarios you guys chose, and I couldn't wait to write them 🥰 Here are the winning scenes I paired up with the characters:

- Dance in a courtyard under the moonlight with Narmer. I chose this for him because otherwise he doesn't dance, so this would be a special occasion for him. He is also a bit tipsy. It's a bit awkward. MC starts out by starving, but you can see Narmer in his royal getup and his crown!
- Fertility festival with Qenna. With everything it involves.  
Okay, not *everything*, but it's a festival for Amun-Min. If you don't know who that is, Google it, and only *then* go to read this. The scene is full of innuendos, so if those are not your cup of tea, don't read it. Otherwise, it's mostly fun, but nothing sexy happens, sorry. I just had to torture Qenna with this. *I had to*.



- Visit the blooming lotus pools in Karnak with Zaia. This scene is mostly quiet, full of Zaia's deadpan cheekiness, and a small sweet moment. I chose this for them because Zaia has a special connection to that place.
- Watch the sunset with Tabiry in the desert. She is medjay. An elite desert scout. This was a given for her. This scene for her is calm and sweet, she will talk about some personal things with MC and share a small story from her childhood.
- Go for a late night swim with Ahmose. Ahmose is a great swimmer, especially m!Ahmose, who's been winning swimming competitions left and right, so naturally, I had to give this scene to them. Watch your MC freak out about crocodiles, Ahmose flaunting their northern dialect, and have a quiet time in the Nile with them.

I hope you'll enjoy reading these as much as I enjoyed writing them ❤️

Those who can't access the minigame, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

[Sneak peek](#) 👁️👁️

[April 16](#)

I've been working on expanding some of the scenes and adding more choices to certain parts of the text, and I've got a really good idea for a future scene in Zaia's route too 👁️👁️ For now, here is a snippet from a scene that takes place after the group leaves Memphis to go to the next crystal location, but they have to stop at night at a farm because of the bad weather. MC's gut feeling is telling them this stop may not have been such a good idea...

---

*It's a sizable estate, probably belonging to either a richer peasant family, or a smaller lord. The main building has two floors, with wooden panels in the windows. The walls are limewashed and decorated, and you spot firelight dancing in the cracks of the shutters. Next to the building, on two sides, are smaller houses, and a few trees along the fence. A gravelly road leads to the side, presumably to the backyard, where the rest of the utility buildings lie.*

*Tabiry goes ahead to knock on the door, and after a few seconds of waiting around in the still darkness, it opens.*

*The young man looks at Tabiry with surprised eyes, and as his gaze travels to the rest of the group, he gets even more confused.*

*"Uh... can I help you? I don't think we are waiting on any deliveries today."*

*"Sorry for disturbing you so late at night, but the weather does not favor us," Tabiry smiles at him.*

*"Would you be so kind as to provide a roof for us tonight? We would compensate your family fairly for the trouble."*

*The guy looks at her for a few seconds, then his eyes travel to your group.*

*He doesn't say anything for a long time, which is both a bit rude, and a bit... **weird**\*. His gaze sweeps across every single one of you, almost as if counting, and then he finally opens his mouth.\**

*"I'll talk to my father."*

*Then he slams the door into Tabiry's face.*

*You and everyone else just stand there, blinking.*

*"Well... that was **something**," Ebo mutters next to you.*

*"Smells of fear," you hear a growling sound, and when you look to the right, you see Qenna inspecting the house with black-washed eyes.*

*He/she blinks a few times, and the black seeps back, only leaving a slightly dazed-looking Qenna.*

*"I can't believe I'm saying this, but I agree with the freak," Kajet grunts. "Something was off about that kid."*

*Narmer lets out a long sigh. "He was probably just frightened by a bunch of strangers on his doorstep."*

[CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

[New update](#)

[April 18](#)

This week has been going quite well. I'm still trying to keep myself to the new schedule. Now it's only 85% failing! Amazing!

Anyway, I've added lots of different scenes all over the place. There are a few paths in the new scenes that aren't done yet. Tabiry's, the poly route, and the friendship route is going to come next week, but the others should be playable.

There may be some inconsistencies and weird paragraphs where I forgot or haven't added flavor text yet. Also, if you go with Tabiry to collect the provisions from the city where the mob is, I will add extra scenes later where you can give the favorite food to your RO.

What's new:

- 16 000 words added to the demo
- I expanded some of the scenes where Narmer comes up from the dungeon to tell you all about Qenna's condition. There are different choices there, check them out!
- Some scenes are still missing when you go with Tabiry to collect the food in Memphis or if you stay behind with Ahmose and the others, I will add those next week.
- You'll have a stop on the road at a not-creepy house. There is nothing wrong there, trust me.
- You can have a one-on-one conversation with your RO, provided that your RO is Narmer, Qenna, Zaia, or Ahmose. Tabiry and the other routes will just end abruptly but they are coming next week.
- Qenna's talk has LOTS of variations in it. LOTS. Please check out if it flows correctly if you happen to read it :)

That's it for now! Happy Easter to everyone who celebrates it, and I hope you'll have fun reading 🌸

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

[Geography, foreign neighbors, and travel 🗺️](#)

[April 20](#)

I love geography. I could talk about it for ages, but I tried to keep it brief this time :) I hope you'll like it! And this one officially ends the currently planned lore posts, so I'm going to do a bit of questionnaire soon about what else you guys want to read about! ☺

## The Nile

As you probably all know, the Nile is one of the longest rivers on Earth, and one of the few ones that flows from south to north. This is the reason that in the game, the characters always call south 'up' and north 'down' because they are talking in the direction of the river's flow. So they would say things like 'we're going down to Memphis', so sailing downriver – but towards the north.

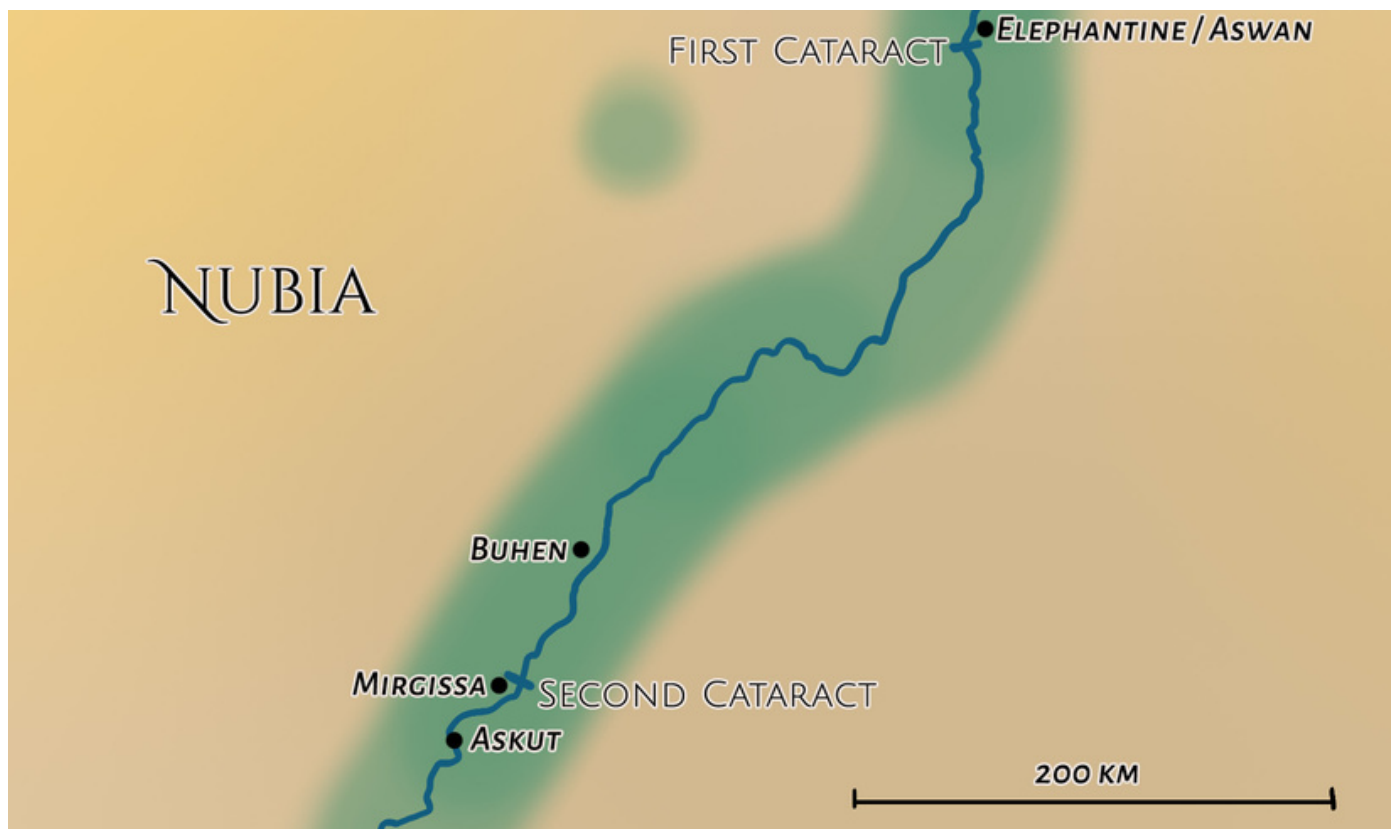
For this same reason, Upper Egypt is the land that starts in Nubia in the south, and reaches along the Nile to the north, to the opening of the delta. The delta itself in the north is Lower Egypt.

This probably sounds confusing as fuck, so here is a map instead.

