

Our Pantheon:

Legends

A game by D. W. O'Boyle © 2021

Introduction

Our Pantheon is a collaborative world building game about drawing maps, creating history, and divine intervention. In this game you and 2 to 4 others will be playing a group of deities and the people of the world those deities create. It assumes a magical fantasy setting, but the exact nature of the world is entirely decided by you and the other people you are playing with. This game is designed to be played over 2 to 4 sessions, but may take you longer or shorter depending on the length of your sessions and number of players.

Feedback

This is a game in development and I am currently soliciting feedback on all aspects of it as it is a very different game from the previous incarnation. Please share your thoughts on the forum found on the game's itch.io page. Thank you!

Some examples of the sort of feedback questions I'm curious about:

- What do you think of the actions available?
- Do you feel the game's length is appropriate?
- Was there anything you found unclear or obtuse?
- Do you have suggestions for alternative tools/apps to play the game with?
- Do you like the Chaos Card system?
- What do you think of the new Mortal Quest mechanic?
- Did you find the stuff in the appendix and examples useful?
- General comments about the books layout/typos/errors/etc.

What You Will Need to Play

To play *Our Pantheon* you will need the following:

- A copy of the rulebook and the deck of Chaos Cards.
- A handful of six-sided dice or a shared virtual dice roller.
- Writing utensils or a text entry device.
- A large shared surface you can draw and write on. This will become the map of your world. It can be a piece of paper or a map in Roll20 or any other app where people can all share the space in real time. This surface should be divided up the best you can into 12 columns and 8 rows for a total of 96 tiles. See **the Map** section for more information.
- Shared notes, such as a notebook you can pass around, index cards, or a googledoc. This is where you will include notes about your world as well as things like the Palette (**see The Formless Phase**) and scene summaries.
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Top Level Rules

Our Pantheon is a game of guidelines more than rules, but the following rules are the most important to make sure the game's guidelines flow effectively. They will be constantly reinforced throughout this book.

Player Safety

It is the job of every player to make sure that everyone feels safe during play. The fiction you're creating and the mechanics of the game are secondary to the enjoyment of all the players.

Topics that any one at the table finds traumatic or uncomfortable should be avoided. *Our Pantheon* does have a section called "the Palette" to discuss these sorts of things, but it is likely not everything will get mentioned there and may still come up in play. If you are finding play is heading towards uncomfortable territory for you or anyone playing, stop, let everyone at the table know, and either redo the scene differently or come up with something new if necessary.

If you are ever unsure if your idea might make someone you're playing with uncomfortable the thing to do is ask. Example: "I don't know how you will all feel about this but what about an orphanage that is actually an assassin guild?"

Ask Questions, Build on the Answers

The main thing that you do in this game is state that something exists and then get asked questions to expand on that thing in short responses. Statements can be verbal such as describing how a people live or visual such as drawing a lake on the map. Whenever you state something about the world or draw something on the map it is called "defining". To play this game you must define stuff about your world. In many ways if you are defining stuff about your world then you are playing this game.

Leave Blank Spaces

This is a collaborative storytelling game and as such no one player has full authority over the fiction. To play this game successfully is to build from each other's ideas. It is important that every player is included in all aspects of the creative process as much as they want to be. The easiest way to do this is to define small pieces and allow others to build from them.

Example: "Along the coast here, there is the city of the cat people. They like to fish, but are afraid of the water." That gives a strong foundation for other people to build from. You could come up with a whole mythology about why they are afraid of water. What sort of cat people are these? All that and a lot more, would be defined as the game played out.

Gods and Mortals

This is a game about the places and people that are created and influenced by a group of deities. You will be playing both the deities and individual mortals at times. This section will describe the different terminology that will come up in this book.

The Player Characters

Regardless of how many people are at the table to play, all of them will be playing multiple characters at different points. You will be playing as deities for the most part, but there are times where you will set scenes with mortal characters. You may be playing as a god in one scene then as a farmer in the next.

Deities

Deities, gods, whatever you call them, are the principal creators in this game. Each player will be playing a deity that they will define during the Formless phase. Then, in the Legends phase, your Deities will be shaping the lands and creating the things that inhabit them. See **Phase of Play** for more info.

Chaos

The deities have a lot of power. They can see anything, be anywhere, know what they need to know, but they don't have control over everything. Mortals act with their own will. They may do their best to follow the whims of the gods, but they are far from perfect. They will likely mess up whatever they are told to do. Weather and the physics of the cosmos can be similarly unpredictable, even for a god. This is what the game means when it uses "Chaos". It is the things that are beyond the control of the gods.

The Void

The deities in your world came from somewhere. Where exactly, is dependent on the players at the table. Occasionally the game will refer to "the Void". It is referring to wherever your game's deities are from or have a connection to. The Void's exact nature can be anything you want. You do not even need to describe or define it, but if you feel the need to then spend a few minutes discussing it. Do not dwell on the topic unless you know it will have a significant role in the fiction you are making.

Time

In *Legends*, the scale of time is not well defined. This is intentional as this is not a game about creating a massive timeline of sequential events. A round in this game may cover a few days to hundreds of years and it all depends on how you, the players, want to interpret things. You can just say how long a thing takes to happen. "This storm raged for 3000 years, until one night it suddenly stopped" is a perfectly valid way to interpret the flow of time in your world.

Creatures

"Creature" is this game's term for any being that appears alive and is not a deity. It is also synonymous with the word "species" in the context of the game. They can be animals, people, ghosts, automatons, dragons, whatever. It can refer to your traditional fantasy species like Elves and Dwarves, beings from mythology like sphinxes, or any other species you can come up with. Example, a squid what walks like a man.

This game doesn't really distinguish between what we would traditionally think of as "animals" and "people". It can be either, and everything in between. Don't feel you have to be bound to traditional ideas of "intelligent species" to have a creature form a society. If you want to define a group of just normal wolves or bees or whatever as a society, then go for it. Be sure to discuss this during **the Palette**.

The main creatures you will define are the ones that are important to your narrative. The species your mortal characters will be. You do not need to define every creature that inhabits your world. Common animals, whatever they may be for you, are included when you draw new places on the map. For example, if you draw a forest, you don't have to define each species of tree, bird, mammal, insect, etc that exist in the forest.

When you define a creature just give a short description on what it is like. You do not need more than a sentence or three. Refer to the list of **Creature Traits** in the **Appendix** if you need some inspiration.

Examples:

- "Wood Elves live in the Eternal Forest on the southern continent and have an affinity for life magic. They have blue-gray skin and large orange eyes."
- "The Sentinel is a massive creature that wanders the ocean. There is only one and it is very long lived."
- "The Shades of the Blackthorn are bug-like beings made of animate shadow. They can forge light into solid matter."

Mortal Characters

Your world will be populated with mortal beings of some kind and there are times when you will be playing as them. While this game is about the world and societies that these mortals inhabit, it isn't really about them as individuals. You should treat mortals as disposable. Not that they are insignificant, but depending on your time scale mortal characters likely will not be around for more than a round.

Societies

Societies are large groups of creatures that have more or less agreed to live a certain way together. They can be made up of one or multiple of the creatures you have defined. "Society" does not intend to imply government or a State either. They can be any sort of group structured in any sort of way, whether it be a monarchy, republic, collection of city states, anarchist commune, etc. Feel free to be experimental with how you group the various creatures of your worlds. Of course, there's nothing wrong with having the standard Evil Empire too.

