



GODEATER

THE RULES, PART ONE

The Core Mechanic

Anything attempted by a character with a meaningful chance of failure requires a roll on 2d10 to beat a certain difficulty value determined by the GM.

The player will announce their intent, then the GM will tell them the target number. The player will then have the option to spend an amount of Ability Points to increase their odds of success, before making the roll.

Monsters, enemies, environmental threats and NPCs do not make rolls; instead, whenever they attack or oppose the party, players make a reactive roll to avoid or mitigate it.

If players end up working against each other, they both roll simultaneously, with the winner being whoever rolled highest.

Some tasks may require different target numbers to represent degrees of success; attempting to shoot a cannon at a gunship may require a 12, but hitting the powder magazine and destroying the whole thing may be possible on, say, an 18.

Abilities

Every player character is represented by three abilities:

STAMINA is a measure of your character's physical strength, health, and durability. Stamina is the relevant stat for fighting off disease, punching your opponents, tanking damage, and performing feats of athletic endurance.

DEXTERITY is a measure of your character's fine motor skills, grace, and poise. Dexterity is the relevant stat for evading traps, attacking at range, duelling, dancing, and performing feats of athletic skill.

PRESENCE is a measure of your character's charm and strength of will. Presence is the relevant stat for winning people over to your side, making friends, making your voice heard, defending yourself from psychic attack, and commanding attention.

In each of these abilities, characters have **Expertise**. Expertise is a number between 0 and 2, and represents the skill with which characters use their talents.

Spending Ability Points

After being told the difficulty value of a task, a player may choose to burn Ability Points from the relevant Ability to increase their odds of success. They may spend up to four points at a time, each one reducing the difficulty value by one.

However, Expertise provides a 'discount' on the ability points spent; for each point of expertise, you effectively get one 'free' point to spend on each roll. With a Dexterity Expertise of 2, spending 1 point of Dexterity on a roll effectively grants a +3 bonus.

Resting for a few minutes between Encounters restores one Ability Point to each stat. Resting for longer periods, between Adventures, restores everything. A number of Encounters make up one Adventure.

Advantage and Disadvantage

Some effects may give you **Advantage** or **Disadvantage** on a roll. If you have advantage, roll twice and take the highest result. If you have disadvantage, roll twice and take the lowest. Spent ability points apply to both rolls.



THE RULES, PART TWO

Harm

The most common consequence of failing rolls in dangerous situations is Harm. Harm comes at four different levels. If you take a level of Harm that you already have, increase it by one instead. If you have 2-Harm and take 2-Harm again, take 3-Harm instead, and if you have also already taken 3-Harm, crank it up to 4-Harm. At 1-Harm you are bruised and winded, at 2-Harm you are in need of medical attention, at 3-Harm you are in serious need of help and can barely stand, and at 4-Harm you are dead. Fighting everything you come across is unlikely to end well.

Tags

Special effects on items, people, and monsters are known as **Tags**. An item might be *flaming*, a person might be *berserk*, a monster may be *intangible*. The effects of these are intuitive: it is clear that a *flaming* weapon will set some things on fire, provide light, and be somewhat more effective against enemies made of or armoured in ice, but it is up to the GM to determine what those effects are in a given situation. Similarly, if a creature is *flaming*, attempts to grapple it will likely result in a lot of pain and burns, while any attempts by that creature to sneak or pass unnoticed are unlikely to succeed.

Monsters and Challenges

Creating monsters and other threats is incredibly simple; choose a number between 1 and 20. Then add some tags to it. The number is the challenge's DR, or difficulty rating. If a player wants to 'beat' that challenge - be that by sneaking past it, fighting it, or tricking it - that is the number to beat. For monsters that are much greater challenges in some areas than others - like a clumsy giant that is hard to fight but easy to avoid - use tags. In this way, the focus is on what monsters can do, not what their stats are, and fights are more about creative use of abilities and the environment than comparing stats. It also means that monsters are trivially easy to create: here are some examples:

- Chameleonoid Fungus (7): *sneaky*
- Chimera (11): *poisonous, unflankable, flying*
- Lesser Phoenix (13): *divine, wild magic, ranged, flaming, resurrecting*

Retirement

A character may Retire at any time, using any ability, item or skill that they have access to. The results of this action will be particularly impressive and dramatic, but will render that character permanently and irrevocably unplayable. For instance, when the party is pursued by an unstoppable swarm of goblins, a player may choose to retire their character to buy time for the others to escape; their success in this is all-but guaranteed, but they will heroically fall in the process. This is designed to be an opportunity for players to end their character's story on their own terms.