N/A - T.B

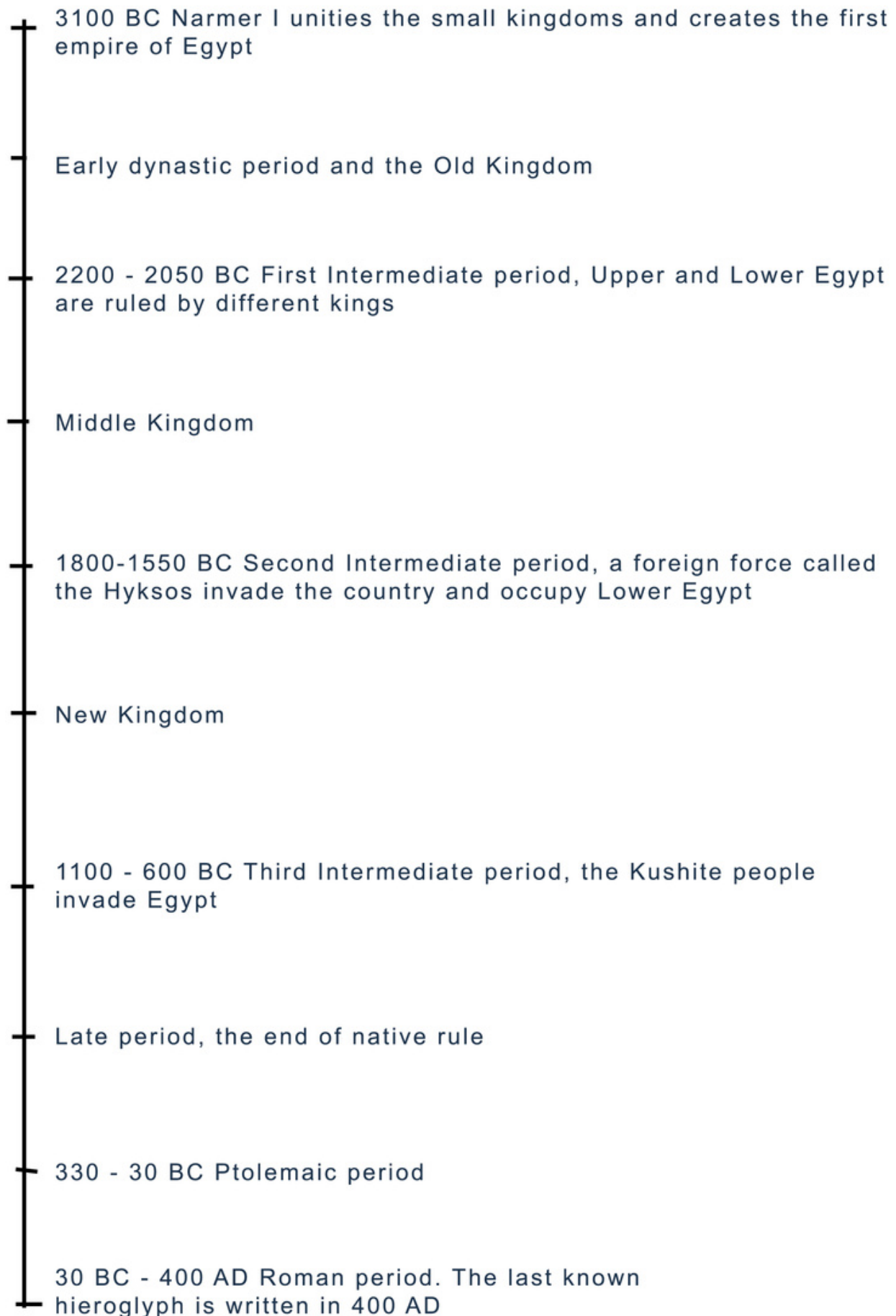






This was probably a very sensitive subject during the Second Intermediate period, when the Hyksos occupation took place. Which might be confusing as well, and I actually didn't understand all these periods until I saw a super straightforward timeline of it. I tried to recreate it, here it is:

N/A - T.B



So, as you can see on the map, the Hyksos kinda cut the kingdom in half. The border was around the city of Kusai for a long-long time, until Sekenenre Tao, a pharaoh from Thebes, started a revolt. He soon died in battle, and his successor (brother or son, not clear) Kamose continued the fight. He soon died

too however, and the next king, Ahmose I was only a child. By the time he grew up, he had to start the war again, but he eventually succeeded and reunited Egypt again.

Why does this have any significance? Well, because the Hyksos controlled the Nile too, and the Nile was used for everything. With the Hyksos rule, the Theban rulers couldn't go up north, they couldn't leave the Nile Valley through the delta, and they couldn't go to the Mediterranean. They were basically land-locked between the Hyksos empire on the north, and Nubia on the south. So recapturing and controlling the Nile was an imperative part of Egypt's history during all times because whoever controlled the river, controlled everything.

Narmer's character does the job that Kamose and Ahmose did in real life – his father died in the war that he started, and Narmer finished the work. And then, a (male) Ahmose will follow him on the throne :)

The Nile starts somewhere deep in Africa, flows through Nubia, interrupted by 6 waterfalls (or cataracts). The first cataract is at Aswan, in Upper Egypt. During most of history, Egypt's border started between this waterfall and the second, which is a bit further down south around Mirgissa.

The floods of the Nile were the core of life in Egypt. They started off by the tropical rains around July, and the flood came down the river up until November. When the water receded, it left behind some incredibly fertile, black soil. Egypt originally gained its name after this black earth, which is called 'kemet', and that's the original Egyptian name of the country too. This name is mentioned a few times in the game as well.

The start of the flood was usually around the same time when the star Sirius appeared on the sky too, and this was always a very important event in the life of Egyptians.

Regulating the floods have always been an important job of Egyptian rulers. They started elevating the river banks around the Old Kingdom, to keep the flood out of the inhabited areas. A massive system of canals, dams, and elevated banks were also built continuously through history to regulate the floods and get the water further out to water the fields.

These jobs were so important that an entire system of workers were built around it, and was regulated by the pharaohs. They maintained the canals every single year, and sometimes they also did big works. For example, during the Middle Kingdom, a huge system of dams were built to regulate the water of the Faiyum lake, and to extend the reach of the fields around the area, essentially turning the desert into fertile land. And they succeeded.

## **The Delta**

The Nile Delta is a gigantic land of continuously changing lakes, rivers, canals, and marshes. It changed so much, in fact, that there never were any reliable maps of the area back in those days, and many cities have been lost under the swamp.

This is the land where most of the papyrus comes from, and the shape of the delta, coincidentally, also resembles a papyrus reed's bushy end, so it was a very important symbol in Ancient Egypt. In some places, the papyrus can grow as tall as six meters, so in many cases, it makes an impenetrable labyrinth. It was very important to keep it in check, so they cut the reeds back regularly, cleaned the canals for the boats, and maintained the water routes as much as they could. If the delta was unsailable, they couldn't get to the sea, after all.

N/A - T.B



The Delta was also an incredibly rich resource of fish, water fowl, and other animals, that were teeming in these shallow waters.

## **The sea**

The Mediterranean sea had a fitting name in Egyptian, 'The Great Green Road'. Most Egyptian vessels were not created for the sea because they were river-boats with a flat bottom. On the waves of the sea, they would have capsized, so they usually didn't go there. The bigger boats, however, could sail out to reach further lands. Egyptians regularly traded with the Greek islands, and the countries along the coast.

## **Sailing**

One of the drawback of building sturdy ships in Egypt was that... Egypt doesn't really have forests. Most of their wood was imported cedar from Lebanon, so building ships was a bit of a tricky job. Smaller boats were often made from reed, and only the bigger, more expensive ones used wood. Often, they used paddles to navigate around, but from the Old Kingdom, sails appeared on bigger boats as well.

N/A - T.B





Sailing times down the Nile was wildly different, depending on when the travel took place. During floods, when the water was high and navigating the river was the easiest, the 900 km distance from Thebes to Memphis could be done in as little as 2 weeks. During the lowest water levels though, this could change into months because with low water levels, navigation became a lot trickier. Sandbanks could destroy and stop boats, so the driver had to be extra careful to sail around them.

Going down the river was easy. Going up was much harder. Without wind, the boats were pretty much stuck, so if one really wanted to travel by boat, it had to be pulled with ropes from the ground.

## **Roads and ground travel**

The quality of the roads ranged wildly, just as much as it usually does everywhere today. In the countryside, at the river, the roads were elevated and they were very narrow. Further in, they were wider, where more people used them. They didn't build bridges however, so if one wanted to cross the river or the delta, they had to use boats or find a shallow part of the water.

Most people used boats to travel, but they also had donkeys.

Horses, however, only appeared in Egypt in the New Kingdom, which is actually a fascinating subject, because! This was why the Hyksos could conquer Egypt in the first place! The Hyksos already had horses, even when the animal was completely unknown to Egyptians. They also had war chariots, which were absolutely deadly against the Egyptian infantry. The Hyksos basically butchered them on the spot, and so their conquering of Egypt was pretty quick and bloody.

It took more than a hundred years until the rulers of Thebes managed to breed out their own war horses, and they started experimenting at building their own chariots. Once they managed to set up their own cavalry, beating back the Hyksos in their own game was only a matter of time. In the game, Narmer was the one who did this, but this is the reason why our little group doesn't use horses – because at the time, they were still expensive. Normal civilians didn't have them, and they were almost exclusively used for battle. Narmer has horses at home, of course, but riding through the countryside on



chariots would attract way too much attention.

N/A - T.B



## The desert

Egypt is situated between two deserts – the Western Desert, which is the Sahara, and the Eastern Desert, that reaches between the Nile Valley and the Red Sea. This area is more mountainous, and it has more rain too, so people actually live here. While in the Western Desert, the roads are few and they reach from oasis to oasis, in the Eastern Desert, there were a lot more roads between villages, and trade was quite frequent between the Red Sea and Egypt.

## Behind the borders

Now this is quite tricky. Egypt's history makes up such a long time that dozens of empires grew, flowered, and disappeared around it in the meantime.

When the game takes place, the main neighbors are the land of Nubia with its several small tribes and kingdoms (as a pretty much constant); the Hyksos were in the north, as I mentioned before. The Kushite kingdom was somewhere in Nubia, far down south on the Nile.

The land of Punt is a kingdom that was definitely there... somewhere. Except nobody knows where it was, but it was a rich land and Egypt had flowering commerce with it during its history. They say it may have been around the coast of modern Eritrea, and Egyptians imported ivory, ebony, gold, and animals from there. Its location was in fact so obvious to Ancient Egyptians that they simply never wrote it down anywhere because what kind of idiot doesn't know where it is, right? Well, here we are, those exact idiots, 3000 years later.

To the west, there was also the land that was called Libya even back then. To the north, the Minoan culture was present in Crete at the time, which is actually where Narmer's mother comes from.

