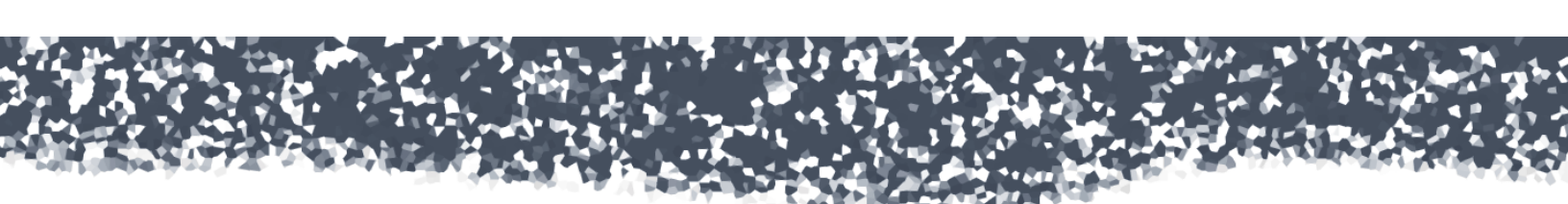




DIVUS

EX

THREE FATES GAMING



DIVUS EX

THE ROLEPLAYING GAME OF GODS AND GODDESSES

Game Design and Mystic Domain
Background by J.C. Connors

Additional Design by Brian McAuliffe, Dan McAuliffe, Ryan Connors

Special thanks to all the loyal crew from Deicon and Dexcon

For more information about *Divus Ex*, visit www.threefates.com

3rd Edition
May 2003

(c) 2002, 2003 Three Fates Gaming and J.C. Connors. All rights reserved.



CREATION

"The Will of the gods is a mighty force in our land. It is not to be disobeyed or underestimated. . . at least not most of the time.."

-Thalcos the Sage

WHAT IS DIVUS EX?

Divus Ex is a roleplaying game. Players take on the roles of powerful gods and goddesses in other universes ranging from mythological Greece to the fantasy world of the Mystic Domain.

If you're reading this, you probably know what a roleplaying game is. While most roleplaying games are played around a table, with a arranging a plot or scenario for his players to wind their way through, **Divus Ex** is a little different.

First off, **Divus Ex** is best played as a "Semi-Live Roleplaying Game," or even as a full live-action roleplaying game. Each player becomes an actor, roleplaying a deity or archon, and like an actor, all of the personality quirks of the god should be performed. Breaks are occasionally taken for the Fate-Decider, the person who runs the game, to announce events and handle any rules questions that may come up. Unlike other RPGs, the Fate-Decider's primary job is not to set a scene and invisibly guide the players through the adventure, but to be a player himself. As Fate, his role is literal; he is very powerful and omnipotent, but the players are ultimately out of his control. He is definitely *not* omniscient.

The Fate-Decider has little control over time in **Divus Ex**. The game moves forward at a steady rate. Usually one year of game time equals one hour of gameplay.

Divus Ex is not a game about slaying monsters, recovering treasure, and saving the day. Gods have no need for any of that. Instead, **Divus Ex** is a game about politics. Influence and strength is what gods desire, and the only way to get it is at the expense of other gods. The most successful gods are the ones who know when to use diplomacy, when to rely on intrigue, and when to throw that all aside and flex some divine power.

Finally, unlike many RPGs, **Divus Ex** isn't necessarily cooperative. Each player has his own goals,

A NOTE ABOUT THIS EDITION

This is the 3rd edition of the **Divus Ex** rules (formerly known as **Deus Ex**). The Mystic Domain pantheon has been folded into these main rules, and the Greek, Egyptian, and Norse pantheons have been added. Rules for heroes have been expanded, and new rules have been devised for Monuments, Armies, and Artifacts. Several of the Arcana powers have seen some tweaks and changes, and the game rules have been clarified and reorganized, with lots of examples.

and must be selfish in accomplishing them. This doesn't mean alliances, or even long-lasting friendships, can't be formed. All gods, however, should always keep their own best interests at heart.

WHAT YOU NEED

To play **Divus Ex**, you need a character sheet, some regular dice to stick in your pocket, and other players, preferably six or more.

Some players keep track of their attributes with glass beads or a similar object. This works especially well for the Swords and Chalices attributes, which fluctuate more than most, and represent a god's divinity.

ABOUT THE AUTHOR

J.C. Connors is a long-time gamer and has enjoyed seeing **Divus Ex** evolve from a small table-top game played at a convention to a sprawling, 50+ person LARP that is occasionally seen on the convention circuit.

You can contact J.C. via the Three Fates Gaming website: www.threefates.com



ROLEPLAYING A GOD

Like a good courtroom drama, a game of *Divus Ex* involves quite a bit of negotiating, pleading, arrogance, and bursts of outrage. It is important for players to have a good grasp of who their god is, and what his personality is like.

For the several hours it takes to play a game, players should do their best to forget the real world and become absorbed into their role. Just for a brief time, players should imagine they possess the infinite power of a deity, and gain the confidence, wisdom, and decisiveness that goes with it.

It is important to remember that not all gods are alike, and it is their polar differences that makes the game so enjoyable. A player roleplaying the God of Fire should be fiery and hot-tempered, while a player roleplaying the Goddess of Nature, should be reserved, wise, and joyous. Those devious enough to play the God of Illusion should frequently leave the playing area and act in the most confusing way possible. *Divus Ex* is at its best when the strong personalities are interacting.

SETUP

Although *Divus Ex* can be played around a large table-top, it can also be played in a large room or series of rooms. Before the game, the Fate-Decider should make it clear what different zones of the playing area represent:

The Council Chamber: This is the center of the room, and a large map of the world should be placed here to assist the players. Gods meet and negotiate in the Council Chambers, and this is where the Fate-Decider usually operates. Events are announced from the Council Chambers, and all gods may enter or leave freely.

Home Planes: If the playing area is big enough, each player should have his own room or corner that represents his home plane. Other gods may not usually enter another god's home plane without his permission. If the play area is not big enough for each player to have his own home plane, players may declare themselves "away" as soon as they leave the Council Chambers. Other players may not approach them unless granted permission, representing the fact that they are in their home plane.

ROLES

There are three main roles for players in *Divus Ex*:

One or more players must be the *Fate-Decider*. The Fate-Decider is the judge of the event, and it is up to him to come up with a basic situations and events of the game.

The rest of the players are *gods and goddesses*. They have tremendous power, and wield it easily, and often wantonly. They are the focus of *Divus Ex*.

THE FATE-DECIDER

The Fate-Decider is a player that acts as the narrator, storyteller, and judge of a *Divus Ex* game. Unlike most "Gamemasters" of other roleplaying games, the Fate-Decider is actually a character in *Divus Ex*! As such, the player who owns the role of the Fate-Decider should develop a personality. Perhaps he is cold and callous, or maybe he is wise and witty.

Regardless, he must always remember that, just like Fate, he must be impartial and firm. Even gods cannot escape or cheat Fate. The rules of *Divus Ex* are just guidelines — the Fate-Decider may always overrule them. After all, the players are gods. If they can't break the rules every once in a while, who can?

The limitations on the Fate-Decider's power is thus:

He may not overrule the results of Chance if another god has witnessed it. Once Chance has been witnessed, its decision is firm.

Once given, he may not take away a god's attributes, or hurt the god in any way directly. It is above even the Fate-Decider's power to hurt a god.

He may not take away free will from a god. He may suggest courses of action, but he can never force a player to a certain action.

Gods, however, need a good staff to keep them up to date on events. Their servants are the *archons*, lesser deities who are still hundreds of times as powerful as mortals, and act as messengers and scouts for their masters. In larger games of *Divus Ex* (30 or more, usually), gods may have archons assisting them.

THE DIVINE CHARACTER

Except for the Fate-Decider, each player in *Divus Ex* must choose and create his own god. *Divus Ex* is compatible with the many mythologies of the real earth as well as imaginary lands. It is suggested that the Fate-Decider predetermine what kind of gods inhabit the gameworld. A game in ancient Greece would probably cast the players as Hermes, Athena, and Apollo, while a Norse game of *Divus Ex* would have the players roleplaying Loki, Frigga, and Thor. While the powers of these pantheons may vary, the rules for handling these gods are the same.

THE CHARACTER SHEET

A sample character sheet for *Divus Ex* is provided below. The character sheet holds all the essential information about a player's god. This section will explain the various attributes of the character sheet.

God: This is simply the name of the god you're playing — Asteroth, Zeus, Thor.

Title: This is the god's "official" title amongst mortals — The Wild Lord, Lord of the Seven Winds, The Sun God, et cetera.

Home Plane: Where the god lives, and what kind of plane it is. In many pantheons, all of the gods live in the same location (e.g. Mount Olympus). In other pantheons, each god may have their own plane of existence (e.g. the Mystic Domain's gods). And in a few rare mythologies, the gods live on Earth with their mortal servants! Major Arcana, the special abilities and powers of the gods, are covered on p. 00.

ATTRIBUTES REVEALED

A god or goddess is rated in four attributes, each named after one of the suits of a classic Tarot card deck.

Though a god has only four attributes, there are actually eight to choose from, because each attribute has its opposite, or its Reverse. When a deity is created, the player must choose between the two — the normal and the Reversed. A god could not, for example, have both Pentacles and Pentacles (Reversed).

Pentacles — Sometimes called "coins," this represents your power in the world over mortals. A god with many Pentacles can sway civilization with ease, or cause great wars. He has a great many heroes and priests at his call, and visits them easily through dreams or apparitions.



Pentacles (Reversed) — Pentacles (Reversed) also indicates great power in the world, but not over mortals. Pentacles (Reversed) represents control over the land itself, of nature, of animals, seas, and crops. A god with many Pentacles (Reversed) can starve the world with famine, create powerful natural disasters, or bless the land with bountiful harvests.



Chalices — Sometimes called "cups," this attribute rates your Divinity and power in the heavens as compared to your immortal rivals. Chief gods, such as Zeus or Odin will have a great number of Chalices.



Chalices (Reversed) — Chalices reversed represents power over gods of a different domain, typically the Underworld, or the infernal realm. Many pantheons split their divine worlds into polar opposites — Heaven and Hell, Law and Chaos, Olympus and Hades. In pantheons where all the gods rule the same realm, this attribute will not be available.

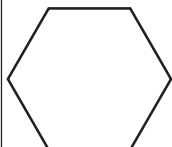


DIVUS EX

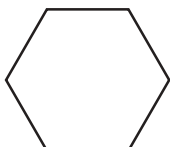
I am _____

Who resides in a plane of _____ called _____

I hold my Holy Day on the day of: _____



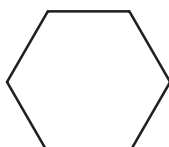
SWORDS



PENTACLES



WANDS



CHALICES

QUICK REFERENCE

Swords are offensive power. Expend 1 Sword to destroy 100-600 mortals, or reduce a god's Chalices by 1. *Swords (Reversed)* have the additional ability to absorb damage instead of Chalices. However, no more than half a god's Swords (Reversed) attribute may be used to attack (round down).

Pentacles influence a town's worth of humans to normal, rational actions. *Pentacles (Reversed)* influences Nature.

Wands must be equal or greater than a foe's to use an Arcana on her. If Wands do not match (normal vs reverse), the subject's Wands are *doubled*.

Chalices is thine Divinity. Lose it, and thou art gone. If Chalices do not match (normal vs reverse), a god may shrug off the effect of an Arcana by expending a Chalice.



Wands – Sometimes called “staves,” this represents the power of magic, fate, and whim. Mysterious gods, such as Loki, or Legerd, the Mistress of Magic, will have a great many Wands. Wands also represents a god’s power to outwit other immortals.

Wands (Reversed) – While Wands represents the chaos of magic and chance, Wands (Reversed) represents Order, Reason, and Logic. Understand that this does not mean that the god is necessarily good – even the most evil gods can have a method to their madness. Wands (Reversed) is also the power to overcome other deities through sheer willpower.



Swords – The sword is a deadly weapon, and this attribute represents your viciousness, combat ability, and ferocity. Gods of war such as Ares and Thor will have many Swords, and will not hesitate to use them against their foes.

Swords (Reversed) – Swords (Reversed) represents defense, protection, and the stability of wards. Gods and goddesses of defense, such as Athena, or Ward the Guardian, will have many Swords (Reversed) and will find themselves untouched by all but the mightiest of blows.



THE CREATION

The first step to creating a deity is to decide which of the four attributes above the god will possess.

Once that has been determined, there are two ways to determine the god’s starting power. *Players* choose between these two options:

REASON: This first option gives a player 14 attribute points to allocate between his four attributes.

FATE: This second option grants a player 4 dice to determine how many points he may allocate to his attributes. The roll must be made in the presence of the Fate-Decider.

UNDERSTANDING POWER

In *Divus Ex*, all gods start with roughly equal abilities. Even though Zeus is the greatest of all Greek gods, his brethren have enough influence and ability to cause him serious headaches. Ultimately, attributes in *Divus Ex* represent this influence, not sheer divine strength.

If the Fate-Decider wishes to strengthen or weaken certain gods, it is recommended he add or subtract no more than 3 from their starting Attribute totals.

ARCANA

Once attributes have been determined, it is time for the deity to gain the special abilities that make him unique. These are called Arcana.

It is recommended that each god receive two Arcana. Fate-Deciders who want more powerful games may grant gods additional Arcana. Many pantheons will preassign Arcana to players based on the themes and influence of their gods.

Arcana are represented by cards from the Tarot Deck. Each has a Reverse, but the Reverse is a separate Arcana – a god possessing the Emperor ability does *not* automatically possess the Emperor (Reversed).



TYPES OF ARCANA

There are two categories of Arcana.

Constant: These powers are in effect all the time. The deity may remind other gods that he has this ability, but these abilities can never be “turned off.”

Instant: These powers require an invocation before being used. Once the deity invokes the power, it immediately takes effect. Many of these powers can only be used once every hour. So, if a game started at 1:00 pm, the deity could use his Arcana once in the next hour. Come 2:00 pm, he gets another use. If he has not used his Arcana in the first hour, he does not get an additional use.

USING ARCANA

Arcana powers can be used on anything within reason, but they are usually used against other deities, archons, or mortals.

INVOKING ARCANA

To use an Instant Arcana, the deity simply announces that he is invoking it. It immediately takes effect. Constant Arcana are never invoked; they are always on.

RESISTANCE

Constant Arcana are never automatically resisted; they are always in effect.

Archons are unable to resist *any* Arcana of a greater deity. Likewise, deities are immune to the Arcana of Archons. If a mortal ever possesses an Arcana, they are treated as an Archon.

Against equal-powered individuals (e.g. a deity using an Instant Arcana on another deity, or an Archon using a power on another Archon), there is a chance the Arcana can be resisted.

In order to use an Arcana on an equal-powered entity, the aggressor must have equal or more Wands than the subject.

This is fairly straightforward. However, situations in which one god has a Reversed attribute will complicate the process:

If the two contestants have opposite *Wands* (one has Wands, the other, Wands Reversed), then the *defender's wands are doubled*. This is to simulate the fact that a god of Reason is less likely to affect and confuse a god of Magic, and vice versa.

THE CALLING OF CHALICES

Deities with different-aspected Chalices can call upon their inherent differences to resist even Constant Arcana.

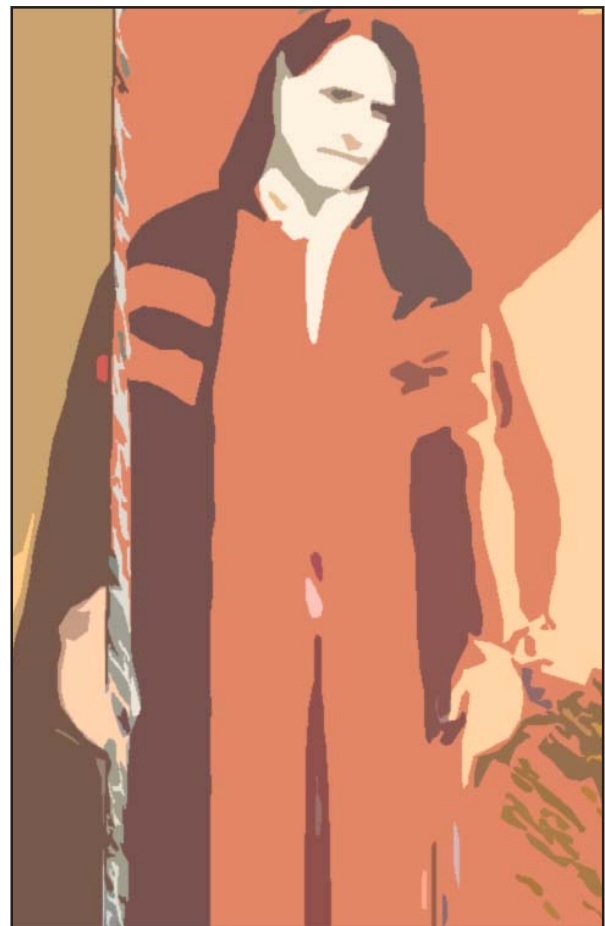
If two deities have opposite Chalices, the subject may expend 1 Chalice to shrug off the effects of an Arcana. He must announce that he is doing so. Against Constant powers, the spent Chalice will ward off the Arcana for one hour.

ARCANA EXAMPLES

Example: Aragon wants to see if Asteroth is telling the truth. He invokes his Justice Arcana. Aragon has 4 Wands; Asteroth has 3 Wands, so she can *always* detect whether or not he's lying, because Aragon's 4 Wands overpowers Asteroth's 3 Wands.

Example: Athena wants to see if Hades is lying. Athena has 5 Wands; Hades only has 3, but also has Chalices (Reversed). Athena will detect if he is lying, but Hades may expend a Chalice to resist this effect for one hour.

Example: Arkitan the Voyaging God, with 3 Wands, tries to use the Chariot Arcana to send the dwarven god Bruggin to the darkest shaft in the Fingil Copper Mines. Bruggin has 4 Wands (Reversed). In this situation, the attributes don't match each other. Therefore, Bruggin's Wands are doubled to 8. Arkitan's Arcana fails, and he will have to continue to endure the presence of the rude dwarven god.



ARCANA



THE CHARIOT

The card of movement, speed and motion. Deities of travel, adventure, and quests often have this ability and use it to inspire mortals and gods alike to set their minds on epic journeys.

Type: Instant.

Gameplay: Gods with this Arcana may command their subject to move elsewhere at a good pace, usually

bringing with them a message, though the subject is not compelled to deliver this message. The “elsewhere” must be to a specific location, object, or entity. The subject must leave immediately, but may take his time getting to the destination. He isn’t “magically forced” to go to that location, though he feels the urge and authentic desire to get there.

THE CHARIOT (REVERSED)

Stubborn gods of paralyzing slowness, confusion, or halting depression have this Arcana. The very opposite of travel and adventure, deities use this to impede progress, journeys, or even an entire nation’s desire to advance its own culture.

Type: Instant.

Gameplay: Gods with this Arcana can “freeze” a subject in one place, forcing them to stay in their current location. The subject can still communicate with those who visit them, but will feel no desire to leave his location. In fact, the subject will fully believe he has the power to leave.

This lasts indefinitely for mortals, a 30 minutes for archons, and 15 minutes for a deity.

DEATH

Death. The concept is simple enough. Gods of the underworld, the spirit lands, disease and doom itself call this power their own. Some use it purely to intimidate, hesitating to actually use its destructive power. Others use Death capriciously, pointing out how all will eventually succumb to their might anyway

Type:

Instant (hourly).

Gameplay:

Once per hour, a god with Death may kill any one mortal, or reduce a divine’s subject’s Chalice by 1. This ability may never be resisted, since Death is common to all.



DEATH (REVERSED)

The Arcana of life and healing. Gods of purity and holiness cherish this ability, knowing that for each soul Death reaps, their own miraculous Healing ability will save another. Wise deities know that the power of ultimate healing is equal to the destructive power of Death, if not more useful.

Type: Instant (hourly).

Gameplay: A god with Death (Reversed) may heal another god (including herself) of one attribute point -- but only if it was lost through hostile means. She may also use this ability to cancel the use of a Sword, thus restoring the lives of 100-600 common mortals, or a single heroic soul. Whether she chooses them to be “miraculously resurrected” or merely brought back from Death’s Door is up to her and her personality.





THE DEVIL

The card of malice, selfishness, and deceit. Devils do not work in obvious ways; they love to trick and work their victims into intricate, Machiavellian plots which ultimately lead to pain and suffering.

Type: Constant.

Gameplay: Any deal made with a deity possessing the Devil Arcana may only be broken at

the cost of 2 Chalice to the subject, one of which is given to the Devil himself. Master Devils arrange deals so that they *must* be broken, making the Devil more powerful. Devils may not receive more than 1 Chalice each hour from a broken deal.

THE DEVIL (REVERSED)

Also known as the “Angel,” this is the card of selflessness, sisterhood, and promises honorably kept. Gods of justice, honor, truth, and any of the finer virtues often possess this Arcana.

Type: Constant.

Gameplay: Deals made with the deity possessing this Arcana may never be willfully broken, though the Angel may dismiss the agreement at any time.

Promises made by two or more gods that both swear by the Honor of a god possessing this ability automatically invoke this Arcana, and thus may not be broken either.

The deity with this power of the Angel may never break her own word.

THE EMPEROR

This is the ability of leadership and natural diplomacy. Many high lords within a pantheon possess this Arcana, for it gives the ability to preside over the great councils of the divine beings.

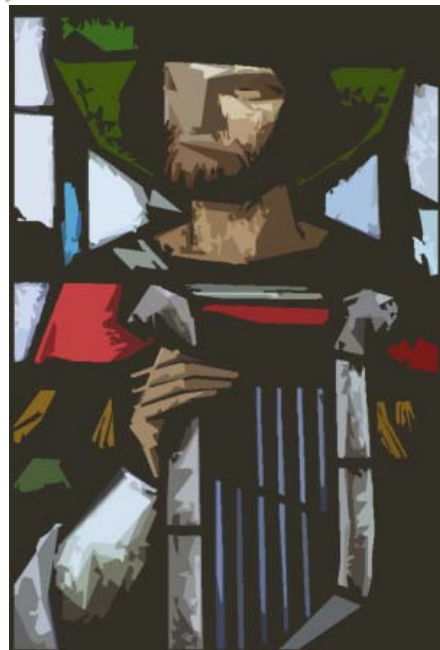
Type:

Instant (hourly).

Gameplay: A

god with the Emperor Arcana may call a meeting, or “Council of the Gods,” whenever he wants. The Emperor may choose to exclude certain gods from his called meetings.

The Fate-Decider must be told of such a council, and must attempt to pass the word to attending gods that a meeting in the Council Chambers will take place. All gods must attend or lose 1 Chalice. The Emperor is always the moderator of the divine council, and nobody is allowed to leave the Council unless the Emperor permits.



THE EMPEROR (REVERSED)

This is the Arcana of the child, the rebel, and the revolutionary. He is the ruiner of plans and lord of the uncivilized and king of tantrums.