Defining societies is simple. You say that they exist and mention a little bit about them. Example: in this desert there's a group of antfolk called the Burrowing Legion. You don't need to define everything about their culture right then and there. Let others build on it.

Consider the following questions:

- What do they value the most?
- What do they lack?

Something you should consider is what this new society values and how that will shape them. Similarly, what a society lacks will also influence them greatly. This could be something literal like a resource, but it could be more philosophical. In the **Society Values and Lacks** section of the **Appendix** you will find a list of examples. Use it if you're having trouble coming up with ideas on your own.

Factions

Factions are small groups usually within a society. They have a loyalty to a specific thing such as a society, deity, or idea. Their loyalties can and likely will change as you play. Factions include organizations like: companies/guilds, municipalities, churches, political groups like militaries, large families, and any other sort of group. They differ from societies in that they are usually smaller and always more focused.

Objects of Power

The gods and mortals of your world will likely create or discover wondrous items that are imbued with all sorts of powers. These would be your weapons of legend, your magic artifacts, etc. Objects of Power can be pretty much anything you can imagine as long as it fits the context of your world. A magic sword is an obvious choice, but there is nothing stopping you from interpreting this more abstract. For example, you could have a title or even a language that could fit the role.

Game Structure

Our Pantheon: Legends is a game in two phases. Each phase has slightly different rules and levels of complexity. These phases are:

1. The Formless phase, where you define the boundaries of your world.
2. The Legends phase, where you define the space and peoples of your world.

While different elements of this game can vary depending on phase, you will be doing all of the following in each of them.

- Drawing a map.
- Roleplaying in scenes.
- Rolling dice.
- Playing cards from the Chaos deck.

Defining Your World

Previous versions of *Our Pantheon* had specific actions to define each type of thing such as a society, species, faction, etc. In *Legends* that is not the case. When you want to define something you simply state that it exists. The only restriction is that it has to be on your turn or if you are asked directly.

During the Legends Phase you will have a set of general actions that you can do that will allow you state facts about the world. Other players will then ask questions to help define things further. Questions can be leading but they just have to be connected to the topic being defined, be simple, and shouldn't define something brand new or direct the spotlight to the deity you are playing.

Say a player states that there are elves living in the forest they just drew. Some strong questions to ask would be:

- What do they eat?
- Are they a monarchy?
- Do they trade with the *already established* people living on the nearby beach?

Weaker questions would be:

- How do they respond to *previously undefined* threat?
- Were they able to survive the plague I sent them just now?
- Is the elven princess able to overcome the death of their beloved?

These weaker questions would make great question prompts for **scenes**, but are not really appropriate when asking for more detail.

You also may end up discussing a lot of aspects as a group instead of taking turns asking and answering questions. While this can be helpful and necessary at times, it is best to leave discussion as a last resort for when you are really stuck. Free discussion can often be extremely hard to resolve or lead to one player taking the control of the game. It's fine to ask other players for help or even momentarily cede the floor to them, example: "Hey John, you name this guy", but consider using online random generation tools for that instead. See **External Tools** in the **Appendix** for more information, and **Dice Rolls** for another solution.

The Map

As mentioned earlier, the map should be divided into 12 columns and 8 rows as evenly as you can for a total of 96 tiles. This is not a hard and fast rule, but it will make a good sized map that will have enough room for all players to have space.

You may want to label the columns and rows as if it were a spreadsheet. (ie A~L for the columns and 1~8 for the rows.) This way you can then refer to the tiles as coordinates. This is not necessary but does help organize how your notes relate to your map.

You may ask "why have tiles at all?" This is not a strategy game. It does not require specific distances. Nor does it have premade tiles that players place like Carcassonne. So why divide the map into a grid of tiles? The answer is pretty simple, to better demonicanize the space. Having a limit defined helps to deter players from arguing over how much area can be defined in one go. Your table does not need to use the grid if you all agree, but you may find the structure is helpful to keep everyone on the same page.

In a similar vein, tiles do not have a specified dimension. It is up to you to decide the exact dimensions of your world. Tiles are just a quick representation. One game you may have tiles equal to 250 square miles, another 10,000. It only matters insomuch as it is consistent within your current game.

When drawing the map you can fill an entire tile. You could partially fill a tile, but it's recommended to resist that urge. You can add in multiple styles of biomes, rivers and lakes, as much detail as you want. The only limit is the boundaries of the tile.

Scenes

A scene is where you will roleplay characters to find out what happened at a specific point. Scenes can be very helpful to define things like new species and societies, or to expand on what has already been established.

Every scene starts with a question and ends when it is answered. The question can be as simple/complex and as leading/open as you want it to be.

Examples:

- What do the lizards of the eastern plains eat?
- Were the adventurers able to find the magical herb to heal the mayor's son in time?
- How did the deities help the people of the city get through the harsh winter?

Questions always involve something that was already defined, but can define new related things. They can be built around something another player defined, and it doesn't matter when something was defined. For example, previously an empire was established by another player three rounds ago and you want to set a scene about a group of as-of-yet never mentioned revolutionaries. That is fine, but you would not be able to do that if the empire has not been previously mentioned.

When it is your turn and you decide to set a scene you are doing so as your deity. Your deity does not need to be the main character of the scene, but must be present. Other players can choose to have their deity enter or exit a scene at will provided there isn't a fictional reason against it. This is the unique quality of deities over other mortal characters.

You can play out scenes in two ways. You can either select characters and roleplay until the question is answered, or you can dictate the scene.

Dictating a scene is a lot easier and quicker. To do this, the current player presents a question and then answers it themselves in a few sentences. It is important to note that every scene can be played this way. Other players can ask simple clarifying questions but resist the urge for discussion.

If your dictated scene involves other deities then their players have control over them. You can ask what their deity is doing and build on their answer. Deities can still enter (or exit) a dictated scene if they so choose, but keep in mind that dictated scenes are best used when you need something quick. If you want your deity to interrupt a dictated scene then it may be best to do it as a **react**.

When roleplaying a scene each player chooses whether they want to be part of a scene and a character they will play. If it is your turn and you are specifically setting a scene as your deity then you need to play as your deity for the duration of the scene. Otherwise you do not need to play as your deity and it is possible for a scene not to include any deities (usually during chaos cards.)

The player setting a scene can choose to include or ban any character or set of characters that they want. They can also ask other players to play a specific character. That player is welcome to refuse if they so choose.

Once characters are chosen, start the scene by reasking the scene's question and describing the starting situation. Then roleplay from there. Once you have answered the question, end the scene and note the answer. Do not continue to play out the scene beyond the answer even if you're enjoying it. You can always set another scene with a different question set during the same time and with the same characters or use your **react** action.

Players can also choose to play concepts rather than concrete characters such as "the environment" or "a crowd of onlookers". Generally it's best to leave this to a single player per scene.

The map may need to be updated after a scene concludes. It is very possible to drastically reshape the world with a scene. This is to be expected. Sometimes this can be as small as adding a town or city, but could be quite drastic such as redrawing or defining many tiles.

Reacts

During the Legends Phase, each player gets one special action called a “react” each round. Reacts should be short dictated scenes about what established characters or groups are doing in response to the previous thing happening. This action should not necessarily be used to define brand new things wholecloth, but to build on things that have already been established. Reacts are meant to tie up loose ends, however, can also be great places to hint at other ideas or nudge the narrative in certain directions (think cliffhangers). They do not need to involve or mention the deities at all.