To the east, the Hittites were already around, but their country wasn't united yet. Assyria was a prominent empire to the east, in the north of Mesopotamia. Smaller kingdoms were present around it, such as Elam. Babylonia's golden days have passed already – Hammurabi lived 300 years prior, and conquered right around the time when Zaia was alive. Zaia actually has some heavy personal experience with his conquests. After Hammurabi's death though, the giant Babylonian Empire slowly collapsed, and by the time the game takes place, it's still there, but it's much smaller.

## **International travel and trade**

Most trade with Egypt went into three directions – south to Nubia, east to Punt, and North towards Asia.

Evidence shows that Egyptians were trading as far as India – they imported perfumes and spices from there. Wood mostly came from the north as well.

The border with Nubia, for the most time, was around the first waterfall, around the island of Elephantine, or Aswan. This was the most busy trading point between Nubia and Egypt, where most caravans met. The pharaohs of Egypt sometimes tried to conquer further south, but they never really got very far. From Nubia, they imported gold, ebony, and exotic animals. Baboons, for example, were used by the guards as a sort of attack-monkey, and I'm not joking. They sicced them on criminals, the baboon chased the person, bit them in the shin, and the guards would run up and capture them. Other exotic animals were also brought to the courts of pharaohs and kept in zoos, such as giraffes, or the adorable Bean the elephant from the first chapter.





<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

[New update](#)

[April 25](#)

Small update, like I promised before. Gods I hate writing posts on my phone, so this will be brief, sorry 😊 The new content adds Tabiry's bathing scenes. There are variations for every origin, so all in all it's around 7000 words. I hope I'm gonna get my computer back soon early next week. Until then, I hope you'll enjoy this, and I'll keep you guys updated!

If you can't access the demo please send me your cogdemos username here on in a DM so that I can unlock the link on your account.

[April Q&A answers](#) 🌸

[April 27](#)

**This is a question for you! 😊 If you had to choose, which RO would you personally go for and why? (Either platonic or romantic is fine)**

I think this has been asked once before, so my answer will probably be similar :D Uh... hard question. They all have many pros and cons going for them. I think I would get along the best with Narmer as a friend. Our personalities are somewhat similar, I think. Very stubborn, but generally quite calm and reserved. Then again, I love all of them, so I think I would get along with any one of them :D

For romantic, hm... in their current age, I'd probably choose Qenna or Narmer. Qenna has massive issues though, and I don't want to deal with those lol. If Ahmose was 15-20 years older and lose some of their excess energy, I would choose Ahmose.

**For the characters! Do they prefer savory or sweet foods? (For Zaia, what did they prefer when they were alive?)**

Narmer prefers meat and fish. He doesn't very much like sweet things. He sometimes eats them, a bite or two of cake or something for dessert, but in general, he is a meat eater. He also needs it because he has to maintain his strength somehow and sugar ain't gonna do that - he needs the protein.

Qenna is picky, both on their own, and because of the demon. Even before Old Narmer, Qenna already had a... let's say, '*specific*' palate. Now the demon can influence their senses, including their tasting, and so sometimes he makes the food taste like ash, and so Qenna got used to not eating much in general anymore. Luckily, they don't really need it because the demon maintains their health anyway. They only need a couple of bites a day to keep up their energy.

Zaia loved cakes when they were alive. They loved baking too. They didn't do it very often because they were usually busy with their duties and studies, but when they had some free time, Zaia would bake pastries for their siblings. They also loved nuts as a snack. Now they can't eat because they wouldn't feel the taste, but spirits can somewhat smell. Or at least, they can recognize certain scents that aren't magical. If you romance Zaia and go with Tabiry to collect the provisions for the road at the Memphis mob scene, MC will notice a curious biscuit among the packages. Qenna usually buys that specifically for Zaia :)

Tabiry prefers sweet things, but she eats everything. She likes food in general, and she also eats a lot. She got used to beef and meats when she was in the King's Guard, so she still eats like that. If she had to choose though, and if she wouldn't gain weight from it, she would eat all the cakes in the world.

Ahmoose has a sweet tooth. They are a bit picky, but they generally eat anything that's well made. They would definitely eat home-cooked food too, like if thief's mother would cook for them, Ahmoose would gobble it up. They love cakes and fruits too. Meat is not their favorite, but for m!Ahmoose, it's a must because he does sports and he needs to maintain his muscles. He eats mostly fish and beans though. F!Ahmoose also prefers fish over other meats.

As for the rest of the characters... Hudjefa is a picky eater, and he prefers sweet things. Petepihu likes pastries and bread. Nedjemut is a meat lover but she likes beans and onions as well. Sesi doesn't like meat at all, and he prefers bread and fresh vegetables.

### **Who has the highest and the lowest spice tolerance? :3**

Uuuuuuh :D I think that's very relative. I generally cook with lots of spices... compared to how everyone around me cooks. But I imagine an Indian would still think my food is tasteless. This is an interesting question though because people before modern times didn't exactly cook the same way we do now. Imported spices were very expensive in most parts of the world up until... pretty much quite recently, in the past 50-100 years.

Most spices Egyptians used were those that grew in their land. Cumin, coriander, fennel, garlic, and thyme were the spices they cooked with, but these are not what people nowadays would consider 'spicy' food. Or at least I wouldn't. They didn't know chillies at all because those are from America. The general populace didn't use oriental spices either because they were too expensive. I imagine, Narmer would have tasted some. Ahmoose, definitely. Turmeric, saffron, black pepper, ginger, cinnamon, things like that, that came from Mesopotamia and India - but these were rare and you could only find them in very wealthy households.

So yes, I think none of them would tolerate spicy food at all because they simply aren't used to it. Ahmose doesn't like it very much, they prefer simpler tastes. Narmer doesn't like it either because they grew up on military rations. Tabiry likes spices, but only in moderation. Qenna is the one who has tasted and liked the most, so...

Yeah, I think the answer is Qenna for the highest general spice tolerance, but when it comes to *hot* spicy... Then maybe Narmer? The only hot spice I can imagine in Ancient Egypt is garlic, and Narmer definitely eats a lot of that.

**Author Question! If you could for one day go to ancient Egypt where would you want to go the most and why?**

Where? Not when? Haha... Hm. If it's a place, then I would go to Abydos and see the temples in their old glory. If it can be more specific, then I would go to Memphis in the year 1290 BC, on the 30th of July. If it's just for that one day, then I would like to find someone there. Not to talk to them, but only to look at them from a distance.

Very specific and mysterious answer, I know.

**Character Question: if you had a free day to just do whatever what would you do?**

Narmer: "I would take a bottle of wine, lock my bedroom door, and I wouldn't come out until the next day."

Qenna: "If it could be anything... then I would like to go without headaches for one day."

Zaia: "Go to the desert and watch the stars at night."

Tabiry: "Only one day? Oh, that's too short... I would go to the market, I think. Have something to eat, browse around. Then I would meet my friends and spend the evening with them. Then, at night, I would retire with a good glass of wine."

Ahmose: "I would stay in bed all day."

**Character Question: how many kids do you want? 🤔 (in Zaia's case how many would you adopt, I guess?)**

Narmer: "Uhm... Ahmose is perfectly enough for me."

Qenna: "What makes you think the answer is not zero?"

Zaia: "None. I'm a spirit. Don't be ridiculous."

Tabiry: "At least two. Maybe more. Definitely more than one. It's lonely, being an only child. I don't want that for my children."



Ahmose: "Two or three maybe? I guess I would have to have at least two... You know, for succession and such..."

This subject will come up later in the game though :) Don't worry, if your MC wants kids, they will get kids, but I don't want to spoil the surprise ;)

**Author Question! I'm curious if there were any folk tales or novels that have inspired Weeping Gods? Or even just authors you really enjoy who have inspired your writing?**

For specifically Weeping Gods, there weren't really any, no. I was inspired by history. And my writing style is just... what I developed over the years, I suppose :D It's probably shaping up still because this is the first time I ever write this much in English. All my other works are in different languages, so the English prose is still something I'm working on.

There were a few other traditional books I wrote that take place in Ancient Egypt, and for this story and characters, I inspired from those, but those were also based on history, and not much else.

Although... there was one book series that I really loved when I was younger, which also has some scattered few historical elements in it, but I loved the humor and the setting in that one, although it's been almost twenty years since I read them. It's the Bartimaeus trilogy from Jonathan Stroud. If anything started off my historical type of writing, it's probably that one because that was the first book I read that had both historical and fantastical elements in it, and still wasn't boring as shit.

I love good fantasy books too, and I'm also a sci-fi lover, but there is something different about coming up with things on your own, and writing about things that actually happened. It's just... not the same as drooling over old books and doing tons and tons of research about specific historical things, you know :D I love the research part of the job, I think. It's just... I dunno, there is nothing like it. But my next book is definitely gonna be some other genre. Probably sci-fi, I'd say.

**For the widower mc, will we get a chance to mention our spouse to our ROs, something something, they loved someone once but when they lost them they felt sad, hopefully mc doesnt have to say bye bye to new RO too soon or like that.**

Yup! You can already talk about that subject a bit with Qenna or Tabiry in Ch5 when you go to bathe on the road from Memphis to the Faiyum. Narmer mentions it too if you are with him. They will all talk about it later when you are deeper in the romance, but the problem is not that the ROs don't want to talk about it. It's the MC who doesn't want to share it yet.

**There was another Hosted game egyptian themed called temple of endless night, did it inspire some character or writing for the weeping gods?**

I haven't heard of that one, is it good? :D

I usually don't read novels about Ancient Egypt on my own because most of their settings are horribly inaccurate, and it annoys me to no end. Like if I read one more time that the lord of the dead is Anubis,

I'm going to look like this 😞 and close that book to never pick it up again. You don't know how many times that happened. A lot.

That's not saying this IF is one of those of course, since I haven't read it, so it could be very good! But I read many paper books about that time, and for a lot of them, it was very obvious that the author was a fan of Roman history and simply tried to implement that knowledge into an Ancient Egyptian setting, which is pretty much the worst thing you can do because the two cultures were wildly different. So I don't read Egyptian themed novels anymore. Unless it comes highly recommended from someone who is NOT a Roman Empire fan.

