

# PAMPHLET OF PANTHEONS

Guide to Creating Fantasy Myths and Religions

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# Introduction

Creating a religion for a fantasy game is trickier than it looks. It's easy to fall prey to one of two problems.

The first problem is one that most fantasy pantheons have: they lack depth or emotional connection. This cleric worships the fire god, Flamey McBurnerson; that one worships the war god, Johnny Swords. They lack the complexity, character, and conflict of real religion. They're boring or, at best, goofy.

The second problem is a little rarer. Some fantasy pantheons do have the interest and atmosphere of real religion -- the various gods of Glorantha are a great example. But they achieve this by being as rich and complex as the myths they emulate. Understanding Gloranthan mythology requires some homework, and creating it was the work of a lifetime. That's great, but it's not really practical when your players are going to a new region next session and you want to know what the locals believe.

M.A.R Barker wrote a classic essay on creating religions for fantasy worlds, and I have completely rejected it in this work. Not because I disagree with all his conclusions (some of them, sure), but because he's really talking about creating detailed, realistic simulations.

The Pamphlet of Pantheons isn't about simulation or realism. It's a tool to create fantasy pantheons that feel compelling and rich without necessarily actually having the level of detail real mythology would have. It's not exhaustive and it's not intended to be, but hopefully it will serve as a quick tool for creating religions and a springboard for your creativity. I hope you enjoy using the pamphlet to create pantheons for your games!

## A note on real-world pantheons

Anything you create is the product of the fertile mulch of different knowledge and influences in your brain. In my case, that mulch contains a good amount of knowledge about historical religion, but my focus has always been mostly (though not exclusively) on Europe and the Near East, so that's where my main influences come from. Thus, my pantheons may feel a little "European." The more you read about world mythology and religion, the more varied and interesting your pantheons will be. I try to be respectful and not use people's real-world faiths as the direct basis for light entertainment, but I eagerly use concepts and structure for inspiration. I'm always interested in expanding my knowledge.

# How To Use the Pamphlet

To create a fantasy pantheon quickly, just go through the Pamphlet as follows:

First, **pick some divine archetypes**. There are 16 in the pamphlet, but your pantheon doesn't need to contain all 16; eight or nine ought to do the trick. You'll have a chance to modify this later on, so don't worry about it now; just pick ones that appeal to you and go.

Roll on the tables or **pick some complications** for each divine archetype. You can choose more than one for each if you like, although they don't always harmonise.

Next, **choose a pantheon aesthetic**. An image might suggest itself by this point, but if it doesn't, roll on the table.

**Add duplicates**. Pick an archetype and add a second god that fits that archetype to your pantheon. Ancient Greece had two war gods; the Babylonians had more sky gods than you've had hot dinners; the Vikings had two sea gods. It's not uncommon. You can also **combine gods**, creating a nature god who's also a monster slayer (like Thor) or a water god who's also a trickster (like Enki) or what have you.

**Bestow secondary attributes**. Using the secondary attributes table, add a few additional complications to each of your deities. This helps add the texture and complexity of real mythology for minimum effort.

**Add a few minor gods** to the list. You don't have to do this; minor gods are a great way to add detail mid-campaign, so you might prefer to keep these roles blank and fill them in as you invent minor gods on the fly.

Pick or randomly roll some features for the **temples, rituals** and other **aspects of the faith** devoted to your pantheon, as well as choosing some **creatures** to serve your deities and some **treasures** for them to have left on earth.

As you go, fill out the **pantheon sheet** in the centre of the booklet. Along the way, you'll find questions and writing prompts to help spark your imagination as you develop your fantasy religion.

The Pamphlet is meant to be a quick system and a spark to your creativity. If you have an idea for your gods that isn't in here, use it anyway!

# 1. Arrayer of Armies

*Let my name be in the bronze-voiced trumpet, and let my offerings be made with the sword.*

War, its virtues and its ills: courage, glory, cruelty, loss, suffering. Collective strength. The prop, or ruin, of the state.

1	A bloody brute whose reckless might the gods barely restrain.
2	Brazen power and iron law; a tyrant who rules by the sword.
3	The soldier's friend, prayed to for safety in battle and health on the march.
4	A master strategist whose devotees are generals and kings.
5	A primeval god of slaughter given a new uniform and a bit of a polish.
6	Worshipped by an inner circle open only to those who have killed a foe in battle.