Items

Players may carry an amount of items equal to their Stamina score. These fall into two categories:

- **Gadgets** are anything that is single-use. Potions of Godsblood, bizarre ancient devices, explosives, and so on. Gadgets of various sorts are usually fairly easy to find, and similarly easy to use.
- **Arcana** are a bit more special: these are items that are in some way charged with divine power, and so may be used regularly without running low on charge. Arcana may be used a certain amount of times per adventure, and regain all charges at the end of each adventure. Furthermore, using an Arcana requires a Presence check of appropriate difficulty.



THE RULES, PART THREE

Afflictions

In addition to Harm, players may suffer from Afflictions. These are persistent ailments, curses and more ambiguous effects that will impact upon the character until they are cured. Afflictions may occur when taking high levels of Harm, or when touched by weird energies. They come in three levels, Minor, Major and Chronic. Higher-leveled afflictions are usually more serious and more difficult to remove.

God-Taming

When in contact with Godly energies that are not contained within an Arcana, a player may attempt to cast what is functionally magic by bargaining with the intelligence within those energies. This will typically involve making some sort of deal with the spirit in question, which will always act in a manner befitting their essence. For instance, elements of the Tyrant will often be drawn to riches and finery, while extensive bureaucracy can be used to physically repel elements of the Qualia - or enrage them.

Dealing with spirits of this sort is difficult, largely because they have to initiate contact. Interacting with minor spirits leaves indelible marks on the soul, however, which act as an indicator of respect or notoriety. The more experienced the God-Tamer, the more likely that powerful Spirits will be willing to interact with them. More so than Arcana, this process is truly Magic.



Many spirits will ask a trade of flesh for power. Mechanically, this entails cutting the ability scores of the player in question for the rest of the adventure: 2 STRENGTH for a single use of a moderately powerful spell is a fairly standard trade. More impressive spirits may ask for favours, debts, or lives in exchange for their assistance.

As a GM, you should strive to give each spirit personality and keep these interactions fresh and unpredictable. Are they fanatical? Eccentric? Ancient and terrifying? Half-formed and immature?

Creating and Advancing a Character

Characters are defined by what they carry and what influences are acting upon them. Developing as a character is as much about picking up weird metaphysical complications as it is about becoming more powerful. To get started, define a name and pronouns, then roll 2D6 for your three stats, or assign a 5, a 7 and a 9. Then, assign a 0, 1 and 2 to your expertise scores, and choose an amount of Gadgets and Arcana at GM discretion.

Character advancement happens only when determined by the GM, usually at significant moments in a character's story. If they have an assigned Character Card (see p6) they may choose an advancement from that. Otherwise, they may choose a Universal Advancement from the following list:

- **Expert:** The character increases their Expertise in one stat by one, up to a maximum of two.
- **Shadow:** When secured in a good hiding space, you are exceptionally difficult to detect.
- **Weaponmaster:** Your attacks with your favoured weapon deal an additional 1-Harm.
- **Bastion:** Attacks against you deal -1 Harm, to a minimum of 1-Harm.
- **Infiltrator:** You can crack open most locks and security systems with the right tools.
- **Sage:** Three times per adventure, you may restore 3 Stat Points to a target while out of combat. In addition, you can identify most afflictions with a prolonged examination, and may at GM discretion remove them.
- **Second Wind:** Once per adventure, you may regain 5 Stat Points, distributed as you wish. This does not require an action, and also heals you by one level of harm.
- **Knowledge:** You are particularly well-informed in two broad subjects of your choice, like geography, history, arcana, and so on.
- **Familiar:** You have a small ally, affiliated with a living or dead God of your choice. It cannot meaningfully fight, but it has some limited knowledge and can perform simple tasks and do some scouting for you. If killed, it can be summoned back to the Materialium the next day.
- **Ritualist:** Once per adventure, you may perform a freeform feat of power associated with whatever metaphysical force you are affiliated with. The exact results of this are at GM discretion.
- **Invocation:** You gain a small, permanent benefit that costs you no resources to use, and does not fall under any of the categories above. Negotiate with a GM: The Invocation should not provide a meaningful advantage in combat, but might for instance improve your sense of smell, render you immune to mind-altering effects, or something similar.