The last thing I've seen that had Egyptian themes was Marvel's Moon Knight series. That was... kinda good? I think? There were a few confusing things in the plot, and a few pretty large cliches (and also, what is Ethan Hawke doing there???), but overall, it was not bad. I started enjoying it towards the end of the first season, although the way they depict Khonsu still annoys me because first of all, they keep misspelling his name, and second, he didn't have a skeleton head. In reality, he was usually depicted as either a child mummy, or an adult with a normal falcon head. And so if they wanted to make him look creepy, I don't know why they didn't go for the child corpse. That's a lot creepier than a big dude with a fantasy bird skull that looks more like a stork than anything else. End of rant.

**If I remember correctly, you mentioned thinking about these characters in a modern setting on your Tumblr a while back. Would you mind giving us a little description of how you'd see the Weeping Gods gang doing in modern day?**

Waaaaaaa I have so many ideas for it!

Narmer would have to wear glasses, for one. His eyes are not very good. They are not *bad* bad, but he would need glasses in modern times. I imagine, if he wasn't arrested already for civil unrest and speaking out against the government, he would be a university teacher. What would he teach, you ask? History, I think. Sort of like an Indiana Jones style, except without the adventures because once he finishes his job, he would go home and would only go out again if he must. He would also be divorced. He would have lost the child placement battle in court because he's a big buff man and Nefru is a good manipulator, but he would meet up with Ahmose very regularly and get them to live with him later.

Aaaah... Qenna, my dear, is quite spoilery. But Qenna would live alone in a big house in the countryside, and wouldn't work. Their hobby would be shooting at pigeons from their window, and going to the pub at weekends and getting into fistfights with the local drunks. They would sometimes drag Narmer out too, who would also get drunk and beat up the drunks, then Narmer and Qenna would get arrested together and spend the night in the clink, absolutely sloshed, reminiscing about those good old times when they were both young and happy.

Zaia... would have to be a normal human. There is no more magic in the world in modern times, and so spirits can't manifest anymore. The most you would get here is an occasional ghost. So Zaia would have to be reborn into a normal body. They would be in university because Zaia is around their early twenties. And before you ask, no, their teacher wouldn't be Narmer because Zaia would study economy

and commerce, and they would also be acing it. They would graduate with honors, and then they would go to work as CEO at one of their family's big companies. Then, at weekends, they would go with Qenna and Narmer to the pub because I imagine they would know Qenna through each other's families. Zaia would be the one to call the cops on them once the the two start acting rowdy.

Tabiry would live in France. She just has that French vibe, I think. She would be working in one of the family businesses. I imagine her father would own a martial arts dojo or something, and her mother would have a flower shop. Tabiry would be working shifts at both of them, but she would also secretly try to get into the fashion industry. She would have probably met Qenna first, sometime in the past, when Qenna was in Paris, and the two kept in contact. She would be the one to keep kicking Qenna in the ass to do better and get their life back on track.

Ahmoose would be finishing high school and going to university. They would live with their mom, but they would be planning to move out once they start university. I think they would go to the same school that Narmer works at, but Ahmoose would probably either be into sports, or arts. F!Ahmoose would definitely be going for an arts degree. Qenna would be their god-parent, and Ahmoose would probably spend the summers with Narmer at Qenna's place in the countryside. Narmer would be teaching Ahmoose to drive, and in the evenings, Ahmoose would sneak out with Qenna and they would definitely crash the car together because Qenna doesn't have a driver's license either.

**Do the characters have any special little traditions that they like to do for themselves on their birthdays or is it more like "whatever the day brings" kind of day for them?**

Narmer's birthdays are big national events, so he would have to participate in those. Or at least show up for a little bit. Otherwise, he would prefer to spend the day alone or with his loved ones, but that usually isn't an option because he always has work to do.

Qenna doesn't celebrate their birthday anymore. They would prefer to forget it even exists.

Zaia doesn't know how old they are, and their estimation for their birthday is very vague. They don't remember the exact date, and the Akkadian calendar was different than the Egyptian one, so they actually couldn't tell which day it was exactly, even if they remembered it.

Tabiry likes to celebrate her birthday with family. She has this tradition that over the celebration, she would make a list of all the things she is grateful for during this year, and all the things she thinks she improved at or matured in. Then she would share her hopes for the next year and the areas she would like to improve on. She usually does this alone because most of the time, she isn't in Thebes for her birthdays, so she can't be with her family.

Ahmoose's birthdays also include big parties in the palace. Ahmoose would be up since dawn, being excited and participating in whatever plans the party organizers cooked up. As they grow older though, they will start preferring a much quieter setting.

**For the last question, I made a chart instead, because that's a lot more fun:**

<b>According to Who...</b>	<b>Narmer</b>	<b>Qenna</b>	<b>Zaia</b>	<b>Tabiry</b>	<b>Ahmose</b>
<b>has the best fashion sense</b>	<b>Tabiry</b>	<b>Tabiry</b>	<b>Narmer</b>	<b>Ahmose</b>	<b>Ahmose</b>
<b>is the whiniest</b>	<b>Ahmose</b>	<b>Zaia</b>	<b>Qenna</b>	<b>Qenna</b>	<b>Qenna</b>
<b>is the most likely to lose a crystal if they have to guard it</b>	<b>Ahmose</b>	<b>PETMES!</b>	<b>Ahmose</b>	<b>Ahmose</b>	<b>this was not a fair question</b>
<b>worst liar</b>	<b>Narmer</b>	<b>Tabiry</b>	<b>Tabiry</b>	<b>Tabiry</b>	<b>Narmer</b>
<b>best dancer</b>	<b>Ahmose</b>	<b>Ahmose</b>	<b>Qenna</b>	<b>Ahmose</b>	<b>Qenna</b>
<b>most likely to sleep with a spirit</b>	<b>Tabiry</b>	<b>Ahmose</b>	<b>Ahmose</b>	<b>Zaia</b>	<b>Tabiry</b>
<b>best storyteller</b>	<b>Qenna</b>	<b>Tabiry</b>	<b>Narmer</b>	<b>Qenna</b>	<b>Narmer</b>
<b>is the laziest</b>	<b>Zaia</b>	<b>Zaia</b>	<b>Zaia</b>	<b>...no one?</b>	<b>Ahmose</b>

## [Schedule for May](#)

### [April 30](#)

I usually post a 2 month schedule here, but I'm going to be out of the country probably sometime in June for a few weeks. The dates are not specified yet, so I'll just get back to you guys once I know more.

Here is what I planned for May:

2nd, Friday: game update

4th, Sunday: Tabiry specials, this will probably be either 2 shorts, or a long one

5th, Monday: poll about the upcoming specials

9th, Friday: game update



11th, Sunday: I realized I actually have one more specific lore post in mind, which is military history. This is especially relevant in the game because of the war and the Hyksos invasion, so it's going to be interesting :)

12th, Monday: poll about the upcoming lore posts

16th, Friday: game update

18th, Sunday: new special scene

23rd, Friday: game update

25th, Sunday: lore post

30rd, Friday: game update

[Sneak peek](#) 👁️

[April 30](#)

My computer is still not back. It's pissing me off because the guys said it was going to be 1 week. That was exactly 1 week ago, and they haven't even looked at it yet. I know because I went into the shop today to ask about it 🤡 So I'm now borrowing my spouse's PC when I can, but that's really not an ideal solution (although I'm starting to love this keyboard... too bad it doesn't have bluetooth, but it has awesome flashy rainbow lights, which is infinitely cooler).

Anyway, I'm still managing to get through some of the writing. I finished the missing poly route scenes so far, then once I'm done with the friendship scenes, I hope I can have some of the story progress in before Friday night.

Here is a little snippet from the poly route:

*Ahmose finally turns to you then with a strange expression on their face. In the darkness, you can't quite make it out. They're not scowling but something close to it.*

*"Ah... maybe you aren't aware, but you keep calling Zaia's name in your sleep."*

*Oh, fuck, no! You **talk** in your sleep?*

*\*if captain*

*Your Auntie kept telling you the same but you always thought she was bluffing.*

*\*if not captain*

*Who would've known...?*

*"Am I really?" you try to blink away your embarrassment as it heats up your face.*

*"Yes," Ahmose says in a flat voice.*

*While you wonder about what the fuck you are even supposed to say to that, Ahmose sighs and turns their back to the dam so that they can look at you properly. In the dark, you still can't make out most of their face, but judging by their crossed arms and hunched shoulders, they aren't exactly in a great mood.*

*"Look, I just..." they say, then they sigh, and fall silent. After a few seconds of pondering, they open their mouth again. "Qenna warned me about this, you know."*

*"About what?" you ask carefully.*

*"To be careful not to get my heart broken because you and Zaia seem to be getting along... **very** well."*

*"Qenna said that? When?" you stare at them, but they avoid your eyes.*

*"Before we went to Giza," Ahmose mutters. "Look, \${name}, I don't mind it, alright? I was just under the impression that... that maybe..." they trail off then with an uncertain frown.*


*You stare at their face for a while, and suddenly, you understand what's happening.*

*Ahmose is jealous.*

[May Q&A questions](#) 

[May 1](#)

[CLOSED]

Here is the question thread for May  If you want to know more about certain subjects or characters and the answer is not urgent, this is the place to ask because I can give more detailed answers than on Tumblr or other places.

You can ask several questions, addressed to me or the characters. This will stay up until the 30th, and then I'll post the answers on the 1st of June 😊

## CoGDemos

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

## New update

## May 2

Honestly... I can't believe that I still haven't gotten my computer back... How long does it take to fucking clean a laptop, seriously? I can't even...

Also, my family pet just died today. So yeah, I had a great day.

Well... at least I tackled every bit of missing scene that hasn't made it so far. The poly route scenes and the friendship route scenes have been added, plus I took the story a tiny bit further away on every route. There is not a lot of progress in that regard, but if you read it, now you can see what that warning was about that the MC has been feeling in their guts.

All in all, the new update is about 15 000 words.

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

## CoGDemos

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes/mygame>

## How Tabiry got that scar

## May 4

This week's special content is a longer scene for Tabiry about the time when she got that nasty scar on her chest that she shows MC if you go eat ice cream with her in Abydos. It's actually a bit of a lie

because Tabiry tells the MC in the game about how she got the scar. It didn't happen in Thebes, and MC wasn't there. But! I thought it would be fun to make MC be there *anyway*, so I tweaked the scene a bit and put it in Thebes instead.