# 2. Bestower of Plenty



*Toil. Pray. Prosper. Rejoice.*

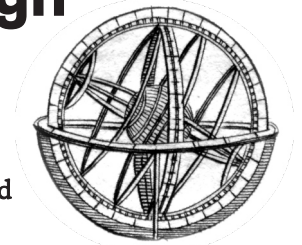
Full barns and bulging storehouses; gold and gems to outshine the stars in the sky.

1	A god of agrarian plenty whose worship is changing to fit a mercantile society.
2	The mortal who first struck a golden coin, elevated to heaven for the deed.
3	A greedy god whose followers must kick a piece of the action upstairs.
4	The god of honest and hardworking merchants, resentful of idle aristocrats.
5	A divine banker who presides over a sacred financial system, doling out credits for virtue and debits for sin. Temples are treasuries.
6	A jolly figure who hands out wealth as a gift, not as a reward.

*How does the faith feel about having a god of wealth? Is this a venal and luxurious church? Or is some archpriest from a rich family in her life lecturing believers who work for a living about corrupting the faith with their lucre? Is this a faith that glories in gold, spurns it, or says one thing but does another?*

# 3. Celestial Sovereign

*Who set the stars in their courses, and gave names even to the lights of heaven?*



The cosmic order: serene, harmonious, and detached. Oversees the orderly operation of the universe, or maybe embodies it. Rarely concerned with the affairs of mortals.

1	Long ago delegated this plane to lesser gods, the better to contemplate the infinite.
2	Manifest in the planets and constellations, venerated by soothsayers.
3	Worship by any outside the royal house is ruthlessly punished. Commoners belong on the ground.
4	Created the universe and all in it, now present in the form of that creation.
5	Overthrown and bound by younger deities in a primordial age. Now a figurehead, powerless -- or underestimated.
6	Civilised and refined, the master of a complex heavenly bureaucracy.

*Astronomy and astrology are among the things that ancient societies cared a lot about but players seldom do, so think about alternative angles for the Celestial Sovereign*

# 4. Divine Physician

*Suffer to comfort the suffering; sacrifice to heal the sick.*

Learning beyond what ordinary folk imagine. Compassion beyond what human hearts know.

1	Keeper of the secrets of both disease and healing; propitiated to keep plague away.
2	Rigid secret codes and rules keep initiates under control.
3	Demands a total commitment to healing and protecting life -- even an enemy's.
4	Worshippers seek the secret of immortality, stolen from their god and hidden somewhere.
5	Encourages health, strength and athleticism, not just healing.
6	Patron of sacred springs and healing wells that can cure any ill.

## 5. Fire Bringer

*Alone you defied heaven, alone you brought us what was forbidden, alone you fell.*

Teacher of arts and sciences, source of inspiration.

1	Wore mortal guise and walked among humans. Descendants may yet live.
2	Taught mortals not only good but also evil arts, some known, some still to be found.
3	Punished by the gods for siding with mortals against them.
4	Worshippers are freethinkers critical of religious and social authority.
5	Brought secrets that are now lost, hidden somewhere in the material world.
6	Banished to the underworld, together with one final divine secret.

*One thing worth settling before you start is: how much do gods actually listen to the people's prayers? Can we pray for rain and have it work?*



## 6. Force of Nature

*Your breath is the wind, your step the earthquake, your voice the storm. Spare us, we beg you.*

Sea god, wind god, mountain god -- this deity embodies the power of the natural world.

1	A roistering ruffian whose wild temper and equally wild joy bring earthquakes or storms.
2	An ageless, inhuman consciousness that thinks at the pace of nature.
3	Ancient bargains with humanity allow mortal habitation in this god's domain, and must be ritually maintained.
4	Survivor of a previous generation of primordial deities; seeks to return them to this world.
5	A trapped monster or demon elevated to divine status.
6	Worshippers can command or avert disasters using secret sacrificial rites.

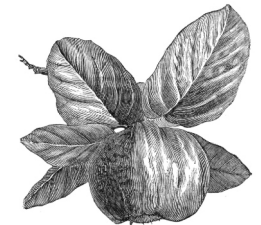
## 7. Fruitful Earth

*For life from dead earth, for the tree heavy with fruit, for the growing field, we thank you.*

Bringer of crops, feeder of nations.