A long time ago, Gods were entwined with the World and their magic suffused it.

That was then. This is now.

What Gods survived the war are wounded, dangerous, unpredictable. Those that died have become deadly divine carcasses, sprawled across the world in 4-D horrorspace.

The rest of the world has been torn asunder by divine superweapons, filled with monsters and horrors. Small towns and hamlets, heavily fortified, are pockets of safety in a world of weirdness.

Without the weird, though, these bastions of safety have no resources, and no meaning. They depend upon those reckless enough to seek out the strangeness and horror of the world outside, to consume the remnants of the Gods, and to become more than human.

They depend on Godeaters.

A BROKEN WORLD, BUT A LIVING ONE

Some Useful Definitions

A **God** is an intelligent, self-aware plane several thousand square miles in size. The shape and position of that God in four-dimensional space determines where any entrances or exits from the plane end up - back into the world, into other Gods, or to other, darker places. The contents of that plane are manifestations of the mind and nature of that God, and look and act accordingly. Sub-components of the God may resemble living beings in of themselves, and might even come into conflict with their fellows. Gods are in control of their interior dimensions, but often simply do not notice the humans poking around in there.

A **Dead God** is functionally very similar to a living one; it lacks a controlling intelligence, and cannot be communicated with, but the fragmented parts of its mind are still active and meaningfully living. It is substantially easier to harvest resources and Godsblood from the dead.

A **Godeater** is a human who spends most of their time, willingly or unwillingly, inside a God, living parasitically off its contents and seeking to survive and maybe, if they are lucky, transcend. Godeater communities tend to be nomadic, based as they are within ever-shifting spaces.

The **Materium** is the space still untouched by the warping influence of Gods. Most settlements are within the Materium.

Human is the term used to describe the sapient species of the Materium. Before the great war, these people bore other names and divisions; Orc, Minotaur, Aven, and so on. These divisions are less important now, though some may still have an attachment to them.

The World

Once before, there were colossal civilizations—great kingdoms built by dead kings. But a king is nothing more than a dead old man. Theirs was the past. This is the future.

Nobody knows what killed the Gods—indeed, there may be more than one answer. They always were a fractious lot. The living ones, wounded, still crawl across the surface of this reality. Some whisper of other gods, older gods, drawn to the disturbance like vultures, or predators.

The world is covered in The Weird: wonders and horrors spawned either by the God-war, or by stranger visitations and meddling. Explorers traverse the mad wastelands far from home,

Gated communities struggle to reinvent new industries. They are tired, weak, and low on resources, but they haven't stopped trying. It's hard to give up hope entirely knowing that the still-beating hearts of Elder Gods lie out there in the wreckage, waiting to be reclaimed for greater purpose.

Humanity has grown diverse, even as they have narrowly skirted extinction. Now more than ever, they recognise mutation as something beautiful, nationality as a very old joke, and gender as a long-standing parallax error.

Death is ever-present. Fancy gear and Godly ichor won't save you from spiked pits, ravening monsters, or worse things. Your wits will count for far more than that. Fight, sneak, bribe and bargain your way across the treacherous wastes and return with Divine blood and bodies.



A BROKEN WORLD, BUT A LIVING ONE

Character Cards

As an optional rule, new characters may be assigned a Character Card. These are not necessarily mutually exclusive, and new ones may be picked up in play. They are intended as an optional alternative to 'class' and 'race' mechanics in other games. You start with the first 'core' ability on the card, and may gain another one whenever the GM allows it, ideally at key narrative steps for your character. These are just examples: feel free to make up your own!

Shiide

Fae, alien refugees from the long-lost God Ildathach, in which their civilization of aristocratic aesthetes flourished.

