

Choose a player. They choose one of the deities before moving on. A new group comes to worship that deity.

Who leads this group?

Where does this group come from?

How did they come to worship this deity?

How do their practices differ from others that worship the same deity?

What does the deity think of all this?

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## The Shepherd

Choose a player. They choose one of the deities before moving on. A group or individual claims to be able to speak directly to and for that deity.

Who are they?

What do they hope to get from their claim?

Has that deity actually been in contact with them?

What are they actually in contact with?

What happens when they are determined to be lying?

Who powerful group or individual believes them?

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## The Huckster

Choose a player. They choose one of the deities before moving on. A group loyal to that deity is no longer loyal as they are now worshipping a different or false deity.

What is the cause?

What do they start worshipping instead?

How does the deity feel about this?

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## The False One

Choose a player. They choose one of the deities before moving on. The player of that deity draws two Chaos cards. They then choose one to play and one to discard. The cards can be revealed to the other players before the decision is made. Why is that deity faced with this choice?

If either of the cards could not be played, draw until you have two playable cards.

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## The Choice

Choose a player. They choose one of the deities before moving on. A mortal or group of mortals prays to that deity for something. Decide on what. Sending them on a mortal quest may be appropriate.

What are they praying for?

Does the deity answer them?

Does someone or something else answer instead?

Before their prayers can be addressed, what is needed from them?

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## The Prayer

Choose a player. They choose an established creature before moving on. If none have been established, do so now. That creature's population explodes dramatically.

What is the cause?

Does it stabilize?

What frictions does this cause?

Who does this help the most?

What is destroyed?

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## The Blossoming

Choose a player. They choose an established creature before moving on. That creature has a massive decline in its population, is rendered extinct, or otherwise removed from the world in some way.

What is the cause?

What remnant remains?

What replaces them?

Who tries to prevent it?

Which deity is accidentally responsible and why?

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## The Extinction

Choose a player. They choose a creature before moving on. That species branches into two new species. If there hasn't been a creature defined then continue with this card and define a root species.

What is the cause?

How do they differ? (Ex. One is aquatic and the other can fly.)

What type of relationship do the two species have?

Are they aware of their shared lineage?

What do they get wrong about their origin?

Where do they have a common ground?

Who is their shared enemy?

What drives the biggest wedge between them?

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## The Branching

A region of the map has a creature or creatures leave from it in mass.

Where?

Which creatures?

Why are they leaving?

Who stays back to attempt to fix it? Are they successful?

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## The Exodus

A new society is formed. If there aren't any creatures defined yet, do so now as it will be what makes up this new society.

Where is it?

What are the society's core tenants?

How is it organized?

What is its art like?

What is their cuisine like?

What is life like for its poorest members?

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## The New People

Choose a player. They choose an established society before moving on. A prominent individual within that society has a small personal catastrophe happen to them.

Who are they?

What happened to them?

What important event did they miss or were late for due to this?

What unforeseen benefit does this have?

Which deity is responsible and why?

How does this butterfly throughout history?

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## The Mundane

Choose a player. They choose a group before moving on. There is an attempted revolution, coup, or other such forced change of power within its ranks.

Who is making the attempt?

How do they want it to change?

Is it successful?

What is something that goes horribly wrong?

Does the attempt result in a fracturing within the groups?

Who was secretly involved and how so?

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## The Revolution

Choose a player. They choose a group before moving on. There is an event that causes that group to split into multiple smaller groups.

What is the catalyst?

Who attempted to hold things together and why did they fail?

Who comes out the strongest?

Who comes out the weakest?

What is lost in the fracturing?

Who is set free?

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## The Fracture

Choose a player. They choose a group before moving on. Someone in that group invents something amazing. If there aren't any societies, define one now.

What did they invent and why?

Who is credited with its invention?

How does it help?

What harm does it cause?

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## The Invention

Choose a player. They choose an established society before moving on. That group is affected by particularly harsh weather one season. If there aren't any societies, define one now.

Who is most affected?

What sort of weather is it?

How does it change the group forever?

What other event happens at the same time by chance?

What is lost?

What is found?

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## The Harsh Season

Choose a player. They choose an established group before moving on. That group experiences something that they believe is an omen. If there aren't any societies, define one now.

What event do they recognize as an omen?

What does the omen foretell?

Which, if any, deity is responsible for sending the omen?

