

TRICKERY

You're not likeable. But you don't care. Your words have hurt even the gods. But you don't care. You tell hard truths, you tell lies, you do what you please, following no rules. Joke's on them.

Look

Choose one of each, or make your own:

Symbol: A laughing mask and a weeping mask, a cloud hiding a full moon, a spider's web, a broken mirror.

Form: masculine, feminine, concealed, animal.

Face: concealed, handsome, twisted, shifting.

Eyes: cunning, odd-eyed, piercing, furtive.

Voice: seductive, mellifluous, youthful, bitter.

Wear: dark hooded robes, rich and dark nondescript clothes, a flute and a goblet of mead or wine, a silver mask and a jewelled mirror.

Cult

Choose one of each, or create something else:

Sacred rites: to drink and pour alcohol on the ground; to sacrifice the survivors of a shipwreck; to give votive offerings, such as gold coins and precious gems.

Sacred laws: always offer hospitality, even to a stranger; speak the truth, even when it's ugly and can lead to discord; expel a scapegoat during times of disaster.

Main worshippers: thieves and traders; bards and prostitutes; travelers, beggars and misshapen people.

Landmarks

Draw a sign of one from each category on the map:

WONDER:

A land of illusions where dreams and nightmares are prophetic;

A marketplace where exotic products from all over the world can be found;

A tribe of fierce shape shifters.

SHRINE:

A temple opened only during the night and especially lit during full moon;

A place of narrow access, located on a dangerous cliff;

A tower at the gates of a city where the busiest road leads.

THREAT:

A treasure everyone covets;

A rebellious faction that threaten the current authority;

A feud that can become a war because something has been stolen or someone has been abducted.

Epithet

Choose one:

Who breaks the laws. You can have an additional group of Followers. They have the Detriment: unruly instead of Detriment: outlaws.

Made of honey. When you **IMPLORE A HIGHER DEITY** and you already owe them 1 Oath, don't give them 1 Oath.

The Messenger. When you ask your Avatar to **DO WHAT THE DIVINE HEART DESIRES** and they follow your decree, you gain 1 Faith.

Sub-domain

Choose one that no other Divinities already hold:

Strife. No alliance stands the test of time. *At the beginning of a new Age*, across the mortal world enemies declare truce and allies become enemies.

Secret. It doesn't matter if it's well-hidden or not, you know. You just do. *At the beginning of a new Age*, ask the GM about something hidden and they will tell you.

Luck. Destiny cannot be influenced but some possess more than others; the fools call that luck. *At the beginning of a new Age*, give 1 hold to your Avatar. They can spend that hold to choose an additional benefit or to prevent a calamity from happening.

Pantheon

Say which deity you stole from or tricked. They get 1 Oath on you and you are lower in the pantheon than them.

Say which deity is your secret lover. You get 1 Oath on them and you are lower in the pantheon than them.

Start at 0 Faith. +1 if no-one's higher, -1 if no-one's lower.

Revelation

When your Avatar is chosen...

If you deem them worthy, grant them your blessings; they gain Charisma +1 but you lose 1 Faith. When they die, they can't choose to influence you.

Or they become your Avatar despite your will; they must prove they're worthy of your grace. Gain 1 Faith. When they die, they may influence you.

Fate Move

Whenever a pivotal decision is changed because of your influence, your Fate goes the way you want.

End of Time

At character creation, choose if your goal is the world's Salvation or Ruin. When your Fate goes the way you want, move it towards your Goal.

When **THE END IS NIGH**, you may choose amongst these blessings:

- An Apostle is granted the ability to change their appearance between two aspects; they can change between their Look and another one, picked from any Apostle Look.
- Two Perils fight each other; the GM will decide which one survives and which one is defeated and removed.

And amongst these blights:

- A city is strife-ridden with petty rivalries and civil disorder; add the Detriment: chaos.
- You play one of your cunning tricks to an Avatar; if their Divinity seeks Salvation, they begin the coming Age at Fate -1; if they wanted Ruin, at +1.

Artefacts

When you create a Major Artefact, spend 1 Faith and say what it looks like. Tell a short legendary event that involves it. When your Avatar claims it, they hold 2. Your Avatar may spend 1 hold to choose an additional benefit when they **SPEAK THE TONGUE OF GODS**.

When you create a Minor Artefact, say what it looks like and give it a Quality.

Followers

When you create Followers, say who they are and where they are on the map (normally your Shrine). They usually have a Quality depending on who they are, Quality: band, and the Detriment: outlaws.

Also, choose one:

- They will add a Detriment; say which one and update the map.
- They will erase a Detriment; the GM will say which one and update the map.

PANTHEON		
Divinity	Status	Oath

DIVINITY FAITH



FATE SALVATION



RUIN

WAR

What's better than riding your horse, free as the wind? To kill without hesitation? To plunder and raze? To destroy the pretentious creations of others? To laugh at the distress of the weak? Enjoy it while it lasts. So then, to arms, people! Show your strength and your iron will!

Look

Choose one of each, or make your own:

Symbol: A flaming sword, a bow made of bone and a quiver of arrows, a steel hand holding a spear, an ever-watching black eye.

Form: Masculine, feminine, androgynous, animal.

Face: Scarred, angular, weathered, dashing.

Eyes: Mad, single eye, wary, merciless.

Voice: Menacing, cold, raspy, loud.

Wear: Shining plate armour, nothing (to show their muscular body), a cape soiled of blood, a crown of ivory and rubies.

Cult

Choose one of each, or create something else:

Sacred rites: to pour human blood; to sacrifice a black bull or a lion; to swear on someone's arms.

Sacred laws: fight honourably; gather on a battlefield to fight; eat the vanquished.

Main worshippers: savage unruly warriors; organized professional soldiers; fierce weaponmasters.

Landmarks

Draw a sign of one from each category on the map:

Wonder:

*A colossus bearing golden armour, standing watch over a city;
A great wall made of steel, preventing raids from barbarians;
An army of clay statues guarding the mummies of legendary rulers, inanimate as long as their masters are left in peace.*

Shrine:

*The field of an ancient battle, still soiled with blood;
A war academy where trials are mortal and where every firstborn must go when they're no longer a child;
A temple of martial splendour perched upon a cliff, protected by an order of warrior-monks.*

Threat:

*An invading army, stationed in a once-glorious city;
An unkillable monstrous beast, ravenous and bloodthirsty;
A powerful sorcerer, immortal and mad, who wants to cast the gods down from their thrones.*

Epithet

Choose one:

Scourge of Mortals. When your Avatar unleashes the fury of war, the calamity "the field of battle is ruined for this Age and the Age to come" must happen.

Bearer of steel. Your Followers also have Quality: armor or Quality: weapon.

Who fights in the foremost ranks. *When your Avatar is harmed in battle*, you may spend 1 Faith to take the harm instead. You temporarily lose a Basic Divinity. Move until you regain 1 Faith.

Sub-domain

Choose one that no other Divinities already hold:

Strife. No alliance stands the test of time. *At the beginning of a new Age*, enemies declare truce and allies become enemies.

Destruction. No defence built by Mortals stands the test of time. *At the beginning of a new Age*, a fortress or any other defence is destroyed. If there's any Quality attached to it, erase it.

Strategy. *At the beginning of a new Age*, say who has the most powerful military and say what is needed to defeat them.

Pantheon

Say which deity is your spouse. Give each other 1 Oath and your relationship is unchanged.

Say which deity you defeated in a duel of might. They get 1 Oath on you but you are higher in the pantheon than them.

Start at 0 Faith. +1 if no-one's higher, -1 if no-one's lower.

Revelation

When your Avatar is chosen...

If you deem them worthy, grant them your blessings; they gain Valour +1 but you lose 1 Faith. When they die, they can't choose to influence you.

Or they become your Avatar despite your will; they must prove they're worthy of your grace. Gain 1 Faith. When they die, they may influence you.

Fate Move

Whenever a war is waged on the mortal realm and thousands of lives are lost, your Fate goes the way you want.

End of Time

At character creation, choose if your goal is the world's Salvation or Ruin. When your Fate goes the way you want, move it towards your Goal.

Also, when **THE END IS NIGH**, you may choose amongst these blessings:

- Your Followers ensure peace on the border of an empire; add the Quality: peace to a large area on the map.
- Enemies are disorganized and lack proper leaders; add the Detriment: unruly to a Peril.