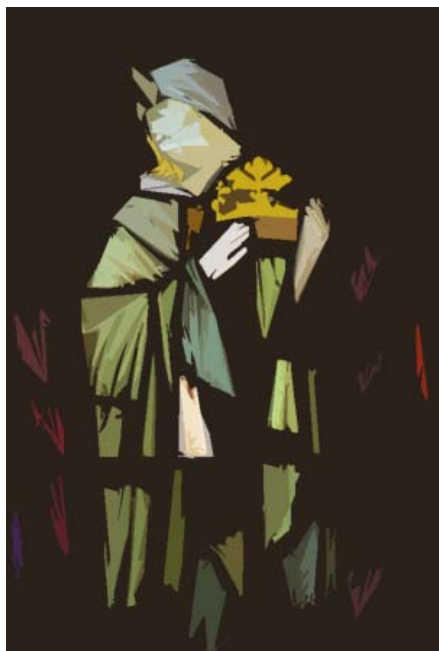
Type: Instant.

Gameplay: The Emperor (Reversed) may disband any meeting, gathering, or quiet conversation happening in his eyesight. Once he commands the culprits to disband, they must dissolve and go their separate ways, though any combat must be resolved first.

Once disbanded, subjects may not speak to each other for a certain amount of time. For mortals, this time is indefinite. It lasts 30 minutes for archons, and 15 minutes for deities.

If the god ever disbands an *Emperor's* mandatory meeting, he still loses a Chalice; though no one else does.





THE EMPRESS

This Arcana symbolizes the good-natured side of a queen, the beautiful lady who makes champions out of those she favors. Calling an Empress a friend is a mark of power, for she will certainly be kind to her trusted allies.

Type: Instant (hourly).

Gameplay: The Empress can bestow a gift of one

Attribute point to any subject, including herself. To bestow this reward, she must find allies who agree to the gift. The required number of allies is equal to one-fifth of the number of deities in the game. If she can gather more allies, she may give out an additional Attribute point for each additional one-fifth players she involves. The Empress must perform a quick ceremony involving these allies, with all in attendance.

THE EMPRESS (REVERSED)

Also known as “Wrath of the Empress,” this Arcana is the very opposite of the kind nature of the Empress. He who angers the Empress will often soon beg for forgiveness, if not mercy.

Type: Instant.

Gameplay: The Empress (Reversed) curses a subject, making him unable to speak to anybody but the Empress (and not even her, if she wishes) for a certain amount of time. The cursed subject isn’t allowed to write, though he can gesture frantically.

The wrath of the Empress lasts indefinitely for mortals, 30 minutes for archons, and 15 minutes for deities. The Empress may only curse one subject at a time – her wrath is singular.

THE FOOL

The Arcana of bliss, ignorance, and unheard wisdom. It is the fools that are often the most powerful and clever among us. They often see what others ignore, and their own vision of truth is sometimes truer than reality.

Type:

Instant (hourly).

Gameplay:

Once every hour, the Fool can whisper to the Fate-Decider one event he would like to happen. This event may not affect

the free will of other deities. As long as the Fate-Decider agrees that it is not abusive to the Divine World, it will be done. If the Fate-Decider rejects the Fool’s plea, the Fool may continue to ask for new ones until an acceptable event is found. The Fool, however, may never tell anyone else that he suggested this event.



THE FOOL (REVERSED)

This is the power of forethought, learning, and knowledge. Gods of intelligence, thought, and philosophy are pleased to claim this Arcana as theirs.

Type: Instant (hourly).

Gameplay: A deity with the Fool (Reversed) can ask any player, including the Fate-Decider, one question which they must answer truthfully. It does not have to be “yes” or “no,” like the Hierophant Arcana; this is one *real* question. After the question has been asked, the Fool (Reversed) may ask three additional yes or no questions relating to what he just heard.



THE HANGED MAN

The Arcana of prosecution, indictment, and some whisper, execution. Gods who call this power their own are often hesitant to use it, for it is within their power to alter a just trial into a witch-hunt.

Type: Instant.

Gameplay: If the deity with this

Arcana can gather at least one-fifth of deities in the game into a single meeting, and that one-fifth votes to condemn the subject, the victim lose one Attribute point of the prosecuting deity's choice. For each additional one-fifth of the players present, the subject loses an additional Attribute point. This may be done as often as the deity can gather a meeting, and multiple deities may be prosecuted in the same meeting. The same god can only be prosecuted once per hour, unless multiple gods use this Arcana on him.

THE HANGED MAN (REVERSED)

This is the Arcana of deliverance, safe haven, and temporary peace.

Type: Instant.

Gameplay: Whenever this deity sees a combat occurring, he may interrupt and forbid the battle from happening for another hour. All gods or Archons involved must return to their home plane, though they may leave once they have returned; mortals return to their home town.

THE HERMIT

The power of isolation and solitude. Hermits themselves dislike the company of others and would simply enjoy being left alone. Gods of non-mortal spheres often possess this ability, from the wild lords of the jungle to the quiet gods of lonely stars.

Type:

Constant.

Gameplay:

Any god who holds

this Arcana may always leave another's presence. They may leave or even disregard an Emperor's meeting without penalty. If a Hermit is attacked, once the initial attack is finished, the Hermit may always choose to return to his home plane and not be attacked for another hour by that same god (though if the attacker is inside the Hermit's home plane, combat must be resolved). Hermits may not be spied upon with the Moon (Reversed) Arcana.



THE HERMIT (REVERSED)

This is the power of omnipresence and speed of communication. Messengers and great communicators alike hold this ability. Particularly warlike messengers will use this ability to summon their victims to their own

Type: Instant.

Gameplay: Any god who holds the Hermit (Reversed) may force subjects into his presence. As soon as a god is notified, he must go to the Hermit (Reversed). The subject does not have to speak, or indeed, do anything. Mortals must remain in the gods presence until he is finished with them. Archons may leave after 30 minutes, deities may leave after 15 minutes. A single subject may not be summoned more than once each hour, and combat will end the effect of this Arcana.





THE HIERO- PHANT

This is the power of prophecy, intuition, and forethought. A deity with this Arcana knows much, for his priests are many, his oracles wise, and his worshippers mindful of the future. Hierophants often treat her worshippers well, for without them, her own knowledge is much reduced.

Type: Instant (hourly)

Gameplay: Once each hour, the deity may ask questions of the Fate-Decider, which must be answered “yes” or “no,” to the best of the Fate-Decider’s knowledge. If the Fate-Decider is unsure, he must answer with his best guess -- he is not allowed to reveal the future is uncertain. The Hierophant may ask an unlimited amount of questions for a single minute of real time, which is an eon to wise gods who know what they seek.

THE HIEROPHANT (REVERSED)

The power of alertness, logical observation, and raw intelligence. This is the Arcana of rationality and conclusion, not prophecy.

Type: Instant (hourly)

Gameplay: This power is nearly identical to the power of the Hierophant, except that the question must be directed towards a mortal, deity, or archon, not the Fate-Decider. The questions *must* be truthfully answered “yes,” “no,” or “uncertain.” The deity is allowed to ask a deity a minute’s worth of questions.

THE HIGH PRIESTESS

This is the oft-underestimated power of the worship-ping masses. Deities with this Arcana hold sway over a great number of mundane followers, temples, churches, and devotees. Many of these followers are heroic and devout, ready to spring into action with a mere suggestive dream.

Type: Instant (hourly).

Gameplay: Once per hour, a deity with this Arcana may call on her followers to do her bidding, no matter how simple or grand, on the world below. This is roughly equivalent to the expenditure of a Pentacle, except the followers work incredibly fast; their devout nature lets them accomplish tasks in a fraction of the normal time. Armies can be gathered overnight, deserts searched in half the time, a massive cathedral built in several months. The only limit to this power is the speed and wisdom of mortal men.

THE HIGH PRIESTESS (REVERSED)

A god holding the High Priestess (Reversed) relies on the divine power within himself more than that from his mortal followers. His followers have little effect on him; perhaps he is evil, perhaps he is uncaring, maybe he too busy defending them to worry about their individual desires. Most of his power derives from his Will and the prayers of his faithful rarely reach him. The rare gods with this ability often seem alien and strange to other deities.

Type: Instant (hourly).

Gameplay: Once every hour, a god with this Arcana can rearrange his four Attributes, switching the numbers around between them. He may not reallocate points, per se, just switch which attributes hold which numbers.





JUSTICE

The Arcana of honesty, law, truth, and balance. The lawful Gods of Justice are almost always keen and trustworthy. No mortal, deity, or entity would ever doubt the word of Justice herself.

Type: Constant.

Gameplay: A God with this Arcana may never be lied to; no one, including Fate, can tell untruths to a God of Justice. During the game, Justice may ask if any statement just

made was true; the subject must answer truthfully. The god of Justice may force the god to answer aloud, or tell him in confidence afterwards. This ability never forces anyone into answering a question. If a god wishes to be deceptive, he may be forced into silence around a deity of Justice.

JUSTICE (REVERSED)

This is the Arcana of deceit, guile, and misalliances. Deities with this ability are adept at spinning intricate webs of lies and distrust among their enemies and allies alike.

Type: Instant (hourly).

Gameplay: Once each hour, the deity of Justice (Reversed) may tell the Fate-Decider one “fact,” whether real or imagined, which the Fate-Decider must spread to the other gods as if it were the truth. Skilled Fate-Deciders will disseminate this information in a way that makes it appear totally believable, and indistinguishable from the normal course of the game. Justice (Reversed) should always be subtle with his deceptions, lest they be easily uncovered.

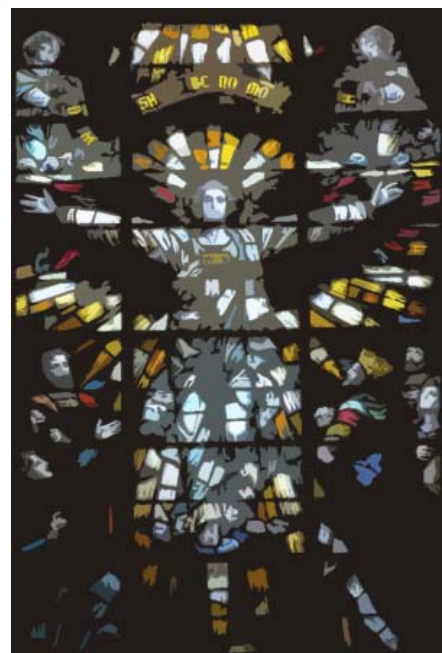
LAST JUDGEMENT

Every entity in the universe is ultimately judged, be it by nature, mankind, or Fate itself. A god with this Arcana is the last the purveyor of souls. Mortal creatures that die go to his realm, be it hell, the underworld, or paradise. Their souls are hers to reward or condemn.

Type:

Constant / Instant (hourly).

Gameplay: The souls of this god’s domain are bound to protect him. Treat them as an Archon, though they may not leave the god’s plane. Additionally, once per hour, he can quiz the recent-dead with a single question, given to the Fate-Decider. Their response is entirely up to the Fate-Decider, but their answer will be accurate to their knowledge. It can take up to a full hour of game time, however, for the answer to be delivered. Quizzing the dead is a tedious process. Fate-Deciders should choose the time before they respond (usually 30 minutes), or consult Chance (1dx10 minutes).



THE LAST JUDGEMENT (REVERSED)

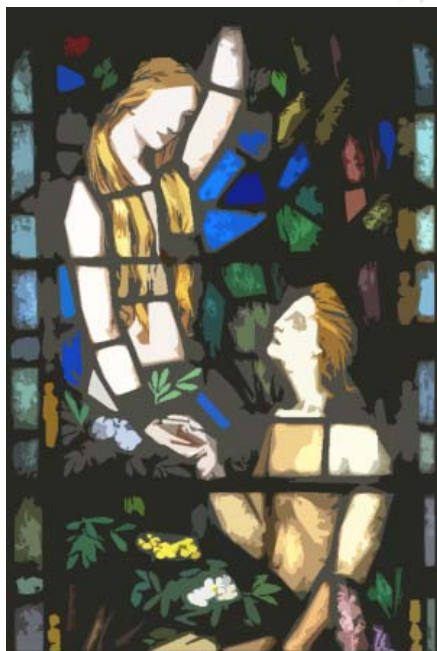
Gods of the Last Judgement (Reverse) are the Creators, the Makers, and the Great Crafters of the World. From these gods, new animals are born and new creatures evolve.

Type: Constant / Instant (session)

Gameplay: The god may create any sort of natural life the Fate-Decider deems appropriate in the world. Herds blossom, villages boom, and populations rise. Once created, however, this new life is not in the god’s control. Nature takes its course. Furthermore, the god’s connection with life lets him contact mortals directly, or find specific ones. If the gods need a virgin with blond hair, one green eye and one blue eye, gods of the Last Judgement (Reversed) know exactly where she lives.

Additionally, each game session you may create a Fabled Monster. This is equivalent to an additional Warrior Hero. After the session expires, the Monster vanishes.





THE LOVERS

The Arcana of not only passion, *amore*, and love, but also beauty, desire, and lust. The gods and goddesses that wield this power understand the double-edged blade that is *love*.

Type: Instant (hourly).

Gameplay: Once each hour, a deity who uses this ability on two subjects to fall madly in love. Each may resist separately, so it there is

a good possibility of unrequited love. This, of course, should be roleplayed to the fullest extent. The divine effects of love are difficult to calculate; the effects last 1 to 3 hours. Either the Fate-Decider chooses, or Chance decides.

THE LOVERS (REVERSED)

Deities of vile hatred and seething animosity are pleased to hold domain over this Arcana. Love may be a double-edged sword, but hatred is a massive bludgeon with only one purpose.

Type: Instant (hourly).

Gameplay: Once each hour, this ability may be used on any one mortal or god, causing them to despise another entity (chosen by the deity with this Arcana) with great passion. This should be roleplayed between the affected players. The effects last forever for mortals, an hour for archons and lesser deities, and 30 minutes for gods.

THE MAGICIAN

The magician is a strange one, calling from the divine and weaving strange powers, unearthly magicks, and mystic happenings. Often, he does not know the sources of his power, or the outcomes of his own dubious experiments.

Type: Instant (hourly).

Gameplay:

Once each hour, and in front of a witness, the

Magician may pick any one Arcana. It replaces this one, but cannot be used for 15 minutes, as it does not fully form in the god's mind until that time. Optionally, the deity may seek out the Fate-Decider and request *two* additional Arcana, though these two are decided by the Fate-Decider, and are often randomly decided by Chance, if granted at all.

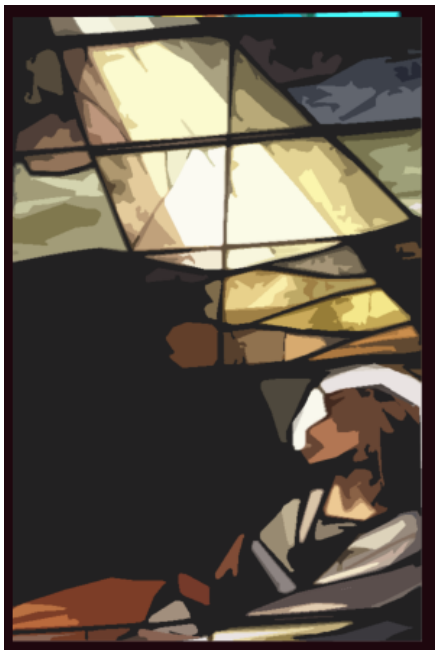
THE MAGICIAN (REVERSED)

The Magician (Reversed) is the lord of countermagic and dissonance. He knows for every ability and divine power, there is a method of counteracting it using the the energies from the eternal stream itself. The Magician (Reversed) is a respected lord, for his powers can strip others of their own.

Type: Instant (hourly).

Gameplay: Once each hour, a deity with this Arcana can neutralize a single Arcana of another god's for one hour, disabling the power entirely. The Magician (Reversed) must discover and name the god's Arcana he wishes to neutralize.





THE MOON

A bright symbol of light in the midst of darkness, the moon is representative of protection and guidance. Likewise, gods of this orb are able to extend their protection to those whom they find favor.

Type: Constant.

Gameplay: This

Arcana lets a deity protect anybody in his presence that he wishes to extend the Protec-

tion of the Moon. Nobody may approach, attack, or even stay within earshot, unless they are using The Moon (Reversed), in which case the god with the Moon Arcana may try to resist using Chalices (as for any other Constant Arcana). Combats may be dissolved using this Arcana as well, though if they've already been declared, one round of combat will occur.

THE MOON (REVERSED)

Also known as the New Moon, "the moon that is no moon," this is the Arcana of stealth, guile, and invisibility. Gods of thieves, rogues and assassins do their work under the Moon (Reversed).

Type: Constant.

Gameplay: This lets a deity make himself unseen and invisible, though he may make no sound while using this cloak of invisibility. To indicate he is using this power, he need place his hand over his mouth. Once his mouth is hidden from others, he may not be spoken to or paid any attention to at all. Good roleplaying here is a must. However, the moment somebody sees his mouth, or the deity speaks, the effect is broken.

THE STAR

The Arcana of brilliance, eternal light and benevolence. Gods of the Star are seen as great Guiders and shining examples of the spheres which they represent.

Type: Constant.

Gameplay: Any deity that possesses the Star can never be interrupted while speaking. Deities may leave her presence, but

they may never interrupt or talk in his presence without his permission... even during an Emperor's council Furthermore, if she gives an inspirational speech, lasting at least 5 minutes, to one-fifth of the present deities, she gains 1 Chalice for the next hour.



THE STAR (REVERSED)

Whereas the Star is a lone but startling beacon of light, the Star (Reversed) is the strength of the masses, and the overwhelming power of many. The Star (Reversed) is the leader of these masses, and can bend many to her will.

Type: Instant (hourly).

Gameplay: Once each hour, the possessor of the Star (Reversed) may declare one deity or mortal hero her Eternal Ally. While this status is in effect, the ally may never attack the possessor of the Star (Reversed), or any of her possessions or holdings. Furthermore, the subject must inform the Star (Reversed) of any plots or enemies that she may have. She may revoke this status at any time, though she may declare one Eternal Ally each hour. The Ally may try to resist regularly only once the Arcana has been invoked, though he may spend Chalices at any time later, as per the normal rules.



STRENGTH

The Arcana of pure power and might. Deities of Strength are massive, intimidating, and powerful divine creatures. They exude an aura of pure strength and unfathomable energy.

Type: Constant.

Gameplay: When the deity enters combat, his opponent immediately takes a point of Damage. This only happens on the first round of combat. Furthermore, Archons of a Strength god

begin play with 1 additional Chalice, as they are bred for strength, endurance, and an iron will.

STRENGTH (REVERSED)

This is the Arcana of weaknesses and vulnerabilities, and how best to use them. Every creature in the universe has a particular weakness, and the lords of Strength (Reversed) certainly know it, and won't hesitate to exploit it when the time is right.

Type: Constant.

Gameplay: Gods with Strength (Reversed) may examine anyone's character sheet, observing a character's attributes and Arcana, as well as any written notes that person has made.

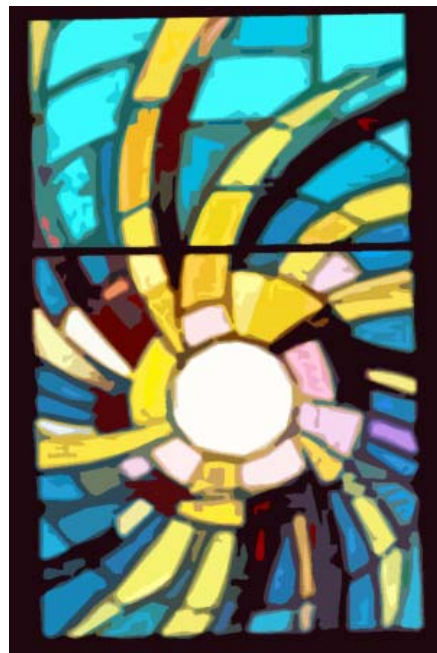
THE SUN

A massive and warm orb of light, this Arcana represents the power of purity and goodness. This is the most holy and good of all Arcana, and the gods of the Sun are shining examples of benevolence and compassion.

Type: Instant (hourly).

Gameplay:

Once each hour, a god of the Sun may force another god to do a good deed of the Sun's choosing. Both the Sun and the subject must agree on the good deed done. If they cannot, the Fate-Decider must settle the matter, favoring the power of the Sun. Neither Sun nor subject may purposely tell anyone else of the good deed that they do, or why it was done – such is the nature of true goodness.



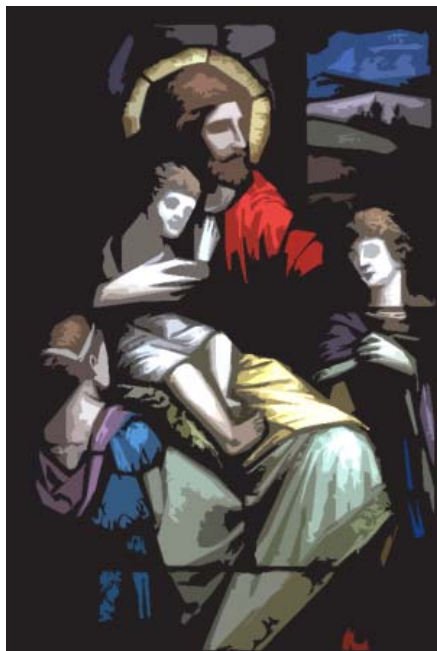
THE SUN (REVERSED)

The Arcana of pure evil. The gods of this blood red orb speak of vile deeds, villainous exchanges, and plots of destruction, pain, suffering, and strife.

Type: Instant.

Gameplay: Once each hour, a god of the Sun (Reversed) may force another god to do an evil upon a subject of the Sun's (Reversed) choosing. Both the Sun (Reversed) and the subject must agree on the vile deed done, or else the matter is left to the Fate-Decider, who must favor the Sun (Reversed). The Sun (Reversed) may command its subject to not tell anyone of its deed, or he may allow the subject to cry out from the heavens that he was forced to do evil.





TEMPERANCE

The Arcana of structure and calmness. Gods of this pattern are exacting and precise deities. They understand the effects of their divine powers, and how best to tailor their actions so the results do not unbalance the universe.

Type: Constant.

Gameplay: This Arcana allows a deity to specify how many men a point of his own

Ravage will kill. This number must be between 1 and 500 men. They may even spread their effects out over long distances, rather than concentrating them like other gods are forced to. Players with a keen eye will realize that gods of Temperance have less potential than the 100 - 600 men normally affected by Ravage, but this is simply the price of Temperance.

TEMPERANCE (REVERSED)

This represents chaos and wrath, the very opposites of Temperance. Gods of this domain are enraged, fearful deities who care not what they trample when they wield their great powers.

Type: Constant.

Gameplay: Gods with this Arcana inflict twice as much damage when they expend a Sword to Ravage the world of man. Though capable of unleashing massive forces in the world, gods with Temperance (Reversed) are hard pressed to control themselves.

THE TOWER

The structure of walled fortitude, castles reaching for the heavens themselves, and the will of the universe. The Tower represents a strong home plane, the fundamental home to every god. The deity's plane is a mighty one, with divine gates and walls barring unwanted intruders from his existence.

Type: Constant.

Gameplay: Any god with the Tower may *double* his Chalice or Swords (his choice) while in his home plane. This must be determined as soon as combat begins.



THE TOWER (REVERSED)

The Arcana of flaws, crumbling foundations, and secret weaknesses where once there were none. Gods with this ability are experts at penetrating the best defenses – they may walk freely into other god's planes and freely wander and explore these sacred places.