So, essentially, this is not what happened canonically, but something close to it. I hope you'll like it! 🥰

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

[Sneak peek](#) 👁️

[May 8](#)

This update will contain a little adventure on that estate that our characters have stumbled upon. Something is going on here but what 😬 Your MC will have a few choices in front of them. One of them, getting the animals out of the stables, is an option. Here is the first scene of that choice on Qenna's route:

---

*"I can get the animals," you say.*

*Qenna stares at you for a few seconds. Their face is shadowed by the fog. You imagine they're glaring at you. Or maybe they're worried. You can't tell.*

*"Don't you dare die on me, yeah?" they finally say in a strange voice. They have a warning tone, but under that, you can feel something a lot more urgent — genuine fear.*

*"I should be the one saying that. I'm only going to the stables."*

*"I'll be fine," they wave it off. "Narmer will heal me back."*

*"Yes, your body. But what about the rest of you?"*

*That seems to take them off-guard as they freeze. They're silent for a bit — you think they might say something self-reflective, something that would betray that Qenna, in fact, does think about themselves and their own health from time to time, but then...*



*"Let's just get on with it, yeah?"*

*Your shoulders slump.*

*You watch for a few seconds as they hurry off with Ebo. The spirit seems to have a lot deeper understanding of the situation at least, based on that conflicted look and the subtle shake of his head he gives you before he departs.*

*Well, that's that then.*

*You blow out a long breath, and turn around.*

### [Upcoming extras](#)

#### [May 9](#)

Now that Tabiry also got her fair share with a longer special, it's time to think about what's coming next! In this month, there is one extra scene post planned, on the 18th of May, but if you want, I can make another one on the 25th instead of the lore post :) This one then will be available from the 5\$ tier because otherwise the lore posts are for them.

I'm offering this because now it's official, I'm going to be out of the country for the entirety of June for a very special something that I'm going to tell you about a bit later.

So what are your ideas? Please leave a comment below! Also if you want the lore post later or the extra scene. Here is my idea: modern AU.

Modern AU because that's just too good of an idea

27%

More POV scenes from the game! (you can make your wishes in the comments)

63%

More thematic specials, like for example in the spring date scenarios

10%

Poll ended May 16, 2025 · 62 votes total

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

### [New update](#)

#### [May 9](#)

As I was writing the scenes this week, I made a plan.

I'm going to finish Chapter 5 in the next two weeks, but I'm going to do it in a way so that not all options will be available at first. I will add everything that's left during the last week of May, and then the whole chapter will be out for public consumption on the first Friday of June. I have to do it this way because.. ahh! I'll tell you why soon! :D

What's new:

- 13 000 words added to Chapter 5
- You can deal with whatever is happening on that estate, for now, only on one path
- There will be three different outcomes here. See if you can find all three of them 🧐
- There are some stat checks in this part, but they shouldn't be too hard, so I don't think you'll have much trouble. Besides, even if you fail, you'll only get a bit more angst here, which can have its own charm lol

I hope you'll enjoy it ❤️

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

### [Military history](#)

#### [May 11](#)

So as this month's lore post, because the next one will be replaced by a POV scene instead, here is one of my favorite subjects! MILITARY HISTORY YEEEEAAHHH! As you can guess, this is going to be long. I had immense fun writing it, and used the same sources as before.

Behold:

## **Brief military history of Egypt until the New Kingdom. I say 'brief', but I'm obviously lying, so buckle up!**

Before the unification of Egypt, the land was ruled by tribes with their own leaders. These periods are usually called the Nagada cultures because they were centered around the town of Nagada, which is a bit north of Thebes, in Upper Egypt. Occasionally, one of their chieftains would try to conquer the Delta area and Lower Egypt, with more or less success, but the first person who actually succeeded was Narmer the First. He was born in Tjenu, near Abydos, around the year 3000 BC, and he led several, highly successful military campaigns to bring Lower Egypt and the Delta under his rule, and around this time, he also founded Memphis.

Now resources about the entire Egyptian chronology are muddy at best. Technically, it's not clear what happened when because Ancient Egyptians didn't have a set calendar. They counted years by how long a king's reign was, so for example, 'Ramses II's reign, second year'.

You can obviously see where the problem lies. What happens when the king dies? What happens when two kings rule the land at the same time, for example during the Intermediate Periods, or during uncertain times? What happens when a king rules for less than a year? How do they count that? What happens when a king's ruling years are entirely unknown because every resource mentioning them was lost? What happens when we don't even know which king was who because several resources mention them in different names? What happens when several resources about the same king's reigning years contradict each other?

All of these problems are very much real, so it's practically impossible to make a correct chronology. The exact numbers you read in history books are not exact at all. They are guesses at best. What's quite interesting as well, is that according to Herodotus -- the ancient Greek historian and geographer who lived in the 5th century BC -- from the rule of the first king of Egypt until Herodotus's time, 11 000 years have passed. And when Platon talks about Egyptian history, he also talks about the years in the *tens* of thousands. Where did they get their info from? They lived at the same time as the late-period pharaohs. They got their info first-hand from them, probably. We didn't.

The first person (that we know of) who made a comprehensive list of Egyptian kings was Seti I, the father of Ramesses the Great. He was the one who built several temples in Abydos, and on the wall of one of them, is the Abydos King List. So thanks to him, we can more or less know how the kings succeeded each other. I say more or less because he left out many of them, intentionally or not, for this or that reason.



According to pretty much everyone though, Narmer was the person who started the history of the Egyptian Empire. The first pharaoh was considered to be Menes, but was he the same person as Narmer, and he simply took a different name when he was crowned? We don't know.

What we *do* know is that Narmer was one of the most successful military leaders in Egyptian history, and without him, there would likely be no Egypt, or it would have started out quite differently.

After Narmer's rule, the first dynasty of Egypt had the responsibility to secure the new kingdom, and they made a valiant effort. Unfortunately, during the second dynasty, the land was divided again and Upper and Lower Egypt was at war with each other, until the southern king finally came out victorious. According to his scribes, the enemy casualties reached 50 000, which is a shockingly high number.

Starting from the third dynasty, the kingdom was finally secured for good, and this is when the era of the Old Kingdom begins – the era of the pyramids – and it ends with the rule of Pepi II, the longest reigning monarch in the world (90+ years). After his reign, the kingdom burned up in anarchy in the First Intermediate period.

Almost two hundred years have to pass until order is restarted again for good in the 11th dynasty, with King Mentuhotep. Many of his contemporaries call him the second Narmer, because he basically did the same as Narmer – he had to unify a warring, chaotic land through the only means known to them – *war*. He was the founder of the Middle Kingdom, and this was the time when Egypt started to lead successful military campaigns into Nubia as well, and start building the fortress system along the river.

The end of the Middle Kingdom signals a very uncertain period that nobody knows how to date. There were many kings succeeding each other quickly and simultaneously, and it's impossible to say who ruled and for how long. There wasn't full-on pillaging rampaging anarchy like in the First Intermediate period because the system of administration didn't collapse this time, but the royal institution did.

And this was when the Hyksos arrived.

## **The Second Intermediate Period and the Hyksos occupation**

Who were the Hyksos even, you may ask? They've been discussed endlessly in the game, but what was their deal? Who were they and where did they come from?

Get ready to learn the answer...

.

.

.

We don't know.

Hilarious, right? We don't know who the Hyksos were. Hyksos means 'foreigner' in Egyptian.

They simply called them foreigners. *Foreigners*.

If you think Ancient Egyptians were not incredibly innovative with their descriptions, at least when it was about important things (like an invading army), you may be right. But what do we expect from a people who simply called themselves 'people'? They didn't call themselves Egyptians. No, they didn't have any special name for their own. They just called themselves people. Very original.

Anyway, we *do* know that the Hyksos came from the east, and they were steppe-people. Could they have been ancient Scythians or Hurrians? Maybe! They were definitely not Assyrians because Assyria wasn't very big at the time, and they didn't call it the 'Assyrian Invasion', no, they called it the 'Hyksos Invasion'. Maybe they were a separatist tribe who broke out of one of the other kingdoms in the east and decided to look for greener pastures.

Quite literally, because they came with horses.

The nature of the occupation is questionable. Some sources say it was violent and swift, some say it was mostly domestic instead, meaning, they simply moved into Egypt. Because of the jobs or whatever. They started with the Delta, and renovated an ancient city there with a newly built fortress and walls, and named it Avaris, their new capital. From here, they built out a military checkpoint- and fortress system along the Nile, and sometimes their rule went as far as Nubia.

They controlled the Nile, and they also controlled the southern lands through high taxes.

The Theban dynasty persevered in Upper Egypt and they held the dream of a unified Egypt. Many of them was named Mentuhotep as a symbolic meaning that they were holding out and they were hoping to unify the land once again.

During the end of the 17th Theban dynasty, the hostilities sharpened. One of the last Hyksos rulers, Apepi (he's mentioned by name in the game too) wrote a letter to the then-reigning Theban monarch, Seqenenre, saying that he can't sleep from the loud noises the Theban hippos make. This was probably his way of saying 'Seqenenre, you are annoying and I don't like you', considering that there is 700 kilometers between Avaris and Thebes.

Recapturing the Delta and vanquishing the Hyksos was very tricky, however. First of all, the Hyksos had the very genius, very deadly, very advanced weapon that the Egyptians didn't: the war chariot.



Sequenre paid the price too because he died in a brutal way in battle. His mummy shows clear signs that the body was already very, uh... *ripe*... by the time they started mummification on it. He has a massive fracture on his skull from a battle axe, and he was probably stabbed in the neck as well. There is a theory that he was ritualistically murdered after a lost battle against the Hyksos. If that's true, it could explain the decomposing body if they put it on display for a few cheerful days. Then again, we don't know where he died, so maybe the simple reason was that Kamose (his successor) had a hard time transporting the body back to Thebes in a timely manner.

Kamose followed him on the throne, and this is where things get *really* interesting. He reigned for a short time, only about 5 years, but even during these years, he led many successful battles. He managed to push the border from Kusai further up north, and he led his army as far as Avaris. He didn't conquer the city, but he apparently sacked the lands around it and 'put great fear into their hearts'. In other words, he shouted a big 'fuck you' in front of their gates, and honestly, that was impressive as hell, considering that nobody before him could do any of that.