And amongst these blights:

- War is spread by your Followers; add the Detriment: war to a large area on the map.
- An enemy is on the edge to strike ruthlessly; pick a Peril, and the GM will make a move using them.

Artefacts

When you create a Major Artefact, spend 1 Faith and say what it looks like. Tell a short legendary event that involves it. When your Avatar claims it, they hold 2. Your Avatar may spend 1 hold to choose an additional benefit when they **UNLEASH THE FURY OF WAR**.

When you create a Minor Artefact, say what it looks like and give it a Quality.

Followers

When you create Followers, say who they are and where they are on the map (normally your Shrine). They usually have a Quality depending on who they are, Quality: band, and the Detriment: violent.

Also, choose one:

- They will add a Detriment; say which one and update the map.
- They will erase a Detriment; the GM will say which one and update the map.

PANTHEON		
Divinity	Status	Oath

DIVINITY FAITH

FATE SALVATION

+3

+2

+1

0

-1

-2

-3

RUIN

THE ANGEL

*You're an angel: the flaming sword sent to obliterate your enemy.
You're an angel: incarnation of beauty sent to protect humanity.
You don't care what you've been sent for; you know only to serve.*

Stats

Choose one set:

- Charisma 0, Valour 2, Will 2, Wisdom 0
- Charisma 1, Valour 2, Will 1, Wisdom 0
- Charisma 1, Valour 1, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

Form: Masculine, feminine, asexual, ambiguous.
Face: Handsome, calm, smooth, young.
Eyes: Merciless, faraway, pitiful, emotionless.
Body: Lean, scarred, athletic, graceful.
Voice: Whispering, peaceful, inspiring, soothing.
Optionally: Feather wings, halo of divine light, supernatural beauty, tears of blood. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I did nothing out of the ordinary during my whole life, but my heart has ever been entirely devoted to my Divinity.
- I lived among unfaithful people; my Divinity punished them, I was the only survivor.
- I preferred to die instead of denying my faith; this brief torment was the moment my Divinity chose me.

When all the Avatars have been chosen by Divinities, go around again. On your turn choose another Avatar for at least one:

- _____ has fought with me during a divine war. Update the map with a large area (Detriment: devastated). If any terrain feature was located here beforehand, erase it.
- I protected _____ from the fury of their Divinity. I managed to divert their punishment onto an innocent population. Say what kind of punishment it was; the GM will add a relevant Detriment to a population.
- I rightfully killed an Apostle of _____. Their successor gains the Quality: avenging.

CHARISMA

VALOR

WILL

WISDOM

Roles

Choose one at character creation:

The Champion. You fight valiantly in the name of your Divinity; your arm strikes without hesitation wherever it is needed. Mark when you take part in a crusade. Say who you're waging war with; the GM will say where they are and may create a relevant Peril.

The Paragon. You truly incarnate your Divinity's Domain and beliefs and as such your Divinity's worshippers take you as an inspiring model. Mark when you accomplish a mission for your Divinity without questioning their intent. Say who benefited from this; the GM will say who suffered from this.

The Heretic. You have lost the trust of your Divinity. Mark when you discover truths that shake your loyalty. Say who you're hoping will offer you guidance.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you reveal your loyalty to something or someone else. Say who they are; the GM will create a relevant Peril.

When you mark a new Role after character creation, gain a new Angel Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your Divinity's Faith becomes weaker.

Survive and change your Role.

Apotheosis Move

When you die, you become a statue made of stone, captured in a moment of perfect beauty. People will start worshipping this relic. Say what Quality or Detriment this statue brings wherever it is located.

Angel Moves

Choose two:

DISARMING PRESENCE.

When you speak or sing, no one who can hear you can start a fight. When you make eye contact with an NPC, they freeze until you break it off.

FALLEN ANGEL.

When you move the Fate of the world away from your Divinity's goal, hold 1. Spend that hold to avoid any harm or heal a fatal wound.

INDOMITABLE.

When you go into battle, hold 2. During the battle, you can spend your hold to:

- Redirect harm to someone else.
- Cross the distance between you and another character outside your reach before they have time to react.
- Intercept any attack directed at someone; if they should have suffered harm, you suffer it instead.

MERKIFUL.

When you **UNLEASH THE FURY OF WAR** or when you **PERFORM A MIRACLE**, you may spend 1 Faith to prevent a calamity.

UBIQUITOUS.

You may appear in front of anyone whose true name you know.

THE JUGGERNAUT

AVATAR CALLING

You're a destroyer. No one can stop you.

Stats

Choose one set:

- Charisma 0, Valour 3, Will 0, Wisdom 1
- Charisma 0, Valour 2, Will 0, Wisdom 2
- Charisma 0, Valour 2, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

Form: masculine, feminine, asexual, utterly inhuman.
Face: scarred, angular, weathered, grimy.
Eyes: disdainful, merciless, fiery, hungry.
Body: colossal, hard, stocky, muscular.
Voice: raspy, menacing, roaring, mute.
Optionally: metallic skin, giant size, earthshaking stomp, superhuman strength. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I was born a slave but led a revolt, conquering my freedom.
- I fought every weaponmaster alive and defeated even the best; no one could match me.
- I was cast into a volcano as a punishment; this brief torment was the moment my Divinity chose me.

When all the Avatars have been chosen by Divinities, go around again. On your turn choose another Avatar for at least one:

- _____ has fought with me during a divine war. Update the map with a large area (Detriment: devastated). If any terrain feature was located here beforehand, erase it.
- _____ once saw me almost been killed and helped me recover. Say who or what almost killed you; the GM will create a relevant Peril.
- I have rescued _____ from a hellish place. Update the map with an limited area (Detriment: blight); the GM will create a relevant Peril.

CHARISMA

VALOR

WILL

WISDOM

Roles

Choose one at character creation:

The Champion. You fight valiantly in the name of your Divinity; your arm strikes without hesitation wherever it is needed. Mark when you lead the way against impossible odds. Say who'll die; the GM will say who'll survive.

The Zealot. You speak the words of your Divinity and promote their Domain. Mark when you swear to bring down someone or something. Say what would make you protect them instead; the GM will create a relevant Peril.

The Heretic. You have lost the trust of your Divinity. Mark when you pursue a personal vendetta. Say where you might find allies against your grudge's target.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you destroy something you weren't mean to. Say what you need to do to prove you were right or at least to redeem yourself.

When you mark a new Role after character creation, gain a new Juggernaut Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your Divinity's Faith becomes weaker.

Survive and change your Role.

Apotheosis Move

When you die, you fall like a giant, destroying anything of your choice in the local area (a city, a mountain, etc).

Juggernaut Moves

Choose two:

DEATH JUST MAKES ME STRONGER.

Your **HARM** Move has an additional option: "Survive and get stronger by your defeat; get +1 to one of your Stats". As with all Harm move options, you can only pick this option once.

THOSE WALLS WON'T STOP ME.

When you smash through scenery or defences, you go where you want to go. Choose any number of additional benefits up to your Valour:

- You leave the enemy defenceless.
- You directly face your true enemy.
- You free potential allies. Say who they are.

Choose up to your Wisdom in calamities that won't happen:

- You are fatally wounded in the process: suffer **HARM**.
- An NPC you sincerely care about just happens to be present. They are either dreadfully maimed or killed.
- The scenery is ruined for this Age and the Age to come; update the map with a large area (Detriment: devastated). If any terrain feature was located here beforehand, erase it.

The calamities you haven't chosen happen; the GM will flesh out the details.

HEEL OF ACHILLES.

Unless your adversary is exploiting a weakness revealed via **OVERCOME THE TIDES OF DESTINY** or other means, you can't suffer **HARM**.

SCENT OF BLOOD.

No one can ever escape your revenge. When someone has harmed you or those you love, hold 1. Spend that hold at any future point to appear in a scene they're in, with or without an explanation.

TALL AS A TITAN, FRIGHTENING AS A DRAGON.

No mortal can fight you if they don't have a relevant Quality (bravery, god-killer, or a massive army, for example). Foes without the proper Quality would probably flee the battlefield without even fighting.

THE HARBINGER

You see people as resources: they may help you further the creed of your god, or they are without value to your eyes. Even your allies know they can trust you only until the point where they cease to serve your cause. What can you say? You're not here to make friends, but to deliver the divine words and reap what you sow.