Type: Constant.

Gameplay: Gods with this Arcana may enter another god's plane without his permission. As long as the god does not do something obvious (destroy a plaza, steal a sacred artifact), and the home god is not present, his presence will never be noticed.



WHEEL OF FORTUNE

The Arcana of luck, fortune, and randomness. This is the blessed side of chaos. Gods who call this ability their own are often carefree, benevolent, and always wishing to turn a trick in the favor of their friends.

Type: Constant.

Gameplay: Gods with this power can always roll Chance in

what would normally be a non-contest. For example, a God could roll Chance to see if he affects another god, even if that god could normally resist him. On any normal Chance (one not caused by the Wheel of Fortune, usually one rolled by the Fate-Decider), or any die roll at all, a deity with the Wheel of Fortune can choose to roll once again. This power cannot affect the Fate-Decider's decisions, or any decisions for that matter – this only affects game mechanics.

WHEEL OF FORTUNE (REVERSED)

As can be imagined, this is the dark side of the coin. Black luck and misfortune follow deities of this path.

Type: Instant (hourly)

Gameplay: Once per hour, a god with this power can cause another god's Arcana to go awry and be targeted upon another god. The god may announce this before an Arcana is used, or even immediately afterwards. He may tell this to the Fate-Decider, waiting for the subject to use the power, only to have it go wrong, or he may tell the subject himself what will happen.

THE WORLD

The Arcana of the physical, tools, and the possession of worldly objects. Gods of this realm are lords of the forge, deities of artifacts, quests, and unimaginable treasures.

Type: Constant.

Gameplay:

Deities with this Major Arcana can create a "quest" in the mortal world. The quest must be agreed upon with the

Fate-Decider, though it could range from difficult to simple. It usually involves the retrieval of a fabulous artifact. The first deity's hero completing the quest (and only heroes attempt this) will receive one Attribute point, as designated by the deity with this Arcana. Each quest, however, must take at least 30 minutes to accomplish – any deity completing the quest in less than that time causes the deity with the World to *lose* one Attribute point! Deities with the World often use this Arcana to lure and trap their fellow deities, entertain him, or merely to keep them occupied.



THE WORLD (REVERSED)

Whereas the World is the Arcana of the land and the items within it, this is the arcana of the hidden realms, the secret lands, and the undiscovered crevices of the world.

Type: Constant.

Gameplay: The deity may forbid a subject from revealing a specific piece of information. He may put limitations on the revelation, forbidding the subject from telling one specific god, all female gods, or no one at all, for instance. The deity with this Arcana does not even have to know the information ahead of time. He may, for instance, command a god: "If you discover the location of the Tomb of the Kings, you may never reveal it to anyone."

The only way for a god to escape this power is to expend a Chalice, as per the normal rules.



THE HEAVENS

Just as lowly mortals have their own world to occupy, every deity has his own home. Most deities live on their own planes – separate universes where they rule supreme. Here, they make the laws and rules, and they cannot be disputed.

During Creation, each god must decide what his plane is made out of. The composition of the plane not only speaks of the god's personality, but also of his goals.

Planes absorb energy from the World of Man, distributing it to the god once a year. Gods automatically receive bonus Attribute points each year (see p.21), unless some disaster happens to their followers or their domains. If a god with a Plane of Fire observes a year in which nature is not destroyed, he will receive no attribute points!

Likewise, if that same God of Fire burns down thousands of acres with divine blazes during that year, the Fate-Decider may reward him with additional Attribute points.

Planes have listed Swords and Chalice. If the Fate-Decider allows planes to be attacked and destroyed, these values are used, or added to the god's when he is defending his plane.

THE PLANES

AIR

The ultimate expression of chaos, the swirling, random winds of the Planes of Air are often homes to gods of Natural chaos and disorder. Planes of Air gather energy through the chaos of Nature – storms raging, seas boiling, avalanches crushing towns.

Swords/Chalice: 1/8.

ASH

A land of desolation, of blowing winds and black skies, gods of the Plane of Ash are loners and hermits living in their own dark ways. Planes of Ash gain energy with the destruction of manmade objects – cities, temples, monuments, and the like.

Swords/Chalice: 1/8

BONE

Palae bone, rotting cartilage, and yellowed membranes are the symbol of death and the dying, and gods who construct their homes from the skulls of the dead are usually associated with Death. Bone planes absorb energy through mass killings, murders, and deaths.

Swords/Chalice: 1/9.

FATE'S OPTION: ONE PLANE

In many pantheons, gods do not have their own individual plane. They live together in one place, such as Mt. Olympus, or Valhalla.

If there is a single plane, gods do not choose a plane type during Creation. Instead of receiving a bonus Attribute point from their planes, the gods receive it directly from the world itself, the success of which depends entirely on the amount of attention the god has given it, and if his aims were fulfilled, or foiled by other gods.

It is still suggested that the Fate-Decider allow gods to have safe or secret haven where they may not be bothered by their fellow gods. Perhaps it is a chamber in the Olympian palace, or a cave in the mortal world. After all, even gods need places of solace.

CACOPHONY

True chaos, thousands of dissonant noises, loud and soft, swirl through the eardrums of those who inhabit the Planes of Cacophony. Planes of Cacophony gather energy from the chaos and confusion of Man.

Swords/Chalice: 2/7.

DARKNESS

These planes roil in shadow and blackness, with only pinpricks of yellow light to guide visitors. Evil, doom, pain and hopelessness all feed the Planes of Darkness. The fiends that call a Plane of Darkness home are often pure evil. And that is exactly what fuels these planes – energy is gained through the expression of hatred and evil on the World of Man.

Swords/Chalice: 0/9.

DREAMS

Sewed together by the wisps of good thoughts and hopes, gods who call the Plane of Dreams their home often give mortals the hope they need to survive. Planes of Dreams gather energy from the hope of mankind.

Swords/Chalice: 2/7.



FIRE

A land of eternal burning, red-hot flames, and hot smoke, fire is the land of consummation. Here, nothing can stop the sentient flames from annihilating everything, or anyone, in its path. Planes of fire absorb energy from the mass destruction of Nature.

Swords/Chalices: 4/6.

GEMS

A sparkling land of diamond, amethyst, rubies, emeralds, and every other jewel known in the universe. Gods who build Kingdoms of Gems value them for their unique beauty, not just for their sheer worth. Planes of Gems absorb energy when unique objects of great beauty are unveiled in the World of Man.

Swords/Chalices: 0/10.

GOLD

The shimmering plane of the most valuable metals, lands made of Gold are home to Princes of wealth and material possessions. Planes of Gold absorb energy from the gathering of great wealth in the World of Man.

Swords/Chalices: 0/9.

HARMONY

Harmony is the embodiment of peace and tranquillity, and gods who live in the musical Planes of Harmony embody those virtues. Planes of Harmony gain energy through peace on the World of Man.

Swords/Chalices: 0/7.

IRON

Cold planes of sharp industry and weaponry, Iron planes are homes to gods of metal craft. Iron planes absorb power when great things are built – cities, mines, or even great magical artifacts.

Swords/Chalices: 2/8.

LIGHT

Goodness and purity, harmony and love. This is what Planes of Light represent, and the gods that inhabit them are often expressions of these virtues. Planes of Light gather energy into their heavens from the hope, love, and goodness on the World of Man.

Swords/Chalices: 1/7.

NIGHTMARES

Woven from the fabric of dark dreams, Planes of Nightmares are ghastly places to behold. Tortured souls race through these wispy lands in terror, and beasts lurk in every shadow. Planes of Nightmares attract and gather energy through the fear and terror of mortals.

Swords/Chalices: 2/6.

PARCHMENT

Extremely delicate, but build with such sophistication, Planes of Parchment are nearly impossible to destroy. Gods of knowledge and the mind often inhabit Planes of Parchment, and fill them with vast libraries, fields of reeds, and great monuments with legends scrawled on them. Planes of Parchment gather energy through the discovery of knowledge in the World of Man.

Swords/Chalices: 0/14.

PASSION

Endless comfort awaits those who enter the Plane of Passion. Underneath carpeted archways lie a thousand pillows occupied by a thousand lovers. Whispers, gentle laughter, and muffled moans invite visitors to stay in this place forever. Planes of Passion receive energy from the amorous passions of Man.

Swords/Chalices: 0/8.

SAND

A harsh world of hopelessness and desolation. The hot Planes of Sand thrive on loneliness and solitude. When this thrives in the mortal world, the desert planes of Sand grow even more endless.

Swords/Chalices: 0/9.

STONE

A universe of marble pillars reaching for the sky, or a land of infinite mountains, Stone is a land of strict Law, and the gods that inhabit them are always concerned with the Order of Nature, and how they can best rule it. Planes of Stone gather energy through the taming of the Wild in the man's world, as well as the construction of great cities and monuments.

Swords/Chalices: 1/10.

TIME

Ethereal and endless, these planes are whirling and expansive. Images of a million years float by, and vast stairs lead to rooms furnished by the visions of thousands. Planes of Time gather energy automatically -- nothing prevents this, except the end of the world itself.

Swords/Chalices: 8/10.

WATER

The ultimate symbol of peace and contentment, yet with the power and rawness to contain the destroy the strongest of forces, Planes of Water are both serene lakes and raging seas, always in perfect balance. Gods of Water are often balanced in their own way, and Planes of Water gather energy through the *balance* of the World of Man.

Swords/Chalices: 6/6.

WOOD

The material of creation, and nature. Solid and immortal, gods who build their planes from living wood and leaves are usually one with the Natural Order. Planes of Wood absorb additional power when the wilderness of the World of Man expands.

Swords/Chalices: 1/8.

HOLY DAYS

Once a year (usually an hour of gameplay), and usually on a deity's Holy Day, a god may absorb the power that his plane has collected over the course of the year.

Most of the time, Holy Days will provide 1 bonus Attribute point. However, if the plane has gathered more energy due to the happenings of the world below, the god may earn an additional bonus Attribute point. It doesn't matter if the god himself has caused these events, or if another god or mortal have inadvertently caused the situation to earn the plane power -- planes absorb power regardless.

Similarly, if something disastrous has happened to the god's realm -- perhaps the god of Law saw all nations break down and anarchy rule for a year -- the god receives 0 Attribute

FATE'S OPTION: SEIZING POWER

At the time of their holy day, a god may try to seize additional power from Fate itself. Chance is consulted (or a coin flipped, a tarot card drawn, et cetera). If the results come up in their favor, the god will receive an additional Attribute point. If they fail, however, they gain no Attribute points at all from their holy day!

points from his plane.

On his Holy Day, the god -- or his archon -- must seek the Fate-Decider and announce what has happened in the world to earn his plane power. If the Fate-Decider agrees, and knows no evidence to the contrary, the god will gain his bonus Attribute points, which he can add to any of his attributes.

It is entirely up to the god to prove that he has earned his attribute points. It is not Fate's job to keep track of every event in the world, and measure a god's success. Gods and their servants are their own evangelists.

THE SOVEREIGN SEE

In larger games of *Divus Ex*, it is wise to establish the Sovereign See. It is this place, run by an assistant Fate-Decider, that gods visit to receive the benefits of their Holy Day.

The Sovereign See is a place of quiet sanctity to the gods. Only the god who is celebrating his Holy Day is allowed to speak to the Fate-Decider.

FATE'S OPTION: HIGH TEMPLES

In certain worlds, gods have high temples that represent the seat of their power in the world. If this is the case, each god begins with one High Temple, noted in some way on the map.

High Temples can be destroyed by natural disaster, war, Ravage, and other events. If such a thing happens, the Fate-Decider should consult Chance to see if the temple is destroyed.

Gods receive no Attribute points the year their temple is destroyed. Building another one usually takes many years (a whole game session), unless the god has an appropriate Arcana or expends a Pentacle.

THE LAWS OF THE GODS

RAVAGE

When a god directs his wrath against the mortal world, this is called *Ravage*. It matters not what he intends to do -- if he wants to burn the world in flames, pummel it with stones, or unleash locusts to devour the crops and starve mankind, it is handled with the same game mechanic -- *Ravage*.

To destroy the domains of the physical world, the god merely expends a *Sword* to unleash his offensive might. Each *Sword* expended will kill 100 to 600 mortals, a village worth. The Fate-Decider should roll 1d6 x100 only if it matters and advances the plot, or two armies are clashing and every man helps. It is difficult for immortals to control his power precisely, and this is why the result is random.

Gods must concentrate their effects in one area. They cannot kill one person in 600 villages -- they must annihilate an entire village to do their damage. Gods with *Temperence*, however, are the exception to this rule.

FATE'S OPTION: BLATANT ACTS

In many worlds, it is important for gods to act with subtle techniques, not destroy the world with ghost soldiers or angels with flaming swords.

If the Fate-Decider has made this assumption the default, gods must always choose subtle techniques. If they do not, and instead choose a blatant act of the supernatural, there is a possibility that the laws of the universe will heave up and punish the deity:

Gods performing a *Blatant Acts* may choose to do the maximum *Ravage* damage (or any result up to that amount). However, the Fate-Decider should consult *Chance*. If the result is odd, the eternal forces of Fate rip a *Chalice* away from the deity for his impudence.

APOCALYPSE

When two gods battle, the heavens shake. *Apocalypse* is the name given to combat between two gods, and it is handled simply enough, though differently from *Ravage*.

CHANCE

Occasionally, the Fate-Decider must leave decisions to an even higher power -- *Chance*. Whenever the results of an action are difficult to discern, the Fate-Decider should roll a die to determine the actions of the heavens. Whether the roll is even or odd will determine the outcome.

Example: Poseidon's hero Calliope is trying to retrieve the Golden Lion. Hephaestus has created a masterful labyrinth to protect the Lion. Does Calliope succeed in figuring out the solution to the labyrinth, or does the maze claim her? The Fate-Decider rolls a die. On an even result, she conquers the maze. On an odd result, she gives up in frustration.

THE LAW OF DIVINE COMBAT

All combat of the gods is one on one. If multiple deities are to battle, they must square off one by one. Only when one god is defeated may another be attacked.

INITIATIVE

The god with the most *Chalices* may attack first. In the case of a tie, it is the god who initiated combat who gets to strike the first blow.

THE ATTACK

The attacker must a *Sword* to do a single point of *Damage* to the other god. This point will usually reduce the defender's *Chalices* by one.

If the defender has the *Swords (Reversed)* attribute, the damage may reduce that attribute before reducing *Chalices*.

Gods may never expend more than one *Sword* in one round. Gods with *Swords (Reversed)* may not spend more than half their total *Swords* (as noted at the beginning of combat) for attack purposes. Woe to the deity who violates this Law.

After the god has attacked, and the defender still has *Chalices* remaining, the defender becomes the attacker and the combat begins anew.

▷ΞƎƎAT

If the injured god reaches 0 Chalice, alas the end is nigh. What happens at this point depends on the pantheon to which he belongs, and the world of the Fate-Decider. Many gods will disappear entirely, erased from the memories of all men, women, and beasts. Others will merely be banished to the foul plane of Limbo. And still others die foul, stinking deaths at the hands of their attacker, conscious only to see their own immortal essence rain down on the world before their eyes dim forever.

YIELDING

At any time, a god may yield to his opponent. By yielding, the combat is ended and may not take place again for another hour.

The yielding god must subtract 1 from any of his attributes, *or* offer an acceptable favor the winning god (typically, the use of an Arcana). The winning god may accept this point as a gift and add it to any of his own attributes. He can also choose to destroy the gift, making a mockery of his opponent.

INFLUENCE

Gods do not exist merely to wreak havoc upon the world, though many would dispute this thought.

The greatest power of a god is to expend Pentacles. Pentacles allow a god to do virtually anything. The limit is only his own creativity.

Affecting the world is an easy matter. Every a Pentacle (or Pentacle Reversed) is expended, the world is changed. The effect can be anything the deity desires – after all, they are *gods*.

There are only three limitations on this power, not counting the decree of the Fate-Decider:

SIZE

Each Pentacle allows for a single town or village to be affected. Large cities will usually require 2 Pentacles to be expended. For regular Pentacles, the density of mankind is the important guideline.

For Pentacles (Reversed), it is the density of nature. A small forest, swamp or terrain feature is the default size of the effect. Vast Elven woods, whole oceans, or the arctic poles require the expenditure of 2 or more Pentacles.

SCOPE

The power of Pentacles stops at the loss of mortal life. Pentacles cannot cause mass destruction and killing. A few lives may be lost accidentally through the use of Pentacles, but never intentionally. *Swords* are used to Ravage the world. See p. 22.

THE RESULTS OF ▷ΞƎƎAT

There are several possibilities for defeated gods. The Fate-Decider should pick the one that suits his world the most:

LIMBO

The god is immediately sent to the plane of nothingness. He must stay in one place, lifeless, and totally silent. All his Attributes are 0. He may recover from Limbo, however, if at least 4 gods choose to rescue him, each donating 1 point of their Attributes to replenish the defeated God. Once the sacrifice has been made, the god is reformed in 30 minutes.

OBLIVION

This option is the easiest... and rarest. The god is destroyed, never to be seen again.

DISEMBODIED

The god vanishes, his essence spread throughout the world. He will slowly reform at his home plane. This takes an hour, and requires that his home plane still exists. Home planes may be destroyed in the same way as deities, each has a certain number of Chalice and Swords.

THE FALL

If the god is defeated, he falls from the heavens, demoted. Gods become archons, archons become mortals. They reform in this new state in 30 minutes... with half their original starting Attribute points.

▷URATION

While many Pentacle effects are permanent, any ones that are opposed, either by mortals, nature, or divine forces, will only last a year (hour of game time).

EXAMPLES OF INFLUENCE

The following examples of the use of divine power are meant as guidelines to Fate-Deciders and deities alike.

PENTACLES (MAN)

ARMIES OF BIRKA

Knowing that a sea monster threatens nearby Viking settlements, Thor sends dreams to the men of Birka, warning them and encouraging them to take up arms. In a few weeks, Birka has assembled a formidable navy to defeat the sea monster.

ORACLE OF ARES

Tired of human generals going to war haphazardly, Ares devises to build an Oracle in the countryside, and to spread news that generals who do not visit this Oracle will face certain doom. He expends a Pentacle, and generals stream to the Oracle to discuss their battleplans. Finally, to further his goals, he tells his Archon to spend time masquerading as the Oracle, so the battleplans of Men will become known to him.

PRIEST-KING OF WARHASS KOM

Asteroth's hero-priest has made his home in the town of Warhass Kom, and has been inciting the town against the worshippers of Ward, the defender-god. Rather than waste his own hero dispatching the evil hero-priest, Ward expends a Pentacle and incites a revolt within the town. The townsmen banish Asteroth's servant for the remainder of his life.

RECOVERING THE HERO CLOAK

The Hero Cloak, an artifact of great power, has been stolen by the devious Archon of Evious and hidden in the City of Thieves. The deity Aragon wishes to inspire the cityfolk to search for it and bring it to his temple. He expends a Pentacle, and the entire city begins searching for it. They will search for a year, after which the Fate-Decider chooses to consult Chance to see if they have found it.

PENTACLES (NATURE)

BEASTS OF THEBES

Fearing that Thebes might raise an army to destroy his nearby Oracle, Artemis summons the wild wolves and lions of the land to surround and terrorize the outskirts of the town. As the men of the town raise up arms to defeat these animals, they have neither the time nor energy to worry about the Oracle. This incursion will distract the men of Thebes for a year.

GOLDEN SEDUCTION

Angered that King Acrisius has imprisoned his beautiful daughter, Zeus decides to visit her. He expends a Pentacle (Reversed) to transform himself into a glittering shower of gold. The supernatural rain floods into the tower; Zeus is gone that night from Olympus, and Hera is enraged.

TOMB OF THE ARROGANT

Angered that the Pharaoh would dare build a tomb to himself greater than one to his sacred hero, Anubis decides to sink the ground underneath it. As construction nears completion, the earth shakes, stones crack, and the Pharaoh weeps when he sees his beloved tomb turned to rubble.

WALLS OF MEMPHIS

As an army of Anubis' dead rises from the desert to ravage the world, Osiris creates a huge wall of stone and rock to rise from the ground and protect the city of Memphis. This wall will remain until it is attacked... then it will protect the city for a year.



ARCHONS

Archons are the servants of the gods. Every god has at least one Archon. Truly influential and powerful gods often have an entire cadre of servants devoted to them, though it common to see one of these servants elevated to higher status and rule the rest; gods should be concerned with the world, not their administration.

Archons often called angels, demons, minor deities, demigods, or sometimes Useless Toads. Their personalities are similar to their gods, though they often differ in opinion and technique. Some gods welcome these differences, other destroy their Archons for offering recommendations they do not agree with.

In a game of *Divus Ex*, all gods have the right to a *single* archon. In a full live game, many gods will wish to bring an archon with them to handle trivial matters, such as talking.

CREATION

Archons have *half* the attribute points of their master god. In the case of an odd result, their god decides whether they get the bonus point or not. Archons may arrange their attribute points in any way they see fit... though their master god may always look at their character sheet.

As a god gains or loses power over the course of the game, so does his Archon. For every point the god gains, the Archon gains a half point.

ARCANA

Archons receive the same Arcana as their deities; this is power lent to them from the gods. The gods themselves can shrug off Arcana used by Archons, and as such are resisted automatically.

Because Archons are intended to be their god's servant, their Arcana may be stripped from them at the will of their master god.

RESISTANCE

Against other Archons, however, the Arcana are extraordinarily useful. Archons resist each other's powers in the same way gods do. Most Arcana abilities have a listed duration for mortals, gods, and archons. Archons have a harder time resisting the power of the gods, and are usually affected more seriously by these abilities. As such, Archons rarely act directly against each other, and usually only when it is vitally important to their god's cause.

COMBAT AND FURY

Combat between Archons is handled identically to that of godly conflict.

However, if an Archon ever attacks his master deity, the god gets the benefit of Fury. The Archon immediately loses a Chalice for attempting such an action.

PLANES

Created from the material of the plane itself, Archons have full access to their god's home plane. They also have the unique ability to enter any other plane at will... but only if the god of the plane is present. This suits their role of messenger.

ROLEPLAYING AN ARCHON

Archons work best as scouts, messengers, and spies. Though individually they are weak, especially against their own masters, they have been known to band together for a common cause. The threat of several Archons rising up against a single god is a dangerous one that a deity would be foolish to ignore.

In a full game of *Divus Ex*, where Archons are present, the intrigue happening below the level of the gods is often as interesting and dangerous as the divine politics.



HEROES

Each god in *Divus Ex* receives one hero – a mortal blessed by a god's power and inspiration. Additionally, the Fate-Decider may declare other great mortals in the world heroes, even if they do not work under the patronage of a single god.

For game purposes, there are two types of heroes – Warriors and Priests (sometimes called *Mages*). Both types may perform *feats*. A feat is the equivalent of the expenditure of their one Sword (Ravage) or one Pentacle (Influence). Warriors use Swords; priests expend Pentacles. After an Attribute is expended, it regenerates after an hour. Heroes never gain Attribute points beyond this.

If the god has Pentacles (Reversed), the priest must also expend Pentacles (Reversed).

COMMUNICATION

Gods never communicate directly with their heroes. Heroes act on their own, so the Fate-Decider is the ultimate authority on what a hero sets out to do. Both the god, however, and his Archon will always know the exact location of his hero.