1	Ritually sacrificed to bring the gifts of the earth.
2	Lover of one of the gods of sky or the heavens, separated forever from them.
3	A god from the faith of a previous age, adopted by the new religion.
4	Has a martial aspect, granting strength to those who defend the soil of home.
5	Bountiful and generous to the needy, no matter who they are.
6	Worshippers enact rustic rites full of feasting, drinking and bawdiness.

*Players seldom care about the details of farm life, and let's not force that on them if they don't enjoy it. But a deity of plenty and abundance could work metaphorically as well: for the abundance of love, the virtue of hard work, the reward of tending the soul.*



## 8. Heavenly Youth

*Here I sit and listen to the song, or play, or sleep, just as I choose. Will you stay with me?*

Life, beauty. Not childhood but youth, a time of exploration and adventure.

1	Favourite child of heaven, doomed to die as a sign of the world's end. Some say they will one day be reborn, but others doubt.
2	Patron of the young; devotees are teachers and protectors.
3	Hotheaded rebel of the gods, clashing with older deities.
4	Patron of athletes, hunters, and military recruits; encourages strength, energy and perhaps overconfidence.
5	A representation of the potential and limitations of youth. Symbolically banished during weddings and other rites of passage.
6	Teacher of priests and seers; most clerics transition into other cults as they grow older, marry and have children of their own.

## 9. Hierarchy of Hell

*All who set foot beyond the iron door are mine, and never shall I release them.*

Not a punisher of sinners but the custodian of the underworld.

1	Tricked by fellow gods into accepting this grim duty; sullen and resentful.
2	Keeps regal, cheerless state in a silent palace deep beneath the earth.
3	Once a sky god, slain in a cosmic battle. Longs for rebirth.
4	Accumulating an army of dead heroes for some future purpose.
5	Must keep the dead in their prison, preventing any from escaping as undead.
6	Actually the dead aspect of another god in the pantheon.



*What does the afterlife or underworld look like in this cosmology? Are the blessed separated from the damned? Are the dead sustained by the care and worship of their living descendants? Is the afterlife somewhere mortal feet can tread?*

## 10. Keeper of Mysteries

*These words are for the wise only; no common mortal enters these halls.*

Patron of enlightenment and magic.

1	An austere god served by ascetic scholars in library-like shrines.
2	Has a rational face and an obscured, mystical one. Patron of seers and oracles.
3	Initiates are feared, although not shunned, by most, for their burden of knowledge.
4	A forgotten deity, looked down on by the more traditional priestly hierarchies.
5	Worshippers are philosophers and theologians, endlessly wrangling about how non-divine magic can even have a god.
6	Cult is esoteric; those who would serve the god must prove their accomplishments.

## 11. Laughing Rogue

*But the lowest one, the liar, they kept among the divine company out of mercy, to their cost.*

The fun one. Upsets the stuffy plans of the gods, bringing either harmless merriment or cosmic tragedy.

1	Adopted by political malcontents as a symbol of resistance to authority.
2	Absurd utterances conceal secrets of mystical enlightenment ... supposedly.
3	Once a god of some other domain, assigned this role as a punishment.
4	Bound by an agreement with the other gods not to go too far. Chafes at it.
5	Some clerics are Holy Thieves, bandits considered saintly by common folk.
6	An intrusion from another pantheon worming its way into this one.

*Tricksters provide an interesting way to critique a culture's values.*



*Tricksters are a corny, overused prop for GMs who like puns.*

## 12. Light of Heaven

*O you who order the fates of mortals, bestow upon us the light of righteousness.*

The sun, the moon, or the stars; the face of heaven that mortals see and strive to understand.

1	The sun, all-seeing, life-giving, cleaving truth from falsehood.
2	The moon, ever-changing, a frail light in the darkness.
3	Heavenly lights foretell the destiny of all living beings.
4	Sacred embodiment of the passage of time and cosmic regularity, smiting whoever interferes with time with cosmic fire.
5	Symbol of resurrection and eternal life.
6	Once earthbound gods or mortals who ascended to the heavens through meritorious deeds.

# 13. Monster Slayer

*Then the holy weapon raised, the divine panoply flashed and glittered, and heaven trembled.*

The cosmic struggle of good against evil, order against chaos, or us against them. Bold and warlike, the champion of the gods.