Does what is foretold come to pass?

Who is responsible for convincing the group that the omen is legitimate?

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## The Omen

Choose a player. They choose an established group before moving on. A particularly heavy storm happens one night in an area where that group is established.

Where and what kind?

What is lost or destroyed?

What is discovered in the aftermath?

Who is stuck inside and what are they forced to confront?

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## The Storm

Choose a player. They choose an established society before moving on. That society has a massive celebration all over! If there aren't any societies, define one now.

What are they celebrating?

How are they celebrating it?

Is this a regular holiday? If so, how do things differ this time?

Where is the biggest celebration happening?

What's something that goes wrong?

Who has the time of their life?

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## The Celebration

Choose a player. They choose an established society before moving on. That society has a new ruler. This ruler wants to conquer the known world and, at least initially, seems like they are able to do it. If there aren't any societies, define one now.

Who is this ruler?

How are they able to conquer so much so quickly?

How do they overextend themselves?

What ultimately leads to their downfalls?

How are they able to hold their empire together?

What happens to their empire after they die?

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## The Philosopher King

Choose a player. They choose an established society before moving on. That society and its nearest neighbor merge together.

Who does this benefit the most?

Who is against it?

What does it help them both overcome?

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## The Joining

Choose a player. They choose an established society before moving on. The sphere of influence that society controls shrinks.

Is it due to sabotage, incompetence, or just plain bad luck?

Who ends up punished for it?

Who ends up benefiting?

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## The Wane

Choose a player. They choose a group before moving on. That group has been infiltrated by a spy from another group. If there aren't two or more groups already established, discard this card.

What does the spy hope to find?

What do they actually find?

Is this spy ever discovered?

How does the spy get away at the last possible moment?

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## The Spy

Choose a player. They choose a group before moving on. A thief has broken into that group's headquarters.

What do they intend to steal?

Are they able to steal it?

What does the heist look like?

What throws a wrench into their plans?

Are they ever caught?

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## The Thief

Choose a player. They choose an established group before moving on. The leader(s) or most prominent member(s) of that group have an attempted assassination against them or are otherwise forcibly and mysteriously removed from power.

Are the assassins successful?

Who is behind the assassination attempt?

Who gets stuck in the middle?

What bizarre fact about the event doesn't get revealed until years later?

Are the assassins viewed as heroes or villains, and by who?

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## The Assassin

Choose a player. They choose a group before moving on. Something goes exceedingly well for them.

What is it?

What is the cause?

How does it get them closer to their goal?

How do they botch it?

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## The Fortunate

A new faction emerges focused on bringing upon the end of the world. Who are they?

Where do they work out of?

Do they have a leader? If so, who leads them?

What is their plan?

Are they loyal to anything other than bringing forth the apocalypse?

What other group have they infiltrated and secretly influence?

Which deity has been secretly helping them? Do the others find out?

How are they stopped?

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## The Domsayers

Choose a player. They choose a group before moving on. Someone in that group creates a new object of power.

What is the object?

What special power does the object have?

Who is credited as its creator?

What evil is it used to defeat?

What evil is it used to do?

Who attempts to steal it?

How is it broken before it could be used?

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## The Smith

Choose a player. They choose an established group before moving on. Someone goes missing related to that group.

Who were they?

Where did they go missing?

How did they go missing?

Are they ever found or returned?

How were the deities involved?

What effect does it have on the group?

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## The Lost

Choose a player, they choose a group before moving on. A person in that group has a particularly lovely day.

What is so lovely about it?

How does this change the course of history?

Who is responsible and why?

Who is spoiled because of this?

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## Blue Skies, Golden Sunshine

Choose a player, they choose a group before moving on. That group has developed robots, golems, or some other sort of constructed people.

What were these beings made for?

How are they used?

What are they powered by?

Are they merely tools or something more?

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## Mechanization

Choose a player. They choose a tile on the map before moving on. A large object crashes into that tile.

What fell there?

Who witnessed the impact?

What was destroyed as a result?

Who benefits from it?

What unexpected thing does it bring with it?

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## The Impact

Choose a player. They choose a tile on the map before moving on. A volcano erupts somewhere on that tile.

What causes the eruption?

What is erupted from the volcano?

What is destroyed in the eruption?

Who witnesses it and how does it shape their life?

What was released by it?

How are the erupted materials diverted from nearby settlements?

