Corridoth

featherfall

darken Vei

northwatch

whitesands

jadenshine

moonspear

Godly Games

Kia's court

Aria

summerv

tirial

Ravensway

Altas verde

Adela

Portfolio Edition, March 2021

Based on the work of:

Arne Haefs

Potentia...

...as written and edited with the use of:
Google Docs
Adobe Illustrator

!!Streng Geheim!!

Dedicated to my friends.

Thanks for everything.

Contents

Preface

Welcome to Godly Games, where you can terrorize mortals like it is 800 BC and you are a horrible Zeus. Well, after creating them of course. The idea behind this game was to create a fun way to make stories and build worlds together, while arguing with your friends, and defending your choices.

From people who want to create a world for a story to be set in, over people who want to create worlds with their friends together, to those who just want to play god, this game is hopefully for a wide and varied group of people.

However it is probably not for those that do not enjoy some RP here and there or those who wish to have a hypercompetitive experience. The game heavily leans on the players in many places to make important decisions, and while those can be outsourced to a Game Master, the game was still made with the thought that the players, at least out of character, wish to cooperate and have fun together.

This ruleset however will contain a framework with rules ranging from the creation of the world, down to mortals walking on this earth and you influencing them to spread your faith, or burn down the city of a rival god and much more, which should lead to a dynamic and fun story, with twists and turns. Furthermore it has rules to keep things thematically fitting and to make it more fun for everyone.

Keep in mind, however, as a framework it will never have rules for everything, so never be afraid to expand upon this, or even change it to better fit your game. My intention is for people have fun with this, and there is no wrong way to do that!

Arne

Preface

*I*n this game every Player is a god that has enough energy to influence the world around them in massive ways. However you are not GOD in a abrahemic sense, and more in a Norse or Greek sense. Your actions can fail, and you can make mistakes, you are however, much more powerful than the mortals below you.
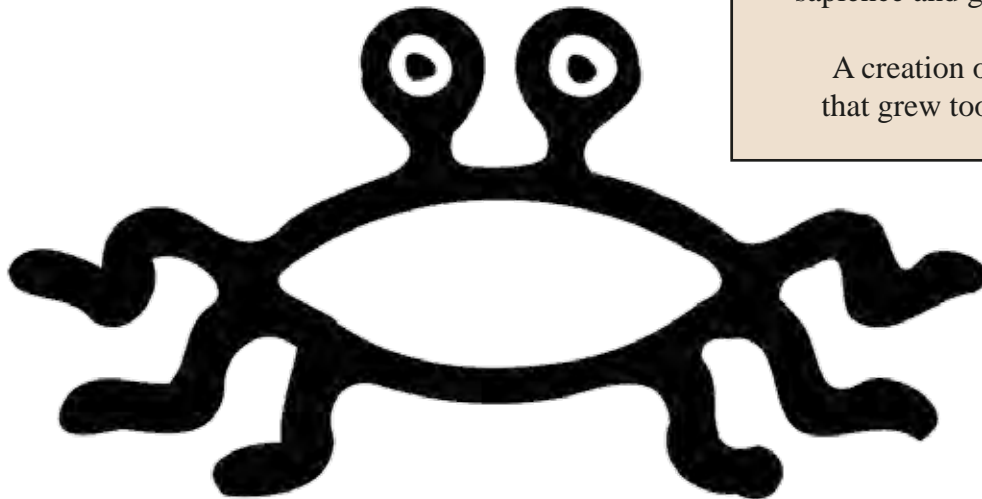
This game itself was first created with the idea of all the players making decisions that would normally fall to a GM together in a group through discussion. Things from how tough a challenge should be, or how things should work. However that does not mean you can't have a GM with some powers, ranging from the ability to force people to take or skip their turns to speed up the game, to tiebreaker votes, or the last word in discussions. Furthermore it is often a good idea to have someone who is good at keeping an overview to remind people of the things that have happened, and what is currently in play.

Of course you could also give a GM all the powers of the group discussion, or anything in between, this game is merely meant as a framework, so choose what makes the most fun for you, or come up with your own solutions.

Gameplay Elements

*B*efore we explore the creation of the world, and the subsequent actions of gods and mortals, we first need an understanding of a few gameplay concepts. Think of this as a glossary for you to look up important things later on, though I would suggest to read it before, as it will help you understand the rest of the rules better.

Turn Order

The turn order of the game is similar both in creation and gameplay. In both the game is separated into **actions** and **rounds**.

Actions are single actions performed by a single person.
Rounds are all actions during one segment of the game.

During creation this segment is 1 action from every person, clockwise. During the normal game, one round continues until all gods have taken all the actions they wish. Actions can be delayed once per round(the player may take his action last), or skipped.

Turn Order - Creation

The first person to go picks a theme for the round, all actions during the round should be connected to the theme.

After this every player takes their action, until it's the turn of the first person again. All players who had delayed must now either skip or take their turn.

Once everyone has taken or skipped their turn the starting player may take one last action, allowing them to begin and end their theme. Afterwards the next person clockwise may choose the theme.

Choosing the first Player

There are many ways to choose who starts, so below a few fun ideas:
- The most devout among you
- The last person to commit blasphemy
- The person who can commit the most sins in 10 minutes
- The person who can commit the most devout deeds in 10 minutes
- The last person who prayed
- The person who can name the most gods without looking them up
(Bonus Points for each responsibility of this god they can remember)

A theme may be chosen as often as players want, however should more than half of all players skip, a theme may not be chosen again.

Similar themes must be approved by a simple majority and should a player not have a good idea for a theme, they may skip choosing a theme. They may afterwards choose a theme again.

Creation ends if all players choose to skip choosing a theme, or if the same person chooses a theme twice in a row.
Alternativly you could just agree to end creation, whenever you feel like your world is ready.

Gameplay Elements

During gameplay rounds mean a certain amount of time passing in the mortal realm, and gods may take their actions to influence the proceedings.

Gods may take actions, or skip them. Skipping does not forfeit any future actions. A round ends when every player skips their action, or the same person takes two actions after themselves.

Once the gods have taken all the actions they wish, the mortal turn happens, and all the players together (or the DM) decide which actions the mortals take. After this the round advances.

Dice

Actions in Godly Games will often take dice to complete. The dice here represent power. From the power of nations and armies, over the power of beasts, to the power of gods. For gods specifically these dice represent the faith of their followers made manifest in a way the god can use to archieve things beyond even the strongest mortals and the mightiest nations

There are three levels of dice.
d4 are mortal dice, however even in them lays power and they allow a god to ration his power and use it more precisely.

d6 are heroic dice, easy to use, better than mortal dice, but still not a large investment. Monsters and nations will often wield them.

d20 are Godly dice, the Holy Grail of your power. Their ability to overpower most other dice with ease will be useful in many situations.

However dice can be changed.
Going up one dice level means that 1d4 turns into 1d6, 1d6 turns into 1d20, and 1d20 turns into 2d20.
Going down one dice level means that 1d20 becomes 1d6, 1d6 becomes 1d4 and 1d4 simply vanishes, the reduced power too insignificant to be of any use.

Tenet/Attributes

But power is not everything, some things have qualities that help to succeed in certain situations and some people have skills that do the same. Because of this everything may have either **tenets** (for gods) or **attributes** (for everything and everyone else).

Tenets/Attributes must have a short description that gives context and shows how they may apply. Furthermore each tenet/attribute must have a point value that can be either positive or negative.

Tenets/Attributes with a positive point value may be added to any dice-roll where you can convince the others that your tenet applies. A tenet/attribute may never be applied alone, a dice needs to be expended.

Should two positive Tenets/Attributes face each other in a challenge, the less specific tenet is, for the purpose of this challenge, halved (rounded up).

Tenets/Attributes with a negative point value may be distracted from any roll you make, as long as the group (the DM) is convinced that it should apply.

> Attributes only get more effective if you apply them creativly.
> You would be surprised for how many things something seemingly simple can be used.

Gameplay Elements

Dice Challenge

General Dice Challenge

Dice Challenges are the main way you use your power to influence the world. They happen whenever you take an action that is not a guaranteed success, but rather requires power. Furthermore there are combat challenges which are a more specific subset of Dice Challenges where two opponents face each other directly.

A challenge will always consist of a short description, a **Challenge Goal**, which is a number that needs to be matched or surpassed to win the challenge, as well as **consequences** for either failure or success, though there may be consequences for both.

Both mortals and gods can attempt dice challenges, and interact with them in relatively the same manner. To attempt a challenge, the actor must invest at least 1 dice. Then they should give a short description of how they wish to attempt to solve the challenge, and connect this with the tenets/attributes they think should apply in this case. If the rest agrees, all that apply may be added to the roll.

Regarding the roll, the dice the actor wishes to use must be announced beforehand, though may be changed at any time before rolling the dice. Once the actor has decided on the dice they wish to use, they may roll the dice.

After the first round of rolling the actor may add more dice, or accept the result. The new dice are then rolled, and the new result has to be accepted.

Meeting the Challenge Goal means succeeding the challenge. However each point that surpasses the Challenge Goal is **1 degree of success.**
Similarly each point below the Challenge Goal is **1 degree of failure**.

Dice Challenge with others

Others may join your Dice Challenge to help or hinder you. Here mortals may only join other mortals in a Dice Challenge, while gods may join any Dice Challenge.

Others must join before the dice are rolled, however they may also join if you decide to add new dice. If they wish to help you, you may choose to accept or deny their help. They will have to accept your decision.

Joined Challenges
2+ Actor try to solve a Challenge

Sometimes you just want to help a friend in need, or maybe just pool your power so neither of you loses as much. After all, team work makes the dream work.

All players declare how many dice they intend to use before rolling and may change this around until everyone is happy. Otherwise the challenge proceeds as normal. All rewards from the challenge are distributed as the players wish.

> Should you be unhappy with your share you can always start a combat challenge. With good planning your former allies expended more dice then you in the challenge and now are easy picking.

Gameplay Elements

Hindered Challenges
1+ Actor try to solve a Challenge
1+ Actor try to make it harder

Hindered Challenges on the other hand are less dream work, and more a spanner in the works. After all, sometimes you really want to see your enemies fail without investing that much effort.

Hindered challenges do not require the consent of the initial actor. Otherwise all actors announce their dice and may change them around until everyone is happy. The hindering actors may not add their tenets to their roll.

Once rolled, the roll of the hindering actors is added to the Challenge Goal. Only the attempting actors may decide to add further dice, however should they do so, the hindering actors also may add further dice.

> Aru (God of Life) wants to solve the famine that is currently ravaging their faithful. They invest 3d6 and apply their Tenets for an additional +6.
>
> Rolling an 11+6 they would normally beat the Challenge Goal 15 challenge. However, Kari (God of Adversity) thinks that the mortals should face this challenge alone, and invests 1d4 to stop them.
>
> They roll a 3, and the new Challenge Goal is now 18, which Aru's 17 fails to beat. They could invest more dice. However Kari could do the same, so Aru backs down.

Opposed Challenges
1+ Actor vs 1+ Actor
Trying to solve the same Challenge

Sometimes you and your enemy are trying to do the same thing. They of course for the entirely wrong reason, which is why you need to be quicker then them at solving the challenge.

Opposed Challenges see two or more actors trying to solve the same challenge. This may not happen during the creation phase, or during creation challenges.

If you wish to oppose a challenge you have to announce so before the dice are rolled, and now the opposing side needs to declare their dice. Both sides may change their dice around until they are comfortable. Both sides then roll like they would for a normal challenge.

If one side manages the challenge, and the other does not, they have won, and gain the full reward for themselves. With the challenge solved the losing side may not decide to add further dice to their roll.

Should both sides fail the challenge, either side may decide to add further dice to the challenge. As before, the second roll has to be accepted.

If both sides succeeded in the challenge both sides gain half the reward the challenge would normally give, however, both sides may also spend 2 degrees of success to lower the opposing sides degrees by 1. Should they manage to make the opposing side fail the challenge by taking away degrees of success, they now gain the full reward.

> All rewards are halved, not just those directly from the challenge. If a reward is a single dice, it goes down one level.