1	A pure-hearted paladin who fights evil with upright virtue as much as the sword.
2	A rowdy oaf, beloved as much for hilarious exploits as for strength and courage.
3	Once a monster, now reformed and devoted to protecting civilisation from others.
4	Twin warriors, each master of a different weapon.
5	Once a mortal hero, ascended to godhood. Great mortal warriors aspire to do the same.
6	Understood by philosophers as a metaphor for the combat between good and evil in all of us, and by regular folk as a strong, exciting hero fighting monsters.

# 14. Outsider

*Wolf-friend, swift-footed, exulting with wild cries, O you who love hot blood, hear us.*

Inhabitant of wild places: hunter, traveller, friend to animals.

1	A primeval deity of wild places, worshipped by wealthy elites who hunt for sport.
2	The figure on the edge of the firelight; connected to lycanthropes and beast-folk.
3	Civilised by alliance with the pantheon, a model for treatment of "barbarians."
4	The wild god's "primitive" sayings provide a safe outlet for veiled criticism of the state.
5	A shared deity also found in the pantheons of neighbouring -- and rival -- nations.
6	The beautiful face of a young hunter, a mask over an ancient, bestial power.

# 15. Wild Card

*O patron of serpents, lover of wine and incense, teacher of the flute ... wait, really?*

Doesn't seem to fit. A sea god in a landlocked society; a god of peace in a militaristic empire. Happens all the time.

1	Once two separate gods, now combined into a seemingly-contradictory figure.
2	An "exotic" god adopted from a foreign pantheon, not fully understood.
3	Beloved by clerics as proof that the gods don't reflect human desires and interests.
4	Secretly a deity of magical enlightenment whose scriptures were mistranslated.
5	A rival to a more powerful deity, downplayed by jealous archpriests.
6	A legacy of an earlier time whose teachings are now seen as irrelevant.

# 16. Worker of Evil

*Away from the door, away from the window, away from the hearth. Away, old one, begone!*

A monstrous figure, either a deity of plague and death or a rival to the gods.

1	Worshipped as a beautiful deity, richly propitiated, in hopes flattery will avert evil.
2	Cats exist, there's a cat god; plague exists, I'm a plague god. What are you mad about?
3	Evil sibling of a good god, born in an ill-omened hour or a moment of sin.
4	Formerly a shining light of the pantheon, cast out and seeking vengeance.
5	Propitiated by all, but worshipped in secret by evil -- or misunderstood -- followers.
6	Trapped in a foreordained cycle of crime and punishment.

# Deities

Aesthetic:

Symbol of Divinity:

<input type="radio"/> Arrayer of Armies	<input type="radio"/> Hierarch of Hell
<input type="radio"/> Bestower of Plenty	<input type="radio"/> Keeper of Mysteries
<input type="radio"/> Celestial Sovereign	<input type="radio"/> Laughing Rogue
<input type="radio"/> Divine Physician	<input type="radio"/> Light of Heaven
<input type="radio"/> Fire Bringer	<input type="radio"/> Monster Slayer
<input type="radio"/> Force of Nature	<input type="radio"/> Outsider
<input type="radio"/> Fruitful Earth	<input type="radio"/> Wild Card
<input type="radio"/> Heavenly Youth	<input type="radio"/> Worker of Evil

Crown of Heaven:

Minor Gods	Creatures
Faith, Temples, Rites	Treasures
	Notes, Conflicts
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

# Look and Feel

What do your deities look like – or how do their worshippers depict them?

1	Exceptional humans: just like you and me but taller, buffer and better-looking.
2	More or less ordinary humans but with distinctive features: uncommon skin or eye colours, archaic dress, or what have you.
3	Disembodied cosmic forces that adopt various forms to communicate with mortals.
4	Fantastic people: animal heads, wings, auras of fire or lightning.
5	Absolutely bizarre beings: strange combinations of geometric, animal, or unnatural forms.
6	Consistently something other than the people who worship them: why do these halflings worship bear-people? Always have.



# Signs of Divinity

What makes a god, as opposed to a spirit, demon or celestial being?

1	Radiant auras shining with heavenly light.
2	Ancient runes in an all-but-forgotten script used only in religious texts.
3	A symbolic object concealed in the background, both in images and in reality.
4	Sacred gestures that express divinity to the initiated.
5	An unearthly glow in the eyes, or an unusual colour of hair or skin.
6	An imperceptible aura that fills the mind with awe or fear.