Examples topics:

- What a faction of warrior-priests is doing now that the emperor was killed.
- How a city is recovering after a disaster.
- What the adventurer does now that they’re retired.
- The ultimate fate of the rival who lost the cooking competition.
- What ominous thing still stalks the coastal cave.

How those reacts would play:

- “The Priests of the Nine Sages spend the following week going through and destroying any incriminating evidence of their involvement. Even if they were not the assassins, they know they would not be able to convince the people otherwise.”
- “In the main street of Jolly Town there are tons of people working to clear the wreckage. A small child finds a toy they thought they had lost in the great storm.”
- “Zazie the Flame hung up their wisp weavers over the fireplace at their remote cabin. They would never put them back on as the scars from their battle with the Great Unseeing left them unable to wield them.”
- “Elmer the Evil Cook packed up his bags and left the capital. They say the mountain towns were plagued by strange monstrous confections for years after, but none of the reports were ever confirmed.”
- “The sea air was crisp and warm that morning. Two children were playing idly near the mouth of that fateful cove. Suddenly they felt an unnatural cold wind and the most dreadful sound. They fled before it got any worse but their tale was passed through the region for decades. The seal may not have been as strong as necessary.”

Chaos Cards

At certain points in the game a **Chaos card** is drawn that will add an element of unpredictability to the world. Usually they involve the world changing on its own or people deciding to do something without influence from the deities. These events can be negative, positive, or neutral and it is up to the deities to decide if and how they want to intervene.

While there are some that deviate from this, the format of a Chaos Card is usually:

1. Choose a player
2. They choose a tile, society, etc
3. Something happens to what they choose.
4. The table answers questions to figure out exactly how the card is resolved.

Once a card is drawn it should be read out loud. Often they will have the phrase “before moving on.” When this appears, you should stop reading it out loud and do whatever it says before that phrase. This is to allow the player you choose to make their own choice with less bias.

Example: “Choose a player. They choose a tile before moving on.”

Here you would pick a player and then that player would pick a tile. Then you would read out the rest of the card.

When a card mentions a “group” it is referring to a society or faction.

Cards typically have a list of questions on them. These questions are suggestions and you should feel free to come up with your own. Regardless of the questions you can answer them in a few different ways. You may want to discuss and answer it as the whole table. If you’re finding that too open ended or that one player is talking over the others, then you can go around the table and have each player ask a question to another player that only they can answer. You could modify that further by only allowing questions to be asked to the player to their right.

You should answer at least two questions about the event of the card. You are welcome to answer as many questions until all the players are satisfied, but try not to linger too long on a card.

Alternatively instead of answering questions about the event, you can treat it as setting a scene without your deities. You would set a scene as you would normally and play it until the question proposed is answered. Then you should consider the card resolved and move on to the next action or turn.

There may be times where you cannot do what is written on the card. This includes times where the card's actions would conflict with something established in your palette or when something the card refers to hasn't been established yet. If that is the case, and the card doesn't account for it, then you discard the card and draw a new one. The player who drew a Chaos Card can decide to discard it instead of playing it, but this should not be done frequently. Similarly, Chaos Cards can be banned for whatever reason. You may want to go through them before you play and remove any you feel may cover topics that you do not want to bring to your table. If a player finds a particular card unsettling and they do not want to play it, remove it from play and draw a new one.

A deity can intervene at any point and cancel or minimize the effects of the card. If they do choose to then set a scene with how that plays out. The other players can then ask questions as normal. These questions should complicate and twist the matter. "There is a large meteor that will slam into a city. Deity A chooses to intervene by catching it. Player B asks 'when you couldn't catch it, where did you redirect it to?'" These sorts of scenes should be a discussion, but you may find them hard to resolve. In those cases then refer to the **Dice Rolls** section. It is important to note that a deity can fictionally partake in the answers to the questions on a card without it counting as them intervening. Intervening is meant as a way to have your deities be more active in the unpredictable aspects of your world.

You may find you need to have a short discussion about something on the card once it is read. This is fine, but the reader of the card has final say before moving on to questions. This is only trumped by the Player Safety rule.

Dice Rolls

There are times and specific actions where the outcomes will be influenced by dice rolls. You never have to resolve these situations with dice, but it is an option. All dice rolls in this game use a standard six sided die which this book will refer to as a "d6". The results of the die should be interpreted like this:

- A 6 is a "hit" - Complete success, or failure with little-to-no consequence.
- A 4~5 is a "partial hit" - Success at cost, or minor failure.
- A 1~3 is a "miss" - Success at extreme cost, or major failure.

Sometimes multiple dice will be rolled at once. When this happens you typically take the higher value and disregard the rest. There is one instance where the reverse is true, and that will be explained later.

Player VS Player Conflicts

Sometimes you may run into situations where roleplaying isn't getting you anywhere. This can be especially true when roleplaying as your deities. "I do this!" "Well I do this to counter!" "Ok, I counter your counter with this!" That's time consuming and no fun for the players not involved. The solution here is to roll some dice.

The rules for player vs player conflict are simple. All players involved roll 2d6. Whoever has the highest result according to the rules described above wins, but all results are true to fiction. So if Player A gets a 6 and Player B gets a 5, then A wins with a hit and B loses with a partial hit. If Player A rolls a 6 and Player B rolls two 6s, then Player B would win.

In the case of a true tie, (i.e. both players roll the exact same result,) then treat the results as one tier lower (a hit becomes a partial hit, etc) and keep the results as part of the fiction. You can then choose to roll again until a definite winner is found (thus continuing the conflict) or choose to stop.

The important thing is that the results of dice rolls are all true to the fiction. In that example with a 6 and two 6s, both results still count as a "hit" meaning that the results of each are "Complete success or failure with little-to-no consequence." Obviously in that case the loser still loses but there is little consequence to them and they may even still have something beneficial happen to them. With true ties this rule is still in effect. If both players roll 5s and decide to roll again, that original roll still happened in fiction.

Player vs player doesn't always mean deity vs deity. It could be two mortal characters, or even a deity vs a particularly powerful mortal. In the later case you may want to have the mortal only roll one dice, but that is up to you and your table.

Mortal Quests

Sometimes you may want to have your mortals take on some sort of adventure that just would not usually fit into a single scene. This is where the Mortal Quests come into play.

Quests are a series of challenges/goals that mortal characters must overcome. These goals should be sequential, but each goal gets a dice roll regardless of the results of the other goals.

Example: A group of adventures must destroy the evil Dread Knight.

1. Cross the boiling sea
2. Infiltrate the Dread Keep
3. Defeat the Dread Knight
4. Escape as the place collapses

Each of these goals will have a 1d6 dice roll associated with them. Quests always fail forward however. They may ultimately fail at their task, but rolling a 1 on the first goal doesn't mean their quest is over at the start. They get a chance at each goal regardless of the roll before it. If they miss on multiple or all goals then it is likely that they failed or succeeded at great cost.

Mortals are far from perfect and likely will not be able to complete what is asked of them without assistance. If a deity is assisting with a goal they must describe how. Such as "calming the waters," "making sure the arrow flies true," providing a special item or guidance, etc. Then that goal then gets an extra dice. Multiple deities can assist on a single goal. A die gets added for each deity that is assisting.