Apepi didn't like that at all, and he sent a secret letter to Nubia to encourage an alliance. This would put Kamose into a deadly pincer, Avaris attacking from the north, and Nubia from the south. Fortunately, in an impressive feat of ingenuity, Kamose put spies into the desert for this exact reason, and his spies managed to capture the letter before it could reach Nubia. How cool is that? *Very*, if you ask me.

Kamose led one last campaign against Nubia and recaptured the fortress of Buhen, which is pretty far up the Nile, so that means, he went waaaay beyond his original borders. Like I said, impressive.

He died sometime after, for unknown reasons. His mummy was found, and a second later, literally thrown out with the trash in the 1800s. Possibly eaten by the Victorians. (Fucking Victorians)

Ahmose followed him on the throne, who was still a child at the time. In his name, his mother reigned as regent until Ahmose grew up. He was the one who eventually conquered Avaris and unified the land, founding the 18th dynasty and the New Kingdom of Egypt. We don't know almost anything of his battles, but it can safely be said that he did a good job.

Now, I said before that in the game, Narmer and his father do what Ahmose and Kamose did in real life. What leads to their rule though? It's mentioned several times in the game that Narmer is not a royal, technically. Or wasn't, until he became an adult. That's because King Senhotenre (see how his name resembles Sequenre) is technically the last pharaoh of the in-game 17th dynasty. His heirs get murdered, and so he appoints his friend, Narmer's father, as his successor because the guy already has an adult son (Narmer), and the son already has 2 children (Hor and Ahmose).

Senhotenre dies shortly after, and King Userkare, Narmer's father, gets the crown. He starts the war against the Hyksos, and Narmer is there from the beginning, right on the front lines.

Then Userkare dies in battle, and Narmer finishes the job. He leads the campaign against Nubia and Avaris, conquers the city, and unifies Egypt. Technically, in the game, Narmer is the founder of the New Kingdom. Coincidentally, he was also canonically named after the first Narmer, the first king.

## The army

In the beginning, Egypt didn't have a standing army. They conscripted soldiers from the civilian population, but after the military campaigns became more and more frequent, the kings came to the ingenious conclusion that maybe it would be better to have a proper army instead of peasants with sticks. They had their own private militia before too, so don't laugh. They had guards, they had city security, and they guarded the borders, but a proper army would mean that first, they could rely on them any time of the year, and second, they could be properly trained, ergo, a lot more deadly than a peasant with a stick.

By the time of Seti I (19th dynasty, the guy who made the king list in Abydos) had a standing army of 5 000 men, divided into 3 battle corps. His son, Ramesses the Great, had an army of 7 000, with 4 battle corps. They were named after gods, and had cool descriptions, like the Amun Corps was called 'Valuable Bow'. Cute.

The battle corps then were divided into battalions (around 1000 men), companies (100 men), and squads (10 men).



Captain MC for example, if went to war, was the leader of a company and held the rank Major. Noble MC's brother is a general and is leading the Osiris battle corps. Hudejfa used to have a Major rank in the army during the war, and he led a special squad of battle priests. Male Ahmose is a general as well, in charge of the royal chariot battalion. Qenna is the general of the Amun Corps, and Narmer is the Major General, the head of the entire army.

The army was nothing without a rigorous system of administrators though. Army scribes were the ones keeping everything in check, and the entire officer system was in charge of – starting with the vizier – ensuring that the war machine was properly equipped, fed, and had everything they needed for a campaign. They were the ones deciding about the repairs of chariots, the feeding of animals; how much food each soldier would have to keep on their person, how many arrows they had to have inside the chariots... They were keeping track of everything, down to the last arrowhead.

The army scribes were pretty thorough for another reason too – because once they made a name for themselves in the army, they were in a much better position to continue their career in the civil world as well, as high-ranking officials. At least three pharaohs started their career in the military, for example. Horemheb, one of the successors of Tutankhamun, was a soldier originally. He died without a heir, so he appointed his friend from the army, Ramesses, as his successor because Ramesses already had an adult son, and the son had two children. Familiar situation, right? That son was Seti I, who was also a soldier. And Seti's son, one of the greatest rulers of Egypt, was Ramesses II.

## **The medjays**

The medjays, originally, were special desert scouts from Nubia. The name first appears in the Old Kingdom, and they refer to some people from Nubia, specifically some tribes who were especially good in the desert, and they were great archers. Several medjays served in Kamose's army against the Hyksos as desert scouts.

In the game, Tabiry's father used to be the leader of the Medjay forces, and he was specifically invited to the country by Narmer's father to serve as his scout leader in the war. After he retired, Tabiry inherited the position from him.

During the New Kingdom, the medjay term seemed to lost its ethnic meaning, and they started using it for the special paramilitary desert police who kept the peace along the desert roads in Egypt. They obviously originated from the original medjay meaning, but they were no longer only Nubians.

## **The navy**

The Egyptian Navy, first and foremost, served a logistical purpose. They transported soldiers, equipment, and provisions quickly and efficiently, but since these boats were usually not optimal on the sea, sailing out against Lebanon for example, was a very risky manouver. During the time when the Bronze Age Collapse started affecting the neighboring empires and the Sea People attacked, Ramesses III created an entire fleet against them, with big boats that were able to hold a crew of 50. With cunning tactics, they forced the enemy ships closer to the shore where the Egyptian boats didn't have such a big disadvantage, and from the coast, they shot at them with an army of archers.

## **Mercenaries**

Mercenary companies were always present in the Egyptian armies. Especially during wars and military campaigns, their numbers grew drastically, and the king usually paid them from the royal treasury, the same way he paid his official soldiers. People who have been conquered were often offered a spot in the mercenary companies. Many of them were volunteers, but prisoners of wars were also sometimes

chosen. Nubians, Libyans, and other Middle Easterners all served in the Egyptian armies, sometimes in their designated mercenary companies, or mixed in with the Egyptian soldiers. Nubians were considered to be great archers, and Libyans great chariot riders.

These positions were quite sought after – especially as a prisoner of war, this was a very desirable alternative to, for example, becoming a slave. These mercenaries were paid, they had the same rights as Egyptian soldiers, they could bring their family with them into the military camps, and they could even gain full citizenship, and small plots of lands in the country.

Some pharaohs even employed them as royal bodyguards.

The only problem was that many Egyptians didn't like foreigners living amongst them, so they probably had to be lucky with their neighbors.

### **Armors and other practical clothing**

Soldiers in Egypt didn't wear any kind of uniform. In the Old Kingdom, they were mostly naked, and later, they wore loincloths – most of them were even barefeet. The officers, obviously, had more elaborate clothing. They wore skirts, tunics, shoes, and they wore ostrich feathers on their head to be visible from afar.

Foreign soldiers used the simple Egyptian fashion to show that their sense of style, obviously, was superior, and much more fearsome. Nubians wore colorful loincloths, and they had huge hoop earrings. Libyans wore yellow capes with round hats on top of their long braids. Syrians wore long scarves wrapped around their torso, and braided their hair with ribbons. Sardinians wore helmets with a sun and moon symbol. They were all pretty spectacular when they marched somewhere. I wish I could see them honestly because they sound like an impressive bunch.

Armors didn't really appear until the New Kingdom. Before then, soldiers used shields for protection – turtle shell, braided papyrus shields, or a wooden plate covered in leather.

The first armors were made of hardened linen stripes that were wrapped around the chest and torso and were held in place by two straps across the shoulders. They put the same in front of their loincloths. Helmets appeared as well that covered the ears.

They soon started using leather, which gave much better protection, and bronze, which was the most expensive, and the best in battle. They made battle vests, a sort of sleeveless scale armor, with bronze plates that resembles fish scales, and they also reinforced the shields with metal plates in the middle.





## Weapons

During the New Kingdom, as the bronze smithing techniques developed, the quality and forms of the weapons changed a great deal. During the New Kingdom, the battle axe became the most popular weapon, but they also had wide-bladed daggers, and short swords.

The most unique Egyptian weapon was the khopesh, a curved sword that was half sickle-half sword, and was excellent both at cutting and stabbing, and because of its unique shape, the curve served really well as a protection against enemy blades as well.





The Egyptian arrows were legendarily deadly as well. They were a composite, 4-sided arrow that flew further and hit harder than the normal arrows. These were made from reed stalks, feathers, and bronze for the tip, and were quite delicate. They easily became warped, so they usually stored them in quivers, or carried them by hand. Ramesses II had every one of his archers equipped with these, and he himself was rumored to be able to shoot through a bronze plate with an arrow like this.

## **Horses and the cavalry**

Horses were rare and expensive in Egypt. They were introduced to Egypt by the Hyksos – before that, they were unknown in Egypt. They never had enough horses either, so they often maintained the royal stables by foreign purchases, as foreign tax, or they captured them from the enemy in battles. They were kept in excellent conditions, got the best fodder, and they even built out a veterinary system to keep the animals healthy and in check.

They were so valuable in fact, that often, in polite conversation, they would ask about the family, and immediately after, they would ask about the other person's horse.

The horses in Egypt were used almost exclusively in the cavalry. During Seqenenre and Kamose's reign, they started building the first war chariots, and by the time of Ahmose, Egypt had a permanent cavalry to compete with the Hyksos. The Hyksos chariots were heavy, and their primary purpose was to break through enemy lines in steppe-battle. The Egyptians quickly realised that they needed something different than that, so they started experimenting with lighter, more manoeuvrable chariots that suited the Egyptian landscape a whole lot better. Instead of the heavy wooden hull, they started using leather, they changed the wheels, and put the axis (?) further back, so the chariot became a lot better at making quick, sudden changes of directions. With these changes, the entire chariot weighed only as much as an adult person.

They were ridden by 2 people: a rider, and a warrior. The rider directed the horses, and their job was simply to manoeuvre the chariot, while the warrior, most often a high-ranking officer, fought with a composite bow, spears, or swords, depending on the situation. The warrior wore a scale armor, but the rider was only protected by a shield. They could also quickly get on and off the chariot because the back was completely open, so once they were done properly bashing the head off an enemy soldier, they could simply jump back on and ride away.

Riding a war chariot was an honour, and the cavalry was the elite of the elite within the army. The pharaoh's chariot was the most decorated and best equipped of all, and many kings personally went to battle on top of them.