# Bestow the Crown

Let's find out who's in charge around here.

It's time to distribute some titles among the gods. We'll start with the king of the gods, but that isn't an exclusive role in most pantheons. Instead of creating a unique ruling deity, we're going assign the role to one of the gods we've already created. Don't think too long about which one, either: you can justify a divine monarchy for just about any god, and we're still in the process of creating them.

Pick a few of the divine roles from this list and assign them to gods in your pantheon, either randomly or as the mood strikes you.

*The graveyards are full of men who wore the crown, and the same may be true of gods. Is there a succession crisis in heaven? A coup? Or a peaceful transition of power, like the myth of Marduk receiving sovereignty?*



1	Crown of Heaven. Sovereign ruler and patron of monarchs. Not necessarily the same as Celestial Sovereign!
2	Lawgiver. Created society's rules and gave them to mortals. Patron of lawyers, legislators and peacekeepers.
3	Ancestor of the People. Wed a mortal to produce a nation. Our tribe has divine ancestry, which makes us special.
4	Patron of Foreigners. Caring for visitors is good for business and the right thing to do.
5	Divine Messenger. Appears to mortals to convey heaven's will. May not have volunteered for the post.
6	Patron of Mothers. Prayed to in childbirth; mothers do no work on this god's feast day.
7	Averter of Curses. Priests may care about theology, but ordinary folk have curses to worry about.
8	Granter of Fortune. Smile on us, O divine one, for truly baby needs a new pair of shoes.
9	Love Deity or Matchmaker. Pick one, split them up, or make them two aspects of the same deity.
10	Scourge of Heaven. All deities are vengeful, but this one specialises.

# Minor Gods

*Not everyone can be the storm god.*

You don't necessarily have to create minor gods when you develop the pantheon; you can just add them in whenever you feel like it, since they're small enough that characters might not be aware of them. Some of these could be major gods in a particular pantheon, so throw them in there if one excites you.

1	A specific city or town. Perhaps every settlement has its own, or maybe this one is unique.
2	Bees. They do a lot, from delicious honey, to ... honey products!
3	Fisherfolk. Life or death to those who make their living at sea; little thought of in the halls of power.
4	Graveyards. Distinct from the gods of death or of the underworld. Sends spirits to punish tomb robbers.
5	Horses. Beloved of society's martial elite and prayed to by farmers whose precious draft animals are ill.
6	Minister of the gods. Doesn't create the divine plan, just executes it.
7	A trade. Fletchers, vintners, coopers, fullers, wheelwrights, each with their own petty deity.
8	Disreputable art. Tavern dancers, fairground jugglers, itinerant ballad singers, town-square puppeteers.
9	Knives. Not swords, just knives. Cutlers and murderers pray side by side.
10	Cats. Tiny shrines down back alleys are protected by squads of freeloading felines.



*“Minor” or “lesser” gods is an odd expression. Does it mean that the gods are less important on a cosmic scale or does it simply mean that they aren't worshipped as much as they once were? Perhaps a “minor” god is very important in one part of your setting but less significant elsewhere. These beings might be of equal importance in the eyes of the gods, but worshipped differently by mortals. Or perhaps lesser gods really are less powerful, the children and grandchildren of an elder generation.*

# The Many Names of the Gods

*I hate this part.*

Naming gods means making choices. You don't have to be an expert in linguistics; this is all about faking it and making it sound good rather than adhering to an imaginary language. If you're stuck, here are some methods to try:

**Descriptive:** The gods in my fantasy campaign are simply called Earth, Air, Day, Night, and so on. Elaborate a little if you like: Old Mother Night, All-Seeing Sun, Sword of Heaven, Thousand-Starred Sky, that sort of thing. This is very simple but can be a little bland.

**Imitative:** Pick a set of myths you like and make up nonsense words that sound kind of right. In my previous fantasy campaign, the ruling god was Kos, and his son was Koros. Maybe the barbarians pray to Sigvor, dark goddess of the earth. This has the benefit of often sounding good, but it's a little derivative.

**Direct swipe:** Pick a mythology that you don't think your players know about and just use those names. If you have a player at the table who knows who Ninurta is, they'll be pleased enough about that fact that they'll let you slide, at least in my experience. I recommend Etruscan names, which sound just familiar enough and just unfamiliar enough.