Gods may try to influence their hero with dreams and omens, and suggest actions to the Fate-Decider. This requires the expenditure of a Pentacle or Pentacle (Reversed). Even this is not a guarantee, though. While dreams and omens are not often unheeded, mortals can misunderstand them and accomplish tasks which are not as the gods intend.

Archons, however, *can* communicate directly with heroes. Their power to infiltrate planes also gives them power to visit the world directly. If archons are available in play, they are the only entities which may communicate directly with heroes. They may set them out on tasks without the expenditure of any Pentacles or Pentacles (Reversed).

SLAYING HEROES

Alas, all too often, heroes become the target of gods. Heroes, however, are difficult targets.

If the area in which a hero exists is Ravaged, he may not act for an hour of gameplay. He is waylaid, lost, captured, wounded, or otherwise occupied. Temperence (Reversed) will distract him for *two* hours, as he is occupied by brutal forces outside his understanding. Ordinary Ravage has no possibility to kill a hero. Even gods with Temperence may not pick out and murder a single hero.

Blatant Acts, however, have a chance of killing a hero, as long as he exists in the targeted zone. If Chance strips a

HEROES DEFINED

The two types of heroes, as well as their Attributes, are as follows:

WARRIOR

A human of immense size, strength, courage and fortitude. Warriors lead armies, explore dangerous lands, and search for powerful artifacts.

Swords: 1

Pentacles: 0

Wands: 0

Chalices: 1

PRIEST

A human of great intelligence, persuasion, and influence. Priests inspire other humans and lead them into the future.

Swords: 0

Pentacles: 1

Wands: 0

Chalices: 1

Chalice away from the god, the hero survives and the god is foiled. If Chance smiles upon the god, the hero is destroyed, as it was Fate's will.

The Death Arcana, can also be invoked to slay heroes, as long as their location is known.

Because Archons can visit the world, they too can attack heroes, though it is often times difficult for an Archon to find the exact location of a man not under their patronage.

If heroes ever fight each other, they are *both* slain.

Finally, heroes may be slain by ordinary, mortal means. This is entirely up to the Fate-Decider, though it should never happen randomly or without good reason.

THE RETURN

A slain hero can be replaced at any time. The patron deity, or his Archon, must spend a Pentacle to find a new hero. The new hero will appear shortly, within an hour of the death of the old one.

ARTIFACTS

Many gods across the pantheons of the world rely on sacred Artifacts. From Zeus' thunderbolts, Thor's hammer, to the Staff of Five Ages, these powerful items have immense divine power, and if misused, have caused the heavens to shake and the world to crumble and burn.

Most artifacts either give an extra Arcana to the deity, or they increase his attributes. Others grant wholly unique abilities.

FORGING ARTIFACTS

The Fate-Decider usually gives Artifacts to certain deities at the beginning of play. The Fate-Decider may also allow gods to purchase Artifacts by expending Attribute points.

As a general guideline, Personal Artifacts (see below) cost identical to the bonus given. Thus, an axe providing +3 Swords will cost 3 Attribute points. This balances the advantage of lending the artifact with the chance it could end up in the wrong hands. An additional Arcana is equivalent to 7 Attribute points.

Planar Artifacts (see below) cost approximately 1 or 2 points less than the bonus given, since these can be stolen relatively easily.

POSSESSION

Artifacts are either Personal Artifacts or Planar Artifacts.

Personal Artifacts must be on the deity's person to be used. These artifacts may be lent to another god, an Archon, or even a hero; it is entirely up to them to give it back. Ordinary mortals, however, cannot use, or even recognize, an Artifact for what it is. Personal Artifacts cannot be stolen, unless the possessor is entirely defeated in combat.

Planar Artifacts reside inside the god's home plane, and must stay there in order to give their benefit to the god. These artifacts can be stolen, though usually only by gods or archons with the power to sneak into a god's plane without notice. Planar Artifacts can be brought to the mortal world, but cease functioning while there, unless the descriptions says otherwise.

ARTIFACT EXAMPLES

Here are a few ideas for artifacts. Fate-Deciders and players alike are encouraged to invent new ones.

AEGIS

This is Zeus' sacred shield, emblazoned with the head of medusa, and lent out Athena. The person who wields it becomes nearly invulnerable.

Type: Personal.

Game Effect: +5 Chalice.

Cost: 5.

CROWNED STATUE OF DWARF GODS

This finely crafted statue, forged by the Dwarven forge god ages ago, is given to the eldest Dwarven god so that he may lead his brethren wisely and with strength.

Type: Planar.

Game Effect: +1 to all Attributes.

Cost: 4.

NOOSE OF MOLIZZ

This rope noose is made from the rope that the Dark Elf Molizz hung himself with.

Type: Planar.

Game Effect: Provides a free Sword to use against the Dark Elves each session.

Cost: 1.

STAFF OF FIVE AGES

This staff's origins is unknown. Rumor has it that it was created five thousand years ago by eleven wizards who planned on destroying the gods and taking their place.

Type: Personal.

Game Effect: Allows Archons to use their Arcana on higher deities, and these powers cannot be resisted except by the expense of Chalice, as

per the normal rules. Also allows Archons to resist the Arcana of deities, if they have sufficient Wands.

Cost: 12.

THUNDERBOLTS

Used by Zeus, storm gods, and countless other deities. Thunderbolts are called upon to strike down foes quickly.

Type: Personal.

Game Effect: Strength Arcana.

Cost: 7.



MONUMENTS & ARMIES

Most gods have little interest in the everyday happenings of the World of Man. Towns rise and fall, people live and die, Nature is conquered in one region, and devours man in another.

There are, however, two worldly items that interest the gods -- Monuments and Armies. These rules add more detail to *Divus Ex*. Fate-Deciders are free to ignore them in more freeform games.

MONUMENTS

Monuments are huge structures, soaring upwards to touch the sky, proclaiming the greatness of a single god. It takes more than architects to build one -- it takes genius and inspiration.

Monuments must be manmade; Nature itself cannot not celebrate the gods in such a fashion. Gods may only have one Monument and one Grand Monument in play at a time. Insidious Archons may build monuments to *themselves* instead of their god... but only if the god does not have a Monument of his own.

BUILDING A MONUMENT

To start construction of a Monument, the god (or Archon, or High Priest) must expend a Pentacle. This inspires the thousands of people needed to begin the project. Pentacles (Reversed) may *not* be used to construct a Monument, as even if the Earth itself spewed up a tower as tall as any obelisk, it does not have the blood or passion of Man. However, gods with Pentacles (Reversed) may help with construction, providing materials with a spent Pentacle, and reduce the time to build the project by 1 year.

Once construction has started, it takes years to finish. The Fate-Decider is the ultimate judge on the exact time of completion; he may take into account the lay of the land, the materials available, and the ingenuity of Men. As a general rule, construction takes anywhere from 4 to 10 years. Fate-Deciders who are fond of Chance may simply roll 2 dice.

This time may be decreased by the High Priestess Arcana, as decreed by the Fate-Decider (usually by half).

Truly ambitious gods may attempt a *Grand Monument*. This takes five times the normal amount of time!

MONUMENT COMPLETION

When the monument is completed, it is dedicated to the god, and the entire heavens will become aware of it.

Monuments give a god +1 Attribute points every year, on his Holy Day. Grand Monuments also give the god +1 Attribute each year; the advantage of the Grand Monument is that it may exist alongside a normal Monument.

TOPPLING MONUMENTS

Monuments are destroyed similarly to High Temples (see p.00). If the area of the land is hit by war, Ravage, or some other disaster, the Fate-Decider consults Chance to see if the Monument is toppled.

ARMIES

Often times, gods wish mortals to avenge their honor, and decree them to raise up great armies to rampage the land.

RAISING AN ARMY

Raising an army requires the expenditure of one Pentacle. Pentacles (Reversed) will summon an equivalent horde of beasts, instead. Pentacles may be spent by deities, Archons, or High Priests.

It usually takes an entire year (one hour) to raise a trained army. The High Priestess Arcana will reduce this in half.

Once created, an army is rated in Swords and Chalice, much like a hero. A starting army has 1 Sword and 1 Chalice. Gods may increase the power of the army by expending additional Pentacles; each additional Pentacle increases the army's Swords *or* Chalice by 1.

WAR

Armies that clash use the rules for godly combat; Armies expend their Swords to reduce the opposing army's Chalice. Likewise, Archons and heroes may choose to fight the army itself. If a deity unleashes Ravage upon an army, it's Chalice is immediately reduced by 1, as hundreds of men die.

If armies attack a town, it provides some defense, and always has combat initiative. Typical towns have 1 Sword and 1 Chalice; large cities have 2 Swords and 2 Chalice. A great walled citadel may have +1 Chalice. When a town loses its Chalice, it surrenders, but the army may spend another Sword to raze it!



THE NORSE PANTHEON

THE NORSE REALM

The Norse gods rule from Asgard, the highest level of their nine-leveled world. Each god had a palace in the heavens here, which correspond to the normal plane rules; they are impenetrable by other gods without invitation normally.

Norse gods receive a free Attribute point every year automatically; it is unconnected to their plane. They may, however, receive a bonus Attribute point if they accomplished some great deed over the course of the year, or none at all if they were embarrassed or dishonored in some way.

THE NINE PLANES

Gods may enter the nine planes freely. They are all connected by the Yggdrasil World Tree.

Asgard, the highest plane, is surrounded by a strong stone wall, built by the giant Hrimthurr; it protects the god's inside Asgard with 18 Chalice, if it is ever attacked.

The Bifrost, a rainbow bridge, connects Asgard to *Midgard*, the home of mankind. There are seven other worlds:

Alfheim: The home of the light elves, ruled by Freyr.

Vanarheim: The original home to the Vanir, the gods of earth and water. Most left to join the Aesir in Asgard.

Niflheim: The cold world of icy rivers and dark chasms.

Muspelheim: The fiery plane of the Fire Giants. It is guarded by Surt, a powerful fire giant with a flaming sword, who will set the world aflame come Ragnarok.

Jotunheim: The cold, mountainous plane of the Frost Giants.

Svartalfheim: The dim forests of the Dark Elves.

Hel: The underworld, and home to the goddess of the same name.

ARCHONS

Norse gods do not typically have Archons, though many use messengers and interact every day with mortals and giants. Fate-Deciders may grant certain gods temporary Archons.

ADVENTURE IDEAS

Norse adventures often include themes of competition, trickery, quests for magical artifacts, and struggles with the Giants. The Norse gods do not have firm alliances or opponents; gods may ally themselves with each other in one session, and compete in another.



THE SEA SERPENT

A needle-toothed serpent has risen up from the sea and devoured a village of sturdy men and women. It promptly vanished, though Loki swears he saw it speaking with a giant before it dove back into the waves. The giants claim just the opposite, and swear that the sea serpent is, in fact, Loki in disguise. Meanwhile, Midgard is in turmoil, expecting another attack soon.

THE CHAIN OF FENRIS

This scenario takes place many years ago, when the gods were trying to figure how to chain Fenris so that he would not destroy the world. His first two chains had broken, and the gods sought the council of the Dwarves to discover how to contain him. The Dwarves claimed they needed six items to construct such a chain: the sound of a cat's footfalls, the beard of a maiden, the roots of a mountain, the dreams of a bear, the breath of a fish and the spittle of a bird. How will the gods and Dwarves work together to accomplish such a task?

THE NORSE GODS

NORNS: THE FATE-DECIDER

In a Norse game of Divus Ex, the Fate-Decider becomes the Norns, the maintainers of the Yggdrasil, the World Tree, and the ones who determine the destiny of man.

In larger games, there is room for three Norns: Urd, Verdande, and Skuld.

ODIN

Odin is the All-Father of the gods, the leader of the Aesir, and the chief sky god of the Norse. Blind in one eye, but given the gift of wisdom, Odin is god whose realms include knowledge, logic, and thought. Odin is married to Frigga. He typically wears a winged helmet (or occasionally a floppy hat) and has a gray-blue cloak.

Artifact: Sleipnir.

Arcana: The Emperor; The Hierophant (Reversed)

THOR

Thor is the thunder-god, the deity of strength, action, loyalty, and the sky. His home plane is Bilskinir.

Artifact: Mjollnir.

Arcana: Strength; The Moon.

FRĖYA

Freya is the goddess of love and beauty, but also the queen of the valkyries, a warrior, and

Artifact: Brisingamen.

Arcana: The Lovers; Last Judgement.

FRĖYR

Freyr is Freya's twin brother, and the god of fertility, success, and strength of character. Freyr's Archon is Gullenbursti, a war boar of great size. Freyr's Archon is Skirnir, who is friendly to the Dwarves.

Arcana: The Lovers; The Wheel of Fortune.

TYR

Tyr is the Norse god of war and law. He sacrificed his right hand so that the Fenris wolf could be bound and prevented from devouring the world. At one time he was the leader of the Norse gods, but stepped down in favor of Odin.

Arcana: Temperance; Justice.

LOKI

Loki is well-known as the trickster god. He is mischievous and enjoys causing trouble for the other gods. Loki especially loves disguising himself and causing all sorts of trouble for his kin. He is also patron of fire, change, and has fathered many inhuman monsters.

Arcana: The Sun (Reversed); Justice (Reversed).

HEIMDALL

Heimdall is the handsome guardian of Bifrost, the rainbow bridge that is gateway to Asgard. Heimdall himself is a staunch defender of Asgard and the gods themselves; he eternally awaits the assault from the Frost Giants. It is his duty to hold the horn that will warn when the end of the world, Ragnarok, comes.

Artifacts: Gjaller; Hofud.

Arcana: The Moon; The Tower.

SKADDI

Skaddi is the goddess of winter, frost, and the hunt. She is married to the Sea God Njord. She is a goddess of angry justice and despises Loki with much passion.

Arcana: The Hanged Man; The Chariot (Reversed).

FRIGGA

Frigga is the wife of Odin, guardian of children, and a known prophetess, though she rarely tells anyone else of her divinations.

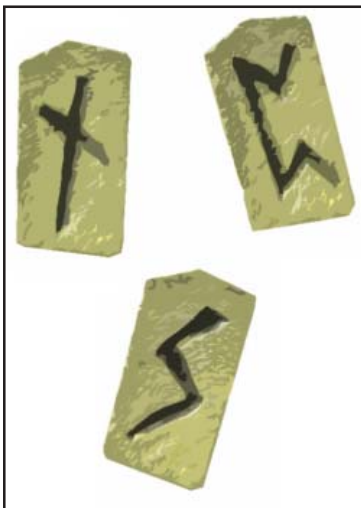
Artifact: The Distaff of Life

Arcana: The Hierophant; The High Priestess.

HEL

Hel is the goddess of the nine-leveled underworld, and the guardian of natural law. She is otherworldly and cold, often depicted as half-dead herself. She is the only Norse god who possesses Chalices (Reversed). Her hall the Den of Sleet, Eliudner.

Arcana: Death; Temperance.



NJORD

God of fertility, the wild sea, and father to Freyr and Freya, husband to Skadi. Though not as divine as many of the other Norse gods, he has been accepted by them and lives in Asgard.

Arcana: Temperance (Reversed); High Priestess (Reversed).

BALDUR

Baldur is the handsome son of Odin and Frigga, and holds reign over the powers of light, love, innocence, and rebirth.

Arcana: Death (Reversed); The Sun.

HODER

Brother to Baldur, and son of Odin and Frigga. He was born blind, and has frequently stumbled into the plots of Loki. Strong, but not bright.

Arcana: Strength; The Fool (Reversed).

VIDAR

Son of Odin, and known for his silent nature. Vidar is prophesied that he will avenge his father's death during the great battle of Ragnarok.

Arcana: The Hermit; Strength (Reversed).

THE GIANTS

The many Giants are not true deities, though they are strong and capable of causing the demise of one. They include Ymir, Baugi, Beli, Bergelmir, Eggther, Geirrod, Surt, Thrym, and Hrungir, among others. For the most part, they do not appreciate the Norse gods, and will eventually work towards their downfall.

Norse games of *Divus Ex* may benefit from the inclusion of a few giants. For game purposes, giants are deities with *no* Arcana. They do, however, receive an additional Attribute point, which must be put towards Swords to reflect their warlike nature.

THE FENRIS WOLF

The Fenris Wolf is the terror of the pantheon, a wolf whose jaws stretch from the earth to the moon. He should not be a player deity, except in Ragnarok scenarios.

The Fenris Wolf has no Arcana, but begins play with 60 (!) Attribute points.

NORSE ARTIFACTS

BRISINGAMEN

Freya's Dwarven-made, golden necklace.

Type: Personal.

Game Effect: +1 Pentacles.

Cost: 1.

DISTAFF OF LIFE

The Distaff of Life is Frigga's short staff that holds unwoven wool at the end.

Type: Personal.

Game Effect: +1 Pentacles (Reversed).

Cost: 1.

GUALLER

This horn will call all gods to Ragnarok.

Type: Personal.

Game Effect: The Emperor Arcana.

Cost: 7.

HOFUD

This massive silver sword was forged by the Dwarves.

Type: Personal.

Game Effect: +1 Sword.

Cost: 1.

MJOLLNIR

Thor's immense hammer. It has the ability to crush enemies with ease, and is

Type: Planar.

Game Effect: Only a god with 6 or more Swords may use this hammer. It provides +3 Swords, and the Strength Arcana.

Cost: 4.

SLÆIPNIR

Sleipnir is Odin's massive, 8-legged horse.

Type: Personal.

Game Effect: The Hermit Arcana.

Cost: 7.



THE EGYPTIAN PANTHEON

THE EGYPTIAN REALM

The Egyptian gods rose from the primordial sea known as Nu, when a pyramid-shaped mount rose up and became temple to the gods. It is greatly disputed which was the first god to appear from the temple, though most believe it was either Thoth or Amon, who then created the other gods beginning with the sun god, Ra.

The Egyptian gods are moral ones -- justice, truth, and a sense of the eternal cycle is very important to them. The exception to this is Set, the evil god who terrorized both mortals and gods alike.

THE HEAVENS

The Egyptian gods all share one plane, the Heavens. Ra spends half his time in these heavens, carrying the Sun in his chariot, and then descends into the Underworld each night. All gods may visit both the Heavens and the Underworld freely.

CITIES OF EGYPT

Unlike many other pantheons, the Egyptian gods were not universally worshipped. Each city had a patron god, occasionally two or three, and it was the welfare of the city that was most important to the gods.

If their city has had a prosperous year, the god gains an Attribute point. If the city accomplished tremendous goals, he receives two points. If the city was faced with disaster, the god receives no Attribute points.

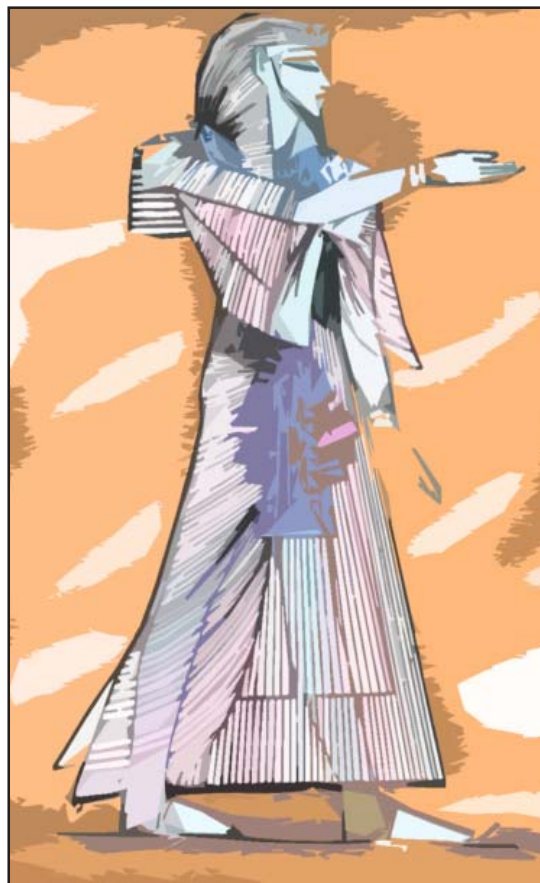
MONUMENTS

Gods of Egypt may have twice as many Monuments as normal. Thus, a single god may have two Monuments, and two Grand Monuments, though no more than one of each may exist in a single city.

High Temples were also very important to the Egyptian gods. Gods have the ability of appearing in their High Temples.

ADVENTURE IDEAS

While Egyptian gods are not above politics, especially where their patron cities are concerned, they rarely stoop as low as to give it to their base desires and use their godly powers blatantly against each other or the world of Man.



THE GRAND TEMPLE

Pharoah has decided to build a grand temple pavilion in honor of the greatest gods. He asks the gods to choose amongst themselves who shall be glorified during his reign, and where the temple should be built. Angered by the haughtiness of this Pharoah, Set decides to destroy him, but not without enlisting the aid of other gods.

THE LEGIONS OF THE DEAD

An Egyptian High Priest, known as Sed, has discovered foul magics and raised an army of the dead to defend his home city of Heliopolis from invading barbarians. The magic, however, has gone awry, and his legions have gotten out of control. To make matters worse, the Book of the Doomed, the text he scribed with the spell incantations, was stolen by thieves and sold to another mortal who wishes to create more undead.

THE EGYPTIAN GODS

NEHEH: THE FATE OF EGYPT

In Egyptian games of *Divus Ex*, the Fate-Decider becomes Neheh, the representation of the Eternal. All events are circular to him, and it is important for him to push for balance over the entire course of the game. Neheh's assistants are the gods of destiny, Hemsut (Fate), Sai (Destiny), and Shait (Chance).

AMON

Amon is the self-created Egyptian God of Creation, the pious, and all things in heaven, the earth, and the underworld. He is a quiet, nearly invisible god, preferring to work his will through subtlety. His wife is Mut, and with her and Khons, is one of the three great gods of Thebes.

Arcana: The Last Judgement (Reversed); Death (Reversed).

ANUBIS

Anubis is the jackal-headed God of the Dead, and considers himself the dead's protector. He invented mummification, and dwells into all sorts of dark secrets.

Artifact: The Scales of Truth.

Arcana: The Last Judgement; The Fool (Reversed).

APIS

A very old and ancient deity, Apis rarely appears with any human form at all. He is primarily a god of fertility, and is often depicted as a bull. Like his appearance, Apis is bull-headed and stubborn, not entirely understanding the world of Man.

Arcana: The Last Judgement (Reversed); Strength.

BAST

The cat-goddess, Bast is the patroness of cats, which slay the serpents that seek to destroy the sun. Like cats, she loves luxury, and those who seek luxury do their best to appease her.

Arcana: The Moon (Reversed); The High Priestess

GEB

Geb is the God of the Earth, and his primary job is to imprison the souls of wicked and evil men, so they may not reach the upper heavens. He is a large deity of great strength, his skin the color of Nile mud.

Arcana: The Chariot (Reversed); Strength.

HET-HERU

Also known as Hathor, this very ancient goddess is the patroness of cows, though she also claims the realms of love, dance, beer, and explorers. She is unpredictable and passionate about everything she does.

Arcana: The Lovers; The Star.

HORUS

The son of Isis and Osiris, Horus is one of the chief gods of the Egyptian pantheon. He is the god to which pharaohs aspire to emulate, and is seen as the great unifier of lands. His twin brother is Set, whom he hates with a passion.

Arcana: The Emperor; The Star.