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## The Eruption

Choose a player. They choose a tile on the map before moving on. An earthquake ravages a region within that tile.

What is the cause?

Who is an unfortunate victim?

What blooms from the wreckage?

How does it affect someone far from it?

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## The Earthquake

Choose a player. They choose a tile on the map before moving on. That tile becomes bountiful and rich.

What is the bounty of? (ex. resources, culture)

What magic grows here now?

What new creature inhabits only that area?

Who claims the area for themselves?

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## The Bountiful

Choose a player. They choose a tile on the map before moving on. A region within that tile becomes a barren wasteland.

What is the cause?

Do the inhabitants adapt or leave?

What still calls this place home?

What can be salvaged?

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## The Wasteland

Choose a player. They choose a tile on the map before moving on. A region within that tile becomes crackling with magical energy.

How does this energy manifest?

Where does it come from?

What are the side effects for the area's inhabitants?

How can the energy be harnessed?

What protects its source?

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## The Infused

Choose a player. They choose a tile before moving on. A region within that tile is flooded with water or some other liquid-like material.

What sort of liquid is it?

What is the scale of the flooding?

Who witnesses it and how do they recount the event?

What is the special property of the liquid?

What is revealed or hidden by the flood?

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## The Flood

Choose a player. They choose a tile before moving on. A region within that tile is covered in fire or some extremely combustible material.

What is the cause? Is it natural, magical, or something else?

How long does it last?

What is destroyed?

What is revealed?

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## The Conflagration

Choose a player. They choose a tile before moving on. A powerful object is hidden somewhere on that tile.

What is the object?

Where is it hidden?

What terrible thing befalls the people who hide it shortly afterwards?

How long does it take for people to forget about it?

Are there any rumors or legends about where it is hidden?

Is it ever rediscovered?

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## The Hidden

A person dies in some way. Describe who this person was and the circumstances around their death. Is it quietly with loved ones, in a blaze of glory, alone?

What is their funeral like?

Who cannot or does not show up to the funeral and why?

What is something they treasured?

How is news of their death received?

What is a secret that they take with them?

What is something that is only revealed after their death?

What are their last words?

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## The Goodbye

It's all so clear now. All the omens were pointing to this. When it arrives, that's it. Think of a number between 1 and 10. The other players then guess the number. They can guess the same number. If all the players guess above the number then discard this card. If the guess exactly or lower then the world will be destroyed in that amount of rounds unless something is done.

How is the world going to end?

What can the mortals do to stop it?

What can the deities do to make sure it is prevented?

Who/what is trying to ensure that it happens?

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## It's Coming...

Something long dead or lost returns. It could be a creature, culture, character, faction, object of power, etc. If there is nothing applicable, then something comes from the Void.

What/who is it?

Where were they?

How are they different?

Who benefits their return? Who suffers?

What did they bring with them?

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## Metempsychosis

A being from somewhere else appears on your world. They are seemingly stuck here and cannot leave.

Who are they?

Where did they come from?

How can they get back to where they're from?

Do they even want to go back?

What are they here to do?

What miraculous power do they have?

How is it discovered that they are immortal?

Who fears them?

Who wants to help them?

Who wants to stop, capture, or harm them?

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## The Stranded

There is a wedding or your world's equivalent of a celebratory union between individuals. Choose who it is between.

Why are they getting married?

Where does it take place?

How does it smooth over tensions between two (or more) groups?

How does it complicate things between two (or more) groups?

What new tradition is cited as starting at this wedding?

Who tries to stop the event from happening and why?

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## The Wedding

A powerful being appears in the world. It has demi-god-like powers and is not necessarily loyal to the deities.

Where did it come from or who made it?

What does it look like?

Is it a person or object?

What group starts to worship it as a god?

Is it aware of the deities? How does it feel about them?

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## The Incarnation

When drawn, discard this card. There is no Chaos event. You can then set a small scene regarding what the deities do with their time.

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## Respite

When drawn, draw two more Chaos cards and play them both and describe how they are intertwined.

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## Double Trouble

When drawn, shuffle the discarded Chaos cards back into the deck. Draw another.

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## Reshuffle



When drawn, draw three more Chaos cards. The next time a Chaos card is drawn, instead choose one from that three and discard the others.

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## The Fated

When you draw this card keep it face down in front of you. You can play it on your turn to gain another action. Feel free to narratively justify why (such as time manipulation or whatever), but you do not have to.