> If more then two sides oppose each other, the rewards are split equally between all winners. Dice Rewards may only go down one level.

Gameplay Elements

Combat Challenge

Combat Challenges happen when one Actor initiates direct Combat with another actor. Gods may do so at any time, mortals may do so as an action towards someone in the same province as them.

A combat challenge however has one further component. A demand from the attacking side that needs to be given in, should the combat challenge be lost. This isn't a completely necessary component, but should generally still be there.

A fight for the sake of it may happen, but generally you should have some reason to fight. Potential reasons could include, gaining ownership of an artefact the other actor has. Forcing the other actor to leave a province. Forcing the other actor to stop what they are currently doing.

Similar to the normal challenge, dice must be declared before they are rolled, and other actors can join either side until the dice are rolled. Similar to normal challenges either side may decide to add further dice once, with the second result being final.

Should the roll be a draw, either side may back down, regaining half their dice, rounded up, chosen alternating by them and their opponent, the other dice, and the challenge are lost. Should that not have happened by the second draw, the draw is resolved by one of two ways.

If the combat challenge clearly falls into the tenets of a single god, this god may act as a tiebreaker, deciding the winner. Should there be more than one, or no such god, both sides add one dice of their choice, and roll it, until a winner has been reached, by suprassing the other side's roll.

Should either side win by double what the other side has rolled this is a **Critical Victory**. No further dice may be added as the combat challenge is over.

All mortals on the losing side are considered dead, unless specific RP circumstances speak against that. Gods however cannot die under any circumstances, so instead the gods on the winning side regain their dice as if they had backed down from a draw.

Reasons for a fight
There are many good reasons to fight someone, both as a god an a mortal.   - Someone is trying to do something you don't want them to do, and shockingly they are succeeding   (Bonus points if they already invested dice, they can't use those to fight you)   - Someone has stolen your favorite sword   - Someone has made your new favorite sword, and has the audacity to not gift it to you   - Someone has killed your favorite monster and now they need to suffer

Gods may only challenge mortals to a fight when they possess an Avatar. Even then, it is unlikely to be a fair fight though.

Gameplay Elements

Population

Mortals are important for gods, they provide faith the gods need to use their powers, they settle the world and they are amusing to watch.

However in most cases mortals wield too little power to be interesting to gods on their own. As such most mortals will be measured in Population.

One Population is a self-sustaining population of mortals. They are the smallest unit of mortals you will interact with, with the exception of very few **Important Mortals**.

A population lives in a nation, and can have faith. They occupy a space on the map that forms a province. Should a population move into an area without a province, they immediately form a province.

Armies/Navies

Armies are a special type of population. They are armed and are prepared for war. As such they do not generate any faith dice, they are too busy being soldiers.

Instead an army generates 1d4 for their own use per turn, and may take certain actions during the mortal turn.

Armies may be created by nations, using up one population in the province they were created in. They do not count as a population anymore, except for the purposes of the population limit of provinces.

Navies function the exact same way as armies, with the exception that they may not move onto a land province. They may only be created in water provinces, or in land provinces bordering water.

> Navies in lakes are often trapped and of limited use. Navies on rivers however, can be quite useful.

Holy Orders

Holy Orders are special Armies that strictly follow a goal set by a god. Several Armies may be part of the same Holy Order and their devotion means that for the purposes of faith generation they count as a population of the province they are standing on.

Because of their strict faith and their staunch pursuit of a goal, they are more resistant to the words of other faiths. So any attempt to influence, infiltrate or convert them by another faith or god suffers a penalty.

This penalty however depends on the size of the Holy Order, as more members make it harder to control all of them and instill the proper zeal in every recruit. This makes the penalty 20 - the size of the Holy Order. So an Order with 7 Population would give a penalty of -13.

Holy Orders will always strive to fulfill their goal to the best of their abilities, should the Goal be fulfilled however, they lose their purpose and should they not gain any new purpose in the next 2 turns, the Holy Order will disband.

What happens to them is up for the players to decide. Maybe they become mercenaries and continue to wander the map. Maybe they join the local population wherever they were standing. Choose what makes the most sense for the situation.

> While certainly not easy, trying to steal a Holy Order, particularily one that has overextended it's members can be a worthy investment.
>
> Especially since their former master will gain a penalty now, when trying to regain their loyalty.

Gameplay Elements

Faith

Mortals can have faith in something, but they do not need to. This faith will make them act in certain ways, and can provide the god they place faith in with bonuses, according to their religion. All mortals a god creates automatically start faithfull to them, but can be converted away from it.

The one exception to this rule are cults, as they infiltrate populations instead of converting them, leading to them not having an open faith that spreads. Some religion types gain direct dice from their followers, but all religions (besides cults) may spread their faith. Cults instead will infiltrate Populations of other faiths. Converting others can be a good strategy to keep your opponents from gaining more dice then you can handle.

Lastly Mortal Followers provide you with one further benefit, their number determines how many dice you may keep at the end of the round. Having to discard all dice surpassing your current number of followers. For cults infiltrated Populations count as followers.

Nations

Nations are groups of populations working together. They are generally the mortal actors, together with armies and Holy Orders, that do things in the mortal world, hopefully, but not always under your guidance, as the gods. Nations also own provinces, no provinces may be owned by two nations at the same time.

Nations are one of the things you, as a group, will take care of, you will decide which population should make a nation together, and what actions those nations take during the mortal turn.

These actions should be informed by the species that make up a nation and what religions the nation follows.

Provinces

Provinces are the smallest unit of land marked on the map. They contain population, and they in turn are owned by nations. Provinces are not set in stone and may change at the end of each round or when populations move into an area that are not yet assigned to a province. However provinces also must be either rural, or urban.

As seen by this, only areas of the map that contain population should be turned into provinces, and provinces may change. For example a nation conquering a province may not wish to take the whole province, in which case you need to discuss how the province is split and which side gets how much population. In the section "End of World Creation" you will fine guidelines but not hard rules on how to create believeable provinces.

Rural Provinces

Rural Provinces are the breadbaskets of any nation, they can support endless population and provide neighbouring Urban Provinces with food. However they may only border one Urban Province and because of the spread out nature of their populations, they may only have one building for each population.

Provinces in another nation do not count for this, provinces can only support provinces in the same nation and as such a rural province may border two cities as long as they are in different nations. However should one nation capture the other city, the rural province will have to be split.

Gameplay Elements

Urban Provinces

Urban Provinces on the other hand are the cultural, religious and production centers of any nation and provide a plethora of boni.

However since their populations are busy with a lot of things that aren't food production, their population is limited by the surrounding provinces and may not have exceed the population of all surrounding rural provinces combined. Also because of this Urban Provinces may not border each other.

The Boni they provide are as follows.
The faith of the population, as well as the resources of a city, provide the god with the majority religion 1d6 in all challenges in this and all bordering provinces.

Furthermore the better connectedness of the faithful, as well as more time to spend on matters of faith, mean that every 10 population in a city, following a religion give this religion 1d6 per round, regardless whether or not the religion normally gains dice for it.

Furthermore the dense nature of cities, as well as the plethora of busy hands, allow them to build as many buildings as they wish, as well as a wonder for every 10 population.

Abandoned City

If a city drops below 5 population, it becomes an Abandoned City, Abandoned cities provide none of the Boni cities or rural provinces have.

Should an Abandoned city gain more than 5 population it becomes a city again. For each turn a city is abandoned it loses on building, oldest to newest, wonders last. The building will be considered razed.

Occupied Province

Should a hostile actor move into a province, the province counts as occupied. Occupied provinces do not give any boni to their nation and god. Occupied rural provinces will also not support their bordering cities. Occupation ends if a province is conquered, or the occupier pushed out.

Wealth

Glimmering Gold, Jewels, and other forms of power, pressed into hard form. Wealth represents extraordinary amounts of value, which can be used to effect change in the world.

However gods may not wield it, wealth is for mortals to squabble over and to strive for. Nations fight for it, and earn it through their possessions and in the end, wealth makes mortals proud and turns them from their gods.

Nations gain wealth for the amount of provinces they possess, namely they gain a **tenth of their provinces(rounded down)** in wealth. So for 9 provinces they would gain 0 wealth, for 19 they would gain 1 wealth.

Furthermore nations gain **1 Wealth for every started 15 population in a city**. A city with 6 population would gain 1 wealth, with 16 it would provide 2 wealth.

Gameplay Elements

Wealth at any point may be exchanged for a flat bonus of +1 to any kind of challenge, with a short description how the wealth is being used to aid in the Challenge.

Potential Explanations
Wealth can open many doors, and enough of it can even move mountains and so there is a plethora of ways wealth can aid a challenge. - Hiring additional Workers - Hiring Experts who make work easier - Buying better materials - Bribing the oppsition In the end the only limit is your creativity, and what your fellow players are willing to allow.

However for each point of wealth a nation possesses, all gods suffer a -1 penalty to all interactions, as the mortals are growing proud of their wealth, and are less likely to listen to gods and follow their orders, thinking themselves better than them.

While Wealth will definitly increase the strength of your followers, too much of it might make strong enough for hubris to take over, thinking themselves your equal, or perhaps even more. A delicate balance to hold for any god with wealthy followers.

Mortal Alignment

Mortal Alignment is another matter of discussion for the group, and is a simple slider from -5 <> 5 that tracks how similar a species morality and goals are to those of your god.

This is to be discussed in the group and assigned how things make sense. However a creator should always start with a close alignment to their creation.

Both species and nations have a Mortal Alignment, however this may change over the course of the game, in response to events. Whenever you think a species, or nations mortal Alignment should change, say so and discuss it with the rest.

Of course you can also be more proactive and directly attempt to change a species or nations alignment during play.

Important Mortals

Most mortals are not important to the games of the gods. Their lives are unassuming and only their combined actions hold any weight influencing history and nations.

Armies matter, nations matter, single soldiers, kings, or generals seldom matter. However sometimes they do. Maybe they have gotten the personal favor of a god, or reclaimed a great artefact.

In this case they become an Important Mortal, and now should be tracked on the map. They may now take actions during the mortal turn and they will fall under one of the following classifications.

Gameplay Elements

Empowered Mortals

These mortals have caught the eye of a god, have been gifted some of their divine strength, to boost a feeble mortal one. This is done by giving them one of your dice. This dice will not decay but stay with the mortal until it is used.

Gods may not directly controle an Empowered Mortal's actions, however they may communicate with them as easily as speaking to them. They will always be able to clearly communicate with their empowered mortals.

However an Empowered Mortal will generally expect to retain their level of power, so if they spent their dice, they will expect the same dice value gifted to them the next turn, should the god fail to do so, they may turn into a neutral mortal with a grudge against the god. Or maybe they just fade away into obscurity, or return to their lives before divine power. This is up to the group to discuss.

Guided Mortal

Guided Mortals are important mortals that have not been given any power, they generally are followers, or future followers of the god. Generally they should be important enough to be tracked before becoming Guided Mortals.

There is no direct communication between Guided Mortals and their gods, and no power given, however the god gains a +5 on any guidance action with them, as long as they guide their mortal every round. How well their followers heeds their commands however, depends on the other players and their discussion.

Even if it seems tempting to do so, you shouldn't use these discussions to hurt your rivals in the game. Instead be honest, that is much more fun for everyone.

Neutral Mortals

All Mortals that are important enough to be tracked, but currently have no direct or indirect allegiance to any god. They can have a rivalry with certain gods though, or may not care much about gods at all. Should they lose whatever made them important enough to be tracked they should just fade away.

Death of Mortals

Only gods are spared from the gnawing tooth of time, however how you handle death is left to you as there are many options.

You could easily assume that all mortals powerful enough to be tracked are also powerful enough to evade death outside the battlefield. Or maybe each species has a maximum lifespan, and if an important mortal stays on the field for that many turns they automatically die.

In the end this is a question of preference, and as such left to you and the group to decide. There is no wrong option.

No matter how you decide, dying mortals still provide an interesting oppurtunity for RP.

How does an immortal being react to death? Especially if there is no afterlife... yet.

Perhaps the death of a mortal important to them leads to the creation of an afterlive? Perhaps something else happens and the God deals with their grief in another way.