Core: Courts of the Shiide - Choose one tag from *fire-resistant*, *mentally protected*, *tireless*, or *undead*, depending on your allegiance to the courts of Summer, Winter, Spring or Autumn respectively.

1: Remember the World - Once per adventure, you may warp the world around you into a simula-cra of Ildathach, covering around a hundred square metres. This effectively makes the world more metaphorical, as everything around you takes on a form and visage appropriate to their nature and narrative role. Alien structures take form around the landscape, and the air is strange and still.

2: Fairest Of Them All - Once per adventure, you may take on a form of such ethereal beauty that everything else pales in comparison. In this form, it is almost impossible for others to fight you unless you initiate combat, and authority figures will feel compelled to treat with you in person. Anyone who does attempt to hurt you does so at disadvantage, due to your overwhelming presence.

God-Touched

Acolytes of the remaining living Gods - choose one! Acting against the interests of your God may cause you to be excommunicated, or otherwise complicate your relationship.

Core: Divine Duty - Three times per adventure, you may contact your god for a vision or omen asking them about a scenario or subject. In addition, you may sense other people with this skill.

1: Hierarch - You are gifted an Arcana containing a simple spell associated with your God. This Arcana is an essential part of you, does not take up an inventory slot and may never be taken from you.

2: Miracle - Once per adventure, you may call upon the power of your God to achieve a great feat within their purview. You might not get quite what you want, and there are limits to this power.

Vitruvian

Artificial Humans created out of magic and light, originally devised as servitors but now far more.

Core: Hardlight Halo - When dealt 3-Harm, you may choose to revert to your emitter, a tiny crystalline shape at the centre of your being, from which you will grow a new body over the course of a day. The emitter is very difficult to damage.

1: Matrix Integration: Rather than forming a body, the emitter can be used to form symbiotic armour on another person. In this form your minds are bridged, forming a composite intelligence, and they may use your Ability scores and Expertise in place of their own, on a case-by-case basis.

2: Memetic Surgeon: With prolonged time in a stress-free environment, you may alter the memories or personality of a willing individual.

A BROKEN WORLD, BUT A LIVING ONE

A Godly Bestiary

Gods that appear in this section are defined by three qualities:

Resonance defines the nature of the God, the kind of things one might find inside it, and those things it finds repulsive.

Depictions and Familiars defines the kind of entities and masks associated with the God, including the spirits that may emanate from its body, living or dead.

Gifts is a sample of some of the abilities and afflictions that players might receive for interacting with that God, or consuming its Godsblood.

Other qualities—including whether the God is living or dead—are up to you, as a GM.

Ifrit, The Tyrant

Resonance: The Tyrant is concerned with fire, passion, control, dominance, love, vengeance, glory, and rulership. It is said to smile on those willing to give everything for their desires, those who control others, the struggle of war and conflict, and rapturous emotion. Conversely, it disapproves of the weak-willed and afraid, the dull and uninspiring, and those who admit defeat.

Depictions and Familiars: A rarity among Gods, The Tyrant is often depicted as something near-human, often beautiful, regal and cruel. Whatever the form of its depiction, it is always shown in a position of power. Servitors of The Tyrant follow suit, resembling fiery, horned humanoids and animals of nobility and strength, often accompanied by servants of their own.

Gifts: The Tyrant is a capricious god, its gifts granted and revoked equally quickly. Those it favours may find themselves physically empowered, unnaturally charismatic, and unwilling to ever surrender. Those it takes a more negative interest in may find themselves cast down from power, betrayed by those they love, and broken and humiliated in front of those they hate.

Dion, The Chained

Resonance: Dion is concerned with civilization, pain, memetics, loyalty, restriction, bureaucracy, and sacrifice. It is said to smile on those who create and maintain mechanisms, those who accept their fate, and those who work as part of a greater whole. Conversely, it disapproves of those who seek to separate themselves from their own social context, rebellion, and those who seek power while unwilling to pay the cost.

Depictions and Familiars: Dion is usually portrayed as a figure wrapped upside-down in chains, often, dead, laughing, or both. Servitors of Dion often appear in the form of beggars, wounded people, or living words, and often appear to dispense cryptic advice.

