

Our Pantheon: Legends

Rules Summary

High Level Rules

- ❖ Player safety is the most important
- ❖ Ask questions, build on the answers
- ❖ Leave room for others to fill

Formless Phase

- ❖ Set up the Palette
 - Have three columns: Yes, Veils, and No
 - Go around the table until everyone has added at least one thing to the Palette
 - No player should add more than two things than any other player.
- ❖ Create your Deities
 - Give them a name, appearance, and speciality.
 - Where did they come from?
 - What do they hope to achieve?
 - What are they afraid of?
- ❖ Draw your Initial World
 - Describe what it starts out as
 - Get a basic outline of what your world looks like
 - Don't make it too detailed
- ❖ Play your first Chaos Card
 - The player that most recently had a minor inconvenience draws the card
 - Then start the Legends Phase

Legends Phase

- ❖ At the top of the round (except the first) play a Chaos Card
- ❖ Players take turns doing one of four **deity actions**
- ❖ Turn order changes each round. The player who went second one round goes first in the next. Then clockwise from there
- ❖ Once per round players can use their React action by setting a small dictated scene in response to something else

Ending the Game

- ❖ The game ends when:
 - After at least 5 rounds. Once Round 10 ends any player can decide that the game is over
 - All the tiles on the map are filled
 - If everyone agrees the narrative is finished
- ❖ Give a short epilogue for the world and each of your deities

Terminology

- ❖ Deity - Each player will be playing a god that they make in the Formless Phase
- ❖ Chaos - What the deities do not have control over
- ❖ Creature - A non-deity that possesses any sort of "life" and is usually mortal. Synonymous with "Species"
- ❖ Society - A large group of creatures that have more or less agreed to live a certain way together
- ❖ Faction - A group that is loyal to a particular thing
- ❖ Object of Power - a powerful, likely non-sentient thing or concept
- ❖ The Void - Whatever is beyond or before your world
- ❖ Turn - When a player can take a deity action
- ❖ Round - When each player has taken a turn

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Deity Actions

- ❖ Draw the Map
 - Define up to 3 tiles. Give an interesting fact about them.
- ❖ Set a Scene
 - Ask a question and answer it through role play or dictation.
 - The deity must be present in the scene.
- ❖ Inspire a Quest
 - Start a Mortal Quest.
- ❖ Play a Chaos Card
 - Draw a card and follow its instructions.
- ❖ React, once per round
 - A short dictated scene reacting to something else.
 - You cannot react to your own actions.

Dice

- ❖ All dice are d6.
- ❖ With multiple dice, take the highest result unless otherwise specified.
- ❖ Dice Results
 - 6 - hit - complete success or failure at minimal cost.
 - 4~5 - partial hit - success at a cost or minor failure.
 - 3- - miss - success at extreme cost or total failure.
- ❖ Deity vs Deity
 - all involved roll 2d6, highest result “wins”
 - On ties either roll again or accept the tie
 - All results are true in fiction

Rules Summary

Defining

- ❖ The Map
 - You can fill the whole tile
 - Can be as detailed or symbolic as you'd like
- ❖ Scenes
 - Always start with a question and end when it is answered
 - Can be dictated or roleplayed
 - Deities can enter/exit a scene at will as long as it makes sense
- ❖ Quests
 - Require a list of around 1 to 5 sequential goals
 - Roll 1d6 for each goal
 - Deities can choose to help or interfere by adding or removing a die respectively
 - If the dice amount would go below 1 then roll multiple and take the lowest value
- ❖ Chaos Cards
 - “Before moving on” means you stop and resolve up to that point, then read onward
 - Cards can be discarded if they are deemed unplayable for any reason

Tips

- ❖ Review your notes
- ❖ Let blank spaces create tension
- ❖ Unsure of what to do? Draw the Map!
- ❖ Stick to a small number of societies
- ❖ Keep things close together
- ❖ Avoid just asking “Why?”
- ❖ “I don't know” is an acceptable answer
- ❖ It's okay to be corny or generic