Gameplay Elements

Avatar

Dreams and Omens however are not the only way a god can interact with the world. They may also create an avatar for their divine power.

This avatar may be given dice, determined by their creation on how many they can hold. However the dice an avatar holds cannot be taken back by the god themselves. Furthermore a god may not aid their own avatar in a challenge.

In exchange for this, they may act with the Avatar during the mortal turn, having complete control over it. This allows them to communicate much closer with their mortals, commanding armies, or directly partaking in the going ons of the world.

However this power comes with dangers. First of all, should an Avatar hold no dice at the end of a round, they shatter, as they were a vessel for the gods power, unable to sustain themselve without it.

Furthermore should an Avatar get beaten in a combat challenge, the winner may take 1 dice per degree of success, lowest to highest, and even mortals may gain d20 through this.

Should an Avatar be on the losing side of a critical victory, the winner gains all the dice the avatar was still holding, and the avatar shatters immediately.

Whereas important mortals are relatively safe dice investments, that can be hard to control; an Avatar represents the side of full control for full risk.

Especially if you invest more and more dice, the Avatar will become a more and more tempting target, for all those that wish for greater power... or want to hurt you.

Monster

Monsters are unique mortals, as they do not appear in populations, though they can be assigned a certain area on the map. Instead they are more obstacles and challenges for mortals to overcome, or to be used as Trials during normal play. Gods may controle them to attack provinces, or occupy different areas of the map, to ensure they are harder to reach.

Character Creation

To begin your journey as a god, you first need to form your god, and by extension your religion. Your character consists of two main parts. Your tenets and your religion type. Your tenets describe who your god is, what they are good at, what they are trying to do, while your religion type regulates how you gain dice, and how you can further improve your god, as well as your general gameplay.

Should you find none of the Religion Types interesting, or if you have another idea you want to try, you can try to make a sub-religion for it. Several Religion Types already have sub-religions, which you can use as a guide. In general a sub-religion should keep the general gameplay of the type intact, while changing certain aspects of it.

So if you wish to create your own sub-religion or even your own religion, feel free to do so, but all other players have to agree to it beforehand. Even if you are playing with a DM. Keep in mind with that, that sub-religions keep everything from the Religion Type that isn't explicitly changed.

Furthermore you should also give your god a name and a description, because while those do not influence the game directly, they will still influence how other players interact with you and make the game in general more fun for everyone involved.

However all of this you can also see on the Character Sheet which will be provided after the explanation of your character creation.

Tenets

The first thing you will need to decide are your tenets. Tenets can represent a lot of things, ranging from the godly powers you draw upon, to your specialities, to simply facts of your being. Here you can be as creative as you wish to be in creating those tenets, as long as they fit into the tenet system.

Name :	Value
Description:	

Name - The Name of your Tenet should be One or Two words, distinct from other Tenets, for ease of communication

Points - Either positive or negative that show the value of this Tenet

Description - A short description that gives further information to the tenet

At the start of the game you receive 10 Tenet points which you can distribute freely into whatever tenets you may wish.

Furthermore, you may improve a tenet by taking an opposite tenet with a negative point value. For each negative point taken, you may add one point to the tenet. All points gained this way added together may not surpass an additional +5, nor go further than -5 on the negative tenets.

Name : Fiery Hunger	4
As a raging fire Loge may consume anything before them with ravenous hunger.	

Character Creation

With your god's personality and abilities determined you must now shape your faith, and find out how the faith of your followers shapes you. This is different for all religion types, as is the gameplay they will face. Choose your religion type wisely as you cannot change it, once the game has begun.

Each religion will be first shown in a small card, then explained in detail.

Gameplay Core - This is a more general description about the religion, helping you get a feeling for them, and helping you to see what the core gameplay for them will be.

Gaining Dice - Each Religion has a specific way of gaining dice, unique to this religion

Unique Gameplay - Each Religion has its own unique Gameplay Mechanics that differentiate it from the others

Growth - A way for you to gain further tenet points, and grow stronger

Sub-Religions will be shown after their main Religion, with only the parts they update filled in, everything else stays the same and after the in depth look into every Religion and Sub-religion there is a list of cards that show all the important information at a glance, but without further explanation.

Choosing the right religion for yourself will be important, so do not hesitate to experiment around. The worst that can happen is that you have to make another character.

And even if you have found the perfect religion for yourself, do not hesitate to experiment around. Maybe a strategy that seemed ridiculous at first proofs itself to be quite strong.

Proselytizing Religion

Ayena knew his work was righteous as his words were nearly drowned out by the bustle of the marketplace. He took another breath and lifted his shepherd's staff, the symbol of the Holy Mother protecting her flock, as he continued to shout the word of his Goddess out onto the street.

It needed to be spread, the masses needed to be enlightened for their own good. Only in this way, they could reach salvation, and forevermore become a part of the Holy Flock. It would be hard work, he could see it in the bemused looks of the passerby's, heard it in the words of the false prophets preaching from other street corners.

But the work still needed to be done. Even when the bemused looks turned into annoyance once Ayena began to condemn the sinfulness. Even when a rotten fruit flew in his direction.

His work was too important, and sooner or later they would lose interest, harass another preacher. The only thing they were good for, really.

Ayena only stopped to wipe away a bit of rot on his face, then he raised his voice again, and again, shouting out until the sun dipped below the roofs, and night slowly fell. His voice was coarse, his throat dry from the long day of preaching.

Yet when he entered the small temple, it was fuller than ever, Ayena recognizing several of their newest members from the street, and a smile spread over his face. It seemed like some people actually had listened to his words.

Character Creation

Proselytizing Religion	
Gameplay Core:	Converting people to your religion
1d4 / 5 Population w. your Faith 1d6 / Province w. 5+ Pop. of your Faith 1d20 / Nation w. 5+ Prov. of your Faith	**Dice Gain**
Unique Gameplay	
May attempt to convert any Population that enters a province with your Religion as a majority as a reaction	
Growth	
May construct one "Holy Site" wonder in city of your faith. Gain 1 Tenet Point for every 10 degrees of success. Every 5 Tenet Points the required degrees of success raise by 5.	

Proselytizing Religions see it as their duty to convince as many people as possible of their religion, for they have found the true path of the true god.

They are heralded by missionaries and holy warriors, conquering and converting for their faith. Some like to build massive nations, others care little for the power structures of mortals, as long as all worship the right god.

The gods of proselytizing religions should focus on gaining as many followers as possible, as for them every prayer means more power to use in the Godly Games.

So too shall you do it, send out the good word, and protect your followers from those that may make them stray from the path, conquer the map with your faith, and your power shall grow manyfold.

Proselytizing Religions gain 1d4 for every fifth Population that follows their religion, 1d6 for each province with more than 6 Population where this religion is the majority, and 1d20 for each multi-province Nation where they have the majority.

Helping them to keep provinces and nations loyal, they may attempt to convert any Population that enters a province where their faith is in the majority, as a reaction. Hostile Armies, and all Holy Orders do not trigger this ability.

They grow through the dedication of their faithfull, mortals in nations of this faith may build a special wonder "Holy Site". While there may only be one "Holy Site" per city, there may be one in every city of your religion.

Initially the wonder needs to be complete with 10 degrees of success, the degrees of success needed raise by five points, every five tenet points. So after gaining 11 Tenet Points you would need 20 degrees of success.

Sub - Religion
Miraculous Proslytisers

Some that wish to convert the world think that actions speak louder than words and instead of sending missionaries, they simply point to the wonders of their god and let others marvel in awe before pledging their allegiance.

Unique Gameplay

May not convert populations normally
May convert populations in exchange for degrees of success
     - Population w/o Religion 1 Degree
     - Population w Religion 2 Degree
     - Population w penalty on Conversion 4 Degrees
Must convert all Population in a province before converting population in neighbouring province

Character Creation

A giggle escaped Eviar when she looked over the crate to see the street preacher wipe away some of the rot of the cabbage, before continuing to shout out about some goddess. It seemed like everyone was only too eager to give up their religion just for some new gods or goddesses.

The young Macela shook her head, a happy little chirp escaping her before she smiled up to the hulking vendor who had given it to her. "Thank you, Mr Frog!" A ribbiting laugh escaped. "Ah, well, his words were starting to get annoying, and you asked so nicely... but don't call me that, not all of us know you don't mean it bad. And many do. What would you think if I called you a crow?"

Another giggle escaped the child. "Then I'd collect some extra shiny things just for you! But I have to go! My first flight is later! Look, my wings are all grown now! Just shed my last baby feather." She had known from her first thoughts that this day would come and that with this, she would come closer to her creator.

Sometimes she had wondered why the other people, so many and so colourful, where often so eager to abandon their creators. Her parents had told her, not all gods were so friendly like their, took such good care of their people. They had to live such a bad live without their gods protecting them, no wonder there was a new preacher on the corner every week.

Oh... over her thoughts she had completely forgotten to listen to Mr Frogs words... "I really have to go, really sorry, but I'll tell you all about my first flight tomorrow! I'll come to fly over!" With a giggle and a wing wave, she ran off, while the shopkeep chuckled at her enthusiasm.

Ethnic Religion	
Gameplay Core:	Keeping your chosen Lineage alive
1d6 / 5 Pop. of your Faith 1d20 / 20 Pop. if all in Nation w. your Religion	Dice Gain
Unique Gameplay	
- -10 Penalty on Conversion - All other Gods gain -10 on all Interactions with your Faithful	
Growth	
Having 10 or more faithful Populations in Nations of your Faith, with no follower of your religion outside for 5 rounds For each tenet points +2 Population +1 round needed	

Some Religions are bound to lineage, passed down from parent to child. They do not wish to convert the world, they simply wish for them and those of their religion to prosper, free from proselytizers, or cults.

Often this religion will stay within a species, or nation, unless other nations or even gods try to scatter them across the world to diminish their power.

As a god of an Ethnic Religion your biggest priority should always be to keep your chosen people safe and keep their lineage going strong. You do not need to worry about converting outsiders, in fact doing so will be harder, and will take longer, but your people will follow you closer.

Character Creation

Ethnic Religions gain 1d6 for every fifth population that follows their religion, as well as 1d20 for every 20 Population that follows your religion in a nation that follows your religion.

Helping them to keep their chosen people on the right path, all other religions get a penalty of 10 on all conversion and infiltration attempts. However the same applies in the other direction, as Ethnic Religions are not easy to adapt to, or to convert to.

Their power growth by keeping their chosen people strong and safe. A tenet point can be gained by having 10+ Population with no followers of your religion outside nations of your faith for five turns.

However with each tenet point gained the population requirement rises by 2 and the turn requirement raises by 1. This will give other players more time to scatter your people across the world.

Sub - Religion
Geographic Religion

Sometimes a certain area houses a god. Maybe it is their chosen mountain range, maybe the god is just tied to one location. They can still reach out with their power, however their worship is bound to a single place, for better or worse.

1d6 / 5 Pop. of your Faith inside	Dice Gain
1d20 / 10 Pop. of your Faith Core Area	

Unique Gameplay
- May designate one province and all bordering provinces as core Area
- May not convert anyone outside area, +10 inside area
- All other religions gain -10 inside area

Cult

Cernor was a careful person, carefully ducking when a cabbage flew over the street, carefully sidestepping the dung some heavy draft lizards had left behind. He was also careful when he looked up and memorized the face of the new preacher. Just a glance and he would recognize him wherever he saw him.

His memory was careful too, careful to note every last detail, as he let the bodies sweep him further. So that he, once he reached the central park, could easily take the hidden parchment out of the hollow tree, and sketch down every detail of the preachers face. A few runes would tell the next person to pass by the hollow tree with sacred knowledge everything they needed to know.

Cernor sometimes wondered whether what they were doing was right. Whether there was any higher purpose to their careful infiltration or whether it was only the mindless work of a cult where no one knew each other. He was careful to not speak such thoughts, or even not to think them while close to any other possible cult member.

He was a careful person, and he intended to be an old bird, somewhen in the future. But for now, his feathers still had the healthy glow of youth, and he had his nieces' first flight to attend to. The smile on her face would make it more than worth it, to sit through a ritual for a god he had long forsaken.