Deities may also choose to interfere. When this happens subtract a dice from the total. If the dice total would be less than one, then roll two (or more) dice and take the lowest result. Interfering deities must describe the nature of their interference.

The amount of goals should depend on the difficulty or length of the quest. There is no upper limit to the amount of goals you should have, however having more than five is not recommended. Each player can contribute a goal if they would like. Treat the results of the dice as a dictated scene. You can trade off who gets to dictate the scene if you'd like to. Once the final goal is resolved the player who started the quest can have a short epilogue before moving on.

A quest can be undertaken:

- As a way to resolve a Chaos Card. Some cards will even specify that you resolve them this way.
- As an action your deities can do directly. This functions as an alternative to Setting a Scene.
- At any point if the table unanimously agrees to resolve something with a quest. A player can suggest a Mortal Quest over answering a question, but all players must agree even if they are not involved with the quest itself.

Phases of Play

Our Pantheon: Legends is divided into two phases; the Formless, and the Legends. Each phase has its own rules and will lay down elements of the world you are creating.

The Formless phase is where the broad boundaries of the world you will create are defined. It is more than just character creation. There you define what deities you will be playing, where they came from, what sort of world you will be making, and boundaries of play that the table is comfortable with.

In the Legends phase you will be shaping the land and populating the space with interesting facts. During it you will be drawing the bulk of the map, coming up with interesting tidbits about places, and acting out scenes to expand on those tidbits. As its namesake indicates, this phase is not about defining a concrete timeline, but rather to provide a detailed outline. You will have everything you need to play other games in the world you made and plenty of space to flesh out that world.

The Formless Phase

The Formless Phase you will define what is and isn't in your world, who the deities of the world are, draw up the initial map of the world, and then end the phase by playing the first Chaos Card.

If you have not played the game before then it is recommended that you at least read the **What You Will Need to Play**, **Top Level Rules**, and **Game Structure** sections. After that you can continue on to the next section.

The Palette

The first step of this phase is to define what your world will and won't be. To do this you will step up what is called "the Palette". The Palette's purpose is to define and discuss the boundaries of your world and what is allowed at the table. This isn't just about the fictional boundaries like whether there are dragons or how magic behaves, but also the emotional boundaries of the players. Remember the safety and comfort of all the players at the table is more important than acting out one person's fantasy. The Palette is where that sort of stuff can be brought up. Of course, you may not be able to cover everything in the Palette. If anything makes you uncomfortable during play, do bring it up so the table can address it.

On your shared notes create three columns. Label them "Yes", "Veils", and "No".

The "Yes" column is for ideas that you want to include in the world. Anything that gets listed in this column is fair to bring up at any point during the following phases. It doesn't mean that the things listed here exist in your world. Only that they can exist. Some examples: Airships, tea magic, talking squirrels, non-heteronormative cultures.

The “No” column is the opposite. Things in that column can never be brought up and are not part of your world at all. This column is for things that are forbidden. These can be heavy topics, but they can also be tropes that you find boring or overdone, or things you just don’t like. Examples: magic without a cost, animals that a player has a phobia about, sexual violence, slavery.

The “Veils” column is a little different. Things in this column may come up in play, but if they do then you end the scene, cut to black, or “yadda yadda yadda” over it. This can be especially useful for topics where one or more players just don’t want to deal with in the moment but may be hard to avoid. Examples: violent death, violence against animals, scatological topics, sex.

To start, the person who has a clear idea writes it down in the corresponding column. The other players can ask for clarifications and further discuss it, but try not to spend more than a minute or so on that discussion. Then move around the table and make sure every player adds at least two things to the Palette. The Palette is complete when one player decides they have nothing else to add. No one player should add more than two things to the Palette than any other player. If you find yourself stuck but are not ready to move on, then refer to the **Coloring the Palette** section in the **Appendix**. During the rest of the game refer back to the palette frequently. Especially if you cannot think of something.

There are some assumptions this game makes about the world you will create with it that may cause friction while setting up your palette. For example, the game assumes a fantasy world with some sort of magic and that there are beings with god-like powers that can shape it. You could put “No Gods” in the palette, but it would make it very difficult to play the rest of the game. You may instead want to go with something like “the gods cannot communicate directly with people.”

The Deities

Once you have completed your Palette it is time to decide the nature of your deities, how they appear, and what their names will be. Answer any of the following questions together. You do not need to answer all of these and your answers can and likely will differ between deities.

- What relationship do they all have to each other?
- What do they look like? Do they have a physical appearance at all? Can they appear as different things whenever they want?
- Do they have a specific symbol or motif they like to use?
- What do they collectively call themselves? What are their individual names?
- What are each of their specialities?
- What is their hope for the world they plan to make?
- What is their greatest fear?
- What is their major limitation? Do they each have a personal weakness? If so, what is it?
- How will the deities view the mortals? Do they cherish them? Believe they are insignificant?
- What drives your deities to create? Power? Curiosity? Boredom? Do they even realize they're doing it at first?
- Where did the deities come from? Another world? Have they always existed?

Do you have to play as multiple deities?

In short, this game expects each player to be playing a deity. While this works best for worlds that have multiple gods, you could instead play as each player taking on an aspect of a singular deity. Another option is to “pass the baton” and rotate who is playing the singular deity for each turn.

What if a player doesn't want to play a deity at all?

This is not recommended for *Legends* but if you do choose to go this route then that player should get questions asked to them first.

The Initial World

Your world is an empty featureless plain to begin with. Perhaps it's a barren landscape of rocks and wind, an endless ocean with a spec of sand waiting to be brought to the surface, or maybe it's just a tiny something waiting to be plucked from the vast enormity of the Void. Take some time discussing what exactly the emptiness is before moving on.

Once you have decided what the emptiness is it's time to give it a bit of structure. Start by drawing a rough outline of the world to represent the coastlines and major features. During this time, you're welcome to throw down any significant feature you may want. Maybe someone really wants a tall mountain in the north, or a grand river that bisects the eastern continent. Feel free to add such details, but don't get too detailed now as that will come with play.

Stick to a small number of continents and don't make one for each player. It's very easy to fall into chopping up the map by player. Draw together and leave spots for others to fill in. You may even want to take turns drawing.

The First Chaos Card

Once you have your Palette set up, your deities defined, and your initial map drawn out it is time to draw the first Chaos card of the game. The player who gets the honor is the one who had the most recent small unfortunate event happen to them, like forgetting their keys, spilling their drink in their lap, putting their underwear on backwards, etc. Or if you don't want to do it that way, then just let someone volunteer.

If you find that the card isn't playable, you can put it at the bottom of the deck and draw another one. Then shuffle the deck at the start of the Legends phase.

You play this card out as you would any future Chaos Card. If you would like, however, you can give this card a special value by answering any of the following questions that are applicable:

- How did the deities get blindsided by this event?
- How do the deities work to overcome this event?
- What strange and long lasting effect does this event have on the world?
- Which one of the deities is secretly responsible? Do the others find out?

The Legends phase

Rounds

During this phase of the game players will take turns using the actions described below. When every player has a turn that's called a "round". For turn order, the player to the left of the player who drew the first Chaos Card goes first. Then continue clockwise.

The player who starts each round rotates to a new player. Example: If Round 1's turn order was Jaylen > Derrick > Tina, then Round 2's would be Derrick > Tina > Jaylen and Round 3 would be Tina > Derrick > Jaylen, and so on.