Gifts: Dion's favoured gain the ability to pass unseen among crowds, to survive disease and starvation, to block and obstruct those who would see them harmed, and to always win wars of attrition with their foes. Those Dion disfavors find the law working against them, pain and sacrifice forced upon them, and urban geography stacked against them.

A BROKEN WORLD, BUT A LIVING ONE

A Godly Bestiary, Continued

Consider the relationship these gods have with the world around them, and the characters that they dwarf. Are they hungry for worshippers? Do they distort reality knowingly, or unknowingly? Is cosmic indifference better or worse than active malice?

Cassis, the Maw

Resonance: Cassis is concerned with dissolution, consumption, unreality, the destruction of civilization, the downtrodden, hope, and loss of identity. It approves of those who seek to dissolve complexity to simplicity, those who abandon their identities, and those who welcome broken things. Conversely, it disdains those who seek to build, those who enforce stasis on others, and those who maintain the world that is.

Depictions and Familiars: Cassis is usually portrayed as a somehow hollow entity, skin without a body or a form riven with holes and gaps. In all these depictions, it is faceless. It is also associated with the deep, primordial sea, and is often portrayed emerging from or consisting of a pool of brackish water. Its familiars include animated husks, twitching puppets, and strange faceless wraiths.

Gifts: The gifts of Cassis allow their bearers to warp reality, to break free from any shackles, to splinter one's identity into multiple parts, and to wreak indiscriminate destruction. The disfavour of Cassis drags all that you would build to nothing, finds and reveals your weaknesses, and steals your identity and memories from you.

Mael, The Patterner

Resonance: The Patterner is concerned with scheming, change, determinism, intellect, games, and weaving. It is said to smile on those that enjoy complexity for its own sake and those that use their skill to manipulate the rules of the world for their own benefit. Conversely, it is said to disapprove of straightforward thinking and a lack of imagination.

Depictions & Familiars: The Patterner is usually depicted as one or multiple eyes, often unattached to anything else. On the few occasions that The Patterner is depicted with limbs, they are invariably tentacled and many, the better to shuffle around a hundred playing-pieces at once. Servitors of the Patterner are often shapeshifters, visibly extraplanar aberrations, or darting threads of greenish light.

Gifts: The Patterner is a confusing God, known for occasionally bestowing gifts or ailments for no reason that mortals understand, presumably to further its endless schemes. Talented players of games are known to be given a limited ability to predict the future, misleading prophecies, and tentacle-y mutations. The boring are known to receive mind-bending curses, or, worse, sincere attempts to make them more interesting.

A BROKEN WORLD, BUT A LIVING ONE

A Godly Bestiary, Continued

Whole adventures can be had within the corpus of a God. What civilizations have sprung up inside? What does a landscape that is also a living mind look like? What weird objects, parasites, treasures live and grow within their bulk?

Abraxas, The Threshold

Resonance: The Threshold is concerned with secrets, enlightenment, exploration, forbidden truth, ascension, antirationalism, and antihumanism. It smiles on those willing to sacrifice for knowledge, those that wish to become more than they are, and those keen to expand their outlook on the world. Conversely, it disapproves of the close-minded and the materially-inclined.

Depictions & Familiars: The Threshold is usually depicted - if it is depicted at all - as a cloaked figure with a single, star-shaped eye shining beneath the hood. Servitors of the Threshold have a starry, cosmic appearance, often with details that drive those who look upon them far beyond sanity. Keys and doors feature heavily in the Threshold's imagery.

Gifts: Followers of the Threshold may find themselves blessed or cursed with forbidden, impossible knowledge, the ability to enter inaccessible places, to converse with things inhuman or even unliving. Those it turns away from find their skills weakening, their talents evaporating, and the answers they seek shrouded in secrecy.

Trios, the Qualia

Resonance: The Qualia is concerned with expression, art, the act of creation, chaos, discord, colour, madness, and the senses. It is said to smile on those who experience the extremes of life most fully, allow no restrictions to keep them from their art, and push the boundaries of what is socially acceptable. Conversely, the derivative and unimaginative experience its disfavour - as does anybody in the vicinity of its manifestations who is not already a part of its vibrant congregation.