The rest of his cult too, was careful, when new people entered the small temple, listened to sermons they didn't believe in, prayed to a god they didn't believe in. They were careful and biding their time, working unseen for their master.

Character Creation

Cult	
Gameplay Core:	Subversie Behavior, Hurting other Players, Manipulations
Gain 1 Dice of the next highest Level for each hostile Actions	**Dice Gain**

Unique Gameplay

- May not convert Populations, may instead Infiltrate Populations (Infiltrated Population count for both religions)
- For every 2 Infiltrated Population in Province may reduce one dice gained in Province by 1 Level
- May attempt Sacrifice Action with only 1 Infiltrated Population in Province

Growth

May perform „Mass Sacrifice". All infiltrated Population will attempt a Combat Action against 1 Population of their Province. Each gains 1d4. If Infiltrated Populations wins Sacrifice is successfull. For every 10 successes gain 1 Tenet point. Successes needed raises by 5 per 5 Points.

Whereas some Religions shout their allegiances from the towers, their prayers filling the market squares, their armies marching with holy songs, other religions meet in secret. Hidden houses, hidden meetings and hidden knowledge helps them survive in a world that would often see them hunted down.

Though often not without reason, as their hidden rituals can easily become harmful to those around them, but in every case, their mere presence saps other gods from their power, as even though a city appears faithful, many followers do not truly pray with their heart.

As the god of a cult your strategy revolves as much around hurting others as it does around you. Sap their dice so you can compete, target their population to gain an advantage. Manipulate them into positions where you can spring your trap. Planning and careful maneuvers are important for this religion.

You do not gain dice from the faith of your followers, however you do gain dice from the action they take… and from the actions you take. Whenever you, or your followers, take a hostile action towards someone else you gain one additional dice, one dice level higher. So an action that would normally give no dice now gives 1d4, while an action that would have given 1d20 now gives 2d20.

Your real strength however comes from your ability to infiltrate populations. You cannot have normal followers, however the mechanics stay the same, with an infiltrated population only paying lip-service to their former god.

They still count as followers of their religion for all purposes, but for every two infiltrated populations you may choose one dice gained in this province to reduce it by one dice level. You may reduce the same dice more than once. Furthermore if you successfully infiltrate a Holy Order, you count as if you were their god, for the purpose of interactions.

Your growth also comes from hurting others, namely you may perform a special "Mass Sacrifice" Action. During this all Infiltrated Populations may attempt a Sacrifice Action, this does not consume an action. This will be a series of combat challenges, one for each Infiltrated Population. Both the Cult and the Population gain 1d4 to use in this challenge.

If the Cult wins, the population is successfully sacrificed. Should the population win the sacrifice fails and the Infiltration is purged. For every 10 successful sacrifices you gain 1 tenet point. This number raises by five for every five tenet points gained however.

Character Creation

1d6 / correct Detail in Plan 1d20 / 3 correct additional Details	Dice Gain
Growth	
May create Masterplan with 3 W's + 6 Details. If 0 Mistakes gain 4 Tenet points If 1 Mistake gain 2 Tenet Points If 2 Mistakes gain 1 Tenet Point Every ten points amount of details needed +3	

While some cults excell at hurting others, manipulators instead carefully steer the nations and even other gods for their own purposes.

The exact reason for their actions is shrouded in myth, and only the effects they have on the world can truly be observed. As a manipulator you will have to try to bring others to fulfill your plans as close as possible.

Manipulators neither gain dice, nor tenet points in the normal cult way, instead they make plans. A plan needs to contain the three W's. Who (That may not be the player), What (The action the Who Takes) and When (The round number when it happens), as well as further details, of which you may add as many as you wish.

(Player C)[1] will (sacrifice)[2] (3 population)[4] of (Race 4)[5], in (round 8)[3]

1. Who
2. What   3 W's
3. When

4. Additional Detail 1   Further Details
5. Additional Detail 2
If everything would be correct this plan would gain 5d6 for the 5 Details

If the what, who and when are correct you gain 1d6 for each correct detail, and 1d20 if three or more additional details in one plan are correct. However at one time you may only have 5 Plans, and 1 Masterplan and if a plan fails you must reveal it and may not make a new plan until the next round.

Manipulators gain Tenet points by fulfilling Masterplans. A Masterplan must have at least 6 details beyond the three W's, they still gain 1d6 for each correct detail. Should they have gotten all details right they gain 4 tenet points.

Have they gotten all but one detail right, they gain 2 tenet points, then 1 and if they have three mistakes they gain no tenet points. However every 10 tenet points the amount of details needed in a Masterplan increases by 3.

As a cult lies and manipulations are your bread and butter.

So why not tell the truth, you can do that quite a lot, yet people are always surprised.

Character Creation

Quolr took pride in knowing what was happening around the city. He took pride in a few things, the fact that he could sell even the rotten cabbages, the fact that the children of the market liked him, but most of all in the fact that he knew what was happening around him.

He long knew about the cult moving through the streets, they were careful, but you could keep infiltrations of this magnitude only a secret for so long. He would tell people, but no one would listen. Still, he talked to people, and with every cabbage, he got another piece of information.

Some were trivial, like that fact that a local man had come back from the mountains a woman, some concerning, their neighbour kingdom was once more raising armies and some just a good story.

"And you tell me, the pirate ship was then lifted by a column of pure light?" He shook his head. "I knew that attacking Wavebreaker Castle was suicide for this sea-vermin, but I must admit I never expected anything like this."

His customer, the fur well oiled, and in the quick-drying clothing of a sailor chuckled. "Saw it with me own eyes. Lifted that 'hole ship to the sky like a child's toy. Must've given those rats quite the shock... not as big though as when the ship crashed back down. The wave destroyed the whole rest of the fleet I tell you!"

They both chuckled together, and with the next cabbage sold the story went on, the first awe of those hearing it raising to the sky in invisible power. While the story spread and spread, awe turning into amusement over time, and the power slowly disappearing.

Religion of Miracles	
Gameplay Core:	Massivly overpowering your enemy Carefully picking your battles
Gain Dice for each degree of success 1d4 / 2nd degree of success 2d6 / 5th degree of success 1d20 / 10th degree of success	**Dice Gain**

Unique Gameplay

May keep all dice at the end of round
Amount of dice you gain is capped by population in this and the bordering provinces
You may choose which dice to keep

Growth

Whenever you have 10 degrees of success and can keep all dice you gain 1 tenet point
Every 5 points, the requires degrees of success rise by 5

While some gods enjoy the masses praising them, shouting their name, drowning them in meaningless prayers, other gods draw their power from the short but massive spikes of belief, when people see them perform beyond the impossible. Instead of carefully crafted rituals they have massive displays of power, and they know how to use it.

As such a god you cannot spend your dice without thinking instead you have to be careful and maximise your impact so you do not lose the dice you once had. Carefully choosing your battles, and winning challenges by wide margins will be essential to stay relevant.

You gain dice from degrees of success in challenges. Namely every second level of success gives you 1d4, every fifth level gains you 2d6 and every tenth level of success 1d20.

Character Creation

However the amount of dice you gain is capped by the population in the province of the Challenge, and all the neighbouring provinces. Word of Mouth only travels so far before faithful awe is replaced by mild curiosity. You can however choose which dice to discard should you exceed this level.

Your biggest strength is that you can keep your dice after the round, not being forced to discard any of them. This will allow you to hoard an impressive amount of power to use in critical moments.

Similarly your growth is also tied to showing off your impressive power. Whenever you win a challenge with 10 degrees of success and can keep all your dice you gain 1 tenet point, however every five tenet points the degrees of success needed rise by 5.

Miracle Religions are one of the harder ones to play. Choosing your battles wisely is essential, however in the right hands the ability to hoard dice can make for a devastatingly effective god.

"Your new body really does fit you!" The Macela shot the woman next to him a beaked smile. "Glad you managed to do it."

A laugh pearled from the walls. "As if there ever was any doubt, I could do it. But yeah, I finally get to be who I always wanted to be. You should consider switching gods, think about what they could do for you!"

Now the two laughs were a duet. "Can't, we do not choose our god, though I don't mind helping you in your challenges... But regarding that, my Ev had her first flight today, and now she is sleeping happily... and absolutely exhausted. She tried flying up the great tower."

"And how high did she make it?" A keg of mead was emptied and hit the table "Right to the statue of the grumpy old cat." "Higher than her old man then." The two shared another laugh.

"So what brought you here? I assume it's not just the company and showing off your new body, no matter how worthy of that it is."

The Vlkodla shook her furred hat. "I planned on it, but challenges have a way of appearing wherever I go. There is a cult infiltrating the town, and they don't have the best plans, from what I know. I think my challenge is to stop their plans... or root out the cult."

"Alone against a cult." The bird was tapping the table rhythmically, thinking. "That's quite the challenge, are you sure you are up to it?" "Until now, I was always up to it. They don't give me challenges I cannot do. Even if they are hard sometimes." "I could help you, you know?" "Ha! That'll only make the challenge harder to compensate for the help, but I'll gladly accept!"

Character Creation

Mortal Challenger	
Gameplay Core:	Getting Mortals to do things that fall under your domain Creating Challenges for Mortals
Whenever a Mortal attempts a challenge in your tenets w/o divine aid 1d6 / success 1d4 / each degree of success 1d20 / 10th degree of success	**Dice Gain**
Unique Gameplay	
May not participate in challenges May participate in challenges, if actor is mortal with divine aid or opposition - May not invest more dice then other god May Create Mortal Challenges at half Challenges Goal	
Growth	
If the degrees of success of mortals that allowed you to gain dice, added together surpass 15 in one round, you gain 1 tenet point. Every 5 points this number raises by 5	

Not all though are awed by massive displays of power from gods. Nor from the endless praying of masses. Some gods find their power in the deeds of mortals. Creating challenges for mortals to strive against, drawing power from the struggles that fall under their domain.

As such a god you will have to influence mortals and ensure that they face challenges that give you power. You will grow from their struggles and you will create greater struggles with your new found power.

You care little for the faith of other gods, unless they hinder mortals in participating in your challenges, after all actions speak louder than words, and give you more power. However you should care about other gods playing with mortals, as gods helping mortals invalidates their struggles making things too easy for them.

You gain dice whenever a mortal succeeds a challenge that falls under your domain with either the same amount of divine dice helping and hindering, or less divine dice helping than hindering him.

You gain 1d4 for every level of success, and 1d20 for every tenth level of success. And should a mortal clear the challenge with less divine dice helping him you gain an additional 1d6. Dice invested in Empowered Mortals do not count towards this limit, dice in Avatar however do.

Your source of power does also bind you. You may not participate in mortal challenges, as doing so would make a mockery of your source of power. There is however one way. If another god interferes in a mortal challenge you may take the opposite place.

So if a god helps a mortal succeeds undeservedly, you can interfere and make the challenge harder again, or if someone hinders a mortal, you may help them. The amount of dice you can invest, though, is restricted. When helping you may not invest more dice than your opponent.

Your growth too is tied to mortal challenges. If mortals overcome many challenges your power growths, specifically, if all mortal actions that fall into your domain, surpass 15 degrees of success in a single turn, if added together, you gain 1 tenet point. The needed degrees of success are raised by 5, every 5 tenet points.

Character Creation - Character Form

Name:	Symbol

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Titles:	

Religion Type	Tenets

Gameplay Core:		Name :	Value

Description:

Dice Gain	Name :	Value

Description:

Unique Gameplay

Name :	Value

Description:

Growth	Name :	Value

Description:

Artefacts in Possession	Name :	Value

Description:

God Description (Short)

Character Creation

Characer-Form

Name: The Name of your God

Symbol: What Holy Symbol represents you in the world (if you have more then one, choose the most common)

Titles: What lavish titles have your followers(or yourself) bestowed upon you

Religion Type: A quick cheat-sheet for you to see all relevant data about your religion type in once glance

Tenets: An overview of your Tenets, if you have more then five, you should think about specializing or use the backside.