Every round, except the very first one, starts with a player drawing a Chaos Card. The player responsible is the one who goes first in the round. This card is essentially a free Chaos Card action for that player. However, it can also be used to set the tone for the round.

The structure of a Round looks like this:

1. Chaos Card
2. Player 1
3. Player 2
4. Player 3

And so on. After the last turn of the fifth round and every subsequent round, the players vote on whether the game ends. See **Ending the Game** for more information.

Actions

On your turn you can do the following actions:

- Draw the Map
- Set a Scene
- Inspire a Quest
- Play a Chaos Card

You also get one **React** per round.

Draw the Map

When you use this action you follow these rules:

1. When you choose to draw on the map you are allowed to fill up to three tiles. Meaning that you can draw in 1, 2, or 3 tiles.
2. Tiles do not need to be adjacent but they must be fictionally connected in some way. This can be literally, as in by some sort of magic portal. Or it could be less literal, like the tiles represent the historic ends of an empire. Or you could really stretch it like “there’s a species of mushroom that only grows in forests of these three tiles.”
3. You cannot overwrite tiles that have been previously defined during the Legends phase either by yourself or other players using this action.

Once you fill in your tile(s) you state a fact about the area you created in a single sentence. You only have one fact for all the tiles that you draw. You do not get one for each tile. The fact can be as large or small as you want. Remember other players can build on anything you mention. Each other player can then ask you one question if they want, which you then answer in a similarly short sentence. The questions should be about the subject that was specified. “On this island there is a city with famous pastries.” Here questions should be more about the famous pastries rather than generally about the city or island. “What about the island made these pastries so good?” is a strong question, where “what else is the city known for?” is weaker.

If you’re stuck come up with something interesting, consider the following questions:

- What is one thing that is unusual, odd, or unique about the location?
- Who or what lives there?
- What is under or above?
- What is a local legend?
- What’s the name of this place?

It is important to note that you only need to define something interesting about a tile when using this action. If tiles get defined in other ways (such as through a Chaos Card), they do not need an interesting fact.

You should use this action when you want to define brand new information about the world.

Set a Scene

To expand on a detail mentioned earlier or to have your deity interact with mortal characters you would Set a Scene. When you use this action your deity **MUST** somehow be involved with the scene, even if it does not directly relate to them. Example: A forest where a species of mushroom people live was previously established. Now you want to set a scene about the founding of their city and how your deity helped reroute a river to make the city flourish.

As mentioned in the **Scenes** section of **Game Structure**, you can choose to either roleplay or dictate a scene. Scenes start with a question and end when that question is answered. This question should be specific. The more specific the better as it will be easier to resolve.

You should use this action when you want to zoom in on something specific.

Inspire a Quest

Sometimes you may want mortal characters to do something specific for you like spread their faith to others. To do this you can Inspire a Quest. You can read more about how Quests work mechanically in the **Dice Rolls** section of **Game Structure**. Quests are when one or more mortals go on an adventure to complete a set of sequential goals.

When you Inspire a Quest you define the ultimate goal and how many goals there are to it (typically 1 to 5). While it often makes sense that you would be assisting with each goal, you do not have to. Other deities can choose if they want to assist or interfere as usual.

Examples

- Smite/convert the unbelievers
- Build something in your image
- Find a mystical artifact.
- Travel to a promised land.

You should use this action when you want mortal characters to undertake a challenge they could fail at.

Play a Chaos Card

When you choose to play a Chaos card, you're choosing to forego your deity's influence and see what is happening within your world. You can still have your deity influence the events of the card. If you find that you do not like the card you can choose to discard it and draw a new one. There is no limit to the amount of times you can do this, but be reasonable.

You should use this action when you are not sure what to do or want to be surprised.

Reacting with your React

There is also a special action called a “React” as described in the **Scenes** section of **Game Structure**. A React is a simple dictated scene that can be done after any action done by another player. You only get one per round. You can react to other reacts. You cannot react to your own actions unless you are reacting to someone else's react.

To use it, simply say you'd like to react to something and then share what it is. Reacts can be very useful in tying up loose ends, adding details, or planting the seeds for other players to grow.

You should use this action when you want to build off something that just happened.

Ending the Game

Eventually the game is going to come to an end. The game can get to that point in a few ways. Once you reach any one of those points, finish the current round and end the game. Typically this game is played for five rounds. After the last turn of the fifth round, players vote to have another round or end the game. If the game goes to ten rounds then any player can decide that is the last round. Another option for ending the game is when all the tiles have been defined. This is not likely going to happen unless you're really focusing on defining tiles and go beyond five rounds. Lastly, if everyone at the table feels like the game is at a good ending point, you can just decide to end it. This includes if the game is on any round before the fifth.

To end the game all you need to do is discuss the state of the world and provide an epilogue for each deity. *Our Pantheon* was made so you can use the world you created as a setting for future games played with other systems. This ending period can be a place to further seed ideas you would like to explore in those games. Of course, it can also just be an ending. Do not be afraid to end the world you just made with the apocalypse. Discuss how you feel the game should end and what the state of the world is.

Also consider the state of your deities. Consider these possible outcomes for your deities. Different deities can have different outcomes. If you are feeling spicy, roll 1d6 and use the result as your epilogue:

1. Continuation - You continue existing as you are and have more stories to be a part of.
 - a. Is this stagnation? Are you bored?
 - b. What is your relationship to your followers?
 - c. What do you do to maintain balance?
2. Exhaustion - You are spent having used too much of your power and you must retreat to somewhere to hibernate.
 - a. Where do you go?
 - b. Can you still contact your followers?
 - c. Do you plan on coming back?
3. Emboldened - Seeing your powers create wondrous things has embolden you for better or worse. You are feeling stronger than ever.
 - a. How does this change your relationship with your followers and fellow deities?
 - b. What do you attempt to take on/over? Are you successful?
 - c. What is something you missed that ultimately leads to your downfall?
4. Departure - You are tired of being involved with the lives of mortals and leave to somewhere else.
 - a. Where do you go next?
 - b. Who/what do you bring with you?
 - c. What is something you miss?
5. Annihilation - You cannot go on and have reached seemingly the end of your existence.
 - a. Do you die with a bang, a whimper, or something else?
 - b. How does this affect your followers?
 - c. Can you ever be revived?
6. Mortalized - you descend from on high and become trapped as a mortal.
 - a. Do you retain any of your godly powers?
 - b. Is this by choice, as punishment, or for some other reason?
 - c. What happens when your mortal form dies?

Note Taking

Our Pantheon can be played online through using apps like Roll20 and Discord or in person using physical objects, but there are some general guidelines that are applicable to both.

You are always going to want to record what you are doing in the game. That's part of the fun! As such it may seem wise to have a dedicated person taking all the notes, but it is recommended you don't rely on a single person. Instead you should share the responsibility between all or most of the players.

Events are what happens each turn and what the player chooses to do. The easiest way to organize this is by having three columns. One for the current round and turn, player's name (or their deity's name), and then have a short summary. As so:

"2/1 - Ityx - Mapped F6,F7,G6 as a large forest. There is moss that covers the lower tree branches and glows blue and purple at night."

Things are, of course, the things you create! They need their own section for notes as well. For creatures you just need a short description of their appearance and common traits. Maybe some information about where they live. For societies you're going to want to be a bit more detailed. Note how they are organized, who some notable people are, where they are, and give room to add any notable events later. Factions and objects of power can be similar.