**Random:** Roll some names on the table below!

	Part 1	Part 2	Part 3
1	Cloud-born	Heavenly	Sage
2	Golden	Thunder-wielding	Immortal
3	Ultimate/Last	Forgotten	Brother/Sister
4	All-ruling	Uncreated	One
5	Noble	Favoured	Prince/Princess, etc.
6	Avenging	All-seeing	Judge
7	Invincible	Teacher of	Emperor
8	Earth-striding	Illuminated	Spirit

# Religion

*There's more to life than mythology.*

Knowing who the gods are is all well and good, but what is their worship like? How do the faithful offer their prayers? Where do they keep the good candlesticks in the temple?

## How is the faith organised?

1	Worship is centred in the home; clerics are civic leaders or wandering holy people.
2	Individual shrines with their own priests and cults treat the clergy of other shrines with respect but no more.
3	Carefully-preserved shrine lineages lead to different, even competing sects among worshippers.
4	A recognised hierarchy places some shrines above others in spiritual importance, if not temporal authority.
5	A loose hierarchy of temples is in the process of being organised into a single church by a reformist faction.
6	A once-centralised faith has divided into rival sects aligned with different states or political factions.

*Religious rites such as weddings and funerals are a huge part of everyday life, but they don't turn up in RPGs very often. Have your PCs get invited to a wedding! It's a great place for a conversation with an NPC or a monster attack.*



## Rites and rituals

1	Ancient chants in a form of the language so old that few now speak it.
2	Ecstatic worship that opens the mind to divine presence.
3	Acts of alms-giving and community service.
4	Elaborate pageants reenacting myths, using real monsters whenever available.
5	Sacred feasts, open only to initiates. Scandalous rumours circulate.
6	Sacrifices, clouds of incense. Banging gongs. Chanting, not necessarily in unison.

## Festivals

1	Devotees dance through the streets in animal costumes.
2	Worshippers visit the graves of saints and ancestors, bedecking them with flowers and leaving small offerings.
3	Sacred treasures, never shown otherwise, are taken from the temples and paraded through the streets.
4	A ritual marriage or ritual combat between gods, represented by chosen mortals. The deities are symbolic but the fight or wedding is real.
5	Animals driven into the city in herds to be blessed; the streets crammed with llamas and llama-farmers.
6	An annual pilgrimage to a remote shrine to retrieve the sacred incense that will be used throughout the year.

## Temples

1	Outer courtyard hosts sacrifices and public worship, while the god's secret idol is concealed within the inner sanctum.
2	Public tables are heaped with sacrifices; once they are offered, the poor and hungry may come to share.
3	Gold candlesticks, icons adorned with precious stones. Images of the gods in glittering mosaic.
4	Stone elaborately carved and decorated to look like the wild, natural spaces where worshippers once met.
5	Winding passages of chambers decorated with cryptic symbols representing stages of initiation; solve the riddles to prove initiation and pass to the next area.
6	Offices and scriptoria full of civic records, religious texts, and identically-robed students diligently memorising the sacred scriptures.



*How easy is it to enter the sacred spaces of the faith? Can any pilgrim just walk in, or is the sanctum forbidden to all except the initiated?*

# The Pamphlet of Pantheons

## An Example Pantheon

*The Pamphlet in action!*

During the Pamphlet of Pantheons Kickstarter campaign, I did a livestream in which I randomly rolled a pantheon together with some viewers. Here it is, as an example of what you can do with the pamphlet.

First, I rolled for an aesthetic, and I got “superhuman.” So these are human-looking deities, a bit like Greek gods. I rolled some deities and got Hierarchy of Hell, Monster Slayer, Celestial Sovereign, Bestower of Plenty, Fire Bringer, Force of Nature, and Keeper of Mysteries. I rolled characteristics for them as well, as you can see on the facing page.

Looking at the deities I’d rolled up, I started to see a pattern. We had a couple of gods who seemed to have fallen from grace – the forgotten Keeper of Mysteries and the overthrown Celestial Sovereign. Perhaps there was some kind of conflict between groups of gods?

For my doubled deity, I decided to add another nature god. I think you can never have too many gods associated with natural phenomena, and it fit the idea of having a previous generation of gods. This nature god would be the new-model god, brought in by the new regime to replace a fallen elder god.