Artefacts in Possession: A list of names should be enough

God Description: A short description of your god mostly for RP purposes

Now you should have formed your god enough to fill out the form below, and show it to your group. This should help you clear any questions regarding your god and if someone has a problem with it you can take care of it, adjusting your god so everyone can have fun.

By the end of Character Creation you should know the gods of everyone in the group and understand them, so do not hesitate to ask questions, or even form Pantheons.

Pantheons

Sometimes two gods just want to cooperate and create a religion together, or maybe they need to work together against a bigger threat. But players may either form a pantheon from the start, or at any point during the game.

However just because a God has a pantheon faith does not mean they can't have their own faith as well. In most cases this will actually be the smarter move.

Pantheons can't be formed by any two players though, they must be of the same religion type, but may be of different sub-religions.

All the followers and the dice are shared, the dice entering a shared pool, both sides may use these dice in challenges whenever they want, even without asking the other pantheon members, though in most cases you probably should.

Players also may leave a pantheon at any time, from which moment on they have no more access to the dice of the pantheon.

Should the players in the pantheon however agree to dissolve it, or should there only be one player left, all followers of the pantheon become faithless mortals again and all players that were in the pantheon at the start of the round may access the pantheon dice. All dice leftover at the end of the round expire.

Pantheons

The ultimate game of do I **REALLY** trust you.


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World Creation

With your gods ready you can now start the game. But for now you are missing a world and World Creation is a good place for your god to start, and for you to have some first interaction with other gods.

After all the world is still young and full of energy you can use to easily shape everything around you, creating whatever you wish. Within reason of course. Keep in mind though that unlike in later ages your power is finite and you will not be able to replenish the dice you gained at the start, making World Creation inherently time limited

The first step is again one of discussion. Namely what should be a starting point for your world. A good starting point is always to have an empty planet, orbiting a sun, with a single moon.

This is familiar territory and we can all work with it. However it does not have to be this way. Perhaps you wish for your planet to be flat and on the back of a turtle, or perhaps you want to start from nothing.

The outline of a single continent is often a good starting point. It allows for a lot of creativity, while giving some structure.
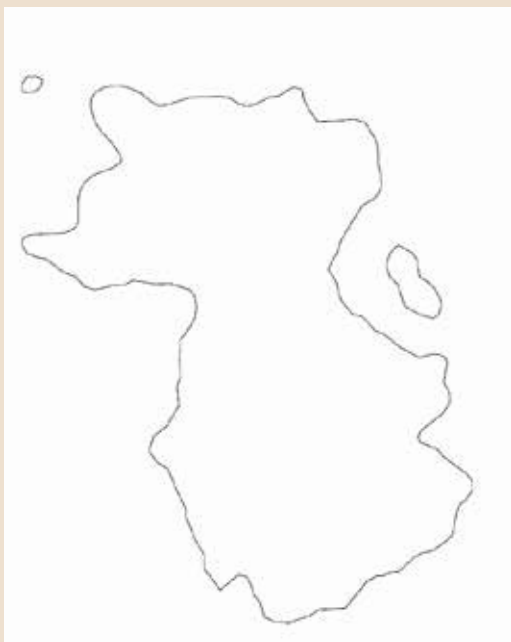
The other thing to be discussed is assumptions. Generally you should assume that things needed for things to work will be there.

If a person creates cows, you can assume that there are plants for the cow to eat. If someone creates a desert, you can assume there are animals and plants inside it. Just not as many.

In general it is good to assume that things that aren't special simply exist in the background unless stated otherwise. Grass will exist even if you do not say so, but a special wheat that helps a civilization against famine needs to be created.

Alternative World Ideas

There are many possibilities should general fantasy not be your thing. You could set your game in space, with star systems instead of provinces, and fleets of space-ships instead of armies.

Perhaps instead of having one world you have many, connected by portals and other magical methods of transportation, provinces seperated by endless distances still bordering each other.

The possibilities are endless, especially if you modify the rules slightly to fit your vision better. If you want to do so, do it, these rules are only meant to be a framework for your fun, if they get in the way of it, do not hesitate to change them.

World Creation

This guide will discuss two main methods of World Creation, one places more control in the hands of the players, and leads to a longer more deliberate creation process, the other speeds up the creation process and allows players to start normal play faster.

In either method the players first gain a set amount of dice, and may not gain any more dice from any method during world creation.

- 10d4
- 8d6
- 2d20

Player Themes

In the Player Themes method is the one described in the turn order segment. It starts with the starting player choosing a theme for the round. A theme hereby can be as broad or specific as players like.

> Generally speaking, starting broad and then going into more and more detail is a good idea, at it allows for the world to be formed before you shape minor details.

These themes can be anything as long as it allows players to shape the world in connection to it. So a theme might be "Landmasses" allowing players to create mountains and deserts, islands and more.

Or a theme might be "Divine Weapons." Allowing players to create Artefacts with unrivaled combat power, or maybe even a species bred for war. You can, and should, be creative with both your themes, and the actions you take during themes.

One special rule is that, if a player's chosen theme falls under one of their tenets they gain one bonus action they may take at either the start or the end of the round when they take their usual actions.

Their Bonus Action may not be contested by anyone, except by a veto if you really do not want that in your world. You always can, and should talk about such things.

After all the game should be fun for all the players and not just a few. Furthermore if the theme falls under a tenet the player may act as a tiebreaker in any combat challenges that may happen in this round.

Lano(God of life) sets the theme Biomes
1st Action: Shape lush rain forest on eastern coast

Skelor(God of death)
Action: Shape a desert right against rain forest
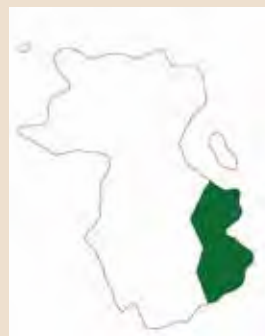
Sheron(God of Winds)
Action: Shape Mountainrange through desert
-> Skelor doesn't want that and tries to stop him, but rolls bad and fails
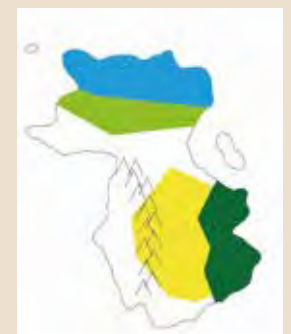
Lano takes their next action
2nd Action: Shape a Taiga in the North
Tenet Action: Shape Shrublands bet. des. and rf
-> Sheron really doesn't like shrublands, asks Lano to not do this, Lano agrees
Tenet Action: Shape steppes below Taiga

World Creation

This method of creation ends once you all agree that nothing should be added anymore, noone has any more ideas for themes, or once the same person has chosen a theme twice.

Do not be afraid to end it a bit early, later on you can still change the world, should the need arise.

Creation Blitz

This method of creation is meant to speed up the process of creation at the expense of roleplay happening here. For some this may turn this section of the game boring, while others just want to start influencing mortals already.

During Creation Blitz no themes are chosen, instead there is a set list of themes. Players will work through this list of themes and instead of rounds a timeframe is given for each theme during which all players write down the actions they want to take for this theme.

After the time has ended no new additions may be made, so make sure you have enough time. Once the time has passed the list of actions is read to all player, who then can either let the action happen, or oppose it as normal, resolving them through dice challenges. Once all actions are either taken or prevented, the game moves to the next theme in the list.

The only major difference here is the first theme, which is the creation of the landscape. Here instead of writing down actions without communicating much and then reading them through together you all get together and suggest features for the map, which are then accepted or denied by a simple majority, until you have a map everyone finds good. This map should only include features like mountains, forests, etc, no artefacts or other made things. A canvas for your future actions.

Theme 1.
Shape of the World   As long as you need
By the end of this, you should have at least a continent fully developed with Biomes and Landscape.

Theme 2.
Natural Wonders   Short
Now you can create unique places in your world, which will lead to awe in mortals.

Theme 3.
Rules and knowledge   Medium
Here you can shape the rules of the world. If you wish to create a magic system or similar, now is the time.

Theme 4.
Domains of Gods   Medium
Everyone needs a home, and now the time for yours has come. Create your domain.

Theme 5.
All the creatures   Short
The time for those creatures you deem special to exist has come.

Theme 6.
Mortals   Long
With a living world, your mortals now have reason to exist.

Theme 7.
Challenges and Monsters   Long
Some monstrous neighbours and demanding challenges will keep your mortals busy and on the right path.

Theme 8.
Artefacts   Medium
Fan the fires, mold the metals, we are creating countless artefacts for us and mortals to use.

Theme 9.   Medium
Last touches
For the things you had forgotten, and that never fit elsewhere.

World Creation

The actions you and your fellow gods can take can be separated into two main categories. Shaping Actions and Creating Actions.

Shaping actions are actions that will not give direct boni to future rolls, they impact the game mainly through RP. Shaping actions also only cost you an action, and not any of your precious dice. However should another god wish to hinder you they may initiate a combat challenge and should they win the shaping action will simply not happen.

Creating Actions on the other hand create things with Attributes, or give future Boni in dice rolls. They (almost) always require dice challenges, and as such gods that wish to hinder your attempts may decide whether to initiate a combat challenge or to simply hinder you in your dice challenges to prevent the action.

Creating Actions also have a Base Point Value and a Challenge Goal, allowing you to choose at the start between using the Base Point Value, or attempting a Dice Challenge with the given Challenge Goal to gain more points to distribute.

Here every degree of failure means the Base Point Value is modified by -1, while every second degree of success means you gain +1 point in addition to the Point-Value. However every five points the degrees of success needed to gain the next point raise by 1.

These points, whether gained by using the Base Point Value, or by succeeding a Dice Challenge for them, may be distributed as Attributes. These Attributes however only show what a certain thing or being is exceptionally good at.

For example a sword does not need the Attribute "Sharp Edge 1" to be able to cut someone, but this attribute would make the sword extremely good at cutting someone.

Shaping Actions

Shape Land

With the power of creation flowing around you, you reach out and shape the world itself. Mountains rise under your hands, rivers and oceans form. New coasts spring up where there once was just water.

The world can be whatever you want. However you may shape only one feature with your action. You can raise a mountain chain, but not create a river from it. You can reshape the coastline but won't be able to create hills in the interior of the continent

Shape Biomes

Land alone however is not enough, it is empty and barren, rocks without life. But life can still be shaped on it. You create forests and deserts with this, changing the plants and animals living on the land, while also shaping their climate. Maybe the desert you created blooms once a year under seasonal rains. You can be as creative as you want, but sometimes having a normal forest is enough.

Shape Domains

But even with a world created and ready for mortals, you might still need a residence for your god. Perhaps you want marbled halls on the top of a mountain, your own olympus. Or perhaps you wish for a mountain fortress to stand against your enemies.

You might even want to create an afterlife for your faithful. Be as creative as you want, however you may only use this action if the domain itself gives you no direct boni. Should you for example wish to gather the fallen warriors to assist you in challenges, this would be a Creating Action, as it gives you a direct bonus in the future.

World Creation

Shape Rules

With your domain established you maybe wish to extend your power further. All worlds have unspoken rules that all know, and this world doesn't have to be an exception.

Here you can shape the rules of the world, be the magical, moral, or something else entirely. These rules however will mostly be useful for RP, as while everyone knows them, that doesn't mean they cannot be broken, even if they should inform future behaviour.

For example creating the moral rule: "Hospitality is sacred." Means that all species will know this rule, and generally those that break it will be seen as evil. Or by creating the magical rule: "Each Action must have an equivalent exchange" should anyone else create a magic system you can remind them that it should follow these rules.

Such rules in general should allow for fun RP to form around them as different people agree or disagree with these rules.

Other Shape Actions

You will certainly have ideas that you want to create that do not fall directly under any of those mentioned above. For this you should describe what you want to do to the others.

Maybe they have an idea how you can do it with the given actions. However should that not be the case, do not fret, in most cases it should be no problem to simply shape it either way. However if it would give you any boni, look under creating actions instead.

Creating Actions

Create Creature

*Base Point Value: **1***
*Challenge Goal: **10***

Creatures are beings that exist in the Background of the setting, and are mostly used for flavor, however they should have a range on the map where they live, and their Attributes may still be useful in game.