Depictions & Familiars: The Qualia is always depicted in a manner that is actively cognitohazardous; streams of impossible, vivid colours, kaleidoscopic geometry, any works of art that make the viewer feel something. Its servitors embody and elevate emotions and feeling, often to painful levels, often resembling smaller manifestations of the Qualia itself. Many look like impossible, ouroboran worms, blots of somehow tangible colour, or living symbols ingrained in the minds of their hosts.

Gifts: The most capricious of the Gods and the one with the least understanding of what human bodies and minds can and cannot handle, the line between the Qualia's gifts and curses is particularly blurry. Those that draw its attention experience enhanced senses, the ability to influence emotions, the ability to invoke chaos, and to play with the senses of friend and foe alike.

A BROKEN WORLD, BUT A LIVING ONE

Gadgets

A selection of Gadgets are available below. Trading for Gadgets is possible, but they are usually traded like-for-like in a barter system, rather than with any money changing hands.

Fire Oil: Sets a nearby area alight, causing everyone involved to take 1-Harm this turn, and a further 1-harm if they fail to move out of the area or extinguish the flames next turn.

Bomb: Ignited with fire. Causes 2-harm to anything nearby when it detonates, or 3-harm to anyone who attempts to jump on top of it to protect the people around them.

Blessed Godsblood: Consume to instantly cure your highest level of Harm.

Godsblood of the Phoenix: Consume to instantly heal all damage, with the side-effect of subtly altering your appearance or personality in some way.

Godsblood of the Threshold: For the duration of this encounter, your eyes glow a starry blue and you are able to perceive any barrier in the area that prevents you from finding the truth. This will include traps, secret doors, illusions and liars, but in latter case will not tell you what the lie is, only that it exists.

Snakebite: Your next attack at close range is made with a -3 modifier, but afflicts the target with a deadly poison if it connects, rapidly taking them out of action unless they are possessed of supernatural resilience.

Arcanotech: Produces a random Arcana effect when activated. Displays a notable bias towards helpful effects rather than useless ones.

Fulguric Touchpaper: Causes any metallic weapon to emanate a violent electrical discharge for the next five minutes. Do be sure to wear gloves.

Trickster's Compass: Once activated, disables gravity in the immediate area for the rest of the encounter, causing everyone to float gently off the ground. In addition to the disruption this causes, it becomes impossible to swing hard enough to do more than cause 1-Harm through conventional means.

Ephemeral Glass: Restores 5 points to any stat when consumed. Stabbing someone with the glass grants misty visions of the future.

Sunlight Bauble: Provides clear illumination of a cathedral-sized area for the duration of the encounter.

Sublime Marrow: A token from another world. When scattered over the unconscious or dying, it restores them to health for the duration of the encounter, after which they return to the state they were in beforehand.

Resonant Quartz: A pair of gently glowing stones. When each is held by a living entity, either party may use a simple psychic signal to swap bodies. This effect ends as soon as either of the gems breaks skin contact.

Godsblood of the Qualia: An insanely powerful psychotropic, known to drive some incurably insane. Highly sought after by certain people and organisations.

Godsblood of the Patterner: When consumed, you may ask any yes/no question not about the future, and receive a truthful answer.



A BROKEN WORLD, BUT A LIVING ONE

Arcana

A selection of Arcana is provided below. Arcana have a number of Uses, which is replenished at the end of each adventure, and a Difficulty Value which must be beaten on a Presence roll in order to successfully cast using the Arcana. Failing the roll does not consume one of the Arcana's uses.

Shroud of Mists (3 uses, Presence 8): Thick fog fills the nearby area, centered on you. Attacks made in this area are much less likely to hit. Light or wind will easily banish this effect.

Agonising Ray (2 uses, Presence 6): Causes the target to instantly take 1-Harm, and also puts them in indescribable pain, giving Advantage against them for the duration of the encounter.

Cloak of the Chained One (1 use, Presence 10): One target in the encounter now believes you to be their trusted subordinate. They will realise the deception if you flagrantly act counter to their instructions, but will otherwise treat you accordingly.