Looking for traits that could separate my deities, it seemed to me that there was a rough split between more natural and more cultural deities. This led to the idea of a conspiracy among the younger generation. Monster Slayer, Bestower of Plenty, and Fire Bringer had elevated the demonic nature deity to be their warrior, using it to reduce the power of the Celestial Sovereign and confining one of the other old gods to the underworld as Hierarchy of Hell.

Some of the other notes seemed to suggest that there was a broader philosophical conflict at play here: Fire Bringer and Bestower of Plenty seemed like they were associated with science and commerce, while Monster Slayer had more of a divided nature. Perhaps this represents the divided nature of the cults, as well: does a heaven in transition reflect – or create – a culture similarly in transition?

Once I’d done that, I rolled for creatures and treasures (twice, to reinforce the conflict theme), then for the faith. I swear those faith results were all random, but they do seem to fit in with the war in heaven, don’t they? I made a few additional notes and I was ready to go.

# Example

<b>Deities</b>		<b>Aesthetic:</b> Superhuman		<b>Crown of Heaven:</b> Fire Bringer	
○ Arrayer of Armies	○ Bestower of Plenty Greedy god running a racket	○ Hierarchy of Hell Regal, cheerless	○ Minor Gods Cats Bees Fisher-folk	○ Creatures Animated objects (R) Possessed humans (A) (You can tell by the gestures of divinity)	○ Treasures Black crystal blood (R) Priceless pearl (A)
○ Celestial Sovereign Overthrown Ancestor of the people	○ Divine Physician (same deity) Healing and disease	○ Keeper of Mysteries Ancient & forgotten Good fortune	○ Faith, Temples, Rites "Sophisticated" ethical philosopher-priests vs. folk religion of myth & intuition Elite vs. common.	○ Notes, Conflicts "Civilised" rebel (R) gods vs. "Primitive" ancient (A) gods. 3 siblings overthrew Sovereign & took crown	
○ Fire Bringer Punished for siding w/ mortals	○ Force of Nature Sea god, ageless & alien	○ Laughing Rogue	○ House of worship - Large institutional shrines w/ schools, civic offices, etc. - Liturgical language = ancient, forgotten - Mortals wage ritual combat for gods		
○ Fruitful Earth	○ Heavenly Youth	○ Light of Heaven	○ Force of Nature Demon, Scourge of Heaven		
		○ Monster Slayer Symbolic v. literal			
		○ Outsider			
		○ Wild Card			
		○ Worker of Evil			

Handwritten notes and arrows:

- Arrows from "Keeper of Mysteries" and "Celestial Sovereign" point to "Keeper tied to folk faith" and "Still popular w/ common folk" respectively.
- An arrow from "Force of Nature" points to "Rivals".

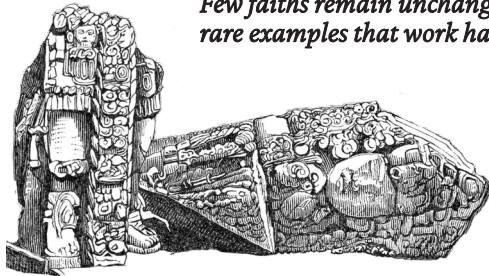
# The Pamphlet of Pantheons

## Creatures & Treasures

*The gods are rich in their followers.*

### Divine Servants

1	Fragments of divine consciousness temporarily possessing human bodies.
2	Animated objects imbued with life by the gods' will.
3	An ancient race of immortals who struck a bargain to serve the gods as servants and soldiers. .
4	The souls of the faithful, whose reward is eternal bliss in the divine realm that has oceans.
5	The voices of the wind in the leaves and the sea on the shore.
6	Prototypes of humanity, surpassed by mortals but still useful to the gods.



*Few faiths remain unchanged for long periods, even those rare examples that work hard to preserve their teachings.*

*Do the remains of shrines and icons still litter the landscape? How do the faithful feel about these remnants of an earlier age? Do they view them with superstitious fear or include them in their devotions?*

### Treasures of the Gods

1	Clay tablets on which the gods inscribed the divine speech that animates the cosmos.
2	A humble fisherman's knife, cast out of heaven after it was used to commit the first murder.
3	A sacred spring whose waters can grant eternal life to the living or restore life to the dead.
4	A ship of gold with sails of gossamer, capable of sailing to any plane that has oceans.
5	Black crystals that grew when the blood of primordial beasts splashed upon the newborn earth. Their jagged points make curse-averting amulets or unstoppable arrowheads.
6	A single pearl, large and lustrous, that causes all whose hearts harbour greed to go mad with desire for it.

