

Millennia

A game for 2+ players about the creation, the myths, the History and the stories of a world.

You will need a big sheet of paper, some crayons and about 10d6 by player.

Written by a mysterious anonymous, another mysterious anonymous and me

How do you make a world? We do not always remember it but a world is created by titans and shaped by the actions of gods, heroes and men.

*The purpose of **Millennia** is to create a fantasy setting with your fellow players and play out thousands of years of myths, histories and conflicts in that setting. It's a collective creation but there will be conflicts between the players and wars between their characters.*

The game is played in five ages. In the age of **Creation**, all players will take the role of a titan. Collaboratively they will tell a story about how their actions lead to the creation of the game world and they will draw a map of it.

The following three ages, **Myth**, **Legend** and **History**, involve taking turns to play through the events of the ages of this world. In each age the players will play a different role but they will always have had a great impact to the world through their characters.

In **Myth** they will be gods, roaming the world and reshaping it.

In **Legend** they will be heroes, trying to put their mark on the world and to be remembered by History.

In **History** they will be rulers, not powerful in themselves but leaders of many men.

In the last Age, **Memory**, we will zoom on a small group of characters whose actions will not have a world-changing impact but will nonetheless be important. This last age could be an opportunity to continue to play in the world created during a game of **Millennia**. Maybe you will want to keep these characters and this world you created together and continue their story with another game (may I suggest **The Pool** by James V. West?).

1) Creation (The Age of titans)

At the beginnings of time there were only titans, primordial beings who were there when there was nothing else. The world was created out of their actions and on their remains.

During the age of Creation, the players will collaboratively narrate a story about the creation of the world. It must also be a story about titans, gigantic creatures who were there before everything else. They are simple creatures with simple thoughts, love, hate, jealousy... But their feelings are powerful and they will cause the birth of a world.

Characters creation (the titans)

You do not need to write anything about your character. What you need to state about your character you will tell the other players. The titans weren't that complicated, complexity did not exist at the time (actually time did not exist at the time but I digress).

When the game begins, the players will take turns describing their characters. Keep it simple, we need only to know their names and to have a short physical description. When everybody described their character, take another round to state the feeling of your titan about one or two other characters. Maybe he loves the character of the player on your right but is afraid of the character of the player on your left.

How the world began

Now you will all narrate together the events that led to the creation of the world. Take a big sheet of paper (maybe by reuniting four sheets of the A4 format) and put it on the table. It is a map of your world. Now it is blank but the actions of the titans will create elements of the landscape. Maybe the body of one of the titans will become a desert. Maybe the tears of another one will generate an ocean. Maybe one titan will create the world by modeling the void and turning it into a solid ground.

You do not need to take turns narrating the story but if you want to add something you will have to wait for a moment of silence. Don't interrupt each other but don't talk for too long. It is about creating a world together, bouncing on each other ideas. There will probably be conflicts between the characters but there should not be conflicts between the players (not until the age of Myth).

You will have to accept the inputs from your fellow players, the story can only go forward, not back. You can describe your titan having interactions with another one but you must wait for its player to describe the effect of your action. For example you can say that your character pushes another one on the mountains but you cannot say that your character pushes another one on the mountains AND impales him which results in his death. The player of the other titan can decide that after you have pushed him, he is impaled on the mountain and killed. You don't have to protect your character at all cost. Don't hesitate to make him lose conflicts if it is interesting for the overall story.

The story from the age of Titans ends when no one has anything to add. You must have described how the world was created and you must have some elements of landscape added to the map. Don't fill up your map too much, you'll want a lot of blank space left.

Remember to be polite when drawing on the map: support what the other players have done rather than undermining or destroying it, and don't use it as an excuse to simply impose your own vision all over the place. At the end of the age the players will have to decide together of the name of the world they invented. If they do not have an idea about it yet they can wait for the end of the following age.

Examples of events causing the birth of the world (or creating elements of the landscape)

- A titan is killed and its body becomes a continent
- A titan is killed and its bones create a chain of mountains
- The mind of a titan is so strong that it causes the world to appear out of nowhere
- The titans are actually travelers from beyond the stars and they use their tools to create the world
- A star is smashed upon the head of a titan because of a lovers quarrel
- A titan offers the remains of other worlds to seduce another one

Examples of basic natural terrain

- Rolling hills, grasslands
- Mountains, cliffs, fjords
- Swamp, jungle
- Desert of sand, desert of ice, desert of dust
- Archipelago in the sea, island continent
- Forest

2) Myth (The Age of gods)

The descendents of the titans were the gods. They roamed the earth fighting each other, creating and destroying entire civilisations, effortlessly doing miracles.

During the age of Myth, the players will still narrate a story together but there will sometimes be conflicts between them. They will create and play the gods, descendents of the titans whose actions will shape the world and its inhabitants.