IMHOTEP

Once a mortal, Imhotep was the wisest among men, chief architect in Egypt, high priest, and healer beyond compare. After death he descended into the underworld then rose to join the other gods, taking his place as son of Ptah, and patron of scribes.

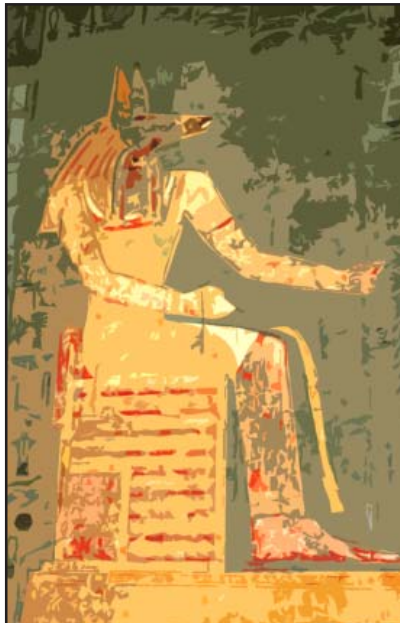
Arcana: Death (Reversed); The Hierophant (Reversed).

ISIS

Isis is chief among the goddesses of Egypt, and her power and influence is unrivaled. Her primary realm is that of maternity, healing, and spells and magic. She is the greatest sorceress in the land, and has performed all natures of magical tasks. She is wife of Osiris, sister of set, and her twin sister is Nepthys. Among the Egyptians, she is universally loved and worshipped.

Artifact: The Name of Ra.

Arcana: The Magician; The Magician (Reversed).



KHONS

God of the moon, Khons is one of the three great Gods of Thebes, the others being Amon and Mut. He loves games and wages, though he often has bad luck; he once lost a game of *senet* to Thoth, and is forced to make the moon wax and wane as a result.

Arcana: The Wheel of Fortune (Reversed); The Moon.

MAAT

Wife of Thoth and daughter of Ra, Maat's name means "truth," "justice," and "order." She is a tall, beautiful woman, with a sacred ostrich feather kept in her hair. She keeps her true personality a mystery to the gods, preferring to remain a cosmic enigma.

Artifact: Feather of the Dead

Arcana: The High Priestess (Reversed); Justice.

MUT

The mother of Khons, and with him and her husband Amon, one of the three great patrons of Thebes.

Arcana: The Wheel of Fortune (Reversed); The Moon.

NEPHTHYS

The youngest daughter of Geb and Nut, she is wife to Set and, through Osiris, is mother of Anubis. After Set slew Osiris, she angrily left him and remains hostile to her husband. She is the patroness of darkness and protector of the dead.

Arcana: The Last Judgement; The Moon.

NUT

The Goddess of the Sky, Nut is also wife to Geb. Her skin is blue, covered in stars, and she remains constantly close to her husband.

Arcana: The Star (Reversed); Temperance.

OSIRIS

The god of resurrection and judge of the dead. In the ancient times, shortly after Ra ascended into heaven, Osiris ruled mankind. He was murdered by his brother Set, but was brought back from the dead with the magic of his wife, Isis, leaving his son Horus to avenge him and cast Set into the desert. Osiris also sired Anubis, after Nephtys tricked him into thinking she was Isis.

Arcana: The Wheel of Fortune; The Hanged Man.

PHARAOH

Not only was Pharaoh the leader of Man, he was also blessed with the divine power of the gods.

If Pharaoh is to take part in Divus Ex, he receives only half the normal number of Attribute points to reflect his mostly-mortal status. He does, however, receive Arcana that are equally effective to that of the god's.

Arcana: The World; The Devil.

PTAH

The master craftsman of the world and the heavens, Ptah is one of the many Egyptian creation gods. He loves mortal life, and appears as a bearded man in a skull-cap, often dressed like a partially-completed mummy.

Artifact: Was Scepter; Djed.

Arcana: The Last Judgement (Reversed); The High Priestess.

QUTESH

Qetesh is the youngest goddess in the pantheon; she is the patroness of beauty and love. She rarely wears clothes, and rides on her fierce lion, often carrying flowers and serpents. She is fun-loving and, as some of the elder gods say, lecherous.

Artifact: Lion of Qutesh.

Arcana: The Lovers; The Hermit.

RA

Chief god of the Egyptians, Ra is the God of the Sun, though he also calls creativity and knowledge his domain. He is seen as a grandfatherly figure in the pantheon, since he is sire to most of the other gods. He usually appears to the other gods as a hawk-headed man.

Arcana: The Hierophant; The Emperor.

SEKHMET

Some say Sekhmet is actually the same goddess as Het-Heru. It is true, their personalities are nearly identical, and they are hard to tell apart. Sekhmet, however, is the Goddess of Vengeance, and the punisher of mortal's sins.

Arcana: The Hanged Man; Temperance (Reversed).

SELKET

The Goddess of Scorpions, Selket is a beautiful goddess, whose touch brings death to the wicked. She protects women in childbirth, and also keeps watchful eye for any demons who would threaten the gods, especially Ra.

Arcana: Death; The Magician (Reversed).



SET

Ages ago, Set was mere red-haired God of Storms. But then when Horus appeared, he became Horus' eternal foe, even casting aside his duties as Ra's protector to destroy the House of Horus. After his failed attempt at killing Osiris, he was castrated and cast out into the desert. There, he slowly regained power, using the desert's powers to protect Egypt from invasion. Even now, he plots his revenge.

To reflect Set's power during certain dynasties, the Fate-Decider may give Set an additional 14 Attribute points!

Arcana: Strength (Reversed); The Sun (Reversed).

SOBEK

Sobek is the harsh God of Crocodiles. He is only worshipped so that the Egyptians might avoid his wrath. Despite his cruelty, Sobek is no friend to Set, and has assisted the other gods in banishing him into the desert.

Arcana: Strength; The Chariot.

THOTH

Thoth is the God of Wisdom, self-created along with his wife, Maat. Chief among his children is Amon, making Thoth the eldest of the Egyptian gods. He has been god of many other realms over the course of his long reign; now he prefers the role of messenger and advisor. He appears as an ibis-headed man, and is never seen without the Scrolls of Knowledge.

Arcana: The Fool (Reversed); The Hermit (Reversed).



EGYPTIAN ARTIFACTS

ANKH

A sacred symbol of eternal life.

Type: Personal.

Game Effect: +1 Chalice.

Cost: 1.

DJED

The Djed is an Egyptian sign of stability and balance. It helps provide strength to its wielder.

Type: Personal.

Game Effect: +1 Chalice.

Cost: 1.

FEATHER OF THE DEAD

This ostrich feather protects the deity from supernatural forces.

Type: Personal.

Game Effect: +1 Wands.

Cost: 1.

LION OF QUTESH

This ferocious, divine lion protects its rider.

Type: Personal.

Game Effect: +1 Swords.

Cost: 1.

NAME OF RA

In ancient Egypt, knowing someone's True Name gave you great power over them. This "artifact" would apply to anyone whose True Name is known.

Type: Personal/Special.

Game Effect: +5 Wands for purposes of using Arcana on the named god.

Cost: 5.

SCALES OF TRUTH

These gold scales allow the truth to be seen.

Type: Personal.

Game Effect: Justice Arcana.

Cost: 7.

WAS SCEPTER

This animal-headed scepter represents strength.

Type: Personal.

Game Effect: +1 Swords.

Cost: 1.

THE GREEK PANTHEON

THE GREEK ORIGINS

Chaos and Gaia, the Earth Mother, gave birth to the titans, beings of immense strength and power. Chief among these was Kronos, who fathered the great Olympians. Zeus led his brothers and sisters against the titans, and in a fierce battle, claimed Olympus and ascended as primary gods of Hellas, the Greek World.

The Greek gods are selfish, bickering deities. They are as fickle and temperamental as mortals, quick to make friends, and faster to make enemies.

OLYMPUS

High atop Mt. Olympus live the Greek gods. They do not have a separate plane; they all live together in their marble palaces atop the sacred mountain. Olympus protects the gods, however. Just scaling the mountain and penetrating its gate of clouds is a feat that requires “defeating” Olympus. It has 2 Swords and 12 Chalice, and regenerates them entirely each day.

Since the Greek gods do not have separate planes, they receive Attribute points each year depending on the success of their followers, Heroes, and patron cities. If any of these suffers a disaster, the god receives *no* Attribute points that year.

Far below Olympus is the mortal world, called Hellas. Beneath Hellas is the underworld, Hades.

HADES

Hades is accessible from both the mortal world and Olympus, though mortals must contend with crossing the River Styx and the three-headed dog, Cerberus.

The Greek Underworld is divided into three parts. The Plains of Asphodel is where most of the souls of the dead wander. Elysium is a fair field reserved for heroes and honorable men, who enjoy an afterlife of comfort. Finally, Tartarus is where the souls of the wicked are placed, though if a mortal irritates a god, he is likely to end up there as well.

TEMPLES

Greek gods use the system outlined for High Temples (p.21), which are usually constructed in the god's patron city. Many of the gods list their patron cities in their description; if a god does not have one, the player should pick one.

ADVENTURE IDEAS

Many Greek adventures revolve around the exploits of Heroes. Gods are very attentive to their own heroes, and do their best to aid them in subtle ways.



ODYSSEY

The clever warrior Odysseus has left the Trojan War to return home to Greece. Unfortunately, he has offended a few gods along the way, including Poseidon. Various gods align themselves both for and against Odysseus. Will he get home, or will the gods destroy him along the way?

THE NEMEAN LION

An invulnerable lion has been discovered rampaging the fields and hills of Nemea. Several Heroes have been slain trying to deal with this lion, and it is demoralizing the local towns and causing the population to doubt the power of the gods and their mortal heroes. How will the gods stop this menace, while rejuvenating the morale of Nemea?



THE GREEK GODS

THE THREE FATES

In Greek games of *Divus Ex*, the Fate-Decider becomes the Three Fates, the *Moerae*, the representation of mortal destiny. The Three Fates are old women: Lachesis, who assigns each mortal his lot; Clotho, the weaver, who spins the threads of life; and Atropos, who cuts the thread of life off with her scissors.

ZEUS, GOD OF THE HEAVENS

Zeus is chief among the Olympians, brother to Poseidon, Hades, and Hephaestus. He has proclaimed himself "Father to Men and Gods," and sits steadily upon his throne as God of the Heavens. He is fickle god, prone to abandoning his wife Hera for mortal women, though very protective of any offspring he may sire. Zeus is quick to anger, but also quick to settle any disputes among his kin. His palace on Olympus is the largest and most luxurious. It acts as meeting hall for all the gods.

Artifacts: Thunderbolts

Arcana: The Emperor; The Star (Reversed).

POSEIDON, GOD OF THE SEA

Brother of Zeus, Poseidon's domain is the ocean. He is also guardian to sailors, and is extremely fond of horses; he cares for Zeus' stable of winged horses. Mankind both respects and fears Poseidon, so festivals to him are common.

Artifacts: Winged Horses.

Arcana: The Hermit; Temperance (Reversed);

HADES, GOD OF THE DEAD

Hades is God of the Underworld, and rarely spends time with his brothers Zeus and Poseidon, preferring the darkness of his realm, and the cold touch of his queen, Persephone. Hades is solemn and thoughtful; he holds no ill-will towards any god, though cannot understand why Demeter still holds a grudge against him. Hades is allowed to take Chalice (Reversed).

Arcana: Temperance; The Hermit.

HERA, QUEEN OF THE GODS

The jealous wife of Zeus, Hera is Queen to the Gods, protector of women, and patroness to the home. Years of Zeus sneaking around behind her back have made her suspicious and angry; few gods dare cross her, though the list of mortals that stumble into her ire is longer. The peacock is her symbol, and her Archon is Iris, the Goddess of the Rainbow.

Arcana: The Empress; The Hanged Man.

HEPHAESTUS, GOD OF CRAFT

Chief artist and craftsman of the gods. When he was a younger god, he quarreled with his brother Zeus, who cast him from the heavens. The resulting fall (it took a full day for him to plummet) made him lame, and he was quick to mend ways with his brother, though most of Olympus still sees him as an outcast. He rarely interacts with the world, instead preferring to create artifacts and using the cyclops as his smiths in his volcano. Hephaestus is the husband of Aphrodite, though it is well-known she prefers the company of Ares. Hephaestus has recently taken to talking of his problems to Athena, who is a good listener. His sacred island is Lemnos.

Arcana: Strength; The World.

ARES, GOD OF WAR

Ares is the quick-tempered son of Zeus and Hera. He is the god of war, and enjoys creating strife in the heavens and on earth. He is not worshipped much by mortals because of his love of battle and distress. His constant companions are Deimos and Phobos, lesser gods of Terror and Fear.

Artifact: Armor of Ares

Arcana: Strength; Temperance (Reversed).

PHOEBUS APOLLO, GOD OF THE SUN

Apollo is the god of Archery, Music, Prophecy, Healing, and the Sun. He is the perfect embodiment of man, strong, handsome, and sure of himself. He is the son of Zeus and Leto, and twin brother of Artemis, whom he respects and cares for. His Archon is Helios, who drives the sun itself across the sky. Apollo's Archon presides over the Oracle of Delphi, and uses her Hierophant to divine the future for mankind.

Arcana: The Sun; The Hierophant.

ARTEMIS, GODDESS OF THE HUNT

Artemis is the virgin Goddess of the Hunt and of Animals. She is worshipped particularly in Crete and Sparta. She is the brother to Apollo, born of Zeus and the mortal woman Leto. She cares little for humans, and usually stays well out of the politics of gods.

Arvana: The High Priestess (Reversed); Strength (Reversed).

APHRODITE, GODDESS OF BEAUTY

Aphrodite is the Goddess of Love and Beauty, born from the foam of the sea. She was given to Hephaestus shortly after her birth, though she prefers the companionship of Ares, God of War. Swans and doves are her sacred animals.

Arvana: The Lovers; The Lovers (Reversed).

PALLAS ATHENA, GODDESS OF WISDOM

Athena is the virgin Goddess of Wisdom, the Arts, and Defense, who sprang forth from her father Zeus' head, completely armed. Athena is a cold goddess, and has little tolerance for fools in both the divine and mortal worlds. Athena enjoys time alone and with humble Hephaestus, the one god who does not irritate her with arrogant stories of great accomplishment. Her sacred animal is the owl, and her sacred plant is the olive tree. She is the patroness of Athens and Sparta.

Artifact: Aegis.

Arvana: The Moon; The Hierophant (Reversed).

HERMES, THE MESSENGER GOD

The son of Zeus and Maia, Hermes is the messenger of the god, though he also presides over commerce, competition, agility, and even thievery. Hermes invented the lyre, and greatly enjoys playing it to astound mortals and gods with his talent.

Artifacts: Winged Shoes, Caduceus

Arvana: The Chariot; The Hermit (Reversed).

DEMETER, GODDESS OF THE HARVEST

Goddess of the Harvest and the Earth, Demeter is the daughter of the titans Kronos and Rhea, and brother to Zeus. The grief of the loss of her daughter Persephone to the underworld for half the year is the explanation of the seasons. Similarly, Demeter will be joyous and happy for half the year, dark and somber for the rest.

Arvana: Death (Reversed); The Last Judgement (Reversed);

DIONYSUS, GOD OF WINE

The God of Wine and Festivals, Dionysus is seen as both chief mischief-maker of the gods, as well as defender of civilization and mankind. He is a joyous, wild god who is devoted to revelry and passion. He is the son of Zeus and Semele.

Arvana: The Chariot; The Lovers.

MINOR DEITIES

The Greek pantheon has dozens of minor gods and lesser deities. Minor gods are identical to the major gods, except receive 3 less Attribute points. Here are two examples:

HESTIA, GODDESS OF THE HEARTH

Hestia stepped down from the Greek Pantheon shortly after Dionysus' arrival. She is brother to Zeus, and Goddess of the Hearth and Home. Now, she looks after the well-being of both the gods and her many mortal followers, below.

Arvana: Death (Reversed); The Hierophant (Reversed).

PERSEPHONE, QUEEN OF THE UNDERWORLD

Persephone is the daughter of Demeter, and husband to Hades, with whom she lives with for half the year. As Queen of the Underworld, Hades bids her to judge the dead. While at first, she despised her husband and her title, she has since grown accustomed to it, and proves to be both a fair judge and good wife. Recently, she has befriended the titaness Hecate, and the two enjoy long walks through Asphodel. Hades is allowed to take Chalice (Reversed).

Arvana: The Empress; The Fool (Reversed).





TITANS

Once as powerful as gods, most titans have been imprisoned by Zeus, their powers stripped. A few remain free, and more may escape Zeus' notice and conspire to overthrow him once again. Since Titans are rarely worshipped, they automatically receive 1 Attribute point each year as long as they are free and unbound. Titans receive one Arcana.

ΕΠΙΜΕΤΗΣ

Epimetheus is the brother to Prometheus and husband of Pandora. His name means "afterthought;" he is not terribly bright, and has a dull personality. Nevertheless, he is a gentle titan, and his simple ways provoked Zeus to spare him.

Arcana: The Fool.

ΗΕΚΑΤΕ

Titaness of Magic, Wealth, and Good Fortune. After the fall of the titans, Zeus allowed Hecate to keep her powers, largely due to the fact that she stayed out of the conflict. She stays far from divine politics, instead preferring the world of mortals and wandering the Underworld with the dead souls. Persephone is a close friend of Hecate's.

Arcana: The Magician.

ΠΡΟΜΗΘΕΥΣ

Literally, "forethought," Prometheus is one of the wisest beings in the entire world. For his insolence of giving mankind fire, Zeus chained him to mountain so that an eagle would peck out his liver each day, causing immense suffering. Recently, Heracles released Prometheus, and he has been very careful to stay out of Zeus' way.

Arcana: The Hierophant (Reversed).

OTHER ENTITIES

ΚΕΡΒΕΡΟΣ

This three-headed dog guards the underworld. It exists mostly to terrorize and kill humans, though it can also do damage to gods that Hades does not wish interfering with his affairs. Cerberus is treated like a lesser deity, with 3 Swords, 1 Wand, 0 Pentacles, and 3 Chalice.

ΣΚΥΛΛΑ AND ΧΑΡΥΒΔΙΣ

This deadly combination of horrendous sea monster and living whirlpool is so dangerous and chaotic, that even the gods do their best to avoid the pair. Treat them as a mortal hero with 5 Swords and 5 Chalice. Fortunately, they move very slowly.

GREEK ARTIFACTS

See p.27 for descriptions of Thunderbolts and the Aegis.

ΑΡΜΟΡ ΟΥ ΑΡΕΣ

Perfectly crafted bronze armor of the gods.

Type: Personal.

Game Effect: +1 Chalice.

Cost: 1.

ΚΑΔΟΥΣΕΥΣ

A magical snake-entwined staff.

Type: Personal.

Game Effect: Allows the bearer to use the Magician

Arcana once per session.

Cost: 4.

ΠΤΕΡΕΣ

Poseidon's beautiful winged steeds.

Type: Personal.

Game Effect: When lent to a Hero, he gains +1

Pentacle. Only one horse may be lent at a time.

Cost: 1.

ΠΤΕΡΕΣ

Hermes' sandals give him great speed and agility.

Type: Personal.

Game Effect: The wearer may leave any combat after one round to return to his home palace.

Cost: 4.



THE MYSTIC DOMAIN

THE DOMAIN

The Mystic Domain is a fantasy world of dragons, magic, castles, and powerful, bickering gods. It has been the default world for *Divus Ex* since its inception.

A BRIEF HISTORY

This history was recorded by Thalcos the Sage, a preeminent scholar, historian, and some say, master wizard.

In the few centuries of my life, I have discovered one thing that few men believe – the gods are omniscient only when their entire consciousness is combined and considered a single entity. Put simply, each god holds a portion of omniscience. Librar's great divine library holds all of this information, and perhaps his eyes have seen it all at one point, but even his vast, divine mind cannot conjure up all the knowledge in the domain of mortals, let alone the entire universe of pantheons.

But I digress. The Mystic Domain is the mirror of the gods. Every divine scuffle, argument, and pact has its effects on our mortal world. To understand the mortal world is to understand the will of the gods.

THE CREATION

As I understand it, in the beginning there was nothing but chaos. Some say that this chaos had a name, and that it was an actual entity, or perhaps god in itself, but the Archons I have talked to say nothing of this.

What is certain is that this chaos was the very substances of morality. Various extremes of good and evil clashed in its infinite vastness. As time went on, these substances hurled against each other and formed into virtues. Surely, this was the start of compassion, pathos, vainness, cruelty, courage... and hundreds more.

The chaos that remained after the formation of the virtues formed the physical world. Trees, seas, and beautiful waterfalls were formed by the goodness in chaos. The dark chasms and caverns were formed by what was evil. The middle ground – neutrality – became the sun and the moon.

The virtues absorbed into the world and formed into the Orb of Wisdom, a stone that held all the purity of these virtues. It fell

from the heavens and landed deep within a large forest now known as the Wolfwood.

The orb pulsed with energy and the gods stepped out of the world and claimed a part of it.

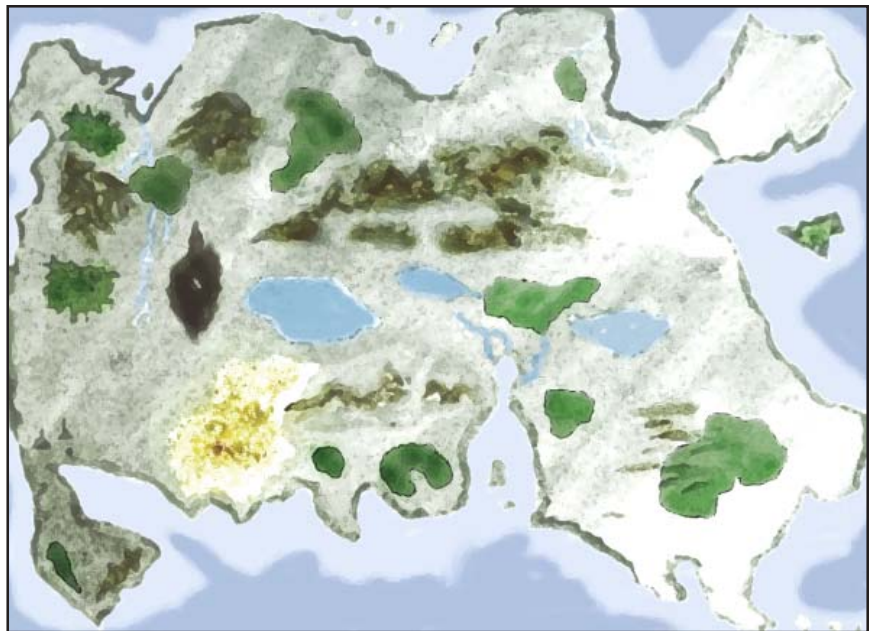
One legend told to me by a Elven deity says that there were hundreds of gods formed that day, many more than exist today.

THE WAR OF THE GODS

These powerful gods warred with each other, determined to turn the world into their own domain. Good gods allied against the gods of chaos, and the gods of nonalignment became the stoic judges of this most destructive of wars.

The gods soon discovered that their powers would soon rip the world apart, so they created servants that could do their bidding with more accuracy and temperance on the world. The benevolent gods created the Elves and Dwarves, along with the Winged Ones, who are now just considered a myth. The evil gods formed monstrosities such as minotaurs, trolls, and savage ogres. They also created orcs and toadlings, goblins, and werewolves.