## Fortresses

Egyptians had a system of fortresses built since the Old Kingdom, mostly on the eastern borders, but on the south as well along the Nile, towards Nubia. These had thick walls, a moat, bastions, and housed proper garrisons inside them. They were placed along strategic points, and their job was to keep an eye on the comings and goings on the borders. They were supposed to check every traveler on the road, and keep a ledger about them. Their job was also, obviously, warn the king if an invading army approached, and they were also used to protect travelers from bandits on the road.





Serving in the border fortresses was extremely boring however, they were often far away from any cities, and had nothing much to do in times of peace.

When Egyptians were the ones who were trying to capture fortresses, they used long rope ladders to scale the walls, and if the fortress was built on sand, they often dug tunnels under the walls to get in.

### **On the battlefield**

The main force of the army was the infantry. Behind them stood the archers, in light clothing, because they never went close to the enemy. Along both sides stood the cavalry, whose job was to stop hostile chariot attacks, so they rode ahead of the infantry, and they were followed by lightly armored spearmen, who ran along the chariots, pulled down enemy riders and killed them on the ground, and also served as reinforcement if a friendly chariot got into trouble.

Ramesses II, for example, was almost killed in the battle of Kadesh because his chariot battalion was lured into a trap, but then reinforcement arrived, and he managed to get out. He also won the battle, after which, him and the Hittite king formed the first written peace treaty in the world (that we know of).

### **Aftermath**

When the battle was over and won, administration began. Those soldiers who weren't injured, were tasked to count casualties. They collected their own dead, and counted the enemy by cutting off the

corpses' hands. Those who survived or surrendered, were taken as prisoners of war.

Egypt didn't really have slaves, but they had indebted servitude, and they also took slaves as prisoners of war. Egyptian soldiers were often rewarded with the bounties of battle – horses, chariots, land, and sometimes prisoners of war, whom they could use as slaves and work them until the slave reached a desired goal, for example work for 10 years with loyalty. After that, the owner could free him, give him enough money so that he could start his own life, and then the person would gain full citizenship.

Narmer I for example took 120 000 prisoners of war during his campaign to unify Egypt, which is truly an astonishing number.

[About June](#)

[May 12](#)

When I made the May schedule, I intentionally left out June, because I will be going on a field trip. On a trip that I've been meaning to do for years, and now it's finally happening.

*~drumroll~*

I'm going on a road trip, from Alexandria to Aswan, for three weeks, visiting (nearly) every location the game takes place in! I'm sooooo so SO excited for it because I've been waiting for this for years! I was going to do it after my wedding, but covid came right then, and after that, we had issues with moving, couldn't afford it, etc. So now that it's finally possible in one trip, is a dream come true.

But that means, I'm not going to update the game at all in June because I won't take my laptop with me. Considering that it doesn't even have a battery, it would only be dead weight anyway.

What I was planning to do instead, was take my sketchbook with me and do lots of sketches on location, plus keep a travel diary so that I can later remember details like, what the weather felt like, how sandy is the sand in this specific spot, etc. I think it's going to be extremely useful for the game, and hopefully interesting for you guys as well!

Here is the question though: Do you want me to freeze the subscriptions for that time? That means, you won't be billed for June. I would still post about what I'm up to and show you sketches and photos of locations from the game, but there will be no writing.

Yes, freeze it, since there will be no game updates

Keep charging in exchange for a silly drawing of the characters on top of the pyramid, on location

69%

Poll ended May 25, 2025 · 72 votes total

[Sneak peek](#) 👁️

[May 14](#)

There will be quite a few things happening in this part of the story, and one of them is an origin-specific extra scene. Everyone here will get a scene with their RO, but here is the one from Ahmose's route:

---

One night while you are in camp, Ahmose approaches you with an interesting idea.

"\${name}, I was thinking..." they start. "I noticed that maybe you didn't go to scribe school, right?"

You snort.

That was probably not hard to notice.

"You'd be right," you say.

Ahmose smiles a bit to themselves, with a shy lift of the corners of their lips, and then looks up at you again. "So... would you like to practice some reading?"

Ah. That... would be a bit embarrassing, considering that there is nothing to practice to begin with — since you can't read at all.

Are you ready for a possible humiliation in front of the prince/ss? You have to be because this has always been one of your dreams. Well, not the humiliation bit, but learning to read. When you were little, your dad showed you some signs he learned from his father. You only remember one of them, the one that says 'pub'.

You don't think you should boast about that one.

"I'd like to learn," you blurt out. "But don't expect too much from me."



Ahmoose flashes a beautiful smile at you that makes your heart throb. "Don't worry, we can start slow."

"Yes, I think I'll need that..." you mutter.

### [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

### [New update](#)

### [May 16](#)

There are many missing scenes here, most of the choices are greyed out because they aren't written, and the last part is only playable by a noble MC, but I got the bulk of the writing down. I was going to finish more scenes today but I fell down the stairs and my entire right arm hurts so I'll go and see now if I should go to the hospital or not.

21 000 new words in this update, the rest is coming in the next 2 weeks while I wrap up this chapter! Take care!

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

### [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-extra-scenes/mygame>

### [Qenna's POV from the Memphis market](#)

### [May 18](#)

I started with this one because someone here is very chatty throughout the scene, so Qenna's will probably be the longest. The rest of the scenes are coming next week :)

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

[Sneak peek](#) 👁👁

[May 21](#)

This next bit is a little personal spoiler for captain MC because I've been working on their path today. If everything goes well, I think I can get to the end of Chapter 5 on one string of choices by the end of Friday. Then I'll add everything else that's still missing next week! Exciting!

Here is a small part from Narmer's route (although his friendship scene will be something similar as well):

---

*"I was born in a military camp on the eastern border, in North Sinai," he explains. "I followed my father to battles since I was seven."*

*"Sounds familiar," your mother sighs with a tired shake of her head. "Nobody in our family's going to be normal, I suppose."*

*She takes a glance at you here, and you blink in confusion.*

*What exactly did she mean by that? Did she mean that you and Narmer...? Oh, gods... From Hesel, you would expect it. Not from your mother though.*

*"What about \${name}'s father?" Narmer asks cautiously, quietly enough so that your mother could ignore the question if she wanted to, which you are certain she will.*

*"He died a long time ago," she says, to your biggest surprise.*

*You freeze in the middle of a step.*

*Your father is...? He's...?*

*You blink and stare at the row of palm trees in front of you.*

*Your father is dead. You don't know why, but you never quite realized that **that** was a possibility. Probably because she never talked about him. The only thing you ever remember her saying about him was that **'he's not around anymore'**. Looking back, it should've been quite obvious. Not **anymore\***. You thought it meant that he'd left or something. Not that he'd died.\**

*"What happened to him?" you ask quietly.*

*"Died on duty," she says.*

## CoGDemos

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

## New update

May 23

THE END OF CHAPTER 5 IS HERE! Woaaaaah!

I added the captain's missing scenes this week (priest and thief are still missing), plus, I finished writing the chapter on one string of choices! There are many greyed out options still, which are grey because I didn't write them yet, not because you did something wrong. All in all though, you can play through with any character because I added a temporary choice to briefly turn your MC into a captain or a noble.

This means, I will add everything else that's still missing next week, and that officially wraps up the first version of Chapter 5! 🎉

What's new:

- 22 000 words
- Captain's scenes are playable now, and you can learn a very important bit about their past that was a mystery even to them
- You can play to the end of the chapter on one string of choices
- You'll meet an important character for the first or second time
- If you're meeting him for the second time, you have a chance to insult him thoroughly
- Many choices are still missing, I'll add them later

I hope you'll enjoy it! ❤️

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

## [Memphis market POVs](#)

[May 25](#)

I finished Narmer's and Zaia's scenes from the market, but my arm is still in a sling from last week's fall and it's starting to hurt after all the writing this week, so I really should rest it now. That means Tabiry's and Ahmose's scenes will be coming next weekend, as an extra next to the Q&A answer post :)

[Click here for the regular Tier 2 \(10\\$\) link, which is the same as before](#)

But since these scenes are made instead of the lore post this month, here is another link for Tier 1 members, which includes Qenna's, Narmer's, and Zaia's Memphis market scenes, and I'll add the rest next week as well.

Heads up though that Qenna's scenes are very spoilery for those who haven't read Chapter 5 yet!

[Click here for the Tier 1 \(5\\$\) link](#)

Those who can't access the minigame, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.) Hopefully not long to wait for the patreon plugin now...

## [CoGDemos](#)

<https://cogdemos.ink/play/jc/weeping-gods-patreon-demo/mygame>

[Game update and next steps](#)

[June 1](#)

Thank you all for being patient. Here is the last update before I go on vacation ❤️ The next game update will come at the end of June, or the first week of July. In case you haven't seen the post before, I'm going to be in Egypt for a few weeks, collecting more data about the game locations, and also, just relaxing because I really fucking need it. I've been working every day on this game since last August, including weekends and holidays, and my brain is in desperate need of a recharge. Thank you for all who decided to keep supporting me while I take my break, I'm very grateful for all of you! ❤️❤️❤️



This update adds 13 000 words and more choices to Chapter 5, and I added the missing scenes for thieves and priests, but the chapter is still unfinished. However, this will be the exact same as the public build that goes out on the 6th of June.

I hope you guys will enjoy it 😊

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's the middle of the night where I live, sorry for that. I'm in GMT+0 timezone btw.)

## [May Q&A answers](#)

### [June 1](#)

**One time you released a short story where MC meets a child Ahmose 13 years from the main story. Is that meeting going to be brought up during the game?**

Probably not, because I don't think any of them remembers it. Ahmose was only 5 at the time, so they definitely don't remember the meeting, and based on your MC's age, they could also have been anywhere between 5 and 16. The older ones may remember it, but only a noble MC would have recognized Ahmose as a child from the palace. However, the MC didn't know that Ahmose was the king's child because Ahmose's real identity was a pretty close-kept secret at the time for security reasons. So... yeah, a lot of variations are at play here, and for that reason, it probably won't be brought up, but you can of course headcanon them talking about it off-screen :)

**can u say hi to qenna for me**

Qenna, looking at MC, who's standing right next to them with a goofy smile: "Uh... hi? We're traveling together, sunshine. You don't have to say hi every time you see me."