Stats

Choose one set:

- Charisma 2, Valour 0, Will 2, Wisdom 0
- Charisma 2, Valour 1, Will 1, Wisdom 0
- Charisma 1, Valour 1, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

Form: masculine, feminine, asexual, utterly inhuman.
Face: angular, hidden, pale, kind.
Eyes: mocking, disingenuous, calculating, bright.
Body: colossal, lithe, bony, supple.
Voice: calm, sharp, hypnotic, bloodcurdling.
Optionally: aura of fire and shadow, horns, dreary beauty, encrusted jewelry. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I ran amok during a religious festivity. My mind wasn't prepared to comprehend the words of my Divinity.
- I was rejected by my family, I had no friends, and thus stood on the path to greatness.
- I heard my calling when I drank the blood of a former Avatar.

When all the Avatars have been chosen by Divinities, go around again. On your turn choose another Avatar for at least one:

- _____ stood in my way once; I spared them but was punished for it. Say what you didn't accomplish because of them; the GM will tell you how it has become an even worse situation and may create a relevant Peril.
- I have deep feelings for _____ but there is a higher purpose in my life than caring for others. Nevertheless, say what they should say or do to get your help; they say how they understood how to manipulate you.
- _____ would make a good acolyte: their faith is strong but ill-advised. Ask them how you could prove to them the superiority of your Divinity.

CHARISMA

VALOR

WILL

WISDOM

Roles

Choose one at character creation:

The Pontiff. You are your Divinity's high priest on the mortal realm. Mark when you try to co-opta more widespread religion. Say what your secret trump card is.

The Paragon. You truly embody your Divinity's Domain or beliefs and, and your Divinity's worshippers take you as an inspiring model. Mark when your actions cause unintended harm. Name one group you need to make amends with to great extent if you want them to join your ranks; the GM may create a Peril.

The Heretic. You have lost the trust of your Divinity. Mark when you make it your quest to fight against a Peril that doesn't concern your Divinity. Say how they are nevertheless connected to your Divinity.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you suffer a crisis of faith. Say what becomes more important to you; the GM will say how to resolve your existential crisis.

When you mark a new Role after character creation, gain a new Harbinger Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your

Divinity's Faith becomes weaker.

Survive and change your Role.

Apotheosis Move

When you die, your place of death becomes a pilgrimage site and a place of worship is built there. It become a place of safety for the worshippers of your Divinity. There, followers can be easily found and no Peril can harm them.

Harbinger Moves

Choose two:

HEAR YE HEAR YE.

When you show the glory of your Divinity to change the devotion of a group of people they become favourable to your Divinity. Choose any number of additional benefits up to your Charisma:

- They permanently change their devotion without asking for any sacrifice.
- They can become Followers from now on, if your Divinity decides to.
- People see the greatness of your Divinity and they begin to worship them; your Divinity's Faith becomes stronger.

Choose a number of calamities up to your Will that won't happen:

- An NPC you sincerely care about just happens to be present. They become fanatically zealous and will cause trouble.
- This new devotion provokes a religious schism or an heresy. A new hostile faction emerges from this group; the GM will create a Peril.
- You cannot redo this Move until the next Age.

The calamities you haven't chosen happen; the GM will flesh out the details.

OVERTHROW THE FALSE PROPHETS.

You can spend 1 Faith to give an order to a group of Followers, even if they're not yours, and they'll do it.

RENEW THE WORLD.

When you trigger your Divinity's Fate Move, hold 1. Spend that hold to prevent another Divinity from moving their Fate towards their goal.

THE NAME THAT CAN BE NAMED IS NOT THE ETERNAL NAME.

When you kill an Avatar, their Divinity must trigger **FALL INTO NOTHINGNESS**.

UNSATISFACTORY ALLIANCE.

When you receive help from an Avatar or an Apostle of a different Divinity, you must choose an additional benefit and an additional calamity on any move triggered. You can spend 1 Faith to choose only the benefit.

THE INCARNATION

Avatars are usually elevated by their deity from the masses of humanity, and retain some of their weaknesses and imperfections. You are different. You are the embodiment of your Divinity, sent to the mortal realm to bring balance. Until a new cycle of destruction and renewal begins.

Stats

Choose one set:

- Charisma 0, Valour 0, Will 3, Wisdom 1
- Charisma 1, Valour 0, Will 3, Wisdom 0
- Charisma 1, Valour 0, Will 2, Wisdom 1

Look

Choose one of each, or create something else:

Form: Masculine, feminine, ambiguous, concealed.

Face: Serene, gorgeous, luminous, pallid.

Eyes: Scorching, lost, venerable, candid.

Body: Luscious, still, gracious, imposing.

Voice: Stern, soothing, rich, passionate.

Optionally: part-animal, several arms, levitating, inhuman skin colour. If any, you gain a relevant **Quality** and the **Detriment**: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose the reason you have been sent to the mortal realm:

- You naturally appear when the balance between two concepts must be restored (for example: good and evil, chaos and order, creation and destruction).
- You have been summoned by powerful worshippers of your Divinity.
- You are one of the numerous signs foretelling the end of days.

When all Avatars have been chosen by Divinities, go around again, and on your turn choose another Avatar for at least one:

- _____ came to me for wise counsel. Ask them what it was about and say sincerely what you think their best course of action is; the GM will consider that the truth.
- I have foreseen the doom of _____ but I know a way to prevent that from happening. Say what it is; the GM will create a relevant Peril.
- I know that the divinity _____ serves wrongly tried to tip the balance to the universe. Ask them what you prevented them from doing and tell them what they should do instead to have your support.

CHARISMA

Roles

Choose one at character creation:

The Champion. You fight valiantly in the name of your Divinity. Mark when you creatively defeat an opponent of the cosmic balance. Say who they were and how you defeated them. The GM will tell you how you've seen evidence of their reappearance and how they seem stronger; the GM will create a relevant Peril.

The Hierophant. You act as an interpreter for your Divinity's will and educate their worshippers in their holy ways. Mark when you correct a significant imbalance. Say how you've improved someone's lot. The GM will say what they now expect from you.

The Heretic. You have lost the trust of your Divinity. Mark when you engage in petty mortal quarrels. Say who was considered an enemy, but was in fact ill-understood. The GM will say who was thought to be an ally, and is in fact a foe.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you further the cosmic balance. luxury, at least on the short-term, for a group of people. The GM will say who suffers from this and now opposes the current imbalance; the GM may create a relevant Peril.

When you mark a new Role in play, gain a new Incarnation Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your

Divinity's Faith becomes weaker.

Survive and change your Role.

Apotheosis Move

When you die, it's just part of the cycle: worshippers are looking for your next reincarnation. If your next character has the same Calling, you can keep your advancements. Reset their Stats and Harm options and simply change their Look - you may take another Role if that makes sense.

VALOR

WILL

WISDOM

Incarnation Moves

Choose two:

FROM ETERNITY TO TEMPORALITY, FROM INFINITY TO FINITUDE.

Your essence is divine, and one of your aspects is the epitome of your Divinity. Choose one of your Stats; whenever you should use it, instead use the current Fate of your Divinity (treating it as positive if it's negative).

I COME INTO BEING, AGE AFTER AGE.

Once per Age, you can ask the GM how you can trigger your Divinity's Fate Move. They will tell you exactly which requirements you must fulfil to trigger it: up to three, linked with "and" or – mercifully – "or".

KNOWLEDGE IS THE ULTIMATE WEAPON.

If you know the weakness of your foe, you can **UNLEASH THE FURY OF WAR** against them with Will, instead of Valour.

THIS IS JUST A MERE EMBODIMENT OF THE SOUL.

Whenever you want, change any or all of your Look and even the Quality linked to your supernatural features. Those who know you can still recognize you, but only if they look closely.

REVERED.

When you speak publicly to a mob, you can lead them to do your bidding. Choose one below. You can ask them:

- To bring you someone; but they will also commit violence upon people that are similar or close to your target.
- To bring you something precious you covet; but they will steal other things also and be jealous of your treasure.
- To fight for you or your cause; but they will spread chaos and death on their way.

THE MARTYR

Gods are long-sighted, but they don't care if their orders harm the weak and the unfortunate. You're blessed with the glory of the gods but seek a way to spread their words without causing suffering. This is your calling, this is your curse.