It is obvious to me that, if nothing else, evil has the advantage of creativity.



WAR'S END

The war waged on and the neutral gods decided to end the tiresome conflict. They appealed to the God of Fate, Ethos, to end the war.

Up until this point, Ethos was always the most quiet of gods, unwilling to use his powers or even speak of them to others. On this one occasion he wielded his might and all the gods found themselves bound and captured by his powers. Their arcane abilities were neutralized and they were forced into his presence. No matter how they fought against Ethos' will, it did no good.

Bound and impressed by this mysterious Fate Magic, Mangoth declared Ethos "Lord-King of the Gods." Ethos declined this honor, and instead proposed an end to the War of the Gods.

Ethos declared that a new race would be created. This race would not be racially inclined towards good or evil, but be capable of choosing its own fate. This race would decide who would win the war. All the gods agreed – indeed, they had no choice – and humans were created.

There is another story that claims it was actually Mangoth and Hugan that invented this idea and presented it to Ethos – who was prepared to destroy *all* the gods. Thus, humans derived their name from a combination of Hugan and Mangoth. I doubt the truth of this story, for surely the gods had no need for names until humans were created, and I'm certain that it was actually the mortals who decided the names of the gods. I'll have to inquire further into this very oft-told legend.

Fearful that the gods would use the nonhuman races as pawns in this game, Ethos took a large portion of each god's power and created new Pantheons of gods, placing some gods in charge of the Dwarves, and others in charge of the Orcs, until all major races had their own gods.

Though Ethos declined the title of "Lord-King," all gods treated him as such. Never again would he ever use his power... which would eventually lead to his downfall.

THE EVOLUTION OF HUMANS

The humans were aided by many of the good races. Elves taught them magic, Dwarves taught them crafts and metalworking, Gnomes taught them farming, woodworking, and clothmaking.

I should note that even though the War of the Gods was ended, the racial hatreds still remain. Elves and Dwarves despise Orcs and Trolls to this very day.

To everyone's surprise, human civilization grew quickly. Eventually, humans could be found in all corners of the

Domain. In a few thousand years, humans were the dominant race, and had chased the other races to the very borders of the world.

THE GIANT WAR

The gods argue who created the great giants. Most point to the neutral gods. Librar once told me a story that the neutral gods (which probably included himself) experimented to end the War of the Gods before enlisting the help of Ethos. They sought to create a race that would singularly dominate over the other races. The giants, however, were born with the essence of neutrality, and did no one's bidding. They fought each other as much as they fought the other races.

Several millennia after the War of the Gods, the giants began warring with themselves again, but with a fury never before seen. The Dwarves sided with one faction of giants and fought beside them against the cruel giants of ice for hundreds of years. But these ice giants enlisted the help of the ice ogres and ice trolls, who were inspired by Frothen himself.

Desperate for help, the Dwarves begged for reinforcements from their ancient allies the elves. The Elves, however, refused. In their eyes, this Giant War was none of their business.

The Dwarven kingdoms were almost annihilated, and Dwarves would be a mere legend now if it weren't for an army of humans, led by a man known as Yudetyd. A champion of Kyr, he rode into that final battle brandishing swords, spears, and magical spells. The humans overran the giants and trolls, and the war was won. In gratitude, the dwarves built the mighty cities of Tower Pass and Stonegate for the humans.

THE MAJESTIC WARS

The cities around the Sea of Majestic Radiance – thought to be the center of human culture – formed a mighty confederacy, united for protection and trade. This was a first in the Domain for any race or culture.

The northern mountain city of Shadowhold asked to be a member of this rather profitable confederacy, but the Majestic Towns refused, citing that the city was too far away.

It should be noted that when I asked Evitous about the following chain of events, he laughed excitedly. No doubt he had some part in the incidents to come.

Shadowhold scouts soon discovered that the remnants of a giant army left over from the Giant Wars was marching to destroy their city. In desperation, they begged aid from the Majestic Towns. Again, however, the Majestic Towns refused. Whether they did not believe the story, or were too

afraid to help, remains in question.

Just as the giant army converged on the walled city of Shadowhold, a champion of Tempus came riding from the mountains. His name is not known – she is called the Shadowess. Riding on a brilliant white horse, she led the men of Shadowhold against the giants. The battle was won brilliantly, and the powerful Shadowhold army marched onward to plunder the last of the giant citadels. Great riches and magic were found there. With a strong army led by a bold champion, Shadowhold angrily declared war on the Majestic Towns and marched towards Tarne.

Tragically (and oddly), the Shadowess was killed by the first arrow sent alight by the defenders of Tarne. Still, this would begin a long history of bloodshed between Shadowhold and the towns around the Sea of Majestic Radiance.

THE BLACK TRIANGLE

Before the story continues, I must tell you of the Black Triangle. This dark and divine trio composed of Acherus, God of Agony, Moloch, God of the Underworld, and Shedim, God of Strife. Triplets created from the same burst of evil, these gods have conspired against the other gods for many, many centuries.

There is a prophecy, supposedly written on the Hall of Heroes in the Wolfwood, that says that the “Black Triangle holds the power to seize the Strength of the Fates, unless Fate seizes from them their black lives.” The precise meaning of this is a mystery to even to me, but surely the Black Triangle has been trying to cipher it for eons.

Now, for the first time in memory, the Triangle is united once again.

THE FIRST TEMPEST

The details of this event are well known. The Dark Elf Kaelan has even written a play about this dramatic history which is performed yearly by skilled actors around the Domain. “The Dark Tempest,” I believe it is called. While Kaelan takes dramatic license now and again, his story is, for the most part, accurate.

Several centuries after the Majestic Wars, the evil god Acherus visited the Dark Elf Molizz. Molizz was a young Elf who had trained under his masters for nine cycles – one short of being named weaponmaster by the Dark Elves.

Through dreams, visions, and mind-altering magic, Acherus convinced this promising Elf that magic itself was the heart of all evil in the Domain. If Molizz destroyed the Arcane Scales, the strange artifact of Legerd that balanced magic, evil would be banished forever. The Arcane Scales were, at the time, kept in a grand cathedral devoted to Legerd in the forest city of

Mythingdom.

Molizz sneaked into the temple and tipped the scales. Magic went wild. Chaos erupted everywhere. Men and women who were powerful in the art of magic died horrible deaths that night. Mythingdom was abandoned as Acherus’ army of demon-creatures and undead took over the city and looted it. Fortunately, the Temple of Legerd was invulnerable to their greatest efforts to smash the gates. I do not doubt if Legerd requested the protective power of Ward in this dark time. Realizing what he had done, Molizz drove a sword through his own heart, and then hung himself from a tree.

The Tempest continued as Acherus continued to conquer the Domain. One by one towns fell to his vast, teeming army of evil.

THE CHAMPION XANTHEN

Fortunately, a hero rose to challenge Acherus. He was Xanthen, a bold paragon of virtue and justice. He was a champion to no single god or divine lord, but for mortals themselves. Even on his tomb, which I have visited often, it reads, “A champion for no god.”

Shortly before Acherus’ conquest, Xanthen had slain the bloodthirsty Ravenwing, a vampire lord who was seeking a powerful artifact atop Mount Darkcraggen. A hero to all, the mortals of the world looked to him to defeat this new divine menace.

Xanthen visited the sage Thamos – a teacher of mine, if I might add – and asked him how he might kill a god. Xanthen was intelligent enough to realize that only the death of Acherus himself would save the Domain.

After thorough research (as a boy, I held the candle aloft so these two great men might read at night), Thamos told Xanthen that a special blade must be crafted. It would have to be forged from the fires of the mightiest dragon in the world, one who lived high atop the highest mountain in the Giant’s Crown. The sword then had to be cooled by the coldest winds in the Domain, breathed from the mouth of the mightiest dragon of cold and ice. Undaunted, and aided by brave friends, Xanthen completed these daunting feats.

Blessed by the strength of Hukan and the magic of Legerd, and brought to the heavens by Arkitan himself, Xanthen fought Acherus for nine hours. At the end of this tiresome battle, Xanthen slew the god after receiving a mortal wound himself. As he lay dying, the spirit of Molizz lifted him up and bore him to his tomb.

Xanthen and his sword still rest in that stone hall.

The death of Acherus caused his armies to flee and disperse. Heroes, inspired by Xanthen, quickly entered the ravaged city of Mythingdom and rebalanced the scales once again, though the city would remain cursed and abandoned.

THE RAISING OF THE MONOLITH

Many years passed before a great wizard appeared again in the Domain. After a hundred years, the powerful mage Majistre declared that there should be one place in the Domain where all mages could meet and discuss their magic craft. In honor of Xanthen, the man who saved magic in the Domain, Majistre cast a great spell around his tomb. An impossibly tall obsidian monolith erupted from the ground. This great, arcane tower is now the place of meeting for hundreds of sorcerers every year. Each year, a contest for the position of “Highest Wizard” is held. The winner becomes the supreme magus for that year, and all mages must respect and obey him.

Trust me when I say that they do not.

THE ORB DISCOVERED

It was also during this period that the Way of Heroes was first earned by a mortal. An ancient temple, the Hall of Heroes, in Wolfwood contains the mysterious Orb of Wisdom. Ethos himself declared that this temple may never be discovered by intent. The few that accidentally discover this arcane place are tested. Success brings them the sight of the Orb of Wisdom which can raise even the lowliest farm girl into a powerful goddess.

A brother and sister achieved this path and soon Solus and Lunara ascended into godhood and became the gods of the sun and moon respectively. The children of farmers, both were brave explorers prior to their ascension. Few gods admit that they were not chagrined when it was discovered mortals could ascend into the heavens.

Shortly after this event, many heroes set out to achieve apotheosis. But as Ethos had ruled, none of them succeeded.

THE PERIOD OF HEROES

Xanthen's courage, combined with the amazing apotheosis of Lunara and Solus, continued to inspire many adventurer's and heroes. These men and women strove to challenge the darkness in the world. The dangerous western lands were explored by these stalwart lords and great cities would be built in their name, including Targe, Dirge, Khann, and the great river city of Reik.

Surely these adventurers saved the Domain from many evil fates. The long-lost city of the Forgotten Falls was discovered by them; undead trees were hacked by their axes; the curse on Icehold dissolved; and important artifacts from ancient history recovered, including the Dragon Rock and the grimoire of the evil mage Mezwyn.

THE SECOND TEMPEST

Eventually these heroes would enter the abandoned city of Mythingdom, still crumbled and inhabited by the remnants of Acherus' demon army. Unknown to these brave souls, the Temple of Moloch was occupied by one of his most powerful Archons. The Archon, under Moloch's will, possessed the minds of two mortal brothers, Mbrothrax and Mardagg, and they were transformed into foul creatures. Only the compassion of their friends kept these two malformed monstrosities alive. Believing that their friends could be healed of their deformities, the exploration of Mythingdom continued. They proceeded into the Temple of Legerd and the two brothers' corrupt minds set out to once again tip the Scales of Magic. A battle raged on those beautiful marble floors. Even though three Archons themselves – those of Legerd, Sylvas, and Frothen — appeared in that temple to defeat the brothers, the scales were tipped and a new Tempest began.

Warriors of the Black Triangle, now led by the archons of Moloch and Shedim once again marched on the Domain. Once again were cities conquered easily without the help of powerful wizards.

Much thanks to the god Aragon, who was a mortal companion to Mbrothrax and Mardagg at the time for giving me the details of this story.

ALLIANCES

Shadowhold gave up its hatred of the Majestic Towns in these dark days. The cities formed an alliance that served to slow the great armies of the Black Triangle. One by one these towns fell, until only Shadowhold remained.

THE APPEARANCE OF MOLOCH

Rumors spread quickly that Moloch himself would appear in the Domain to conquer Shadowhold. Moloch clearly felt that this had been Acherus' failure. If Acherus himself had led his troops, victory would have been his.

Though people prayed for the return of Xanthen, it was not to be.

But this day would have its hero as well. The Dark Elves long regretted Molizz's action during the First Tempest, and they had an Elf in training since birth for this event. Unfortunately, something had stripped away his memories at the moment of the Tempest... I suspect Evitous, but I believe he has no comment.

Still, this Dark Elf called Kaelan felt the urge to fulfill his destiny. He traveled the perilous and war-torn lands to the Monolith of the Wizard. There, he entered Xanthen's tomb and retrieved his legendary sword. Kaelan and his companions then traveled to Mythingdom.



With the help of Idercles, the Water Dragon Prince-God, Kaelan rode into Mythingdom on the back of a fierce wyrm. As Moloch appeared in the Domain, a great battle erupted. In a glorious show of skill and valor, Kaelan won the day and slew Moloch. Once again, magic was stable.

Kaelan quietly declined all honors and returned the sword to the tomb, which Ward locked behind him. He proceeded west to be with his people. He never was heard from again, though rumor has it he participated in the War of the Steppes.

THE FALL OF ETHOS

Alas, this story is the most unclear of all of them. One day, I'll ask Librar himself to find the proper book in his library. Seven times have I asked him, and seven times has he given me the wrong tome. He swears he does not do it on purpose, but I know better than to trust a god at his word!

Several powerful mortals, whose names are thought to be Korthos, Notius, and Azrad sought to enter the heavens and demand truths from the gods themselves. Through a combination of powerful magic and physical prowess, they succeeded, though I doubt this could have been done without some sort of divine help. In earlier times, the Black Triangle plotted against Ethos several times without success. Perhaps they arranged for these three mortals to gain entry into Ethos' realm.

When Ethos refused to comply to the mortal's demands – whatever they were – he was slain by them. Surely he chose not to use his immense powers against them. The three mortals became Fate, and the Three Fates took on Ethos' role.

According to my sources, this radical change in the Structure of the heavens had reverberations in the divine world. The gods *forgot* that Ethos ever existed – the Three Fates, at that point, were the only ones that had ever existed. Only through careful study of tomes locked deep within Librar's library was this event discovered, and only after hundreds of years had passed.

In the Domain, temples devoted to Ethos can still be found, though his followers are long gone.

THE WAR OF THE STEPPES

Shortly after the second Tempest, a man named Hatan stole two powerful artifacts – the Dragon Rock and the Grimoire of Mezwyn. With these tools of power, he knew he could do what no god had accomplished – conquer the Mystic Domain. Weakened by the Tempest, Hathan's mortal army had little trouble conquering the smaller western towns, including Dirge and Targe.

The Company of the Setting Sun, the mercenary group that had several heroes to its honor – Kaelan, Aragon, and Joseph, a fierce monk that was brother to Hathan – rushed to defend Reik. Still allied with Idercles, the Water Dragon Prince-God, the heroes brought several sea dragons to aid in the battle. Hathan's army was forced to withdraw.

Angered, Hathan decided to bypass Reik and move east to Darkmere, the City of Thieves and the gateway to the rest of the Domain.

Idercles brought Hagacles, the Honored Dragon-Lord of Stone, to help in this battle. Stone dragons and sea dragons dueled Hathan's army over the twilight city for days.

THE ORB APPEARS TO ARAGON

Mysteriously, the Orb of Wisdom appeared over the battle. Unknown to his friends, Aragon had achieved the Way of Heroes after discovering the ancient temple in the Wolfwood. This grand apotheosis caused the City of Thieves to plummet into the gorge above which it hung. Seeing that Hathan still lived, and had with him his two artifacts, Lorthang caused earthquakes to shake the edges of the gorge. Hathan and the artifacts plummeted into that dark abyss that day, and Lorthang caused the Dark Gorge to close up behind him.

THE WAY THROUGH STYGIA

One member now permanently gone and several members killed, the handful of the brave Company of the Setting Sun managed to survive this fall. I myself had fallen with them in that dark day. Together, we led some survivors of through the dark halls of Stygia. Plagued by a powerful archon known as Blackheart – I still do not know for whom this archon worked – we managed to escape these dark caverns.

TARTARUS AND RAVENWING

Though most of the famed members of the Company of the Setting Sun were long gone, young recruits began to join this reputable company. They proceeded to explore the seventh realm known as Tartarus. To their horror, they discovered that Xanthen's old nemesis Ravenwing once again walked the Domain... this time as an archon for Asteroth. In one of Asteroth's few bold moves, Ravenwing was ordered to find a mystic artifact called the Wand of the Red Blooded Night. This artifact had been created in the God Wars to bring one century's worth of dead back to life and under the command of the wielder.

The wand was located in the temple atop Mount Darkcraggen. A staff of the same name was needed for entry. The Company of the Setting Sun, now led by a brave mage,

Palane of Moondale, chased after Ravenwing. They fought atop the mountain to little avail against the powerful archon until Aragon and Sylvas sent their own archons down to inspire the mortals.

Ravenwing was slain, as was most of the Company of the Setting Sun. Aragon bore his fallen comrades to Asteroth himself.

THE SETTING SUN

Palane of Moondale went on to become Highest Wizard for some time, though it should be noted I did not compete in those years. In a complicated spell which even I respect, he managed to curse Asteroth to always have an incompetent archon. Whether the fates humored him, or he really was a divinely powerful mage, Asteroth has always been plagued by incompetence.

The Company of the Setting Sun disbanded that year. The last three members went their separate ways. Palane died shortly after his magnanimous spell. S.M. Smigger, an accomplished Gnome sage become lord of Icehold and founded numerous amusements there for all races, including, as some say, the gods themselves. Elgo Kalgalath became a fierce barbarian lord of the north and founded the city of Wolfpack. His tribesmen whisper that Thar himself brought him to his final resting place in the thunderous sky.

THE DISCOVERY OF NEW LANDS

As the Company of the Setting Sun faded away, detailed maps of Tartarus were drawn. Explorers crawled all over the Domain and every nook was discovered. New jungles and people were discovered, as were new gods, including the viperous and bloodthirsty Q'Hat'Han, God of Blood. Q'Hat'Han is rumored to be an incarnation of Hathar himself, but no one but Librar can be sure of this. Either way, he is a minor god at best and caused little trouble for any pantheon.

Adventurers, scouts, and explorers rushed to discover the route to the mysterious land called Chiang Kai Tur. After five scant decades of searching, a small party called the Company of the Scimitar discovered the great Chi Wall. Delegations from several cities were sent, and many stories of horror and strange creatures and deities came back from behind this wall. Nevertheless, the last great discovery of the Domain was made.

THE REOPENING OF THE GORGE

Two centuries after the Dark Gorge had closed, strange earthquakes began to shake the land. Almost overnight, a dark and vast pit had opened where the center of the Dark Gorge had once been. Hovering in the middle of this fissure,

suspended by magic, were the ruins of Darkmere.

People of all sorts rushed to rebuild the City of Thieves, and in no time it had earned its reputation again. This time, however, the Gateway refused to build magical suspension bridges to connect the city to the land. The only way to Darkmere now is through magical skyships.

I do not claim to know how the Gorge reopened. I do know that the twisted machinations of Evitous were absent from the Domain for the previous two centuries, so I have no doubt he had the reserved power for such a feat. And the fact that a plague of cats has since plagued Darkmere makes me wonder about Miesha's involvement as well.

THE FORMATION OF EMPIRES

The land discovered and explored, this new century brought into power the rich city of Warhass Kom. Fat from its tolls and high taxes, it sent powerful war parties to each of the towns in its vicinity. The towns were given an edict – join the Empire of Kom or be burned to the ground.

All the towns chose the former.

Faced with an extraordinarily powerful foe, the Majestic Towns held many great meetings. From the gates of Shadowhold was announced the formation of the nation of the Majestic City-States. Days later, the southern cities declared the nation of Arcania.

Soon, the northern realm followed suit and became Nordenheim, Empire of the North. The western realm too conformed and their borders became known as The Kestrel. From the sands of the Sea of Dust came Aribis. Formerly thought only to be inhabited by simple nomads, the entire domain was shocked to find vast cities of god and step-pyramids devoted to ancient and unknown gods.

THE ARTIFACT RACE

Now that the Domain's nations were roughly equal in might, alliances began forming. Kom allied with Anibis, Arcania swore its friendship with the Majestic City-States. The rest became neutral, but would quickly make allies if the conditions pointed towards war. The Domain was at stalemate.

Then Arcania discovered a powerful artifact, the third volume of the Book of Lyrus, a tome that had inscribed in it all of the events of time. All of the empires realized that whichever held the most powerful artifacts could surely win any war.

Each empire hired mercenaries and adventurers to find great artifacts. Fortunately, artifacts are hard to come by and each empire has found few tangible items.

For one century now, a myth of a city known as Stormkeep, the sacred vault of artifacts from the God Wars, has

inspired many men and women to set out for the place. Thankfully, fate has kept it sealed from us mortals.

Though this period was mostly quiet, a brave woman known as Chalissa became the fourth mortal to achieve the Way of Heroes. She ascended into godhood and became Chalice, Lady of Justice. She quickly befriended Aragon, and though I cannot attest to the fact that they are lovers, I do know that they are inseparable friends.

THE WRATH OF THE ELEMENTAL LORDS

As mortals quieted down and contented themselves with mostly-futile artifact quests, the heavens began brewing. The nation of Aribis worships strange gods who they proclaim to be more ancient than even Ethos. Though this gods have yet to be seen by any of our own pantheon, Aribis' priests have wielded considerable powers. Perhaps this story will prove that these gods do still exist... in one form or another.

Perhaps the gods had grown bored of the Domain, or perhaps they sought to truly right some seen injustice. Hugan, Tempus, and Chalice brought the Elemental Brothers to trial for being "mischievous and destructive." The Elemental Brothers were forbidden to use their divine powers of the elements, and the powerful magic of Legerd threatened to enforce it.

A strange calm descended upon the Domain that day. The air was still, fires were gentle, and the cold winds of Nordenheim less biting. Peaceful it was, but also *unnatural*. It was this supernatural calmness, I surmise, that brought Chaos into the world. Also known in northern stories as "Ragnarok," he was an ancient god. Though our creation tales do not account for him, I imagine he was a short-lived entity that ruled over the world before being formed into the virtues.

The calmness brought his return.

He made dark pacts with the Elemental Lords, promising them power and revenge. They tested their new found powers on their father, Tempus. In a brilliantly short second, Tempus was destroyed by his own sons. Ragnarok grew stronger, planning to betray his newfound servants. Fortunately, before he could challenge the pantheon, the Elemental Lords, led by Flar, struck him down. The pantheon annulled the trial, and the Elemental Lords were allowed their normal sway over the world.

THE REBIRTH OF TEMPUS

The archon of Tempus was a wise entity. Realizing that Tempus was destroyed by the power of chaos, which cannot, as he argued with the Fates, destroy but only scatter

beyond recognition, he requested permission to find and rejoin the entity that was Tempus. The Fates ordered Librar to give him the location of Tempus' shards – crystalline objects scattered over the land after a god's fall. Librar, normally forbidden to know such powerful knowledge, gave the archon this information, and Tempus was reborn.

Great celebrations to all the elemental lords were held that year, and all of them grew more powerful, but perhaps slightly more reserved. Never again have the elemental lords wholly united, though the distaste between father and sons is still evident. In the Domain, priests of the Elemental Lords are forbidden to speak with the priests of Tempus and Thar.