For example, rideable mounts that can fly might allow an Army to pass normally impassable terrain, while an animal that is especially easy to breed for meat might help to combat a famine.

Creature	
Name :	
Description:	
Attributes	Value
1.	
2.	
3.	

World Creation

Create Artefact

Base Point Value: 2
Challenge Goal: 10

Artefacts are maybe the most varied group of things you can create, as anything that does not act on it's own, but still provides its owner with boni can be an artefact. From city walls built by the gods, over a sword imbued with a certain purpose, to even a robot that continues to follow the same orders for all of eternity, the limit for artefacts is your imagination and what your fellow players are willing to put up with.

Artefact	
Name :	
Description:	
Location:	
Attributes	Value
1.	
2.	
3.	

Create Mortal Challenge

Base Point Value: 3
Challenge Goal 15

Mortal Challenges are, as the name implied, challenges a god may give to mortals, with a reward and a peril to overcome. Other gods may never attempt a Mortal Challenge, however they may aid mortals in attempting them.

These challenges may be tied to a certain location, maybe on the top of a mountain awaits a guardian, that let's only the worthy past to a sword of untold power, or it can be a ritual anyone can attempt. For example one may gain magical power by using a certain dangerous ritual.The options are limitless as long as the Challenge has a Peril and a Reward.

However Challenges may not be created by choosing the point value, you will always have to attempt the challenge. The Base Point Value hereby creates the reward, while the peril automatically starts with double the point value of the Reward. So a Mortal challenge with a reward of 3, will automatically gain a peril of 6. You must distribute all the peril points.

Instead of putting all your degrees of success into the Base Point Value, you may use 1 degree of success to raise or lower the Peril Points by 1. Furthermore a peril, even if to some degree sapient, may never leave their challenge, and may not interact with the world but to protect the Reward. Once the reward is claimed the peril disappears.

Mortal Challenges may also help Mortals Gain further dice, but mortals may not gain any dice stronger than a d6 from this. The dice the mortal gains may be either one time usage, or regenerating at the start of every round. If the dice will regenerate it costs [Highest possible value of the dice] + [Average Value of the dice], in Base points, while if the dice does not regenerate it only costs [Average Value of the dice] in Base points. You may also gift more than one dice through a mortal challenge.

Lastly you can choose to make a Mortal Challenge Continuous. For this to happen you will have to pay double the Base Point Value. So a challenge with a 3 Base Point Value Artefact now costs 6 Base Points. This means after the challenge has been beaten it simply regenerates, however the same mortal may not attempt this challenge again.

World Creation

Mortal	
Name :	
Description:	
Behavior:	
Location:	
Attributes	Value
1.	
2.	
3.	
4.	
5.	

Create Monsters

Base Point Value: 5
Challenge Goal: 20

Monsters are beings that exist to oppose and challenge mortals. They may be a Hydra, or a Minotaur or anything else. They do not have faith, but they may follow the directions of a god.

Monsters can be given a specific location of the map, which they will protect and use as a lair, but they may also just exist like creatures. Generally you can use them to ensure that certain areas are hard to enter, or maybe you use them to punish civilisations that engage in specific behaviors.

Monster	
Name :	
Description:	
Location:	
Attributes	Value
1.	
2.	
3.	
4.	
5.	

Create Mortals

Base Point Value: 5
Challenge Goal: 20

Mortals are sapient species which will build civilisations and have faiths. They are your followers and will provide you with dice according to your religion. They are here to be tested, and to act as your pawns to further your own goals. Or maybe they are here to be cared for. This is your choice in the end.

Creating Mortals is harder than most others, as such you may only use the Base Point Value the first time you create a mortal species, and everytime you successfully create mortals the Challenge Goal raises by 5.

However when you successfully create mortals they will start with 5 population that you can distribute across provinces and nations as you see fit. Furthermore they will spawn with the faith of their creator.

World Creation

Mortal	
Name :	
Description:	
Behavior:	
Location:	

Attributes	Value
1.	
2.	
3.	
4.	
5.	

Other Creation Actions

You will certainly have ideas that you want to create that do not fall directly under any of those mentioned above. For this you should describe what you want to do to the others.

Maybe they have an idea how you can do it with the given actions. However should that not be the case, do not fret, for it is easy to make your own Creation Actions by consulting the table below, regarding how much of an impact the action might have on the game, or how big a bonus it will give.

Custom Creation Challenge
Challenge Goal < 10 Extremely Small Bonus/Little Impact
Challenge Goal 10 Small Bonus/Little Impact
Challenge Goal 15 Average Bonus/Average Impact
Challenge Goal 20 High Bonus/High Impact
Challenge Goal 25+ Extreme Bonus/Extreme Impact

End of World Creation

By now you should have a fully formed map with several mortal species, monsters, artefacts and more, however it is still unordered and you will need to clean up a bit before you can start the game proper.

The first thing you need to do is to determine the nations the species will form. Hereby you should keep species from friendly, or the same gods together, there will be enough mixing happening later. But just because one god has three species does not mean that they must all be in the same nation. Maybe even each nation has a few population from each species. Be creative here, and discuss it with others.

After this you should determine the provinces that will be formed. Consult the guide below how to make good provinces that work well. And do not hesitate to only create the provinces you need. Most of the map will be empty at the start, but that isn't bad. It only means your people have plenty of room to expand. Furthermore, while cities may be tempting, their population restrictions mean that you probably should not found one directly unless you can support it.

World Creation

Bad	Good	Explanation
		Straight Lines and Corners only happen in planned nations and most of the time nations are not planned but shaped by their people over many years
		Borders tend to follow natural borders(rivers, mountains, biome borders) Either by ending at the border, or by following the border on both sides
		While it may be tempting to get as many rural provinces to border a urban province, provinces generally should try to avoid long panhandles
	?	what?

Keep in mind that those all are just guidelines. Feel free to break them, or adjust them as the story needs, though they generally do make for better maps.

Lastly you should go through each Mortal Species, and every nation and determine their alignment with every god through discussion. Do not hesitate to put in a 0, if there isn't a real reason for a species to trust or distrust a god, however also look at attributes and tenets, as well as relations between the gods to inform this decision. With this all done you can move on to the normal Play.

Normal Play

Normal play is separated into Ages, each Age has a different overarching theme, which will inform special events that will happen during normal play.

These themes should be discussed with everyone else, and should depend on the state of the world. They shouldn't be too specific, as that would only restrict you in the trials that will happen, and will make them less fun.

A good starting theme might be "Exploring the World", allowing you to quickly spread out and gain more population, while later on, during an age where things are stagnating a good theme might be: "Age of Revolutions" to shake up things a bit and create new space for new fun.

However while themes certainly inform what will happen during an age, the real star, besides you of course, will be trials.

A Trial is a special Dice Challenge prepared beforehand, that will come to play during each round and that ends with one Apocalyptic Trial.

Trials are written down beforehand by the players and are collected and mixed together, to be drawn during play and then used. Below you'll find a a card to write down a trial, in following a short explanation.

Trial		
Description:		
Location:		
Challenge Goal:		
Positive	Ignored	Failed

Description: Here should be a short description of what is happening, so everyone understands the setting.

Location: Here should be a way of choosing where it happens. Either with a specific place, or, which is likely a better choice, criteria for which random province is chosen. Maybe it needs to be just a city, or maybe it hits a certain species, or a certain faith. Or perhaps it needs to happen in a province with a specific building.

Challenge Goal: How hard the challenge is to solve. Consult the table below for suggestions

Outcome if **Succeeded**: What happens if the Challenge is successfully attempted, it can simply be blank

Outcome if **Ignored**: What happens if the Challenge is still there at the end of the round, does it simply disappear? Does something else happen?

Outcome if **Failed**: What happens if the Challenge is attempted but failed, can be blank

Trial Difficulty
Challenge Goal of the Trial
Easy - Challenge Goal 10 - Affecting Single Populations
Medium - Challenge Goal 15 - Affecting Single Provinces
Hard - Challenge Goal 20 - Affecting Several Provinces
Extreme - Challenge Goal 25 - Affecting Nation(s)
Apocalyptic - Challenge Goal 30+ - Affecting everything - Spawning lesser Challenges

Normal Play

Not every trial needs a positive and negative outcome, some may only be opportunities to gain some advantages, while others may only have bad outcomes that need to be averted. Be creative there and have fun.

As for how many events you should write this depends a bit on how long you want each age to be, 20-40 rounds are always a good timeframe, where things won't be over quickly but won't drag on.

An age should generally have a start with easy and medium events, a middle with Easy, Medium and Hard, and an ending with Medium, Hard, Extreme and Apocalyptic Trials.

For this it is the easiest if every player writes down 10 Easy, 15 Medium, 10 Hard, 5 Extreme and 1 Apocalyptic Trial. These should be mixed into 3 decks, with the contents as below in the table. The decks from all players are mixed together(all Start Decks, all Middle decks, and all Ending Decks) and then stacked over each other.

This way you can just draw cards from the top. Once you have drawn the first Apocalyptic Trial Card you all other Apocalyptic Trial Cards you draw should be discarded. The Age ends once the Apocalyptic Trial and all Trials it spawned, have been resolved and after this the process repeats.

Trial Decks					
Deck	Easy	Medium	Hard	Extreme	Apocalyptic
Beginning	6	4	0	0	0
Middle	4	7	3	1	0
End	0	4	7	4	1

General Play

The rounds inside of an age all follow the same pattern. Each player draws a single trial card and then places it according to the specifications.

After all the trials are placed each player gains 3d6 as well as all the dice they gain from cities, and all the dice that are applicable for their religion type.

The player with the most dice now may take the first action. A player may take an action or pass, if they pass they can take an action the next time it is their turn.

As an action a player may attempt to solve a trial, or they may take one of the actions detailed below. If every player skipped their turn after the other, or one player has taken two actions directly after another the round advances to the mortal turn.

Mortal Turn

During the Mortal turn all non-god Actors, as well as Avatars may take their actions. All mortals and monsters also regain their dice at the start of the turn.

The table below shows which entities gain how many dice, and how many actions, if they are restricted in the amount of actions they are allowed to take. Army's, Holy Orders and Important Characters may only regenerate used dice, and not gain new dice.

Nations may not have anymore dice then they have population. Lastly, nations also gain their wealth now.

Normal Play

Dice & Actions

Important Mortals - 1d4 - 1 Action
Armies - 1d4 - 1 Action
Navies - 1d4 - 1 Action
Holy Order - 1d4 - 1 Action
Nations - 3d6 - 4 Actions

As well as all dice gained from other sources.

Players will then discuss the general actions which each actor will attempt to take this turn. Hereby you should take godly influence, and Rp into account as you try to ascertain what the general strategy of each actor for this round will be.

Once this is done you can take everyone's actions. Working down a list similar to the god action order will be helpful to keep an overview, but is not necessarily needed. Nations may only take actions as long as they have dice left over.

Once everyone has taken all the actions the players think should be taken the mortal turn ends. Now all the trials that are still on the map fire their ignored condition. After this population changes take place. Armies and Holy Orders hereby count towards the population limit of a province.

If the population limit has not been reached every species in this province(that isn't in an army) gains 1 Population. If the limit has been reached nothing happens, and if the limit is surpassed 2 Population starve.

Civilian Populations will always starve before armies, however which populations in particular starve depends on RP, choose what makes the most sense.

Neutral Actions

Neutral Actions are actions that do not negatively target another player or their mortals, however that does not mean that you cannot use them to hinder your enemies.

Creating a monster in the spot your rival wants to expand to, while under game rules neutral, will definitely not be seen as a neutral action.

Shaping Actions

Shape Domain

Base Point Value: **-**
Challenge Goal: **-**

Sometimes you just need some changes in life, and renovating your domain to stay with the time will certainly get you some appeal with the youth. However should your intended changes have an impact on the dice, or boni, this should be a creation action instead.

Shape Biomes/Land

Base Point Value: **-**
Challenge Goal: *****

When creation ended, reshaping the world however you like has become harder, but not impossible to a determined god. However the more land you try to move, and the more climate you try to change the harder it becomes.