Scintillating Ghostform (2 uses, Presence 9): You become intangible for the duration of the encounter or until you choose to end the effect, taking everything on your person with you. You can pass through any solid objects, but may still be affected by magical effects.

Illusory Cloak (3 uses, Presence 7): You take the form of any roughly-humanoid creature that you have seen for the duration of the encounter.

Scorching Beam (3 uses, Presence 11): You conjure a burning laser that does substantial 3-Harm damage to a single target, or can be used to cut through even well-fortified barricades.

Tenebrous Eidolon (2 uses, Presence 4): Grants perfect eyesight, even in fog or darkness.

Alpha-Zettaspore Particle Cannon (1 use, Presence 16): Ancient and uncontrollable technology. In the wrong hands—or the right ones—an unparalleled instrument of destruction. 4-Harm damage, if not worse.

Unconscionable Scar (2 uses, Presence 7): Scar an unconscious or willing target alongside yourself to transfer one affliction or memory from them to you.

None Shall Stop My Rampage! (2 uses, Presence 9): You may cast this Arcana in response to anything that would normally prevent you from fighting your opponents or completing a task, up to and including death. You are unaffected, but are instead driven into a furious rage against whatever opposition you perceive.

Clotho's Eyes (2 uses, Presence 10): You may activate this Arcana to see the Woven Sight for the rest of the encounter, perceiving the connections that tie people to entities and institutions, and the nature of those connections.

Tyrant's Crown (2 uses, Presence 12): You glow with unholy majesty, making your demands unreasonably reasonable and causing more weak-willed troops to flee from your mere presence—roll Presence to determine this.



RUNNING THE GAME

Advice

Rolling dice is less necessary than you think. You should only roll for tests where both failure and success have the potential to advance the plot and characters. There is no need to roll to see if a character can tie their shoelaces. Similarly, if the characters are seeking out an important NPC, rolling to see if they find them is largely superfluous, since they will simply keep trying or abandon the plot entirely. Rolling to see what complications come about as a result of their search, however, has more potential.

Be upfront with your players. It's usually more fun for players to figure out how to deal with a problem than to figure out what the problem *is*. Nobody likes getting killed by a threat they never knew was there. Let players know the likely consequences of their actions - it will make their choices more interesting for everybody. If there is a good reason to disguise the nature of the consequences, at least try to telegraph the likely **severity** of them.

Give players tools, not buffs. The core of this game is problem-solving, and a power that can solve any problem is a fairly boring one. Encourage creative use of skills and items rather than catch-all solutions or straightforward statistical advantages.

Make every encounter matter. Before planning any individual encounter, consider what it adds - thematically, mechanically, narratively - to the game. Rather than padding things out with unnecessary fights, move fast and hit hard with novel challenges and emotional beats. A couple of good encounters are more memorable and compelling than a hundred mediocre ones.

Expect your players to engage with your world, but expect them to do so in unusual ways. Asking your players to engage with the core elements of your game is not restriction or railroading, but basic common sense. If you are running a game about slaying a dragon, it is reasonable to expect your players to go along and engage with that dragon, rather than, say, running away somewhere else entirely. However, in terms of their feelings toward the dragon, their plans to reach it, and so on, try to allow as much improvisation and freedom as possible.

Use prep work to help you improvise. A quick list of random names, random treasures, and so on, will do a lot to streamline your GMing. You'd be surprised how much smoothness counts for.

Make calls according to consistency and fun. When situations come up that you have not planned for, try to choose the most fun option that is consistent with other rulings - that is, if you earlier decided that lightning does extra damage to people in plate armour, it would be strange if that suddenly ceased to be true. Be unafraid to say yes to clever plans, but equally, be unafraid to say no to strategies that are not fun, while still rewarding players. In a game about determining the last wishes of a dead Empress, having one of your players instantly whip out an Arcana of necromancy and summon her reckless shade is not fun, and you should feel free to come up with an excuse as to why that won't work, so that the rest of the game can go ahead. However, the player in question should also be rewarded in some way for their quick thinking.

Above all, communicate with your players. You really can't go too far wrong if you're all being honest and open with one another. It's well worth making the effort.



Because the world is ruined, it can be rebuilt.

Because we can die, we can change.

Because the past is dead, we may finally have a future.