Playing Over the Internet

When playing this game over the internet you will need access to the following things:

- A shared space where you can all draw in such as Roll20.
- A voice communication app such as Discord, Skype, Google Hangouts, etc.
- A dice roller that everyone has access to like Roll20 or a Discord dice rolling bot.
- A shared note taking space such as Googledocs.
- A way to play the Chaos Cards such as Roll20.

What to recommend alternative apps? Please do! You can do that in the official forum at dwoboyle.itch.io/our-pantheon

Playing via the Internet is likely the easiest way to play this due to the ease that modern technology provides, sans the occasional tech issue.

Roll20 has all the necessary features in the box, but it is recommended to use an external voice and note taking app. When using Roll20 as for your map and dice there are some things you should consider.

- Make every player have the GM role. This will allow them access to all the layers of the map. It can be helpful to keep the outline for the map on the Objects and Tokens layer and then any coloring you do on the Map and Background layer.
- When you want to roll dice you can type “/roll” then the amount and style of dice (ex. “/roll 2d6”) or use the d20 icon on the left side. You also may find it helpful to make macros for specific dice rolls, though that’s not required for this game. Refer to the official documentation for that.
- Feel free to have important landmarks or creatures as tokens. You can even use the notes section of the tokens to record important info about them.
- Similarly, you can use Handouts as your shared notes, but you may find them a little difficult to keep organized.

For Chaos Cards in Roll20:

- You are going to want to upload and add them before you start the game. You may have to add each one individually.
- You may also want to have some space on your map that is a dedicated spot for cards since they cannot exist to the side of the map space. The only way cards can be discarded or removed from play is if they are placed on to the map and then right-clicked>remove/delete.
- You will need to enable the options for cards to be chosen, removed, and discarded.
- Cards should be dealt to a player and read from that view.

If you are using Googledocs for note taking then be sure that the document is shared to everyone playing and everyone can edit it. You may want to enable the View>Show Document Outline so there is less scrolling.

Playing In Person

When playing in person you will need the following items:

- A sheet of paper for your map and potentially a ruler or other hard straight edged tool.
- Pencils and a good eraser. Coloring implements are optional.
- A notebook, laptop, or tablet for note taking that can be shared.
- Optionally some index cards or loose pieces of paper that can have notes for specific societies.
- Physical copies of the Chaos Cards.

Choosing the size of the sheet of paper that will become your map may be tricky. A common piece of printer paper is roughly 12 by 8 inches which works nicely with the recommended grid size. For larger sheets, you're going to want to measure out an even grid as possible. The tiles do not need to be perfect squares. Worst comes to worst you can eyeball it. Don't fret if things are a bit wonky.

Each turn of a round you are going to want to summarize the events in the shared notes. As mentioned previously, these summaries do not need to be long or exceptionally detailed. Often a sentence or two will do. If you find it easier, you can have a notebook for each player to record their own turns on. Otherwise something that can be easily passed around the table is preferable. Similarly, as long as everyone playing has access to it, you can use apps mentioned in the **Playing Over the Internet** section.

If a new society, faction, creature, etc was created then you are also going to want to record that. This is where having index cards or something similar is helpful. You would use one card for each thing. If you must you can use both sides or even multiple cards, but try to keep the notes in a short form.

When a massive change happens to the map, like a flood or meteor, you are going to want to erase the affected area the best you can. Sometimes this may not be possible. You can try using white out or similar products, but that may make it difficult to draw over. Another solution is to cut out a square from a blank piece of paper and place a ring of tape on the bottom, then place it over the affected area.

Examples of Play

In this section you will find some examples of play and explanations of situations that may arise. This section is currently incomplete and more will be added to it as the game is developed.

Tile Facts Examples

Since stating something interesting about the tiles you drew can be tricky, here are a handful of examples with some explanations on how they fit into the rules of the game.

- “Below this desert is a sprawling network of caves where mushrooms and fungal creatures thrive.”
 - When you draw this it will likely just be a desert. Maybe you have some lines for dunes. You may want to add something like a little mushroom shape.
- “The locals have a legend that in this forest a hunter tracked an invisible fox for months before eventually hitting it with an arrow. The fox made a deal with the hunter that if it let it go, their people would know only happiness.”
 - This defines a group of people, the locals, without giving any details. This is acceptable, even though the only thing that is known about them is this legend. Other players can provide those details.
- “Residents of the Kingdom of Foadlyne report seeing a sphere of light flying over the hills here.”
 - Assuming that kingdom was previously defined here then this example is fine, but a bit bare. It leaves a lot of room. You may want to add something about how frequent it appeared.
 - If that kingdom was NOT previously defined then this becomes a lot stronger as it gives the other players more to work with and adds more to the world.
- “On this cliff is where it is said the great hero, Ashtor, met their end.”
 - This one is particularly strong if Ashtor was a previously defined character as it ties up a loose end. Even if they were from many rounds prior.
- “No one knows how deep this lake is.”
 - This is a bit too bare but could end up with some interesting questions and scenes.

Appendix

General Tips

Here are some general tips to consider to make your play more interesting.

- Review your notes - Refer to the Palette and notes about the deities regularly for reference.
- You should allow the blank spaces to create narrative tension especially if you're playing a group of petty deities.
- Drawing the Map is a great action to use if you're not sure what to do on your turn. Even if you're just drawing in some simple landscapes like fields, forests, and deserts. Your facts about those places can be as simple as "there's a cool frog here." What's cool about it? It's purple. See **Tile Fact Examples** for more info.
- To keep yourselves from getting overwhelmed you can impose limits to the amount of societies that exist. 2 or 3 can be enough to make your world interesting while keeping it focused.
- It is almost always better to put societies close together.
- When asking questions try to avoid asking just "why?". One, it can be hard to answer on the spot in a short sentence. Two, that is something that is better discovered in a scene. Example: "There's cool moss that glows in the dark here." "Why does it glow?" "Uhhhh magic, I guess." A better question would be, "Is the glow biological or magical?" as it implies a lot more about the world.
- Similarly, it's fine if the reason for things in your world is just "magic". Depending on what you established in your Palette and the nature of your world, it's likely that is a reasonable cause.
- "I don't know" is an acceptable answer to a question.
- Don't worry about your ideas being corny. You don't know what they may inspire others to come up with.

Mapping Alternatives

Here are some suggestions for other ways you can define the map. These can be especially handy for if you don't like drawing, want something a bit more abstracted, or are playing in a world that is not easily represented in a rectangle (such as on the body of a massive robot or something).

Representative Icons

Instead of drawing and coloring each tile, you can simply place an icon, letter, or word that represents what is there. Like putting “M” for mountains, “F” for forest, “C” for city, and so on or doing a little drawing of a mountain, tree, or house. This may make your world seem a lot smaller but lets you define the map extremely quickly.

Doing this also means you can play this game entirely in spreadsheet software like googlesheets or excel if that's your thing. There you would make a sheet that has a section where the rows and columns are evenly spaced so that you get a grid of squares. Then just place letters in the cells to define the map. This gives you the added benefit of being able to add notes directly to the cells.