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*
Province Level = Challenge Goal 20
Nation Level = Challenge Goal 25
Continent Level = Challenge Goal 30

Normal Play

Unlike creation however, the world is no longer an empty canvas for you to create on, the mortals living in this world will likely feel the effects of your changes, and should suffer them.

If you create a mountain range through a city quite a few population will die from that. Just how bad it will be, should be debated by everyone.

Shape Rules

Base Point Value: -
Challenge Goal: -

While the ground of the world is still malleable, the ground rules are far less so, and while it is possible to change them, to do so would require the unanimous work of all the gods

Rewriting the very fabric of reality, to an extent, is a hard task. So while you can still make changes here, everyone else needs to agree.

Creation Actions

Create Creature

Base Point Value: 1
Challenge Goal: 15

Even though without the power of creation flowing widely creating creatures has become a bit harder they are still easy to shape and their Attributes are still useful in game.

Especially if you create a creature for the trials your mortals are facing. For example amphibious mounts may help them defend against the river snakes attacking their towns, while pigs that especially like rotten flesh might help clean up the zombie plague currently in progress.

Be creative and use creatures well, they may make your life much easier.

Create Artefact

Base Point Value: 3
Challenge Goal: 10

Artefacts are perhaps the only creation that has gotten easier. While mortals may lack the power of gods their thousands of minds occasionally have ideas even the gods didn't think of, and these ideas help make the creation of artefacts easier.

Better production methods, and better materials in tandem improving the work of even the gods. Such artefacts are as easy to make as before and even stronger, allowing you to create them tailored to your current needs.

Create Mortal Challenge

Base Point Value: 3
Challenge Goal 15

Mortal Challenges have not changed since the days of creation. They still can be created under the same rules as in the days of old and still challenge mortals for potential reward.

Other gods may never attempt a Mortal Challenge, however they may aid mortals in attempting them. These challenges may be tied to a certain location, maybe on the top of a mountain awaits a guardian, that let's only the worthy past to a sword of untold power, or it can be a ritual anyone can attempt.

For example one may gain magical power by using a certain dangerous ritual. The options are limitless as long as the Challenge has a Peril and a Reward.

Normal Play

Create Monsters

*Base Point Value: **5***
*Challenge Goal: **20***

Monsters still are a useful opposition to mortals, and can be shaped as easily as in the olden days, however placing a monster in a populated province would only lead to detection and death before they can fulfill their purpose.

Monsters that have a specific location may not have a location within a province. You can still use them to guard certain locations, or to prevent your enemies from expanding easily into them.

Recreate Monster

*Base Point Value: **-***
*Challenge Goal: **10 + Attribute Points the Monster had***

Sometimes monsters die before they can fulfill their purpose. Sometimes you just wish to see them live for another day. Sometimes you just think it would be funny to bring back the dragon that caused your rival so much grief.

Whatever the reason maybe sometimes you wish for a monster to reappear. Luckily recreating a being is easier then first calling it live, however it will still be in the same position.

For each degree of success you may move the monster by one province, provided this province is rural, and has less population than the monster's current province.

Create Mortals

*Base Point Value: **5***
*Challenge Goal: **30+ 5/per race created by this player***

Creating new species has gotten harder, but it is still possible, however with the world shrinking doing so poses certain challenges of its own.

The new species still spawns with 5 population, however it may only spawn outside provinces, or in a province where the creating god holds a majority. If the province cannot hold all 5 population, the additional population may not be spawned.

Create Avatar

*Base Point Value: **3***
*Challenge Goal: **20***

Sometimes a god needs to walk with mortals. Maybe to better guide them, or to better challenge them. Avatars are the solution to this.

A part of their power made manifest and shaped into a form mortals can comprehend enough to interact with it. However putting so much of their power outside of their direct body, even if they control their avatar directly brings with it the risk of the power being stolen.

The amount of power an Avatar can hold, in the form of dice, is determined by their Base Point Value, and for each degree of success this goes up by 1. However for every second degree of failure it goes down by 1.

Normal Play

Other Actions

Base Point Value: ?
Challenge Goal: ?

You will certainly have ideas that you want to create that do not fall directly under any of those mentioned above.

For this you should describe what you want to do to the others. Maybe they have an idea how you can do it with the given actions. However should that not be the case, do not fret, for it is easy to make your own Creation Actions by consulting the table below, regarding how much of an impact the action might have on the game, or how big a bonus it will give.

Custom Creation Challenge
Challenge Goal < 10 Extremely Small Bonus/Little Impact
Challenge Goal 10 Small Bonus/Little Impact
Challenge Goal 15 Average Bonus/Average Impact
Challenge Goal 20 High Bonus/High Impact
Challenge Goal 25+ Extreme Bonus/Extreme Impact

Influence Actions

Guide Mortals

Base Point Value: -
Challenge Goal: 15 - Species Alignment -
Nation Alignment +
Nation Wealth

Sometimes mortals need a nudge in the right direction to fulfill their purpose on the world stage. With this action you can affect all mortal actors besides nations.

Omens and dreams are always a good choice, but how exactly you exert your influence is left open to your decisions and RP.

Hereby degrees of success and failure should determine how well you managed to communicate your message, and how willing mortals are to follow your commands.

Mortal Guidance		
Degrees	*Success*	*Failure*
< 0	*Minor Effect*	*Minor Misunderstanding*
< 5	*Good Effect*	*Major Misunderstanding*
< 10	*Mortal understood Message 100%*	*Mortal understood opposite of Message*

Normal Play

Guide Nations

Base Point Value: -
Challenge Goal: 20 <> 25 - Nation Alignment + Nation Wealth

Sometimes you need to guide entire nations, and here the difficulty depends on what exactly you are trying to do. it will be easier to change the target of their next attack, then to completely get them to stop this attack.

The exact Challenge Goal should be determined by everyone together, and the same degrees of success and failure rules apply here.

Lending Mortals Power

Base Point Value: -
Challenge Goal: -

Giving a mortal, or your own Avatar a piece of your power requires no roll, as it is easy to do so. Choosing a mortal that will actually work together with you is a bit harder, but is an RP problem, not a rule problem.

Furthermore by lending a mortal a piece of your power you may now directly communicate with them whenever you wish, no roll required. Should they already be an Empowered Mortal nothing else changes.

Inspire Holy Order

Base Point Value: 1
Challenge Goal: 15 - Species Alignment

Sometimes normal faithfuls and armies are not following your plans close enough, and your empowered mortals are not enough to stem the tide.

Sometimes there is a need for a Holy Order with a specific goal, and relentless faith. Trying to create one of these you may target 1 population of your faith to turn them into a Holy Order.

These Holy Orders follow normal Creation Rules, however half of all Attribute points(Rounded up) must be invested in the Goal of the Order. The rest may be invested as you see fit.

Holy Order	
Name :	
God:	
Goal:	
Attributes	Value
1.	
2.	
3.	

Give Holy Order new Purpose

Base Point Value: -
Challenge Goal: 10 + Points in Goal

When a Holy Order reaches their Goal, their purpose falls away, and it is on you to give them a new goal before their armies scatter in all winds.

You may target a Holy Order of your Faith that has currently fulfilled it's Goal with this action. If you succeed you must shift all points in the old goal towards a new goal. If you fail nothing happens.

Normal Play

Other Neutral Actions

Base Point Value: ?
Challenge Goal: ?

Should you not find what you wish to do under these actions you can still discuss them with the other player and set an appropriate Challenge Goal for them.

Hostile Actions

Hostile actions may be used on any mortals, however if they are used on mortals with the consent of their god, they do not count as hostile actions anymore.

Changing Actions

Changing actions allow you to redistribute the Attribute points of a Creature, Monster or Mortal, making them suit your current needs more. Monster and Mortals may attempt to resist.

Furthermore for every 4 degrees of success you may add another Attribute point to them, further changing them, allowing you to create better versions of them.

Change Creature

Base Point Value: -
Challenge Goal:
10+ Attributes(Create new Creature) /
15+ Attributes(Change all Creatures of Type)

Sometimes the creatures in the world are not exactly what you need. But perhaps creating a new creature from scratch is not exactly an option either.

So why not build on the work of others to change their creatures into something new and better. Or perhaps you want to simply improve your old work?

Change Monster

Base Point Value: -
Challenge Goal: 20+ Attribute points

Monsters, just as creatures, sometimes don't fit your plans, maybe the mortals found an easy way to beat them, or you simply need them in another role then before.

Or perhaps you made them too strong, and now wish to correct your mistakes. Either way changing a sapient being is different to a simple creature. Not only are they more complicated, they also may attempt to resist you, and as monsters they automatically gain 1d6 to do so.

Normal Play

Change Mortals

Base Point Value: **-**
Challenge Goal:
10+ Attribute points + Amount of Population you wish to change

Some may call what you are doing unethical, some may call it a corruption of the former form of a sapient being, however you are just reshaping them to better fit your plans.

After all, all the gods shaped their chosen people to fit their plans, so how is what you are doing now worse. Sure these mortals may try to resist with their dice, but what you are doing is for their good as well.

Change Mortals

Base Point Value: **-**
Challenge Goal:
15+ Original Mission Attribute Points

Sometimes a Holy Order is a problem. Maybe their original goal is no longer what you wish them to do, maybe their Goal was actually meant against you.

Either way, it is not fulfilled but you want to change it. Careful dreams, maybe some deception, and convincing their leader of their wrongdoing, will make doing so easier, but still a challenge even for a god.

> Just because you changed their goal successfully does not mean they now worship you. If you are another god.
> To steal a Holy Order you will need to conver them.

Faith Actions

Influence Alignment

Base Point Value: **-**
Challenge Goal: **20**

Sometimes a species or nation just doesn't get you. You lay out your arguments, you tell them everything they need to know, but for some reason they arrive at different conclusions then you. Maybe their morals are all wrong.

But luckily you can change that. A dream here, a demonstration there, and slowly the moral alignment of a nation or species begins to resemble yours more closely, changing their alignment to a god of your choice by 1 in a direction of your choice.

This of course changes how they think about other gods as well, and all their alignment should now be rediscussed, which gods lose alignment, which gain alignment, and which stay the same. You may only target either a nation or a species though. Not both at the same time.

> It is often advisable to ensure a species will be receptive to your actions before attempting then, as doing so may cost dice in the short term, but will undoubtetly save dice in the long run.

Normal Play

Godly Conversions

*Base Point Value: **1***
Challenge Goal:
20 - 1 / 2 Followers of your Religion

Sending out your power to find those receptive to your religion in a province may prove useful. While missionaries spreading your word are helpful divine dreams, and careful changes can be just as effective and faster at finding new followers.

For every second degree of success you gain another Base Point, and for each Base Point you may convert 1 Population. Faithless populations will convert first, but for each Religious Population you convert you may take the dice they would have given their god from them.

> Godly Conversions targeted at provinces with members of an ethnic religion suffer a penalty of 10, unless the god specifically avoids converting them. They may not betray this promise.

> Pulla(God of Pastries) converts ten followers of Medovik(God of Cakes) in an Urban Province. Since Medovik has a Proselythizing Religion Pulla may now take 2d4 from him as well as, 1d6 because Medovik now no longer has the majority of faithful in this province, and 1d6 for 10 Population in this city. Should Medovik not have any of these dice, Pulla simply gets nothing.

Attempt Sacrifice

*Base Point Value: **-***
*Challenge Goal: **10***

Some gods gain power from their followers, others gain power from sacrifices. And some are proactive in gaining those. Inspiring their cults to sacrifice populations in their name.

Any population in a province with at least one infiltrated actor in it, may be targeted for sacrifice. If the challenge succeeds, the chosen population dies, and the god gains 1d4. If an infiltrated Population of the same faith is targeted, the god instead gains 2d4.

Other Hostile Actions

*Base Point Value: **?***
*Challenge Goal: **?***

Should you not find what you wish to do under these actions you can still discuss them with the other player and set an appropriate Challenge Goal for them.

Normal Play

Even though they are controlled by group discussion mortals may still take actions and these actions should be considered from the viewpoint of mortals, not from the viewpoint of gods to provide the best experience.