Stats

Choose one set:

- Charisma 0, Valour 1, Will 0, Wisdom 3
- Charisma 0, Valour 2, Will 0, Wisdom 2
- Charisma 1, Valour 1, Will 0, Wisdom 2

Look

Choose one of each, or create something else:

Form: masculine, feminine, transgressing, androgynous.
Face: smooth, scarred, striking, friendly.
Eyes: sharp, weary, shining, guilty.
Body: marked, slight, hard, skinny.
Voice: regal, caring, peaceful, soft.
Optionally: halo of divine light, bleeding stigma, third eye, impervious to elements. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I advocated for a false deity before receiving an epiphany from my Divinity.
- My followers were persecuted and killed; I am the only survivor.
- I travelled to hostile lands to preach, to no avail.

When all Avatars have been chosen by Divinities, go around again, and on your turn choose another Avatar for at least one:

- I have rescued _____ from a hellish place. Update the map with an limited area (Detriment: blight); the GM will create a relevant Peril.
- I have prevented _____ from harming people. Neither of us are welcomed at that place now. Say where it happened and ask them what they were about to do and how you stopped them.
- I have saved the life of someone dear to _____. Ask them who it was; the GM may create a relevant Peril.

CHARISMA

VALOR

WILL

WISDOM

Roles

Choose one at character creation:

The Hierophant. You act as an interpreter for your Divinity's will and educate their worshippers in their holy ways. Mark when you seek sanctuary for your Divinity's worshippers. Say where they'll be safe; the GM will tell you what's in your way.

The Sybarite. You live unidentified amongst the mortals and the followers of your Divinity, sharing their joys and their pains. Mark when you search the lands for a solution for the ills of your Divinity's worshippers. Say what it is; the GM will tell you what sacrifice must be done or what unfortunate consequences will happen.

The Heretic. You have lost the trust of your Divinity. Mark when you choose to fight a threat that doesn't endanger your Divinity's worshippers. Say who, person or faction, is helping you.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you refuse to serve your Divinity by harming people. Say what about them reminds you of your former mortal life and how you're hoping to change your Divinity's ways.

When you mark a new Role after character creation, gain a new Martyr Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your

Divinity's Faith becomes weaker.

Survive and change your Role.

Apotheosis Move

When you die, name an NPC (or a PC if they agree to it) responsible for your death and say how and when they will die; the GM will make that happen, no matter how. Name an NPC who will emerge unharmed of the current situation; the GM will make that happen, no matter how.

Martyr Moves

Choose two:

DON'T MIND ME.

When you blend in a crowd, you won't be recognized and will look unremarkable. You can also enter secure places without difficulty unless you have the Detriment: conspicuous.

FIGHT FOR THE RIGHT CAUSE.

When you witness an injustice or an evil deed and you intercede, you stop it. Choose any number of additional benefits up to your Wisdom:

- You prevent your antagonist from retaliating for now.
- You show signs of wonder and people support your cause; your Divinity's Faith becomes stronger.
- You have corrected a pivotal wrong; move your Divinity's Fate a step towards Ruin or Salvation.

Finally, choose a number of calamities up to your Valour that won't happen:

- You are fatally wounded in the process: trigger **HARM**.
- An unforeseen complication will happen; the GM will make a Move.
- An NPC you sincerely care about just happens to be present. They are either captured or persecuted.

BENEDICTION OF HEALTH

By your mere presence you may ease suffering. Spend 1 Faith to temporarily erase a Detriment concerning a population, a place or a small area. If you want to erase it permanently, the GM will tell you what more you need to do (time, resources, sacrifice and/or help).

RED MARTYRDOM.

Your Harm move, instead of "Survive but reveal that your Divinity can't protect you", has this option: "Survive and show that your persecution sanctifies you; your Divinity's Faith becomes stronger". As with all harm move options, you can pick this option only once.

WALKING THE EARTH.

When you visit a settlement for the first time, or when you return after a long absence, say what you want from these people (protection, information or worship). The GM will tell you what you need to do to obtain it.

THE PANDORA

If chaos would have a face, if strife would have a voice, it would be yours. Of beauties and evils, you're wealthy and generous. The truth is, you live amongst mortals only to cause trouble. What can you say? Trouble is the best gift you can give!

Stats

Choose one set:

- Charisma 3, Valour 0, Will 1, Wisdom 0
- Charisma 3, Valour 1, Will 0, Wisdom 0
- Charisma 2, Valour 0, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

- Form:** masculine, feminine, ambiguous, androgynous.
Face: gorgeous, unsettling, striking, strange.
Eyes: arresting, dark, mocking, welcoming.
Body: toned, attractive, unnatural, graceful.
Voice: sultry, soft, soothing, lilting.
Optionally: metallic skin, supernatural beauty, several arms, floating lights. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I was the guardian of a divine treasure, but I wasn't reliable enough and I failed to protect it.
- I seduced everyone who laid their eyes on me; wars were waged to conquer me.
- I was created by the gods themselves and sent as a reward or a punishment, but I've gained my free will.

When all Avatars have been chosen by their Divinities, go around again, and on your turn choose another Avatar for at least one:

- _____ fell in love with me at first sight. Unfortunately, they have a powerful rival. Say who it is; the GM will create a relevant Peril.
- I protected _____ from the fury of their Divinity. I managed to divert their punishment unto an innocent population. Say what kind of punishment it was; the GM will add a relevant Detriment to a population.
- I was bearing an Artefact intended for _____ when I lost it. Say who has now reclaimed it; the GM will create a relevant Peril.

CHARISMA

VALOR

WILL

WISDOM

Roles

Choose one at character creation:

The Zealot. You speak the words of your Divinity and promote their Domain. Mark when you forge powerful weapons of destruction. Say where they are stocked on the map and who's aware or afraid of their existence; the GM will create a relevant Peril.

The Sybarite. You live unidentified amongst the mortals and the followers of your Divinity, sharing their joys and their pains. Mark when you find answers to the reason of your existence. Say how you can free yourself from your fate.

The Heretic. You have lost the trust of your Divinity. Mark when you save a population from the edge of extinction. Say why you save them: compassion for them or rebellion against your Divinity.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you put aside your Divinity's goals to forge an alliance for the greater good. Say why the larger threat needs everyone to band together to defeat it; the GM will create a relevant Peril.

When you mark a new Role after character creation, gain a new Pandora Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

- Die and make your Apotheosis Move.**
- Survive but be weakened by your trial; get -1 to one of your Stats.**
- Survive but reveal that your Divinity can't protect you; your Divinity's Faith becomes weaker.**
- Survive and change your Role.**

Apotheosis Move

When you die, your remains begin to vomit blights and evils. Say which monstrosities roam the place; no one except Avatars would be fool enough to enter this no man's land. However, hold 1. At any moment you can spend that hold to say that the treasure any PC is looking for is located right here.

Pandora Moves

Choose two:

ALL-GIVING.

If you give a meaningful present to someone, even if you just send it to them, you can **SPEAK THE TONGUE OF GODS** to them as if "they are susceptible to your words". Moreover, they wouldn't ever "ask you a tough price", even if you left that calamity open for the GM to describe.

MOLDED BY THE GODS.

The gods made you perfect. When your Divinity uses **CURSE THE UNFAITHFUL** on you, they lose 1 Faith.

MONSTER-BEARER.

You can give birth to a monster. You can have only one monster at your side at any moment. This monster can **FIGHT IN THE SHADOW OF THE COLOSSUS** for you and is clever enough to obey complex orders. If your monster dies, you can't have another one until the next Age.

Choose one:

- A Drake with Quality: fire-breathing, Quality: flying and Detriment: overconfident.
- A wild beast with Quality: tough, Quality: strong and Detriment: savage.
- A snake with Quality: amphibian, Quality: venomous and Detriment: huge.
- A giant spider with Quality: terrifying, Quality: sneaky, and Detriment: slow.

FULL OF GIFTS.

You can give a Quality to an NPC or an Apostle, if you also give them a Detriment. You can have only grant one Quality and Detriment at any moment. You can't take them back the recipient needs to die first.

NO HOPE REMAINS

When you suffer **HARM**, hold 1. When **THE END IS NIGH**, you can spend that hold to choose any blight, even one specific of your Divinity.

THE PROMETHEUS

Gods are a mistake that the universe needs to correct. They must disappear, they must be killed. Because who else would end the world, if not them? Mortals are the true kings, and it is time to give them the keys of their destiny.