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## One More Thing

Draw three more chaos cards and discard them.

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## Crisis Averted

When drawn, place this card on the side of the table. While this card is there, no other Chaos Cards can be played without spending one to discard this card.

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## Postpone

When this is drawn, choose a card from the discard pile and play it.

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## It's Happening Again

Choose a player. They choose an established society before moving on. This society comes together to build a massive project, be it infrastructure or art. If there aren't any societies, define one now.

How does it help bring people together?

Where is it mainly located?

What does it make better?

What does it make worse?

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## The Great Project

Choose a player. They choose an established society before moving on. A large trade route goes through that society connecting it to at least one other society. Update the map accordingly. If there aren't any societies, define two now.

What is mainly traded? Goods? Information?

Where does it start?

Where does it end?

How is the Road protected?

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## The Road

Choose a player. They choose a tile before moving on. There is a sprawling network of caves in that tile.

What made this network?

Who uses it and what for?

What can only live inside it?

What valuable thing can only be found there?

Who calls it home?

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## The Caves

Choose a player. They choose a tile before moving on. A truly massive creature now calls this tile home.

What does it look like?

What can this creature do?

What is the relationship between the locals and this being?

How long has it been here?

What is it protecting?

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## The Megabeast

Choose a player. They choose a tile before moving on. A large city fills most of this tile.

If this tile has a city already how does it sprawl?

Who lives here?

What are the buildings made from?

What unique thing does the city rely on?

What is the city known for?

Who rules over it?

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## The Metropolis

A completely brand new creature appears in the world. Define it.

What ability does it have that no other creatures can do?

Where did it come from/how was it made?

What is its weakness?

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## The New Kid

Choose a player. They choose an established society before moving on. A group of explorers from that society goes to a nearby undefined tile. The player who drew the card gets to define the tile. You do not need to say something interesting about it, that's what this card is.

Why did they decide to explore there?

What do they have to overcome to get there?

What unique thing do they find there?

Who is already living there?

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## The Explorers

A mortal has a nice relaxing day on the beach or other sort of vacation-like place.

Who are they?

Where is it?

What important thing goes undone because they're here instead?

What idea do they have while here that significantly affects the world?

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## The Beach!

Choose a player. They choose a tile before moving on. That space becomes known for a battle that happened there.

Who fought it?

Was it between armies or individuals?

How was it unconventional?

What was lost during it?

What sort of memorial now stands there?

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## The Battle

A group or individual set out on an adventure to find an object of legend. Resolve this as a Mortal Quest.

What are they searching for?

Where can they find it?

Does it even exist?

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## Finders Keepers

A group or individual is seeking out the perfect ingredient for their favorite dish or a special part for some other sort of device. Examples: a specific herb or spice, the best cup of coffee, a jewel cut a certain way, a missing cog from an old clock. Resolve this as a Mortal Quest.

Who is doing the searching?

What are they searching for?

How do they plan to find it?

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## The Perfect Part

An individual or small group seeks to challenge a local small-time tyrant or other such thing. Resolve this as a Mortal Quest.

Who are they?

What are they fighting against?

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## Everyday Hero

An individual exclaims to the deities that they can overcome any challenges that the deities give them. Do any of you respond? If so, resolve this as a Mortal Quest. If not then, how does this balloon out of your control?

Who is this person?

Do any of you place bets on their success? If so, what are the stakes?

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## The Challenger

A group or individual is escorting something or someone to somewhere specific. Resolve this as a Mortal Quest.

Who is doing the escorting?

Who or what is being escorted?

Where on the map are they going?

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## The Escort

A group or individual has some sort of accident that alters their life forever.

Who are they?

What happened to them?

How does it alter them?

What do they come to realize while recovering?

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## The Accident

Choose a player. They choose an established society before moving on. A group within that society has a rite or ritual they regularly do. This can be religious, but it does not have to be.

What does this rite seek to accomplish?

What does it entail?

Who partakes in it?

How frequently does it happen?

Is it formally required or more casually necessary?

Is it done in secrecy?

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## The Rite

Choose a player. They choose a creature before moving on. That creature evolves, mutates, or changes in some way.

What can this species do now that they could not do before?

Is this change sudden or does it happen over generations?

Does it happen to every member of this species?

What is the drawback to this change?

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## The Evolution