General Actions
(Important Mortals, Avatar, Armies/Navies, Holy Orders and Nations may attempt these if they can reach the location)

Solve Trials

Base Point Value: -
Challenge Goal: -

Sometimes the gods cannot take care of their flock, or sometimes they have enough trust to leave a trial for their mortals. In this case the mortals may attempt to solve this trial for themselves. This will cost an action.

Solve Mortal Challenges

Base Point Value: -
Challenge Goal: -

Similarly Mortals will also attempt to solve the Challenges the Gods intentionally placed on the world for them to solve. Doing so will gain them the rewards, should they succeed, losing is treated like combat challenge against the peril.

Fight Monster in a Province

Base Point Value: -
Challenge Goal: -

Sometimes a monster intrudes in the provinces of mortals. In this case they need to fight back against the intrusion, otherwise the province will be occupied by the monster, making it useless to the owner. This initiates a combat challenge with the monster.

Initiate Combat Challenge

Base Point Value: -
Challenge Goal: -

NATIONS MAY NOT TAKE THIS ACTION. All other mortal actors may, as their action, attack any other mortal actor in a province, initiating a combat challenge between them, because sometimes a fight is inevitable.

Convert Population

Base Point Value: ?
Challenge Goal:
1 + 1 / Population of Target Faith in Province

Mortals wish to spread the good word of their belief to other nations, and to other populations. Unlike gods who can target entire provinces, they simply target populations, however doing so is also much easier.

> Mortals Converting Population is a good way to soften up a province a bit, before attempting a Godly Conversion.

Normal Play

Attempt Sacrifice

Base Point Value: **-**
Challenge Goal: **4**

Only Infiltrated Mortal Actors may do so. But they may attempt to sacrifice one population to the god of their cult. This population will die, but does not have to be infiltrated.

However there must be at least one infiltrated actor in the province. If the challenge succeeds, the chosen population dies, and the god gains 1d4. If an infiltrated Population of the same faith is targeted, the god instead gains 2d4.

> Sacrificing Infiltrated Populations will gain you more dice, however will also use up the population making it a short term investment.

Personal Actions
(Important Mortals and Avatar may take these)

Important Mortals and Avatars may move wherever they can logically reach within a turn, allowing them to take actions all over the map. However they may only move once a turn.

Lead Armies/Navies

Base Point Value: **-**
Challenge Goal: **2 + Number to lead**

Sometimes taking more direct control of the armies is needed, be it an Avatar, or just an important mortal, they will take the role of general, and lead a group of armies/navies.

As long as they do so they are restricted to the movement of an army/navy. But may directly decide how they move, and what actions they take.

Lead Nation

Base Point Value: **-**
Challenge Goal: **Provinces in Nation**

Becoming the ruler of a nation is hard, and the nation may resist your efforts. However once you gain it, you also gain the full power of a nation to assist you whenever you need it.

If an actor succeeds in this challenge, they may use their actions to take nation actions instead.

Normal Play

Military Actions
(Armies, Navies and Holy Orders may take them)

Armies and Navies may move once per turn. This does not cost an action. If they are inside a province, they may move to a bordering province.

If this bordering province is hostile to them, they will occupy but not conquer the province, if there are hostile armies inside a province they may initiate combat as an action.

If they are in an area without provinces, they may move the approximate distance of one province in whatever direction they wish. Entering a province from an outside province area needs a movement.

Lending Aid

Base Point Value: **-**
Challenge Goal: **-**

As an action Armies and Navies may aid one friendly actor taking or being targeted by a dice challenge(combat or normal) within movement distance. If they already moved this round, this distance is the same province.

Conquer Province

Base Point Value: **-**
Challenge Goal: ***Population in Province***

Armies may attempt to conquer a province they have occupied. If they do so they may take over parts, or the entire province. Should they only conquer parts of a province, this part becomes a new province.

Raid Province

Base Point Value: **-**
Challenge Goal: ***3+ Enemy Armies in Target***

Armies and Navies may raid a province they are in, or adjacent to. They need to specific the goal of their raid, population, wealth, etc beforehand. If what they wish to raid cannot be physically stolen(buildings, etc) it is instead destroyed.

A successful raid means one of the target is taken or destroyed, while another may be added for every 2 degrees of success. However the loot will stay with the army, until it enters a friendly province, upon which the loot will be placed in the province/nation.

Raiding wonders will instead of destroying them, take away 1 degree of success from their buildstatus. A finished wonder may become partially broken, but will remain standing and repairable, unless the degrees of success stored in the wonder are reduced to 0.

Normal Play

Holy Order Actions
(Holy Orders may take them)

Recruit New converts for the Order

Base Point Value: -
*Challenge Goal: **2***

Holy Orders may try to recruit new members from populations of the same faith. Should they succeed the population is turned into a member of the Holy Order.

However having too many recruits can weaken the order, as it is harder to instill the proper fanaticism in all of them.

> Holy Orders start out giving every god that isn't theirs a 20 Penalty to all interactions.
>
> For every new recruit this Penalty is reduced by 1. Larger Orders are more effective, but also more vulnerable.

Purify the Order

Base Point Value: -
*Challenge Goal: **5 + 1 / Population in Order***

Sometimes a Holy Order needs to purge those members that aren't convinced of their goals anymore, either reconverting them, or punishing them.

If they succeed, the holy order may remove one infiltrator from a member of the order, for each degree of success.

Alternatively each degree of success may be turned into a Penalty of 1 to all Influence Actions targeted at them from gods that aren't their founder, for the next round.

Nation Actions
(Nations may take them)

For nations actions require to put into motion the wheels of bureaucracy, sending forth armies of runners to inform their subjects of the will of their rules.

They mean setting up supply chains spanning provinces. Nations may take five Actions per round, however should they have no dice, they may not take anymore actions. They may only take actions in provinces they own, or friendly provinces that are occupied.

Fertility Challenge

Base Point Value: -
*Challenge Goal: **10***

Nations always require new bodies to till the fields, to work in the cities, to fight in their armies. And sometimes normal reproduction just is not enough.

In such cases nations may enact various measures to encourage more growth in the nation. Should they succeed each species gains one population, while for every 5 degrees of success one species gains 1 population.

Raise Army/Navy

Base Point Value: -
Challenge Goal: -

Nations require armies and navies, to protect their borders. Raising them however is easy, but requires bodies to carry the weapons, to hold the walls. So nations may turn 1 population into 1 Army, in the same province. The Army will start with a 1d4, but may not move this round.

Normal Play

Guerrilla Campaign

Base Point Value: -
Challenge Goal: **5**

Even in occupied lands the rightful owners have still friends. Retired soldiers still listening to their former commanders, those who still love the nation, and those young and idealistic enough to die for a cause.

A savvy nation can mobilize those forces to make the live of an occupying army hell on earth. For each degree of success one army may be moved out of the occupied province. It may not enter the province again in this round, nor participate in any challenges aimed against this province. For four degrees of success 1 Army may be killed instead.

Raise Wealth

Base Point Value: -
Challenge Goal: **10**

Sometimes a nation is in need of some cash quickly, there are many ways to gain it. Raise the taxes, raid a local rich person, shake down a trader from a nation you never really liked.

But in the end they all have the same result, more wealth in the vaults of a nation. A nation will gain 1 wealth for succeeding this challenges, as well as 1 Wealth for every 5 degrees of success.

Creation Challenges

Base Point Value: -
Challenge Goal: **10 Wealth**

Once Wealth begins to pool in the vaults and resources flow into the nation, mortals will get a taste of power, and more gold gives them more power.

The culmination of this is when a nation has gathered enough resources to attempt a feat only gods could normally manage. Creating new life or artefacts. However to even attempt such a thing costs a vast amount of resources. By paying 10 wealth, a nation may attempt a creation challenge.
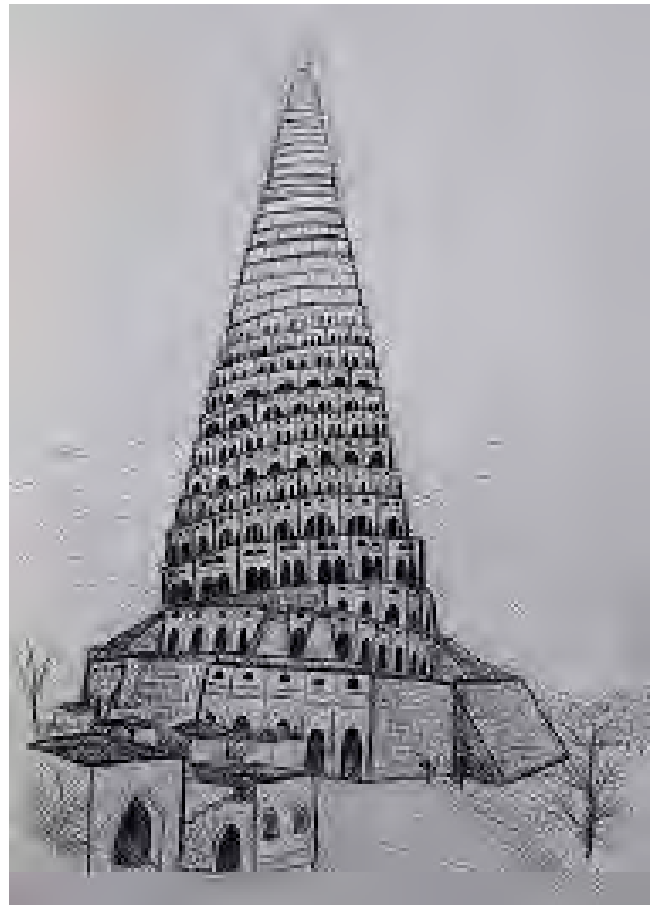
Normal Play

Construct Buildings

Base Point Value: *1*
Challenge Goal: *10*

While everyone can build a house and put up a wall around it, to create buildings that truly affect the nation takes both skill and effort. A nation may attempt to improve their provinces with a building.

Below you will find a list with potential ideas, but feel free to be creative. Buildings may have attributes just like artefacts, but don't have to instead they may give other boni. Discuss with other players how many degrees of success will be needed for the boni you wish for.

Buildings	
Name	*Effect*
Fishery	*Feed 5 People in Province / Degree of success*
Walls	*All hostile armies entering must attempt [Degrees of success] Dice Challenge.*
Roads	*Entering this province does not cost Movement*
Militia HQ	*Whenever hostile army enters neighbouring province may convert [Degrees of success] Population into Armies, must convert back once hostile army gone*
Townhall	*Nation may use +1d4 in all Challenges attempted in this province*

Rebuild Building

Base Point Value: *-*
Challenge Goal:
5+ *Degrees of Success on Building*

Rebuilding a ruined husk may not be easy but the knowledge how to build it is there, and some materials can be reclaimed. And so what was once destroyed may rise again to spite those who burned it down in the first place. To once again help those who first erected it.

Construct Wonder

Base Point Value: *-*
Challenge Goal: *15*

Some buildings go beyond the mere materials needed to create them. They go even beyond the countless hours of labour pushed into them.

They stand as beacons of their civilisation, a gleaming achievement of mortals before gods. The boni such buildings give their nation, or their god, are strong, however to build them takes time.

However such is known, and expected, and you may store the degrees of success you gain in one round for the next and continue to build up the wonder, until you reach the degrees of success necessary. You may not invest more than what is necessary into a wonder, once you surpass these degrees(to be set by the other players) the wonder will be completed.

Should a wonder of yours be damaged, it won't give it's Bonus anymore, but you may simply spend an action to repair it, just like constructing a new wonder would. Below you will find a list with ideas for wonders, but do not hesitate to create your own.

Wonders	
Name	*Effect*
Great Library	*All friendly mortal actors gain „Knowledge of the World 5" Attribute*
World Market	*All Wealth gained in this Nation is doubled*
Major Basilica	*This and all bordering provinces have a 10 Penalty to all conversions away from owners faith, and 10 Bonus for all conversions towards*
Grand Bureaucracy	*Nation gains 1d6 for each started 10 Provinces*

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