Stats

Choose one set:

- Charisma 2, Valour 0, Will 2, Wisdom 0
- Charisma 1, Valour 1, Will 2, Wisdom 0
- Charisma 1, Valour 1, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

- Form:** masculine, feminine, transgressive, androgynous.
Face: striking, burned, sly, gaunt.
Eyes: passionate, anguished, angry, wary.
Body: angular, crippled, frail, graceful.
Voice: sullen, broken, distant, impenitent.
Optionally: giant size, bleeding stigma, horns, halo of darkness. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone introduces their Avatar by appearance. On your turn choose what kind of minor deity you are:

- I am the child of a deity and a mortal but I refused to take the side of the gods.
- I am older than the gods themselves but I have spent most of my existence in a hellish prison.
- I was cast out of the divine realm because of a wrongdoing.

When all Avatars have been chosen by their Divinities, go around again, and on your turn choose another Avatar for at least one:

- _____ once found me almost dead and helped me recover. Say who or what almost killed you; the GM will create a relevant Peril.
- _____ stood in my way once. I spared them but was punished for my reluctance. Say what you didn't accomplish because of them; the GM will tell you how it has become an even worse situation and may create a relevant Peril.
- I discovered a secret, something hidden or unsuspected, with the help of _____. Say what it is and why it needs to be kept secret or else disasters would ensue; the GM may create a relevant Peril.

CHARISMA

Roles

Choose one at character creation:

- The Sybarite.** You live unidentified amongst the mortals and the followers of your Divinity, sharing their joys and their pains. Mark when you lure worshippers to venerate you instead of a true god. Name a faction that considers you a god; the GM may create a Peril.
The Hermit. You are a secluded sage, without any followers, though many seek your tutelage. Mark when someone asks you where to find something crucial. Say who else is looking for it; the GM may create a relevant Peril.
The Heretic. You have lost the trust of your Divinity. Mark when you give the gifts of your Divinity to someone your god views as unworthy. Ask them who the gift was intended for, and say what unfortunate consequences will happen now.
The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you seek a power that you could use to bring down the gods. Mark a place on the map where you might find exactly that; the GM may create a relevant Peril.

When you mark a new Role after character creation, gain a new Prometheus Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

- Die and make your Apotheosis Move.**
Survive but be weakened by your trial; get -1 to one of your Stats.
Survive but reveal that your Divinity can't protect you; your Divinity's Faith becomes weaker.
Survive and change your Role.

Death

When you die, instead of influencing your Divinity during your Apotheosis Move, you can choose this option: "Become a deity: choose a Domain and follow the usual rules to create them. The GM will play your character as an NPC in the pantheon from now on."

VALOR

WILL

WISDOM

Prometheus Moves

Choose two:

CHAINED, TORMENTED, BUT STILL ALIVE.

When your Divinity uses **CURSES THE UNFAITHFUL** on you, they temporarily lose a Basic Divinity Move until they regain 1 Faith.

TABOO.

When you challenge the established order, current laws or customs, you weaken the rules of the society: what you've done is accepted as normal for now. Choose also any number of additional benefits up to your Will:

- A rule is forever changed, according to your wish.
- An Artefact you were bearing gains 1 hold up to its maximum.
- Your Divinity's Followers or Apostle lose one of their Detriments.

Choose any number of calamities up to your Charisma that won't happen:

- You are fatally wounded in the process: you are harmed.
- An unforeseen complication will happen; the GM will make a Move.
- You show that the gods can be challenged; your Divinity's Faith becomes weaker.

DIVINE THIEF.

You have stolen something from a Divinity (not necessarily yours). You have a Major Artefact you can use, and the Divinity must still pay the Faith cost to create it.

PLEAD FOR HUMANITY.

Once per Age, you can **IMPLORE A HIGHER DEITY**. You don't need to keep track of the Oath you should give: it's well-known that your word can't be trusted.

WRETCHED GIFT.

When you **PERFORM A MIRACLE** or when you **UNLEASH THE FURY OF WAR**, you may decide who will suffer the "unfortunate consequences" instead of the GM.

THE PROPHET

Whatever message the gods want to pass to humanity, you'll serve as an intermediary. Being the mouth of the gods has its advantages: you can draw from an infinite fount of wisdom; but it has also its disadvantages: people tend to persecute the messenger for the bad news.

Stats

Choose one set:

- Charisma 2, Valour 0, Will 0, Wisdom 2
- Charisma 1, Valour 0, Will 1, Wisdom 2
- Charisma 1, Valour 1, Will 1, Wisdom 1

Look

Choose one of each, or create something else:

Form: masculine, feminine, transgressing, concealed.

Face: grimy, young, weathered, serene.

Eyes: passionate, sunken, wise, bright.

Body: wiry, scarred, awkward, bent.

Voice: warm, husky, loud, vehement.

Optionally: third eye, impervious to elements, halo of divine light, levitation. If any, you gain a relevant Quality and the Detriment: conspicuous.

Backstory

Everyone goes round the table and introduces their Avatar by their appearance. On your turn choose at least one event from your former life as a mortal:

- I have been a scapegoat, banished from my people.
- I went somewhere nobody ever set foot.
- I was the most important mortal figure in the world before becoming the messenger of my Divinity, such as an emperor or a king.

When all Avatars have been chosen by their Divinities, go around again, and on your turn choose another Avatar for at least one:

- _____ came to me for wise counsel. Ask them what it was about and say sincerely what you think their best course of action is; the GM will consider that as a truth.
- I know a truth about _____ that they don't know and probably don't even want to hear. Ask them what it is; the GM will consider that as a truth.
- I have foreseen the doom of _____ but I know a way to prevent that from happening. Say what it is; the GM will create a relevant Peril.

CHARISMA

Roles

Choose one at character creation:

The Pontiff. You are your Divinity's high priest on the mortal realm. Mark when you lead a mob of your Divinity's worshippers to fight for your Divinity's cause. Say against who or what you're fighting against; the GM will say who is your best allies in that fight and may create a relevant Peril.

The Hierophant. You act as an interpreter for your Divinity's will and educate their worshippers in their holy ways. Mark when you infiltrate a group to gain them to your Divinity's cause. Say someone who already trusts you; the GM will say someone who schemes against you and may create a relevant Peril.

The Heretic. You have lost the trust of your Divinity. Mark when you spare or ally with your Divinity's enemy. Ask the Divinity how you can change their mind.

The Lost. You follow your own journey, leaving your Divinity's ways. Mark when you discard the wisdom of your Divinity and seek new guidance. Say what you're looking for; the GM will tell you where to find it.

When you mark a new Role after character creation, gain a new Prophet Move or add +1 to a Stat. If you're Heretic or Lost, you can take a Move from another Calling.

If you've marked each Role, your character retires. Narrate an epilogue, using any element you like from their Apotheosis Move.

Harm

When you are fatally wounded, mark off an unmarked option:

Die and make your Apotheosis Move.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your

Divinity's Faith becomes weaker.

Survive and change your Role.

Death

When you die, deliver a final **PROPHECY** even if you don't have the move. You can freely choose up to 3 benefits, and don't have to pick any calamities.

VALOR

WILL

WISDOM

Prophet Moves

Choose two:

THEY SHALL ATTACK YOU, BUT THEY SHALL NOT PREVAIL

When you suffer harm because of one of your prophecies, the harm is transferred to your opponent or is negated (your Divinity's choice).

CLAIRSENTIENCE

You can spend 1 Faith from your Divinity to view an object, a person or a remote location, for as long as you close your eyes. The better you know the target, the clearer the vision.

VOKE OF THE GODS

When you truthfully or falsely preach the words of your Divinity, choose one:

- An NPC will believe you wholeheartedly, but they become too zealous.
- An NPC will follow your words, but their path is their own.
- An NPC or an Apostle will help you, but their true reasons are theirs.
- An NPC or an Apostle won't oppose you, and that's enough for now.

If your words are exposed as lies, expect doom; the GM will make a Move.

PROPHECY

When you deliver a prophecy, a wise counsel from your Divinity or a vision of the future, whoever was paying attention will carefully consider your words. Choose also any number of additional benefits up to your Wisdom:

- Whoever acts upon that prophecy to fulfill it may choose one more benefit the next time they act.
- Whoever acts contrary to the prophecy will have to choose one more calamity the next time they act.
- People see the greatness of your Divinity and they begin to worship them; your Divinity's Faith becomes stronger.

Choose any number of calamities up to your Charisma that won't happen:

- You are fatally wounded in the process: trigger **HARM**.
- An unforeseen complication will happen; the GM will make a Move.
- You cannot **SPEAK THE TONGUE OF THE GODS** nor deliver a **PROPHECY** until this prophecy has come to pass, one way or another.