Example:

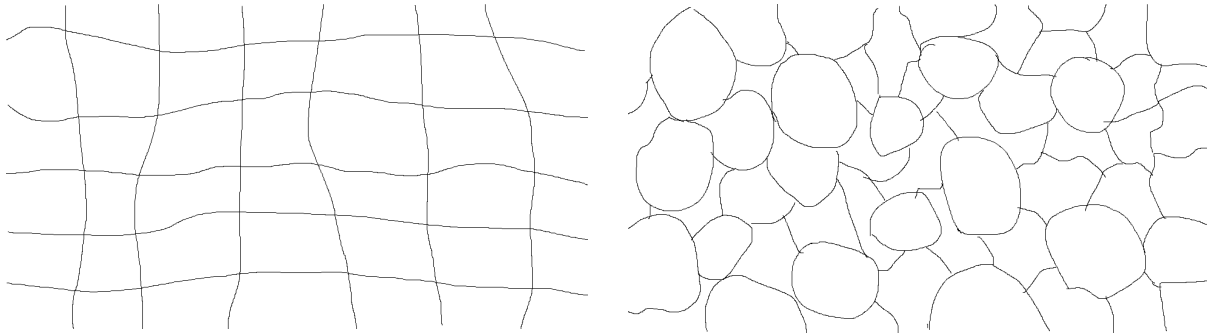
[illegible]

Alternative Grids

You may find that square tiles aren't to your liking. You can opt to use hex tiles instead. The guidelines for hexes are the same as squares. It is still recommended you do have around 96 tiles.

Another possible way is to use an amorphous grid that is drawn at the start of the game. Here you would draw rough wobbly lines down the page or outline blobs of space that count as tiles. This can give your tiles a more "natural" or random feeling to them. It is very tricky to keep the suggested 96 tiles while doing this, so just do the best you can.

Examples:



What if your group is fine with not using a grid at all? This is also acceptable. You just have to make sure everyone at the table understands what this means. It is not recommended that you do this with first time players. You will still need to establish some ground rules for limiting space like only being able to define one thing at a time or using some sort of ruler measurements instead.

Lastly, instead of limiting the space that a player can draw you limit the time they have. For this you would set a timer for, say, 2 minutes, and then a player could draw as much as they wanted within that time limit. Once it runs out, they're done. This method has not been tested and would likely only work with more artistically inclined people. You also may want to include a rule that the drawings have to be detailed to prevent a lot of scribbling.

Nonstandard Maps

The reason this game uses a rectangle for the map is because it's simple. There is no real reason why you can use a square, circle, or other shape instead. This includes wildly nonstandard shapes like having a world that is in the branches of a tree or built on top of a spaceship. For that, it is recommended you draw up some sort of diagram beforehand. It is still recommended you stick to the standard 96 tiles, but it's your worlds and you are always welcome to experiment.

You can even attempt to do a world that has multiple "layers" where you have multiple maps that fictionally are on top of each other or intersect in some way. For example you could have an inner and outer world like Final Fantasy 4, or different maps for different celestial bodies. Modeling actual 3D spaces is outside of the scope for this book but you are more than welcome to try.

Expanded Rules

This section will cover some expanded rule sets that do not fit in other sections. These are suggestions and may not be completely balanced or well tested. This section will expand as the game is play tested. Please feel free to share your idea on the *Our Pantheon* itch.io page!

Two Actions per Turn

In the original (unreleased) playtest of *Legends* players had two actions each turn. This meant that you could Draw the Map twice, set two different scenes, play two Chaos Cards, or any combination of the deity actions. The initial playtests found this to take too long, however when playing with two or three players, you may want to reinstate this rule so that more of the world is detailed. Players still get one react per round and Chaos Cards are still drawn at the top of the round.

More Dice Rolls

You may want to roll more dice or add dice rolls to other parts of the game. Here are some suggestions.

- Whenever asked to pick a tile (whether by Chaos Card or when drawing the map) instead roll two dice. One of the columns and one for the rows. If you're using the standard 12x8 then use a d12 and d8. The results are the tile. If that tile is already filled you can choose one next to it.
- Roll 1d6 whenever a mortal character does anything that could be considered "risky". Even when the risky only involves something as minor as a disagreement among mortals. This will drastically slow down the game, but could add some fun randomness.

Playing Solo

This game is intended to be played with at least two people, but it is possible to play it by yourself. Most of *Legends* is just asking and answering questions, playing Chaos cards, and drawing. Nothing about that inherently requires multiple people. Here are some guidelines if you decide to play by yourself.

Structure

You're going to need to alter the game's structure a bit to get it to fully work in solo play. First off, you may still find value in going through the whole Formless Phase, including setting up a Palette, but it is not necessary. You may want to review the questions listed in **Coloring the Palette** for ideas. You absolutely still need to define your deity (or deities) and the initial map for your world.

Second, instead of having one turn each round, give yourself around three. This should give you a decent amount of space and time to create a robust world within five rounds. That said, you can have as many or as few rounds as you'd like. If you are feeling up to it you can even play as multiple deities which each of them getting a turn. You're playing by yourself so you can have as many reacts as you'd like, but do not go overboard with them. Try to stick to one or two per round.

Lastly, still play a Chaos Card at the top of the round. You can really lean into it setting the tone for the round since it'll be the only other narrative source besides your own imagination. You can also use one of your multiple turns to play another Chaos card if you'd like. When the card asks you to ask another player, ignore it. You can use the suggested random tile rules in **More Dice Rolls** for some additional randomness.

Scenes

How can you roleplay scenes between multiple characters when you're just one person? The answer may surprise you.

The obvious thing to do is just to stick to dictated scenes where you think of a question and answer it in the form of a sentence or two just like you would do normally. This can work out well enough and make the game quite quick, but is not your only option.

The less obvious answer and the suggestion of the designer is to write out the scene like you're writing short fiction. (Hint: because you are.) This will allow you to get into the heads of your people a bit more and flesh some details out. You do not need to write more than a few paragraphs or some dialogue, but there is nothing stopping you when you are playing by yourself other than the time you want to invest.

Regardless, it is recommended you still write the question at the top of the page, note what round it is, and what prompted the scene. Since you're by yourself you can keep things organized in whatever way makes sense to you!

Coloring The Palette

In this section you will find a list of 100 questions you could ask to help add some discussion to your palette creation. Refer to this section when you're feeling stuck but are not ready to move on. It is meant for inspiration. Put the answers to the questions in the column that best fits. Remember you can answer "yes" here and have the subject show up at any point over the course of your game. Just because you answered "yes" does not mean it is there from the start.

1. What is one thing from another piece of media that you think is really cool?
2. What is something from a non-sci-fi/fantasy genre that you would want to be part of this world?
3. Is there a specific subgenre you want to explore or avoid, such as high/low fantasy, steampunk, cosmic horror, etc?
4. What's something from mythology that you really like or dislike?
5. What's something from real human history that you really like or dislike?
6. Is good and evil an objective and fundamental force?
7. Is your world a normal spherical planet or something else?
8. Is there a sun?
9. Is there a moon or moons?
10. Does this world have days and nights?
11. Was this world born from the destruction of a previous one?
12. Is there a twist about this world where it appears to be one way, but is actually something else, such as a video game or dream?
13. Is there a hyper-advanced ancient society?
14. What is beyond the sky?
15. Is there outer space?
16. What is deep underground?
17. Is the world part of a giant tree?
18. Is the world on the back of some massive creature?
19. Are the oceans made up of something other than water?
20. Are there land masses that float in the air?
21. What is one biome you really want to have included in this world?
22. What is one biome that will not exist in this world?
23. Are there uninhabitable areas?
24. Would mortals be able to breathe in places they wouldn't typically?
25. Is there an underworld?
26. Is there an afterlife?
27. Do mortals have souls?
28. Can mortals be reincarnated?
29. Can mortals become immortal?
30. Are there humans?
31. Are there traditional fantasy species like elves, dwarves, orcs, and goblins?
32. Are there dragons?
33. Are there talking animals?
34. Are there animal people?
35. Is there a progenitor species or society?
36. Are there ghosts?
37. Are there other forms of undead, such as zombies, ghouls, or animated skeletons?
38. Are there monsters? If so, what differentiates them from non-monsters?
39. Are there shapeshifters?
40. Are there slime creatures?
41. Are there massive lifeforms that are the size of skyscrapers?
42. Are there golems, robots, or other constructed creatures?
43. Are there demons?
44. Are there divine species like angels?