KAELAN'S RETURN

The dark elf Kaelan, long-lived and humble, soon achieved the Way of Heroes shortly after the Year of the Elements. When he achieved the path, he was the honored High Lord of the Dark Elves. The Orb of Wisdom bestowed him the divine title Prince of the Dark Elves. Kaelan accepted, but with a surprising condition. The High Lord of the Dark Elves would be one and the same as the Prince of the Dark Elves. When he stepped down from the throne, his successor would not only be king, but also god.

This pact with the Orb was unknown to all gods of all pantheons. Soon, however, Kaelan's Pact would be well-known.

RISE OF THE PROPHETS

The destruction of Ragnarok caused strange effects in the world. When most gods die, their essence breaks into seven crystal shards that rain down on to the Domain. Their location is forbidden even to Librar. If the shards are recovered, so can the god be.

But Ragnarok's demise had a different effect. Only two shards were produced. One found its way into the hands of Mal Kempor, an infamous necromancer who performed his weird and dark experiments in his thorny tower near Tark's Toll in the territory of Warhass Kom. Even the local authorities left this sunken-eyed wizard alone.

The other fell into the farm of Deyd Nass. His daughter Jessimine, known as a kind and gentle woman, found the shard and wore it as a necklace for many weeks. The shard captured both of their souls and began feeding their mortal bodies with divine energy. Astonishing (and infuriating) the gods, these mortals walked in on a divine council meeting. Only the powers of Legerd, Ward, and Mangoth kept them tied to the Domain.

The shards of Ragnarok also began changing these mortals. I believe each shard was a piece of chaos, one good, the other evil. By odd coincidence, the pure shard wound up in the



hands of Mal Kempor, who begged forgiveness for his evil ways and began humbly recruiting disciples of purity and goodness. Jessimine, however, became a wyrm-tongued handmaiden of the purest evil. She lured men to their deaths and led a legion of Blackblood Knights to torture and pillage villages. The city of Hedgeburrow was stained in the blood of the thousands she rounded up and had executed for her pleasure.

Several mortals sprung up to defeat Jessimine, but her divine power proved too oppressive for even the mightiest heroes. Many heroes died in those days.

Seeing their champions destroyed, several gods tried to persuade Mal Kempor to take up arms against Jessimine. He refused, for his was a man of peace, not war. Still, the gods are a persistent bunch. They donated their own lifeforce to the gentle prophet, powering him with more divine power than Jessimine. Mal Kempor quietly used his abilities to strip Jessimine of her powers. Her shard was destroyed, and she became an unstable and insane mortal. She was knifed and killed by a rough drunk the next night in a tavern in Darkmere. Still, she has a fanatical cult to this day, who worship her as a god.

Seeing the might of Mal Kempor, the gods quickly turned on him, determined to destroy him. Kaelan argued vehemently against this, and stepped down from his throne as god in protest. Hugan offered him the protection of archon status.

What, exactly, proceeded is unknown to me. Librar has a short summary of these events in his great tomes. What is known is that Mal Kempor was stripped of his powers and returned, unharmed, back to the Domain.

Asteroth and Shedim had evil plans for the prophet, but the next month when they searched for him, there was no sign of him on the Domain. Even Librar could not find him. Mal Kempor was gone.

SCOURGE OF THE HERETICS

It was this time when my student, Mazarrian, made a curious error in judgement. His great researches discovered that Ethos had a home plane, which he dubbed the Celestial Circle. The only object Mazarrian's scrying devices detected in this unexplored and unknown divine plane were three talismans. The gods themselves were shocked at this discovery. They met in secret, away from the Three Fates to discuss the matter. Legerd and Chalice threatened any god who would gain entry. Ward used his most divine power to lock the Celestial Circle from any god.

Evitous, in all his mischief, easily found loopholes in Ward's protections. He sneaked into the plane and stole one of

the talismans for himself; he hid it in the Forgotten Falls. Eresus, disliking any edict from Legerd and Chalice found his own loophole. He hand-picked his finest beastlord warrior and provided him with the magical gates to gain entry into the plane. This mortal known as Shara stole the second talisman. It was hidden in Targe.

Shedim did the same, using a mortal death-enchanter Zale to gain entry into the Celestial Circle and steal the final talisman. It was hidden in Darkmere.

The theft of the talismans was immediately known to the Three Fates. For the first time since their existence – even since Ethos' existence – they showed an anger and fury that was not known. Their personalities became more distinct; their cadence with one another was off. Many gods feared that the Three Fates would destroy the entire pantheon without a moment's notice.

The gods, and my student Mazarrian, had inadvertently discovered the weakness of the Fates. These talismans were what remained of their mortal bodies – the mortals who had slain Ethos. Any god who held a talisman, and knew the name of the mortal, could effectively replace that Fate. Any god who had all three talismans and knew the names of all three Fates could become as powerful and unchecked as Ethos himself.

Fortunately, the Fates had allies that day. The ever-wise Omnos quickly located the tablets, and with the help of other gods returned them to the Fates. The Celestial Circle disappeared from existence and with it the talismans.

I'm sure the Fates won't let the talismans be discovered any time soon, for their names are now well-known: Korthos, Notius, and Azrad.

Still, no one dares speak those names allowed, for the Fates are quicker to anger than before.

ETHOS REMEMBERED

The gods began studying the Fates, intrigued that these beings had weaknesses despite their unimaginable power. They began searching for their origin, and discovered the story of Ethos, though none remembered it for themselves. In searching for this information, they discovered that Moloch's body was bound deep within Stygia, chained by divine irons.

Using considerable mortal resources, several gods managed to contact Moloch's spirit through his body. Moloch alone remembered Ethos, since he was banished and his essence forced into limbo before the three mortals slew Ethos. His spirit told what he knew.

Moloch begged for release, but the gods were unable to locate his shards, long dispersed in the Domain.

Several bold gods, including Shedim and Chalice

confronted the Three Fates with their deed. The Fates did not deny what they had done, and only warned that the same could have again... with disastrous consequences.

Fate's grip on the deities loosened that day.

THE AGE OF WEAKNESS

As the years passed, the pantheon noticed the Fates becoming weaker. They demonstrated their powers less often, and they rarely enforced their own will. Several whispered plans to seize power from the Fates, but only one had the ferocity to do so.

In a bold coup, Thar, King of Storms, seized the Fates' place in the heavens. No one knows whether the Fates chose not to confront Thar, or if they could not muster the power. In any case, they accepted their banishment from the heavens, and separately disappeared into the Domain. Before they left the heavens and vanished, they left Thar with an admonishment: "We do not deny what we have done, nor the possibility of our actions being duplicated... but we do not wish that Fate on any being."

Declaring himself King of the Gods, Thar set about to reshape the world and the heavens in his image. As many gods predicted, this ultimate power was not his to control, and each attempt addled his potent mind.

As the power of Thar grew, chaos swept the Domain. With a force not seen since the resurgence of the mighty Ragnarok, the very fabric of reality became unstable. Two figures emerged on the Astral Plane. These cloaked strangers caused a ripple of uncertainty throughout the pantheon, as they resembled two of the former Fates. Whereas before they had been united in the persona of Fate, these new beings were individuals with emotions, feelings, and the powers of greater gods. The second fate, the weaver, was nowhere to be found.

Others were drawn to the chaos. Bruggin, Sitter of the Mines, made yet another trek to the pantheon of the Humans. He blamed the Elemental Lords for this new tempest on the Domain, and put them on trial. A bitter dispute proved little, but was the precursor to many of the same. The Realm of Hukan, Mighty-King, was congested with the bickering and squabbling of much of the pantheon, but their opposing views could not hope to be reconciled. Had things been calmer, perhaps they would have noticed a conspicuous absence.

Under the cloak of dissent, Mangoth, High Lord of Evil, advised by the forked tongue of the wicked Asteroth gathered his allies. Perhaps the gods were too enamored with Asteroth's new shapely female form that they forgot her vileness. I have yet to see this shapely form myself, though I hear Asteroth developed it for years just to make mortal men quake.

The newly formed Bane Pantheon sought to destroy the Domain. They laid in secret, and put their dark plot forward. Zarathos spread horrible visions of doom throughout its human denizens. Nulfangle fought with his good-natured brother Meistre to accent the gloom. Drago, Dragon Prince of Lies, drawn by the chaos to the land of the Humans, catalyzed the dissention among the Gods. All the while, Shedim, the last arm of the Black Triangle, conducted the orchestra of Strife.

Soon, another lost soul appeared. Kaelen, former Deity of the Dark Elves, was spotted on the Domain. After thousands of years of seclusion, the prince desired to return to immortality, as a recent journey into the Wolfwood had once again shown him a glimpse of the Orb of Wisdom. He traveled to the Heavens on the wings of noble Arkitan.

Unknown to the gods, hidden on him was the legendary sword of Xanthen, the Godslayer, which he retrieved from the sealed Tomb That Even Gods May Not Enter. Kaelan was immediately sought out by a multitude of gods and Archons.

THE RETURN OF THE BLACK TRIANGLE

As Kaelan once again familiarized himself with the Pantheon, the Lord of Illusion sought to use him in his own plans. He impersonated Kaelen, and impregnated the Archon of Acherus. With the Shards of the long-dead Acherus, along with a dark ceremony and journey to the underworld, this vessel provided a passage back for the dead God, who appeared whole again, though weak.

Angered that he had been impersonated, Kaelen traveled to the Underworld to free Moloch, hoping he could use the god's power to take revenge. Instead, he ended up freeing Moloch with the very sword that slew him.

As soon as it became known that Moloch had resurfaced, Kaelen became the target of vicious attacks. With the help of both Evitous and Meistre, Kaelen remained hidden. All the while, a great quest for the missing Fate had ensued.

The missing Fate was found and both Moloch and Acherus regained their divine status. To this day, Kaelen, once again Prince of the Dark Elves, has never spoken of his ordeal. He has since retreated back to the Elven Pantheon.

For a time, Order seemed to be returning to the realm...

THAR'S REVENGE

Thar appeared on the Domain in a final attempt to reshape it in his own image. The sheer power that he wielded would have caused Ethos himself to blush. In an awesome

display of raw power, his brothers joined forces to save the people from the now completely insane King of the Gods. Mustering every bit of their power, the Elemental Lords encased Thar deep within the very world he wished to rule. For a time, the Domain knew peace.

That time was brief.

THE TRIANGLE UNLEASHED

Twenty five years later, Mangoth challenged the heavens. His Bane Pantheon had grown in strength with the additions of Acherus and Moloch. The Black Triangle was once again whole, and the Domain was to know true terror. The Gods of Evil sundered the world. Plagues, locusts, rivers of blood, and death tormented the populace. The rest of the Pantheon scrambled to mount a defense, but in vain. It was too late for the tortured Domain. Many men died, women and children were not spared. The Bane Pantheon showed no mercy.

In a final act of defiance, the Elemental Lords and Bruggin, Sitter of the Mines, unveiled a mighty weapon that they had poured their divine energies into -- the Bane of Destiny. Vale wielded this sword, modeled in the likeness of the blade of Xanthen. In one sweeping motion, Vale slew Mangoth and banished him into limbo. Asteroth managed to grab hold of a shard of Mangoth's soul as it fragmented, the other nine falling to the Domain.

The curses of Asteroth boomed loudly through the heavens as his shard slipped from his grasp... for Fate decrees only mortals may keep such treasures, and the Shard slipped from his grasp.

Surely Vale considered the power he held in his hand, but wisdom prevailed and he led the gods into accepting the Fates back. United once more, the Fates resumed their role. They took the Bane of Destiny Sword and hid it in the Domain.

It remains a mystery whether these Fates are altered from their previous incarnations. Certainly, several Laws have changed in the pantheon. No other event demonstrates this better than Lissas, who revealed she had birthed a child fathered by one of the Fates during his fall. Inexplicably, upon the child's birth, the daughter fell from the heavens and disappeared into the Domain. Even Librar has yet to determine her abilities, her status, or even her whereabouts.

THE FUTURE

What holds the future? I think that perhaps only Omnos knows.

I am an old man, and my eyes have seen much these past years. The Domain has been quiet lately, but I ask how long that will last.

Perhaps Omnos knows.

BEYOND MORTALS: EPIC HEROES

The magic of the Mystic Domain allows some mortals to advance beyond the status of hero, and take on the title Epic Hero.

Epic Heroes are demi-gods, and, like archons, have access to the full range of Attributes, and even a single Arcana. Their semi-divine status grants them immortality, if not some degree of invulnerability.

One god may not create an Epic Hero; it takes one Pentacle from one-fifth of the attending gods (minimum 5) to elevate a normal hero to this new role. While Epic Heroes spend most of their time in the Domain, many learn to travel the planes and visit the gods.

Epic Heroes may make good roles for players in especially large games of *Divus Ex*.

LAW OF THE DOMAIN

The Mystic Domain uses the standard *Divus Ex* rules. Gods have individual home planes, and rarely visit the world itself; they must expend a Wand or Wand (Reversed) to visit the world.

DEATH OF THE DIVINE

When a god is slain in the Domain, he immediately goes to Limbo, his soul floating without thought for eternity. Limbo lies below the caverns of Stygia... mortals have even visited this place and witnessed the dead gods' great, lifeless bodies.

But something else also happens when a god is destroyed. His divine power shatters into Shards, which fall to the Domain. Only mortals can hold Shards, and only Heroes can use them. If all the Shards are gathered by a Hero (usually equal to the number of Chalice held by the god), and the Hero brings them to the god's lifeless corpse, the god can return to life, weakened, with only 4 Attribute points.

THE WAY OF HEROES

Heroes may ascend to godhood in the Mystic Domain, but this takes great skill and fortune. Only heroes who find the Orb of Wisdom, the artifact that created the universe, will be given a great quest to achieve this status. While the location of the Orb is known -- in the Hall of Heroes in Wolfwood -- the Fates have decreed that it can never be found intentionally. Of the mortals that have achieved this quest, none have sought it.

GODS OF THE DOMAIN

There are 37 major human gods of the Mystic Domain, each vying for power. At the beginning of play, the players may choose which god they will roleplay. Optionally, the Fate-Decider may assign certain players to play certain gods, or simply determine it randomly.

PANTHEON PRIMA: THE HUMANS



ÆRINAR, LORD OF THE WINDS

Ærinar is the God of Air. He makes his home in a giant castle in the clouds of his whirling home plane. His temper is somewhat of a mystery to the other gods. Sometimes he is calm and serene, other times he is wrathful. Ærinar's symbol is that of a whirlwind, and his sacred colors are blue and white. Ærinar bears ill towards his brother, the God of the Earth, Lorthang, and while they have worked more closely recently,

Ærinar hasn't forgiven him for some ancient slight. His home plane is the Cloud Kingdoms; his sacred day is December 22.

Arcana: The Tower (Reversed); Temperance (Reversed).

ACHERUS, LORD OF AGONY

Recently back from Limbo, Acherus is an ancient and evil god of Pain and Agony. He revels in chaos and hurt, and all gods watch him with a wary eye, for he thrives on destroying their plans. Along with Shedim and Moloch, he forms the Black Triangle. His symbol is a shattered black triangle, and his Holy Day is October 11. His Plane is called the Shattered Realm.

Special: To represent his weakened status, Acherus starts with -2 Attribute points.

Arcana: The Chariot (Reversed); The Lovers (Reversed).

ARAGON, PROTECTOR OF QUESTS

Aragon was the fourth mortal to achieve the sacred Way of Heroes, a difficult path that once completed, gives the mortal the gift of immortality. He is now the patron of quests, determination, and perseverance. His sacred colors are white for innocence, green for nature, blue for honor, red for courage, and silver for justice. He typically allies himself with Ward, Sylvas, and Chalice. His sacred day is November 11, the day that he ascended to godhood. His symbol is a bright blue and green star atop a dark mountain, with a red background, the symbol of his last quest as a mortal — the defeat of the evil vampire Ravenwing. His home plane is called the Mountains of 1,000 Adventures.

Arcana: The World; Hermit (Reversed).

ARKITAN, THE WANDERING GOD

Arkitan is the God of Travel. He protects nomads and wanderers from harm along the many roads of the Domain. His sacred color is brown, and his holy day is July 10, the Day of the High Road. Arkitan seldom acts directly in the world, although his avatars frequent the roads quite a bit. His symbol is that of a road that extends forever into the horizon. His home plane is called the Trails of Forever.

Arcana: The Chariot; Chariot (Reversed).

Special Planar Ability: Gods must walk for what feels like seven years to enter Arkitan's plane. To reflect this excruciating task, deities must wait 7 minutes at the gates of the Trails of Forever before entering.

ASTEROTH, KING OF SKULLS

Asteroth is the God of the Dead and Deceased. He is thoroughly evil, and enjoys condemning both souls and mortals, but very passive in his ways, and mostly enjoys working alone. He never uses all of his power outright -- he is a god that understands subtlety -- but rather likes to sneak up on his foes and surprise them. His sacred colors are black and red, and his symbol is a cracked skull. His sacred day is on October 31. His home plane is called the Charnel of Souls, though he also has the ability to enter the Underworld and hand-pick souls to send them to different planes.

Arcana: Death; The Last Judgement.

BANDI, LADY OF RAPTURE

Bandi is the ultimate goddess of pleasure, happiness, joy, and even ecstasy. She is a benevolent and beautiful goddess. Indeed, many of her fellow deities can barely stand her constant and singular obsession with pleasure, though the ones that she has taken as lovers can happily dismiss this point. Her archons travel the Domain, blessing people with health, children, and happiness. Her symbol is a starburst, and her sacred colors are blue and yellow. Her holy day is on April 3 and on September 3, the Day of Joy and the Day of Ecstasy respectively. Her home plane is called the Realm of Rapture.

Arcana: The High Priestess; The Empress.

CHALICE, LADY OF JUSTICE

Chalice is the fifth and most recent mortal to have achieved the Way of Heroes, and she stands as the Goddess of Honor and Justice. She defends those with honor viciously, and she frequently allies herself with Ward and Aragon. She is also a fair goddess, and gives favoritism only to those that deserve it. Of all the gods, she is the most human, and understands mortal problems better than most. Her sacred color is silver, the color of her eyes, and her symbol is a half-full silver chalice, representing fairness and equality. Her high holy day is on January 25. Her home plane is called the Silver Keep.

Arcana: Justice; The Hanged Man.

DYTRISS, LADY OF THE HARVEST

Dytriss is a good goddess, always peaceful and always willing to help those that need it. Many times, she even helps evil ones when they are in need. She is the Goddess of Food, Farms, and Feasts. Her sacred colors are tan and green, and her holy day is August 20, the Day of Feasting. Her symbol is that of a sheaf of corn. Her home plane is called the Fields of Abundance; she keeps her plane open to most gods, as many enjoy the quiet calm of the warm harvest fields.

Arcana: The Sun; The High Priestess.

ERESUS, THE WILD LORD

Eresus is the God of the Untamed Wilderness, as well as the wild animals that live within its bounds. He is a ferocious god — fair but fierce — the other gods compare him to the lions and tigers of which he is master. His sacred color is dark green, and his symbol is that of a leaping tiger. Eresus was the third mortal to achieve the Way of Heroes and achieve godhood. His home plane is called the Wild Jungle. He has no particular holy day, though once a year he has a wild celebration in the spring.

Arcana: The Hermit; Strength.

EVITOUS, MASTER OF ILLUSION

Evitous is the God of Illusion and Deceit. Some say he is the secret patron of politicians and diplomats. He has no symbol, and no sacred colors. Indeed, his Holy Day even changes, although he can only have one a year. He is not necessarily an evil god, although he typically befriends Nulfangle, the God of Misfortune, and thrives in mischief and confusion. He is known to disappear from the Pantheon for years at a time. He spends much of his time plotting against Chalice, Lady of Justice. His home plane is called the World of Shadows.

Arcana: Justice (Reversed); The Moon (Reversed).

FLAR, KING OF FLAME

Flar is the Mystic Domain's God of Fire. He is very powerful, able to create burning infernos and tornadoes of fire. He is a fierce and unpredictable god. Only his temper rages more than his fires. His sacred color is crimson. His symbol is a burning flame, and his holy day is August 15. Flar absolutely hates the other elemental gods, and though he's worked with them a few times in the past, he blames them for his failures. His home plane is called the Inferno.

Arcana: Temperance (Reversed); Tower (Reversed).



FROTHEN, LORD OF THE ICE

Frothen is God of Cold and Ice. He is not as chaotic as his brother, Flar; the years have calmed his fury. Frothen firmly believes the Elemental Gods should unite and act as a powerful divine bloc. To other gods, however, and like his sphere of power, Frothen is cold and icy, helping them only if he deems it absolutely necessary. Frothen's colors are blue and white, and his symbol is a swirl of frost. His holy day is January 15, the Night of Frost. His home plane is called the Snow Citadel.

Arcana: The Chariot (Reversed); The Tower.

HUGAN, MIGHTY-KING

Hugan is the God of Strength, the god of the steppe and plains barbarians. He is a bold deity, very courageous, impulsive, and headstrong. It is not uncommon to see Hugan aligning the gods and acting as a chief diplomat among them; his gregariousness is only matched by his brute strength. His sacred color is dark brown, and his symbol is a great axe. His holy day, the Day of Might, is on September 10. His home plane is the Hills of Might.

Arcana: Strength; The Emperor.



JESSA, MISTRESS OF HUNTING

Jessa is the Goddess of Hunting and Sport. She is a fair goddess, devoted to swift victory in all things. Her skill with the bow cannot be challenged. She is fascinated by divine combat, and often pushes deities emotionally towards physical conflict to solve their problems. There is no doubt that Jessa is in love with Kyr, as she is always quick to defend his actions and plan great tests of the mortal world together with him. Her colors are green and silver, and her symbol is the bow and arrow. Her high holy day is May 30. Her home plane is called the Hunt Grounds.

Artifact: Jessa's Bow

Arcana: The Empress (Reversed); Temperance.

KYR, LORD OF BATTLE

Kyr is the God of War and Combat. He is ferocious and powerful; he loves battle more than anything else, and will commonly pick fights just for that thrill. His constant companion is Jessa, and they test each other's skill constantly. Recently, the Fates gave the stewardship of the Divine Armies to Vale, Lord of Courage; Kyr resents this, and has turned a cold shoulder to his former ally. His sacred color is red, and his symbol is a bloody sword. His holy day is on October 10, the Day of War. His home plane is named the Steppes of Battle.

Arcana: Strength; Temperance (Reversed).

LISSAS, LADY OF SONG

Lissas is the Goddess of Music and Bards. She is peaceful, content to hear the songs and stories of her followers. She is a companion and good friend of Bandi; the two are known among other deities as spreaders of gossip. Her symbol is a harp, and her sacred color is orange. Her holy day is May 10. Her home plane is called the Domain of Storytelling Wonder.

Arcana: The Star; The Hierophant.

LEGERD, MISTRESS OF MAGIC

Legerd is the Goddess of Magic and the Supernatural. She is a powerful goddess, and many wizards and magi are devoted to her. Her personality is as hard to grasp as her arcane magic, though she follows Hukan's example, as she respects his leadership and sees herself as his wiser alter-ego. Her sacred colors are silver and navy blue, and her symbol is a shaded eight-pointed star. Her holy day, the Night of Magic, is on April 3. Her home plane is called the Towers of High Sorcery.

Artifact: The Scales of Magic

Arcana: The Magician; The Magician (Reversed).