THE LAW OF YOUR FATHERS IS NOT THE LAW OF THE GODS

You can spend 1 Faith from your Divinity to order an NPC or a group of people to disobey one of their customs, laws or rules.

APOSTLE OF DEATH

Qualities:

Detriments:

Belief

Choose one below:

After winter, there's spring; after death, life. You are an initiate of the Great Mysteries. Say what you've lost or left behind to become an Apostle. When you die the first time, you may say that you actually survive.

We must remember the legends of the departed. Say whom your Divinity's current Avatar reminds you and say why you think they are similar and will meet the same fate. When you die, your Divinity changes your body and mind into something different; say what it is and how the legends will remember you.

Death is no ending. Our deeds will be judged at our demise. Say who is the foulest character amongst the Avatars and the Apostles; their player will reveal their darkest secret to you. When you die, you leave a minor Relic that another Apostle can bear. The Apostle bearing your Relic may now use your Look Move as if they had it.

Look

Choose one:

An ambitious plague doctor. You wear a mask to hide deformities due to a disgraceful illness. You are immune to any sickness. You can heal someone else's fatal wound but you permanently lose one of your Qualities during the process.

A resolute necromancer. You have a gift and you want to use it well: you can talk to the spirits of the dead and the undead. You can **SPEAK THE TONGUES OF THE GODS** to them like an Avatar except you only choose one of the benefits. Instead of picking calamities, you permanently lose one of your Qualities.

An aloof embalmer. You usually maintain a cold composure and you smell of myrrh, perfumed oils and incense. When an Avatar dies in your presence, they may freely choose to "leave behind you a Relic". Change one of your Qualities to *relic-bearer*.

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Zealot. You speak the words of your Divinity, explaining to everyone what they should expect in the Afterlife. If you're in an area with the Detriment: disease, you may consider it as one of your Qualities.

The Hermit. You are a secluded sage, without any followers, said to live forever. You appear and disappear whenever your heart commands; you don't fade out and may reappear even if the Age has changed.

The Heretic. You have lost the trust of your Divinity because you believe in a different Afterlife. Gain a Quality when your Divinity's Fate goes the opposite way and gain a Detriment when your Divinity's Fate goes the way they want.

If your Divinity's Avatar changes their Role, you can change yours. Say why and how it happens.

APOSTLE

APOSTLE OF JUSTICE

Qualities:

Detriments:

Belief

Choose one below:

Some things are worth dying for. You have devoted your life to protecting someone, some people or something. Say who they are. When the outcome of a Move should kill or harm an NPC, you may take their place instead.

We all should aspire to a better good. You once failed your sacred duty. Say who or what suffered because of your mistakes. When you die, say which Divinity's sacred law is changed and how.

My word is my bond. You gave a promise that you haven't yet fulfilled. Say what you promised, to whom, and the GM will tell you why it is more complicated than it looks. When you die, give a final order to someone present, even an Avatar, and they will have to execute it no matter what.

Look

Choose one:

A fearless paladin. You care about people, maybe a little bit too much: that can eat you away at you. When someone close to you or to your Divinity's Avatar is in deep distress, you somehow know it.

A monk with dark memories. You are a different person from the one who entered your order a long time ago. When you enter a community, no one will harm you as long as you provide some aid.

A resolute inquisitor. There will be no rest for the wicked, as you've devoted your life to justice. You may **FIGHT IN THE SHADOW OF COLOSSUS** even if you don't follow the orders of an Avatar, if your intent is to serve justice.

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Champion. You fight valiantly in the name of your Divinity; your arm strikes without hesitation wherever it is needed. Your Divinity has already granted you an Artefact.

The Paragon. You truly embody your Divinity's Domain and beliefs, being an implacable instrument of justice, and as such you inspire your Divinity's worshippers. With time and effort, you may change the Qualities and Detriments of your Divinity's Followers.

The Lost. You somehow rejected your Divinity: now you follow your own rules. You commit crimes and villainy, do evil as soon as you can. If your Divinity's Faith is negative, gain an extra Quality per point below 0.

If your Divinity's Avatar changes their Role, you may also change yours. Say why and how it happens.

APOSTLE OF KNOWLEDGE

Qualities:

Detriments:

Belief

Choose one below:

Curiosity brings great riches. You've discovered a strange place. Say where it is on the map and say what you think happened there. When you die, a Relic may be found on your body; the GM will decide whose Relic it is and which Move is tied to it.

We must learn to accept our destiny. You were full of good intentions but you've been a fool and something wicked came along. Say what good you did in the past and the GM will tell what evil happened because of you. When you die, say what good will come out of this; the GM will make that happen.

Wisdom lies within books. You are a bookworm; this is how you've found a legendary item. Say what it is and where it is hidden; the GM will tell you who or what guards it. When you die, hold 1. Spend that hold at any moment to reveal that a clue you've left gives someone information useful to their current situation..

Look

Choose one:

A reclusive wizard. For years you have studied the demanding, draining practice of magic, and in return have gained deep power. You can **PERFORM A MIRACLE** like an Avatar except you only choose one of the benefits and no calamities happen. Instead you permanently lose one of your Qualities.

An adventurous scribe. You have travelled to every corner of the world, the sun has burnt your skin, and you're full of marvellous stories. You can find a friend in every settlement. When you introduce them choose two: they're influential, you don't owe them, they're interested in helping you with your problem.

An hedonistic master schemer. Dressed in silk and jewellery, you've always seemed inoffensive to everybody; that's because they are exactly where you want them to be. When you spend time alone with someone, you can ask their player "what do you intend to do?" or "what do you desire the most?"

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Pontiff. You are the head of your clergy, a scholar but also a priest; worshippers are used to heeding your words. You have your own Followers, educated people with Quality: band, Quality: rigorous and Quality: information or Quality: tools.

The Paragon. You truly embody your Divinity's Domain and beliefs, possessing an indomitable intellect, and you inspire your Divinity's worshippers. With time and effort, you may change the Qualities and Detriments of your Divinity's Followers.

The Hierophant. You act as an interpreter for your Divinity's will. When your Divinity asks their Avatar to **DO AS THE DIVINE HEART DESIRES**, if you follow their decree, you act as if you have the Quality: inspired.

If your Divinity's Avatar changes their Role, you may also change yours. Say why and how it happens.

APOSTLE

APOSTLE OF NATURE

Qualities:

Detriments:

Belief

Choose one below:

Respect what is ancient and wise or fear its fury. You survived a natural disaster. Say what useful fragments of your former civilization can be found in the devastated remnants of its land. When you die, a disaster of cataclysmic proportion devastates the land. Say where it hits and which feature is destroyed.

Nature giveth, Nature taketh away, everything comes to a circle. Say what good Nature has given and what good it has taken; erase a Quality somewhere on the map and add another one somewhere else. When you die, say which enemy realizes that their way is wicked and becomes an ally.

Words are deceitful, rely on your primal instincts. There is one rule of a civilized society that you cannot fathom. Say what it is; the GM will tell you how you can make a population forget about that rule. When you die, you curse an NPC present and they become an animal. Say which one.

Look

Choose one:

A severe-looking hunter. Swift and silent, you are nothing but a shadow when nature surrounds you. You have the upper hand in a forest.

A flea-ridden old crone. Your skin looks like leather but, behind your frail appearance, you hide a robust condition. You may take at will the form of any animal; change your Qualities and Detriments accordingly.

A stocky beastmaster. You wear hides and seem like an animal. With just a word, you can command a ferocious beast to do your biddings. When your trained animal is at your side, you are considered to have an additional relevant Quality.

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Pontiff. You are the head of your clergy: a druid, but also a priest. Animals are used to obeying your orders, and share with you what they have seen. You have your own Followers, simple animals with Quality: band, Quality: small and Quality: inconspicuous or Quality: flying.

The Zealot. You speak the words of your Divinity, explaining to everyone what Nature has in store for them. If you're in a purely natural area (forest, mountains, seas, etc) with a Quality, you can treat the Quality as one of your own.

The Hermit. You are a secluded sage, without any followers, said to be sustained by nature itself. You appear and disappear whenever your heart desires; you don't fade out and may reappear even if the Age has changed.

If your Divinity's Avatar changes their Role, you may also change yours. Say why and how it happens.