45. Are there giant spiders?
46. Are there insect people?
47. Are there dryads or other plant people?
48. Are there fungal or mushroomoid people?
49. Are there fairies, sprites, and other fae-like beings?
50. Are there djinn?
51. Are there people with telepathy and other psychic powers?
52. Is there legitimate prophecy?
53. Are there fish or otherwise aquatic people?
54. Are there any real world animals?
55. What's one mundane animal that is slightly different? (Ex. harse)
56. Is there microscopic life?
57. Are there diseases?
58. Are there bandits?
59. Are there pirates?
60. Are there subterranean societies?
61. Are there underwater societies?
62. What is the magic like?
63. Is there traditional fantasy magic like fireball, magic missile, etc?
64. Is magic explicitly elemental?
65. Is there light and dark magic?
66. Is the basis for all magical power in this world love and friendship?
67. How powerful can magic be?
68. Is there a cost or drawback to using magic?
69. Is there anything magic cannot do?
70. How is magic restricted? (like it can only be done by specific people or requires a specific device)
71. Is there a danger to using healing magic?
72. What is one piece of technology that absolutely is not developed in this world?

73. What is one piece of technology that is not part of traditional fantasy that you want to exist in this world?
74. Are there submarines?
75. Are there airships?
76. Are there spaceships?
77. Are there mechs?
78. Is there a particular style of fashion you want to include in this world?
79. What sort of power sources exist?
80. Is there electricity?
81. Is there coal?
82. Is there oil?
83. Is there nuclear power?
84. Are things powered by some sort of crystals?
85. Are there empires?
86. Are there monarchies?
87. Are there republics?
88. Are there democracies?
89. Are there anarchist collectives?
90. Can societies ever achieve utopia?
91. Is there currency or money?
92. Is there such a thing as a "just king" in this world?
93. Is there any form of government that you specifically do or do not want to exist in this world?
94. Are there things like slavery, fascism, and racism?
95. Are there depictions of gore and violence?
96. What is the nature of violence in this world?
97. How do you all feel about body horror?
98. What is one thing you absolutely cannot stand that you do not want to have appear in this world?
99. What is a common trope you do or do not want to appear in this world?
100. Imagine a better world, what is one thing that exists there?

Creature Traits

Here is a list of possible traits to refer to when defining a new creature or species. This is only meant for inspiration and you do not need to refer to it when making a new creature.

- | | | |
|------------------|---------------------|-----------------|
| 1. Flying | 19. Psychic | 37. Venomous |
| 2. Subterranean | 20. Pack/Herd/Swarm | 38. Drab |
| 3. Armored | 21. Shapeshifters | 39. Colorful |
| 4. Ethereal | 22. Hive Mind | 40. Transparent |
| 5. Large/Massive | 23. Constructed | 41. Composite |
| 6. Small/Tiny | 24. Fluid/Gaseous | 42. Sticky |
| 7. Good | 25. Beautiful | 43. Industrious |
| 8. Evil | 26. Monstrous | 44. Single-cell |
| 9. Aggressive | 27. Amorphous | 45. Fungal |
| 10. Docile | 28. Elusive | 46. Mammalian |
| 11. Communal | 29. Greedy | 47. Amphibious |
| 12. Solitary | 30. Passive | 48. Avion |
| 13. Long-Living | 31. Parasitic | 49. Insectoid |
| 14. Short-Lived | 32. Sapient | 50. Aquatic |
| 15. Agile | 33. Predator | 51. Botanical |
| 16. Lumbering | 34. Prey | 52. Herbivore |
| 17. Migratory | 35. Elemental | 53. Omnivore |
| 18. Magical | 36. Nocturnal | 54. Carnivore |

Society Values

Here you will find a list of things your societies may value. As with Creature Traits, this list is meant to inspire and provide ideas.

- | | | |
|-----------------|----------------------|-----------------|
| 1. Cooperation | 9. Isolationism | 17. Art/Leisure |
| 2. Competition | 10. Diversity | 18. Restriction |
| 3. Preservation | 11. Doctrine | 19. Freedom |
| 4. Materialism | 12. Decorum/Civility | 20. Might |
| 5. Trade | 13. Hierarchy | 21. Peace |
| 6. Adventure | 14. Construction | 22. Expansion |
| 7. Tradiation | 15. Goodness | 23. Conquest |
| 8. Stability | 16. Evilness | 24. Knowledge |

And here are some examples of what a society may lack. As mentioned previously these can be literal or philosophical.

- | | | |
|------------------------|-------------------|----------------|
| 1. Resource (ex. Iron) | 6. Divine Favor | 11. Patience |
| 2. Tech/Science | 7. Knowledge | 12. Peace |
| 3. Health | 8. Freedom | 13. Ambition |
| 4. Stability | 9. Infrastructure | 14. Generosity |
| 5. Space/Land/Room | 10. Magic | 15. Creativity |

External Tools

Deity - <https://www.seventhsanctum.com/generate.php?Genname=deity>

This generator will provide you with a list of randomized descriptions of deities. This can be a great tool for inspiration.

Some examples:

- “This cheerful god of revenge takes the form of an adult man with the traits of a crocodile. He has a graceful build. He is usually portrayed as wearing an elegant costume that is mostly white in color, and which is covered in pentagon designs. He carries a halberd.”
- “This goddess of the lunar cycle takes the form of a crone. She is very tall and has a narrow build. Her slanted eyes are green. She has white skin. She is usually portrayed as wearing an attractive costume, which incorporates triangle designs. She carries a crescent. She changes in appearance with the lunar cycle. She sometimes takes the form of a sphere of soft light.”

Name - <https://www.behindthename.com/random/>

BehindTheName’s random name generator is pretty good. It has a large database and you can filter to specific cultures. It can be useful for naming mortal characters more so than deities.

Some examples:

- Sanna Simpkin
- Irvine Argamunt
- Salem Daytrance

Character Traits - <https://writingexercises.co.uk/random-character-traits-generator.php>

This will give you three random character traits. Like with names, this can be very helpful when creating mortals.

Some examples:

- cheerful, considerate and inspirational.
- coarse, rebellious and depressed.
- secretive, lively and carefree.

AI Dungeon - <https://play.aidungeon.io/>

AI Dungeon is a text adventure AI that is a GPT-based neural network trained on adventure stories. Once you’re done with your worlds and are looking for ways to explore it, you can create a version of your world in AI Dungeon and then have procedural generated adventures set in it. It can be a little finicky about non-traditional fantasy species and you may have to hit “retry” a bunch, but it is a fun way to explore your worlds by yourself or with others.

Credits and License

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Our Pantheon is made by D. W. O'Boyle.

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