## Credits and Acknowledgements

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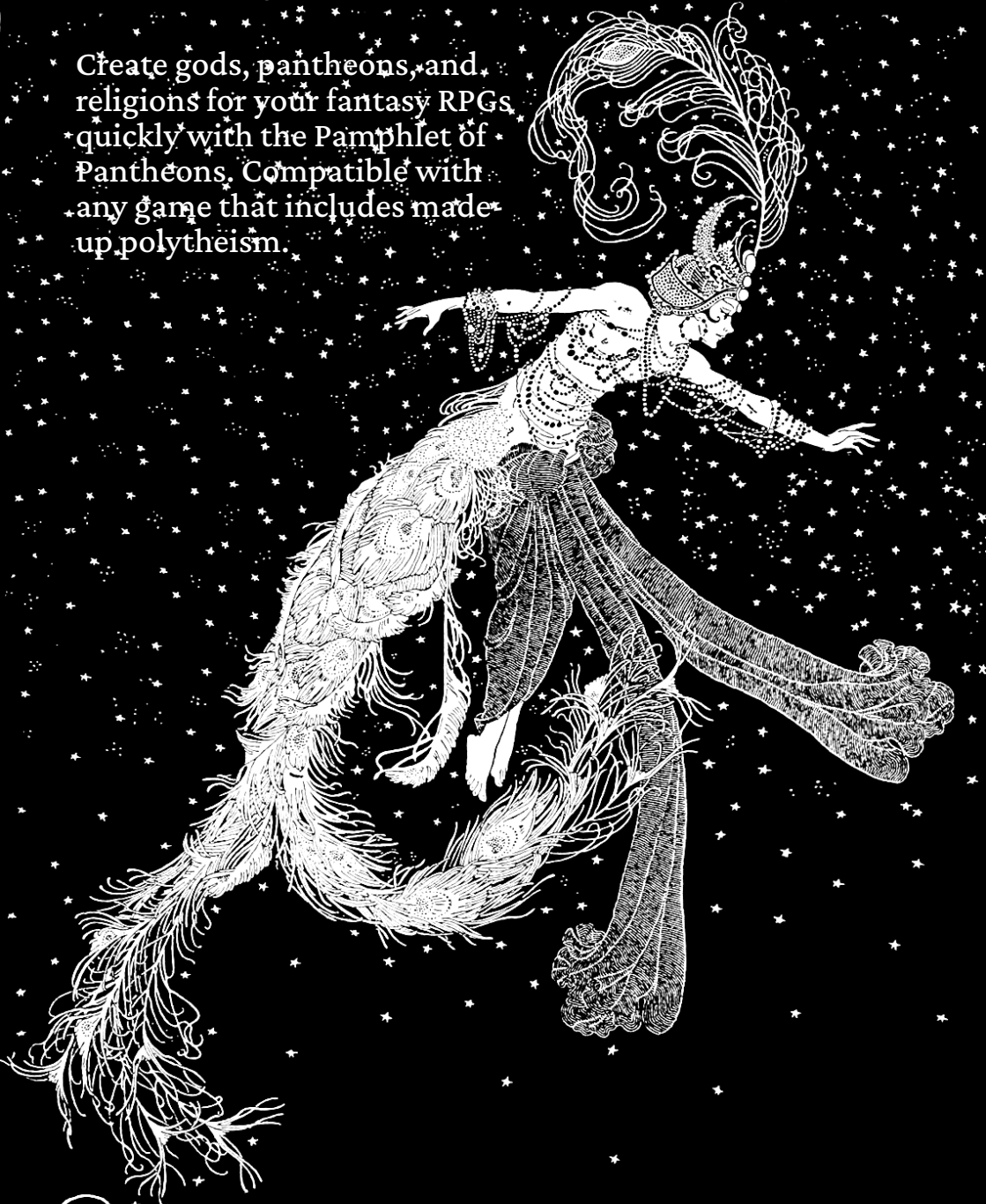
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