APOSTLE OF TRICKERY

Qualities:

Detriments:

Belief

Choose one below:

Even death can be tricked if you're sly as a fox. Say who left you for dead; the GM will tell you how to get them at a disadvantage. When you die, you decide how you die, if you die; if you cheat death, decide how you **FADE OUT**.

We all die alone, but I'll be damned if I'd fall alone. Say who betrayed you in the past; the GM will tell you what ills they are currently scheming. When you die, you may **CURSE THE UNFAITHFUL** with your last breath, targeting those responsible for your death.

This will prove more useful in my hands. Say what you stole from someone; the GM will tell you what they're up to in order to get it back. When you die, someone realises that they've lost something useful to them. Say where you've hidden it.

Look

Choose one:

A deceitful shape-shifter. You can take the appearance of anybody. You hold 1. You can spend that hold to appear in any scene, revealing yourself as one of the people present in the background.

An outcast, on the verge of madness. You have been ostracised, you have been mocked, no one takes you seriously... but they'll see. When you **FIGHT IN THE SHADOW OF THE COLOSSUS**, use your Detriments instead of your Qualities and vice-versa.

A thieving child. You have a satchel full of the things you have stolen. Hold 3. When you look in your satchel for a helpful item, spend a hold to find it and gain a relevant Quality, but choose one: it can only be used once, or it's precious to you and you must spend an additional hold, or it belongs to an NPC present and the GM will make a GM Move.

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Paragon. You truly embody your Divinity's Domain and beliefs, being an agent of change, and as such you inspire your Divinity's worshippers. With time and effort, you may change the Qualities and Detriments of your Divinity's Followers.

The Sybarite. You live unidentified amongst the mortals, sharing their joys and their pains and maybe being the cause of both. You gain the Quality: inconspicuous.

The Heretic. You have lost the trust of your Divinity because you try to amend things instead of bringing chaos. Gain a Quality when your Divinity's Fate goes away from their goal, and a Detriment when it goes towards their goal.

If your Divinity's Avatar changes their Role, you may also change yours. Say why and how it happens.

APOSTLE

APOSTLE OF WAR

Qualities:

Detriments:

Belief

Choose one below:

Blood calls for revenge. Your family was killed during a former conflict and now you seek revenge; you're a survivor. Say who harmed you or your relatives. When you die, those who fight to avenge your death can choose an additional benefit on any relevant moves.

War is just a mean to a better end. In order to topple a current injustice, you have spent years learning how to fight. Say who or what you want to bring down. When you die, you may strike a fatal blow to your enemy, even an Avatar.

To bring peace, one needs to prepare for war. You have the ambition to conquer the world or you may only want to protect your people. Say what is the price of your loyalty. When you die, say how a battle will end, even against all odds.

Look

Choose one:

A grizzly veteran. You are a worn and battered old soldier, but your hand is still firm for the war to come. You can infiltrate any hostile territory or fortified place without trouble.

A knight in shining armor. You have the arrogance of the youth and the striking beauty of someone with pure heart. You may **FIGHT IN THE SHADOW OF THE COLOSSUS** even if you don't follow the orders of an Avatar, if your intent is to fight an enemy.

A brutish giant. People don't like you but that's fine, because you don't like people. When you **FIGHT IN THE SHADOW OF THE COLOSSUS**, you may choose an additional calamity in order to pick an additional benefit.

Role

Choose one (you can't choose a Role already taken by your Divinity's Avatar):

The Pontiff. You are the head of your clergy: a war leader, but also a priest. You're a warrior-monk or a templar, and soldiers are used to obeying your orders. You have your own Followers, worthy soldiers with Quality: band, Quality: loyalty, and Quality: weapon or Quality: bravery.

The Champion. You fight valiantly in the name of your Divinity; your arm strikes without hesitation wherever it is needed. Your Divinity has already granted you an Artefact.

The Lost. You somehow rejected your Divinity: now you follow your own rules. You value honour when only victory matters, or you value savagery when tactics are lauded. If your Divinity's Faith is negative, gain an extra Quality per point below 0.

If your Divinity's Avatar changes their Role, you may also change yours. Say why and how it happens.

DIVINITY MOVES

Basic Moves

SEE DESTINY'S THREADS

When you look into the threads of destiny to foretell the true course of action, say what will happen if your Divinity's Avatar follows a certain course of action.

But the GM will choose two to fill out the details of your foretelling:

There's a requirement: something must be done first, or something or someone is needed.

There's an opponent: something or someone will try to prevent it and is well-prepared.

There's a sacrifice: someone or something will suffer harm in the process.

GRANT AN ARTEFACT

When you hand over an Artefact to your Avatar, create a Major Artefact following the rules on your Domain playbook. Your Avatar then claims it.

When you hand over an Artefact to an Apostle, create a Minor Artefact (following the rules on your Domain playbook). Your Apostle then claims it.

INSPIRE THE DEVOTED

When you inspire worshippers to support your Avatar, create a band of Followers following the rules of your Domain playbook. They will naturally find your Avatar as soon as they can. You can only have one group of Followers at any time.

Peripheral Moves

PRESIDE OVER THE HEAVENLY PANTHEON

When you assemble a gathering of deities and declare that a divinity equal in rank to you is unworthy, spend 2 Oath against them and lower their position in the pantheon a step.

RECALL A FAVOUR

When an Avatar tries to interfere against your will, you may spend 1 Oath to force their Divinity to compel them to **DO AS THE DIVINE HEART DESIRES** and halt their interference.

IMPLORE A HIGHER DEITY

When you beg for help from a divinity higher than you in the pantheon, give them 1 Oath on you and tell them the injustice or shame you're facing. Hold 2: while you keep this hold, they can't act against you or your Avatar.

They can spend one of your hold whenever they take concrete steps to fulfil your request for aid.

If they are not helping swiftly enough for your liking, you may spend 1 hold to choose an additional calamity when their Avatar uses a move.

DO AS THE DIVINE HEART DESIRES

When you issue an order to your Avatar...

Either they follow your decree; all is well, the divine order is maintained.

Or they don't follow your decree, and you rightfully resent that arrogance. Lose 1 point of Faith. You may also **CURSE THE UNFAITHFUL**.

CURSE THE UNFAITHFUL

When you punish your Avatar, say what curse you bestow upon them. They are now forever afflicted by that curse.

The format of the curse should be similar to a Move. For instance: "When you want to lie, don't" or "When you want to lie, vomit snakes, lizards, toads and spiders" or "When you tell a prophecy, people won't believe you". The simpler, the better.

FAVOUR A MORTAL

Once in an Age you may favor a mortal being, fascinated by their beauty or their skill. Say who they are and how they enthralled you; place them on the map.

If they are important for the fate of the world (your call), your Fate goes one step towards your goal. However if they betray you or are killed, your Fate goes two steps away from it.

BE FULL OF GRACE

When you reach Faith +4, reset to Faith +0, ascend to a higher position in the pantheon, and trigger The End is Nigh.

FALL INTO NOTHINGNESS

When you reach Faith -4, reset to Faith +0 and lose a Basic Divinity Move.

Once per campaign, you can instead reset to Faith -1, but you must change your **Epithet** and **Sub-Domain** and move lower in the Pantheon.

If you have no remaining Basic Divinity Moves, you lose your Domain and are slowly forgotten by the world.

Apostles

When you bring forth an Apostle of a Divinity:

Choose one Quality below, or create another one:

<i>Armor</i>	<i>Glory</i>	<i>Mounts</i>
<i>Artificial</i>	<i>Godkiller</i>	<i>Stealth</i>
<i>Bravery</i>	<i>Influence</i>	<i>Tough</i>
<i>Disciplined</i>	<i>Magic</i>	<i>Undead</i>
<i>Erudition</i>	<i>Money</i>	<i>Weapon</i>

If you want to pick another Quality, choose also one Detriment below, or create another one:

<i>Addicted</i>	<i>Disloyal</i>	<i>Ruthless</i>
<i>Ambitious</i>	<i>Foolish</i>	<i>Sick</i>
<i>Criminal</i>	<i>Light-sensitive</i>	<i>Unequipped</i>
<i>Cursed</i>	<i>Rusty</i>	<i>Unskilled</i>

Take the Apostle playbook for that Divinity, and pick a Belief, a Look and a Role.

AVATAR MOVES

Basic Moves

OVERCOME THE TIDES OF DESTINY

When you try to oppose destiny or when you try to accomplish epic deeds, you barely do it, whatever the odds were.