LIBRAR, THE FINDER OF KNOWLEDGE

Librar is the God of Knowledge and Books. He is the most knowledgeable of all gods, although not necessarily the wisest. His libraries contain vast stores of information, and he does his best to memorize all of it. His sacred colors are tan and black, and his holy day is on June 15. His symbol is an ancient and opened book. His home plane is named the Great Tome Library.

Artifact: The Great Index.

Arcana: The Hierophant; The Last Judgement (Reversed).

LORTHANG, EARTH-KING

Lorthang is the mighty God of the Earth and of Mountains. He is worshipped by many dwarves and gnomes in the Domain, and has strong alliances with the Dwarven pantheon. Lorthang is strong and powerful, but also slow. More than anything else, he loves to craft objects from the earth — metal and jeweled artifacts. Lorthang's sacred day is on November 18, and his colors are brown and black. His symbol is a tall mountain covered in lightning. He dislikes the other elemental gods. His home plane is aptly named the Great Mountain.

Arcana: The Tower; The Hermit.

LUNARA, MOON MAIDEN

Lunara is the Goddess of the Moon. She is the most beautiful goddess, and was the second one to achieve the Way of Heroes and attain immortality. She protects the good and helps the innocent. Recently she has become emotionally detached; no deity know why, and her Archon is keeping quiet. She always battles with Evitous, for he is the patron of darkness and deceit. Her symbol is a crescent moon, and her colors are yellow and navy blue. Her holy day is on November 30. Her home plane is called the Mountains of the Moon.

Arcana: The Moon; The Moon (Reversed).

MANGOTH, HIGH LORD OF EVIL

Mangoth holds the standard that the other evil gods strive to achieve. He is the ultimate lord of evil, sadistic, crafty, and brutal. His motives are only to cause suffering and confusion; he refuses to ally with the Black Triangle, purely to vex them. His symbol is the solid black triangle, and his sacred color is black. His high holy day is November 25. His home plane is called the Stygian Abyss.

Arcana: The Devil; The Sun (Reversed).

MIESHA, PRINCESS OF CATS

Miesha is the Goddess of Stealth and Thievery. She is very clever and sly, much like her cat servants. No god can ever figure out her alien motivations, as they are too complicated and byzantine to truly understand. She enjoys toying with Ravaan, and trapping him in his own riddles. Her symbol is a cat claw, and her colors are gray and black. Her sacred day is on September 1. Her home plane is called the Den of Darkness.

Arcana: The Moon (Reversed); The Empress (Reversed).

MISTRE, LORD OF LUCK

Mistre is the God of Luck and Fortune. He is a pleasant god, always smiling upon his followers. He is, however, a random god, and cannot always be counted upon. He is close friends with Arkitan, though his good nature makes him an ally to many gods. Though he claims he does not despise his twin brother, Nulfangle, he works to stop his brother's dark plans every hour of the day. His colors are green and white, and his symbol is that of a clover. His holy day is on March 19. His home plane is called the Field of Clovers.

Arcana: The Wheel of Fortune; The Fool.

MOLOCH, GOD OF THE UNDERWORLD

Far below the caverns in the Domain lies the Underworld, the place where all souls live, unless they are deemed worthy enough and a god picks them to live on his own home plane. Moloch is king of this place, though he currently inhabits Shedim's home plane until he has the strength to reconquer it; the souls of the dead have banded together to thwart Moloch's return to the Underworld. Moloch plans to cause them much eternal pain when he finally returns. Moloch is the third arm of the Black Triangle, and his wicked preoccupation with increasing the power of his realm makes him dangerous. He does not particularly like Asteroth, who he thinks is a soul thief who has no right to enter his Underworld.

Special: Moloch's underworld is currently guarded by a legion of the dead, who will not allow any god admittance until their grievances are heard. Treat them as an Archon with 5 Swords, 1 Wand, 1 Pentacle, and 5 Chalice. They cannot leave the Underworld, and gain 1 Attribute point each year.

Special: To represent his weakened state since returning from Limbo, Moloch starts with -3 Attribute points.

Arcana: The Hanged Man; The Hermit (Reversed).

NULFANGLE, OVERSEER OF MISFORTUNE

Mistre is the God of Misfortune, the mirror to his twin brother Mistre. Many times, he is a pleasant god — despite the misfortune he brings — although he has been known to curse many of his own followers with bad luck just for his amusement! Like his brother, he is a random god, and cannot never be truly counted upon. His color is dark purple, and his symbol is a cloud covering the sun. His holy day is on September 19. His home plane is called the Plane of Misfortune.

Arcana: The Wheel of Fortune (Reversed); Strength (Reversed).

OMNOS, DREAM-LORD

Omnos is the dark-skinned God of Dreams and Prophecy. He is a neutral deity, balanced between pleasant dreams and terrible nightmares, though he will always make it known that he personally prefers the former. His colors are silver and violet, and his symbol contains three triangles — one for dreams of happiness, one for nightmares, and one for dreams of prophecy. His holy day is on February 9. His home plane is called the Clouds of Dreams.

Arcana: The World (Reversed); The Hierophant.

RAVAAN, LORD OF BIRDS

Ravaan is the immortal enemy of Miesha, the Goddess of Thievery and Cats. Ravaan himself is the God of Alertness, Vision, and Birds. His thinking and demeanor, however, is as alien and strange as Miesha's. He loves mysteries and riddles, and enjoys testing other gods with convoluted puzzles of his own making. His symbol is a raven, and his colors are black and yellow. His holy day is July 9. His home plane is called the Ethereal Tree.

Arcana: Justice; The Hanged Man.

SOLUS, PRINCE OF THE SUN

Solus is the God of Light and the Sun. He is the brother of Lunara, and was the first mortal to achieve immortality through the Way of Heroes. He is well-liked by many in the Domain, and considered a symbol of goodness and strength. He is not an especially smart god, though he understands issues of right and wrong well enough. His colors are yellow and gold, and he symbol is a bright sun. His holy day is August 15. His home plane is named the Fiery Lands of Light.

Artifact: Sun Cloak.

Arcana: The Sun; Death (Reversed).

SHEDIM, MASTER OF STRIFE

Shedim is the second arm of the Black Triangle, the core of evil gods that strive to overthrow Mangoth. Truthfully, Shedim would have loved for Mangoth to ally with them, but Mangoth resisted every bribe and gesture, so Shedim is happy to see him out of the way for a time. Shedim is the God of Chaos and Conflict. His symbol is a great red eye in a black triangle, and his colors are black and red. His holy day is on November 8. His home plane is named Pandemonium.

Arcana: The Lovers (Reversed); The Sun (Reversed).

SYLVA, MOTHER OF NATURE

Sylva is the Goddess of Nature, more of plants than animals (which is Eresus' domain). She allies herself with Dytriss and Aragon frequently. She is worshipped by many, especially nymphs and nature priests. She is a gentle goddess, and supports Huga and Legerd in most matters. Her color is a light green, and her symbol is an oak tree. She has two holy days — March 21 and September 21 — the equinoxes, though she draws power only from the first. Her home plane is the Great Forest.

Arcana: Temperance; Death (Reversed).

TEMPUS, ELEMENTAL KING

Tempus is the God of the Sky, Weather, and King and Father of the Elements. He settles all disputes between the five Elemental Lords using his powerful Crown of Elements, something that has irritated his sons frequently. Tempus can stop blizzards, showers of comets, rampaging forest fires, and hurricanes. He is totally neutral though — it is hard to obtain his favor. His symbol is a storm, and his color is blue. His holy day is on April 22. His home plane is called the Storm of Elements.

Artifact: Crown of Elements

Arcana: Temperance (Reversed); The Emperor (Reversed).

THAR, PRINCE OF STORMS

Thar is the son of Tempus, and Prince of the Elements. His mother is unknown, though many whisper that it is Legerd or Lunara (perhaps unwillingly in that case...). Thar is the God of Thunder, Storms, and Ferocity. He is a newcomer in the world of immortality, and he is friends with both Huga and Kyr. His Elemental half-brothers dislike his arrogance, and he cares little for them. He is the patron of the northern barbarians, and his symbol is the lightning warpick. His sacred colors are white and brown. His holy day is January 10. He shares his home plane with his father, Tempus, the Storm of Elements.

Arcana: Strength; The Tower (Reversed).

TRAMEATOR, PRINCESS OF AWE

Trameator is the stunning Goddess of Beauty and Love. She is not, surprisingly the most beautiful goddess in the pantheon; that honor goes to Lunara, though few gods would dare point out that Lunara's human origin gives her a light in her eyes that even Trameator cannot match. Regardless, Trameator is far better at using her beauty to get her way. She is dedicated to promoting beauty in the world, which usually associates her with the gods of goodness. Her symbol is a sparkling diamond, and her sacred color is indigo. Her holy day is May 1. Her home plane is named the Twin Paradises.

Arcana: The Lovers; The Lovers (Reversed).

VALE, LORD OF COURAGE

Vale is the God of Bravery and Courage; he aids all those who show strength and fortitude in the face of danger. Recently, Vale was given the Standard of the Immortals by the Fates; this artifact makes him general of the divine armies, with the power to conjure otherworldly soldiers to defend the Pantheon. Kyr took this gift as a slight to himself, and the two, once allies, have fallen into a cold relationship. Vale is also well-known for his impulsiveness. His symbol is a striped shield, and his colors are red and orange. His holy day is June 10. His home plane is called the Red Fields.

Artifact: Standard of Immortals.

Arcana: Temperance; The Star (Reversed).

WARD, THE DEFENDER

Ward is the God of Defense and Protection. He aids only those that truly need his help; mortals and deities alike see him as cold and distant. Nonetheless, he abhors the Black Triangle and any evil god who would thrive on the suffering of others. His colors are blue and gray, and his symbol is that of a gateway. His sacred holiday is July 19, the Day of Defense. His home plane is called the Iron Keep.

Artifact: The Hammer of the Planes

Arcana: The Tower; The World (Reversed).

WISLATH, OCEAN-KING

Wislath is the God of Water, the Sea, and the Oceans. In ancient times, he was the scourge of sailors, though recently he has taken a liking to brave men who dare his seas, and now thinks of himself as their protector. This quirk of his annoys the other Elemental Lords, as they think he is leaning more towards “good” than chaos. Wislath cares little. His symbol is a trident striking the ocean, and his sacred colors are dark and light blue. His holy day is April 5. His home plane is named the Seven Seas.

Artifact: The Trident of Seas

Arcana: The Tower (Reversed); Temperance (Reversed).

XARASOS, LORD OF THE DOOMED

Xarasos is the God of the Doomed, those mortals and gods destined to die. Like his mortal worshipers, he too has died, many times over, and this incarnation is very new to the pantheon of the Domain. Because of his inexperience (in this incarnation), he has not fully developed into the wise, grim and passive God of the Doomed that other gods have long grown accustomed to. His younger version is headstrong and vengeful, and, like his predecessors, far above such concepts of Good and Evil. His sacred colors are silver and black, and his symbol is a lone horizontal silver line on a black background.

Some whisper that Xarasos has a twin brother known as Errothos, accidentally created during the summoning of Ragnarok; surely, if this were true, the former Xarasos would have locked him in an iron box deep within his Kingdom, never to be found, even by his reincarnated version. In any case, no sign of Errothos has been seen since those dark days. Those who claim to have met him say that he shares the same Arcana as his brother.

Xarasos’ holy day is December 31. His home plane is called the Kingdom of Blackness.

Arcana: Death and the Hermit.

THE DEAD GODS

These gods currently float in Limbo, their shards scattered somewhere in the Domain. There is a rumor that only 36 gods can exist in the human pantheon... gods may fall soon, and some of these may replace them.

MANGOTH, HIGH LORD OF EVIL

Mangoth used to hold the standard that the other evil gods strove to achieve. He was the ultimate lord of evil, sadistic, crafty, and brutal. His motives were only to cause suffering and confusion; he refused to ally with the Black Triangle, purely to vex them, which led to his fall. His symbol is the solid black triangle, and his sacred color is black. His high holy day is November 25. His home plane is called the Stygian Abyss.

Arcana: The Devil; The Sun (Reversed).

RAGNAROK, THE DESTROYER

This god’s carcass is monstrous, easily a million times as big as the other gods’. No one knows his true name or his exact origin; many say he is from an ancient pantheon of gods that the prime deities of the Mystic Domain used to worship.

Ragnarok has no known Arcana. In life, however, he had 100 Attribute points!

THALLO, THE CASTLE KING

Thallo’s body has been in limbo for as long as some gods can remember. Even Librar has a hard time remembering his personality, or why Tempus slew him all those centuries ago. Thallo was the patron of Castles and Fortresses, and good friend to Ward and Ethos. His symbol is an iron gate, and his Holy Day is on March 19, still the traditional day for castle construction to begin. His home plane is the Great Quarry, atop which his palace sits.

Arcana: Strength; The Tower.

PANTHEON SECUNDUS: THE ELVES

All Elven deities use ordinary Chalices. They are not affected by other pantheon's Emperor Arcana.

ABERON, SCRIBE OF THE ELVES

Aberon is lord of the long histories of the Elves. He is both a scribe and historian, a messenger and guide. He is always depicted as an old, old Elf. He is a blunt old god, rarely saying more than need by said. Lately, as Elven fates intertwine with human lives, he spends more time with the human pantheon, whom he treats with distant respect. His holy day is April 2, and his symbol is a intricate elven rune.

Artifact: Elven Glyphs

Arcana: The Magician; Temperence.

ELUSIVITY, FAE OF THE NIGHT

Elusivity is the fair goddess of the Elven night, of faeries, pixies, and whispers. She is depicted wearing flowing, purple robes, and usually has gray skin and green eyes. Elusivity is a quiet goddess and prefers her own company, though she and Lunara have become friends recently after some unspoken tragic event. She stays out of the affairs of the humans and instead manages the intricate politics of the fae world, though she is loyal to Aberon and has, on occasion, aided him in matters outside the Elven pantheon. Her symbol is a shadowy cloak. Her holy day is June 13, and her plane is the Fae Shadow Woods.

Arcana: The Moon (Reversed); The Star (Reversed).

RORI, THE PROTECTOR OF ELVES

Rori, sometimes a male, sometimes a female, is the deity charged with protecting the Elven race. Rori is portrayed being a master magician, who controls magic in one hand, and wields a brambled staff in the other. Elves do not pray to Rori unless they think their very lives are in danger. His symbol is the Elven Rune of Life. His holy day is September 16, and his home plane is the Throne of the World.

Arcana: The Moon; The Hierophant.

SHARI-LAYNOR, PRINCESS OF NAKED BEAUTY

Shari-Laynor is the Goddess of Natural Beauty. She delights in natural formations of beauty, such as flowers, glades, and mountain views, as well as creatures of splendor. She is a strong willed goddess, and the human pantheon tires her quickly. She especially finds Trameator artificial and distasteful. Her holy day is May 9, and her symbol is a fawn. Her plane is the Light Gardens.

Arcana: The Lovers; The Hermit.

PANTHEON SECUNDUS: THE DWARVES

All Dwarven deities use Chalices (Reversed). They are not affected by any other pantheon's Emperor Arcana.

BRUGGAN, SITTER OF THE MINES

Bruggan is the Lord of the Mines. He guides his Dwarves to dig deep tunnels into high mountains, and bring back great treasures of gold and silver. He often enjoys observing the human pantheon and reporting back to his Dwarven brethren. He dislikes the human elemental deities — he sees them as destructive and unintelligent, though he enjoys spending time with Lorthang, whom he sees as a retarded little brother. He is extremely protective of his home plane, the Labyrinthine Mountains. His holy day is June 19, and his symbol is an anvil in a brown mountain.

Arcana: The Tower (Reversed); The Chariot (Reversed).

DORVOL, THE IRON LORD

Dorvol is the Dwarven God of Iron, as well as other metals. He is a weaponsmith, an artificer, and a lover of tools and ingenuity. He is very clever, and other Dwarven gods look to him to solve all manner of problems. His symbol is a hammer, and his home plane is the Great Forges. His holy day is on October 1, the Feast of Craftsman.

Arcana: Strength; The Hierophant (Reversed).

LOGG, LORD OF STRUCTURE

Logg is the Dwarven God of Structure, Monuments, and Architecture. He is a god of order and creation; "Destroyers Exist Only To Be Destroyed" is written on the gateway to his home plane, the Marble Palace. He enjoys competition between Dwarves and Humans, and rewards both when they impress him with their achievements. His symbol is a half-built fortress, and his holy day is May 23.

Artifact: The Great Plans

Arcana: The Tower; The Hanged Man (Reversed).

SPRIGGAN, BRAVE GUARDIAN OF THE BLACK GATE

Spriggan is the Dwarven God of the Underworld, the protector of the souls of brave Dwarves, and condemner of Dwarves who are cowardly. He separates everyone in his mind as either brave or cowardly, and judges them appropriately. He occasionally shares methods of punishment with Asteroth, but rarely interferes with the human pantheon unless Dwarven interests are at hand. His holy day is November 13, the Judgement of Dwarves, and his plane is the Black Caverns.

Arcana: The Last Judgement; The World (Reversed).

PANTHEON SECUNDUS: THE DRAGONS

All Dragon deities use Chalices (Reversed). They are not affected by other pantheon's Emperor Arcana. Dragon gods receive only one Arcana, though they receive +7 Attribute points to reflect their great, ancient strength.

DRAGO, DRAGON PRINCE OF LIES

Drago is of the reclusive Dragon Pantheon, and only his love of deceit and lies bring him into contact with the Pantheons of Mortals — a favorite plaything for the physically strong, though Arcana-weak Dragon Pantheon. Drago is a great black and red striped wyrm, and his deep voice inspires chilling fear in even other gods. His symbol are two wyrms wrapped around each other. His home plane is the Burning Lair, and his holy day is November 3.

Arcana: Justice (Reversed)

WYRM, DRAGON PRINCE OF POISON

Wyrms, recently banished from his own pantheon for 101 years, has associated himself with mortal gods. His realm is Murder, Poison, Torture, and Swamps. Wyrms is a great olive and black snake-dragon. His symbol is a snake wrapped around a teardrop, and his home plane is called the Doom Marshes.

Arcana: Death.

PANTHEON SECUNDUS: THE OUTER PANTHEON

The Outer Pantheon is the name given to the lesser gods worshipped by the savages found in the western part of the domain. Only one such god has formally announced his presence to the human deities:

Q'HAT'TAN, BLOOD FATHER

Rumored to have been a mortal who found some other way to ascend to godhood, Q'hat'tan is a powerful and influential god of the western jungles. Blood is his domain, and he is a passionate, crazed god that revels in both life and death. Gods fear his irrationality, though Q'hat'tan has yet to use his power directly against any of the mortal gods. His symbol is a bloody feather, and his plane is called the Crimson Sand Temple. His holy day is on July 9.

Arcana: Death; Death (Reversed).

PANTHEON SECUNDUS: THE DARK ELVES

All Dark Elf deities use Chalices (Reversed). They are not affected by other pantheon's Emperor Arcana. The Dark Elf pantheon is a mysterious lot... even many of their names are not known to the human pantheon.

KAELAN, PRINCE OF THE DARK ELVES

Kaelan is an enigma. He is both mortal and god, similar to Pharaoh in Egypt. He is able to travel the planes freely, consulting with the elusive, Machiavellian Dark Elf pantheon, as well as lead his people below. As a long-lived Elf, no one is sure what would happen to him should he actually die. Kaelan is a quiet, brooding god, constantly split between his love for the people of his Domain and his duty to the gods. His symbol is the silhouette of a Dark Elf. He has no home plane, and no Archon; his festival day is October 19.

Arcana: The High Priestess; Justice (Reversed).

MAELAN, GUIDER OF GHOSTS

Maelan is patron to Spirits, Ghosts, Wisps, and Prophecy. He spends a great majority of his time studying the dead. He enjoys scholarly pursuits, long conversations with the deceased, and has a huge knowledge of funerary rites. Like all Dark Elf gods, his motivations are complex, and no one knows why these things interest him... except maybe Asteroth. His Archon is Molizz. His symbol is a shrouded Dark Elf mummy, and his plane is known as the Empty Cathedral. His holy day is October 1.

Arcana: The Last Judgement; The Magician (Reversed).

PANTHEON SECUNDUS: THE GIANTS

All Giant deities use Chalices. They are not affected by other pantheon's Emperor Arcana. Most of the Giant pantheon was destroyed years ago, shortly after the Giant Wars. A few remain, and they tend to keep to themselves.

FAFFI, GIANT FATHER

Faffi is a boisterous and bearded giant god, pleasant to be around, and full of mirth and joy. In ancient days, he was the Giant God of War, but shortly after the great wars, he cast off that mantle and became God of Festivals, Gifts, and Celebration. His symbol is a bearded face, and his home plane is known as the Castle in the Clouds. His holy day is January 17.

Arcana: Strength; The Devil (Reversed).

ARTIFACTS OF THE DOMAIN

CROWN OF ELEMENTS

This is the heavy iron crown of Tempus, which gives him power over his sons, the Elemental Lords.

Type: Personal/Special.

Game Effect: The wielder of the Crown has double Wands against the five Elemental Lords (Frothen, Lorthang, Flar, Aerinarr, and Wislath).

Cost: 6.

THE GREAT INDEX

This massive tome catalogs the entire contents of Librar's great library.

Type: Personal.

Game Effect: Allows an additional use of the Hierophant Arcana each session.

Cost: 3.

HAMMER OF THE PLANES

This is Ward's great hammer, with which he uses to keep order in the councils of the gods. He has never lent his Hammer to anyone; he considers it a sacred.

Type: Personal.

Game Effect: +1 Sword; Strength Arcana.

Cost: 8.

THE LOUNGING ARCHON

This massive ivory statue, the size of a small castle, lies in the western plains of the Domain.

Type: Planar (only works on the mortal world).

Game Effect: Any Archon who has spent a full year with this statue may affect a higher god with his Arcana... once. After that use has been expended, the Lounging Archon cannot affect that Archon again.

Cost: 5.

JESSA'S BOW

This great bow, made from a ram's horn, shoots forth blinding arrows of moonbeam.

Type: Personal.

Game Effect: +1 Sword, +1 Wands.

Cost: 2.

THE SCALES OF MAGIC

These golden scales are usually kept in the Domain, where they balance the chaos and order of magic. They are currently located in the ruined city of Mythingdom.

Type: Planar.

Game Effect: If tipped or brought to a god's plane, a magical Tempest is created. All mortal heroes have a 50% chance of dying in the chaos, and all gods lose one Arcana (picked randomly) until the Scales are set right again.

Cost: 15.

THE STANDARD OF IMMORTALS

This is kyr's standard, which he can hold high to summon a divine army of lesser archons from each plane to fight for him.

Type: Planar.

Game Effect: Summons an army of Archons that does the bearer's bidding. Consider them a single Archon with 10 Swords, 5 Wands, 3 Pentacles, and 10 Chalices.

Cost: 28.

SUN CLOAK

This cloak, given to Solus by the elven gods, is woven with the light of the sun and the feathers of the phoenix. It is his most prized possession.

Type: Personal.

Game Effect: +1 Wands.

Cost: 1.

TRIDENT OF THE SEAS

This is Wislath's great weapon, which he seized from the corpse of the Giant God of Ocean Storms.

Type: Personal.

Game Effect: Once per session, grants the wielder a free Sword to use as Ravage, as long as the destruction comes from the oceans.

Cost: 1.