**Don't know if this has been asked already, feel free to ignore it if so. But what sources do you usually refer to when researching ancient Egypt? Always curious to learn about authors' research practices when it comes to historical fiction!**

I have some books that I collected during the years. I started off by going to my university's Egyptology Department's website and checking out their recommended list of readings for their students. I ordered a few of those books from their bookshop. I 100% recommend doing this if you need historical reference books and don't know where to start! You can probably find these books in bigger libraries too if you are short on money, just don't go there in exam season.

And then... I kinda just picked up this and that through the years. I like going to bookshops and check out their history sections from time to time. This is how I found Trachten by Friedrich Hottenroth by accident, on a discount, which is still one of the best books I've ever owned.

I also got a few books from the British Museum every time I went there, which is how I found the book I have about learning to read basic hieroglyphs. I used that one for the illustrations, and I also got another book about Ancient Egyptian cities that has lots of maps and descriptions of how the towns may have looked like back in the days.

Then, of course, when I'm in a hurry or I need some info quickly, I go to Wikipedia. Many of the things written there are incorrect though, so I like to cross-reference their info with my sources, but it's a place to start at least :)

**To Author - If you could hang out with one of your characters for a day and ask them all sorts of questions, who would it be?**

Hm... Qenna, probably, because they know a lot about many things.

**To ROs - could you forgive a betrayal from someone you love?**

Narmer: "It depends what kind of betrayal."

Qenna: "Do they regret it? Then maybe. But I'll never trust them again."

Zaia: "They'll have to work hard for my forgiveness."

Tabiry: "I don't know... Maybe. I would try, if it was truly a mistake, or something they regret. But I don't know. It would be hard, I think."

Ahmose: "I'd like to say yes, but... I don't think I can forget something like that. It would always linger in the back of my mind, you know? So I think the trust would definitely be broken."

**Do you consider yourself to be a nice person?**

Narmer: "I don't know. Does it matter what I think about myself?"

Qenna: "No."

Zaia: "Not particularly, but I don't think I'm unreasonable when I'm rude."

Tabiry: "I'm trying to be, at least."

Ahmose: "Sure...? Why? Don't you think I am?"

**If you were turned into a mouse for a day, what would you do? Do you think you could even survive the day?**

Narmer: "Ahh..." He starts laughing. "Would I know that I'm going to turn back? Because then I would just hide under my bed until it's over, I think."

Qenna: "I would use the opportunity to break into Harkhuf's study and read all his correspondence. Then I would chew on them. Not eat them completely, just damage them enough so that he has to write them all over again."

Zaia: "...I can do that any time though."

Tabiry: "Oh, gods... Am I in the palace? Or in the streets? Or at home? No, wait, none of them are good, they are all full of cats... No, I think I would definitely die in five minutes."

Ahmose: "That would be kinda cool! Unless I get eaten by a cat. But imagine the possibilities! I could go anywhere without being seen! But maybe I'd just run up to my dad. He would recognize me even as a mouse, I'm sure."

**To Old Man Narmer - what's something you miss from the time you reigned over Egypt?**

Old Narmer: "...Meriamon should grow up. I don't like this low perspective."

Petmes, from the background: "He misses his family, and he thinks this new fashion is weird... And he used to be taller."

**So...faces, huh? Why such a taste for faces and not some other body part?**

Old Narmer: "BECAUSE WHERE IS MINE?!"

**I think I need more explanation about the exact magic mc can do, why can't my healing adjacent priest run after Narmer screaming "let me heal you"**

There is a long post that explains the magic in the game [here](#).

And then there is also the reason that Narmer likes torturing himself because he thinks he deserves it.

And also because I need to implement a separate, simple code for healers because at the moment, this is what I have to type out for every single line about specific healing magic:

```
*if ((background = 1) and ((godname = "Mut") or ((godname = "Isis") or (godname = "Ptah"))))
```

It's a bit of a hassle at the moment, which is why lots of flavor text is missing, but I'm planning to add them later.

Even so, Narmer won't let himself be healed by MC for a while. He has a specific healer team when things get rough (the ones who started healing his broken arm for example), and other than that, he just chooses to heal naturally when he can. He might change his mind later, deeper in the romance, but no magic works wonders anyway.

You could see that in Tia's case in the beginning. She was being treated by a team, which helped tremendously with the healing process, but it still couldn't heal her properly. Noble MC's spouse also died for a reason. Magic helps accelerating the healing process, but it's usually not enough to heal something completely, unless the injury is mild.

Even after Narmer is being treated by a team of priests, his arm still stays broken. His injury was quite serious because it was broken twice, in two separate places. A single priest MC couldn't heal it, but they could help later with the pain (once Narmer lets them). So that's why he still wears a cast and an arm sling. The magic the priests treated him with helped to accelerate the process, so instead of wearing a cast for, let's say, three months, now it can heal in one. But it still needs that one month, and even after that, it will need special care. Still, it's a lot better than [i]without[/i] magic, so the magic isn't useless. The chances of proper healing are much, much better with magic, but it doesn't work like in Harry Potter or something where you can just snap your fingers and the broken arm is good as new.

Petmes probably could've healed Narmer's arm, but Petmes wasn't there, and Narmer wouldn't have let him do it anyway.

**I saw there was a greyed-out option for Noble!MC to recognize Narmer right away when they first meet in the Palace ("Narmer? Of course, stupid me, of course i know him!" Or something like that), but no matter what I did, the option couldn't be picked. Am I missing something or is it always unavailable?**

That choice is tied to the achievement called 'Common sense is not that common'. You can find a guide for it [here](#).

[The last of the Memphis market POV scenes](#)

[4 days ago](#)

Ahmoose's and Tabiry's scenes are here as well! I know it's usually not this time for specials, but I wanted to write them last weekend and I simply didn't have the mind space for it, so now, before I go on my flight, I quickly finished them :)

I hope you guys will enjoy it!

[Click here for the regular Tier 2 \(10\\$\) link \(same as before\)](#)

[Click here for the special Tier 1 \(5\\$\) link \(also the same as in the previous specials post\)](#)

Those who can't access the game, please send me your cogdemos username here or in a DM so that I can unlock the link for you on your account! (you may have to wait a few hours if it's

the middle of the night where I am, sorry for that.)

## Travel journal #1

### Yesterday

I'm in Cairo :) Went to a few places, saw a few cow and goat slaughterings on the street (lol no joke).

What's more relevant though, the weather is quite cool. There has been a white mist over the city the past few days, which is something I've written about a few times in the game as well. Sometimes even the pyramids cannot be seen from it. Looks very cool. Unfortunately, photos don't really give it back but I tried to make a quick painting of it:



In Giza, literally nothing else remains of the old necropolis, only a few scattered stones and mastabas here and there. Even that branch of the Nile doesn't flow there anymore. Although I've heard that they



recently discovered some huge underground channels and caves under the Giza plateau, and they are hoping to discover some new things in the near future.

The Saqqara necropolis, the one near Memphis is a lot more interesting. It makes up a huge area, full of tombs from the Old Kingdom all the way to the New Kingdom, and new discoveries are made here every day. Here is what remains of the original entrance today:



Based on this, it's safe to say that the Giza necropolis looked pretty much the same as well, surrounded by these massive walls and gates. The difference is though that the Giza plateau has a different structure—much better for giant stone blocks, hence the 4-6 tonnes blocks of the great pyramids. The rock bed of the Saqqara plateau is much more layered, and so only smaller blocks could be cut from it, which you can see on the photo above. These stones then were covered with a layer of plaster and polished into a near-mirror finish. The pyramids were covered in a whiter type of limestone, but they also used to be super smooth and shiny.

Otherwise, the weather is not too hot. 36 degrees (Celsius), with a nice wind. I feel very sympathetic to MC, trying to walk all day in the sun and chasing the shadows of the palms. The game takes place around this time of the year as well :)

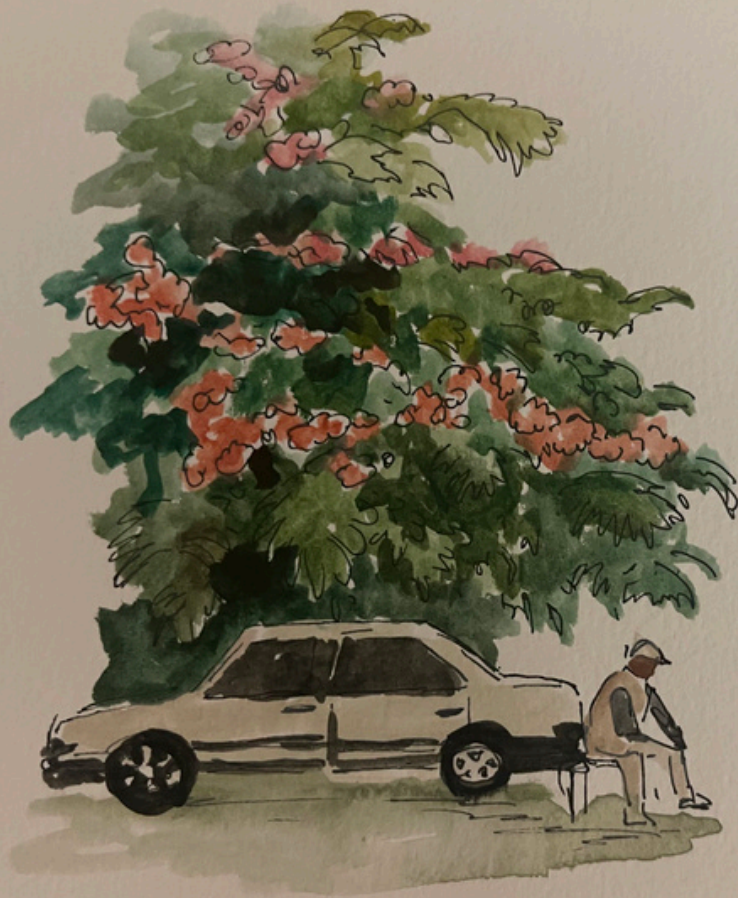
Here are some more drawings I did today. Unfortunately, it's not date season yet but it's super interesting to see them grow. Those green hanging things under the crown of the palms are the date

clusters. (Plus our old buddy Ramses, the guy I named Sesi after)

And the extra silly picture! I hope you can guess who is who 😂







FLOWERY TREE  
CAIRO