Choose also any number of additional benefits up to your Wisdom:

You do it with grace and ease, doing what no mortal could have ever done.

Destiny has changed; the GM will tell you which obstacle or trial on your path is no longer relevant for now.

Your action has more potency in the face of destiny than expected; move your Divinity's Fate one step towards Salvation or Ruin.

Finally, choose any number of calamities up to your Valour that won't happen:

You are fatally wounded in the process – you are HARMED.

You reveal one of your weaknesses, to all or to your worst enemy. Say what it is.

You attract unwanted attention; the GM will make a Move.

Unchosen calamities happen; the GM fleshes out the details.

PERFORM A MIRACLE

When you channel the power of your Divinity to bend the fabric of reality itself, say what you try to accomplish. You manage to alter the world more or less as you wanted; update the map and add a Quality or erase a Detriment.

Choose any number of additional benefits up to your Will:

You fully accomplish what you wanted; the miracle is permanent and affects exactly what you wanted.

People see the greatness of your Divinity and they begin to worship them; your Divinity's Faith becomes stronger.

You have a prophetic vision; the GM will tell you something interesting.

Finally, choose any number of calamities up to your Charisma that won't happen:

You exhaust yourself; take -1 on one of your Stats until the end of this Age.

An important sacrifice to your Divinity has to be made; your Divinity's Faith becomes weaker.

Something or someone important to you or your Divinity suffers unfortunate consequences; the GM will make a Move.

Unchosen calamities happen; the GM fleshes out the details.

UNLEASH THE FURY OF WAR

When you engage in battle against a powerful opponent (an army, a champion, another Avatar, etc) that you can harm, you achieve your objective.

Choose any number of additional benefits up to your Valour:

You fully defeat your enemy, preventing them from fleeing, recovering and regrouping; you won't have to UNLEASH THE FURY OF WAR against them again.

People see the might of your Divinity and they begin to worship them; your Divinity's Faith becomes stronger.

You learn something about your true enemy; the GM will tell you something about a Peril.

Finally, choose any number of calamities up to your Will that won't happen:

You are fatally wounded in the process – you are HARMED. Something or someone important to you or your Divinity suffers unfortunate consequences; the GM will make a Move.

The field of battle is ruined for this Age and the Age to come. Update the map with a large area (**Detriment: devastated**). If any terrain feature was located here beforehand, erase it.

Unchosen calamities happen; the GM fleshes out the details.

SPEAK THE TONGUE OF GODS

When you try to convince an important NPC and they are susceptible to your words, they'll do what you've asked.

Choose also any number of additional benefits up to your Charisma:

You may permanently count them as ally, unless you betray them; you won't have to SPEAK THE TONGUE OF GODS again with them.

Their own allies consider you favourably.

They tell you something useful; the GM will tell you what.

Finally, choose any number of calamities up to your Wisdom that won't happen:

They ask for a tough price to pay to ensure their loyalty.

You have shown your own limits in needing help; your Divinity's Faith becomes weaker.

This new alliance spreads fear and hostility, enemies of your ally plot their own schemes; the GM will make a Move.

Unchosen calamities happen; the GM fleshes out the details.

Peripheral Moves

HARM

When you are fatally wounded, choose one:

Die and trigger APOTHEOSIS.

Survive but be weakened by your trial; get -1 to one of your Stats.

Survive but reveal that your Divinity can't protect you; your Divinity's Faith becomes weaker.

Survive and change your Role.

You can pick any option only once.

APOTHEOSIS

When you die, choose two as you ascend to the divine realm:

You influence your Divinity as you partially merge together; you can change their Epithet, their Sub-domain, or cause them to seek Salvation instead of Ruin or vice versa. They can refuse, but to do so they must FALL INTO NOTHINGNESS.

Your death somehow influences the destiny of the world; your Divinity's Fate goes one step towards Salvation or Ruin.

You leave behind you a testament of your glory, a Relic.

RELIC

When you leave behind a Relic, choose one of your Avatar Moves and link it to one of your possessions or to a part of your body.

When you claim a Relic of a former Avatar, you gain the Move associated with it, some of their memories and part of their personality. Say how it changes you.

STORY MOVES

THE END IS NIGH

When years and generations pass by, the world enters a new Age. Apostles and Followers disappear but Avatars survive, unless their player wishes otherwise.

*If the Divinity triggering this Move with **BE FULL OF GRACE** has a positive Fate*, they choose one blessing for each point of Fate over 0 (up to 3):

An NPC or Apostle becomes a legend, and their heroism brings hope to the land.

You offer a new invention to humanity; add a relevant Quality to a small area.

You interfere in a mortal's life as a valuable service to another Divinity; they hold one less Oath over you. The mortal is an NPC in the coming Age.

If the Divinity triggering the Move has a negative Fate, they choose one blight for each point of Fate under 0 (up to 3):

An NPC dies in atrocious or shameful circumstances; their lineage is lost.

A new Peril emerges. Say what it is and which objective or purpose they have.

A minor divinity is forgotten; their domain becomes chaotic and others may covet it.

Other Divinities may spend 1 Fate to choose a blessing or a blight.

Afterwards, reset the Fate of each Divinity to 0, and reset their Faith: the lowest Divinity has Faith -1, the highest has Faith +1, and the others have Faith +0.

FOCUS ON THE MORTAL REALM

When we need to focus on dramatic events happening on the mortal realm and involving at least one Avatar...

1. Establish the scene: say which Avatars are present, where they are on the map, and what they are doing.
2. Focus on the Avatar most involved in current events, and find out what they want to do during this scene.
3. Focus on the Avatar that has been least involved in recent scenes and find out what they want to do in this scene. If they don't see anything to do, they may play an Apostle of the more involved Avatar or arrive later during the scene when they find a reason to be present.
4. Focus on the remaining Avatars and find out if they want to be present in this scene. If they don't see anything to do, they may play an Apostle of the less involved Avatar or arrive later as above.

If somebody played an Apostle, they may **ROAM THE LAND** after that scene.

SPEAK TO THE CHOSEN

When a Divinity appears on the mortal realm to converse with their Avatar, or speak to them through signs or dreams...

1. Establish the scene: say where they are (and point it on the map if possible), which appearance has taken the Divinity and what the Avatar is doing.
2. Play a quick scene or, if through divination or dreams, give the Avatar the substance of the message.
3. Follow the Avatar and find out what they will do about it.

FOCUS ON THE DIVINE REALM

When large events unfold before the eyes of the divinities and they need to confer...

1. Establish the scene: say which Divinities are present, what their surroundings in the mythic realm look like, and what they are doing.
2. Focus on the Divinity that has been least involved in recent scenes and find out what they want to do. **SPEAK TO THE CHOSEN**, if need be.
3. Ask the other Divinities if they want to accompany the less involved Divinity. If not, they may **ROAM THE LAND** afterwards.

ROAM THE LAND

When some Avatars were not involved during previous scenes and had nothing to do on their own, each player who wasn't involved picks one:

They change their Role in their Divinity's clergy.

They went preaching and working miracles; their Divinity gets +1 Faith.

They learned new information; the GM will tell them something useful or interesting, or reveal a Peril.

They made the world better or worse; erase or add a Quality or Detriment.

Optionally: when some Divinities were not involved during previous scenes and had nothing to do on their own, each of those Divinities picks one:

They **INSPIRED THE DEVOTED**.

They **FAVOURED A MORTAL**.

They built a new shrine; say what it is and place it on the map.

They performed valuable service for an equal or inferior deity unknown before now. Describe the deity, their Domain, and what you did – gain 1 Oath on them.

In each case, quickly say what happened and move on to the next scene.

END OF SESSION

At the end of every session, each Avatar chooses one:

You have become closer to another Avatar. Give them a Quality or a Detriment and explain how they are the epitome of this epithet.

You have a better understanding of your pivotal role in these troubled times. Erase one of your Qualities or Detriments.

You have become closer to some mortal. Sketch out an NPC and say how they are favourable to you. The GM will flesh out the details.

THE END OF TIME

When the fourth Age ends, the Divinity triggering The End is Nigh instead brings about their current goal: Salvation or Ruin.

If they bring Ruin, they narrate how the world is devastated, according to their Domain, and if mankind survives or not.

If they bring Salvation, they describe how and then each player narrates what happens to their Avatar and their Divinity.