Characters creation (the gods and goddesses)

The only gods who will be remembered by the mythes are the ones played by the players. You are the most important beings of the age of Gods. Each of you is stronger than a thousand men.

You are the descendent of the titan that you were playing during the age of Titans. Decide what is exactly your link. Maybe your god is a golem that was created by the titan, maybe you are his daughter, maybe you are born from a body part of the titan, a tooth, a hair, a severed finger...

Decide of the name of your god. Choose the domain of your character, it is an element of the world your character have power upon.

For example your character could be Teru, god of animals, son of Ralys the lying titan. He can talk and command to the animals and transform into one of them.

Or she could be Prishom, goddess of war, appeared in the nightmares of the titans, able to create army out of thin air and to convince every man or woman to become a murderer. Everyone.

You don't need to describe the physical shape of your god. A god does not have a tangible form, he can change its appearance as easily as you can change your clothes. More easily perhaps. You are never forced to describe its look even during the scenes.

Take some notes about your character and describe it to the other players. After that take turns to choose relationships between your characters and the others. It is time to decide of the feelings that your god has for one or two other player characters. The gods' feeling can be more complex than the titans' but it is still a good idea to have strong feelings.

Maybe that other god is your best friend since you were born. Maybe you hate his guts. Don't tell us that he is just alright.

At the beginning of the age each player has 10 **Action Point** materialized by a d6 (if you don't have 10d6 by players you can use tokens or just take note on the characters' sheets).

The battle of gods

The gods have a lot of powers and their actions will shape the world. The players will take turns choosing a move, an action from his character which will have an impact on the world. Each action costs an **Action Point**.

If no one opposes your action you succeed automatically. If another god wants to oppose the action he can spend an **Action Point**. All the other gods can choose to spend an **Action Point** to help one of the two sides (they can decide to keep their **Action Point**).

When everyone has decided if they wanted to take side or not we roll the dice from each side. Every even result is a success, we sum the successes from each side. The players from the winning side –the one with the bigger number of successes– describe the result of the action and its consequences for the world. If each side has the same number of successes every players involved in the conflict can describe the outcome of the action.

The *Fight another god* action is an exception. The player whose god is attacked is forced to spend an **Action Point** to defend himself. The players from the winning side decide what happen to their opponants but it is the non involved

players who describe the consequences of the fight for the world (if everyone is involved then everyone can describe something).

When two (or more) gods fight each other there are often consequences on the landscape. City are destroyed, terrains are transformed into deserts, mountains are created...keep tracks of these changes on the map.

The age of Gods ends when a player has lost all his action points. Its god lose all its influence on the world. If the players didn't find a proper name for their world during the age of Creation they can decide of a name at the end of the age of Myth.

The moves

A. Introduce a New Society

Add a new society to the map, initially as a small community living close to a source of shelter and sustenance. Describe how your character created it. Give it a name.

B. Add Buildings and Wonders

Add one of the following within or adjacent to an existing community. Describe how your character is helping creating it :

- A city
- A floating building or city
- A monument or tomb a temple a statue
- Preparations and instruments of war
- A Legendary people or a race of monsters.

C. Destroy a building or a wonder

Describe how your character tries to destroy it.

D. Destroy a community

Describe how your character try to destroy it. If he succeed tell us what is left of the society.

- Nothing
- Exodus (the community is driven out, forced into another area.)
- Only remains of their homes
- Only one family (names its members)
- Imperialism (the community is now occupied by members of another)

E. Create a supernatural disaster

- River, lake, or ocean waters rise in a particular area, due to heavy storms
or rivers and lakes dry, and islands rise from the receding sea
- Mountains crumble or the land cracks from major earthquakes
or new mountains are formed by earthquakes or volcanic action
- A race of monsters emerges from their lairs and attack communities,
or a single huge monster emerges from it's lair and attacks communities
- The climate shifts, bringing intense cold or heat, or destroying a key resource
or wild plant or fungus growth spreads, creating a vast forest
- Mystic planar energy teleports a major feature to a distant part of the map
or wild magic transforms a major feature into something different
- A great plague sweeps across several adjacent communities, killing many
or a meteor strike creates a huge crater, and a dust that blocks out the sun

If you are not stopped tell us about the consequences of the disaster.

F. Fighting another god

Tell us what you try to do, the attacked player will tell us how he reacts. He will have to spend an action point. You can't kill a god or even harm him but you can humiliate him (and force him to spend his action points).

Fights between gods are spectaculars and tend to have consequences on the landscapes.

3) Legend (The Age of heroes)

After the gods came the heroes. They were born humans but rose upon their peers. The age that came was the last time when individuals had the power to change the world alone.

During the age of Heroes, the players will tell the stories of heroes. They will fight and try to change the world with their own hands. Unlike the gods they will suffer while fighting and they will maybe be forgotten.

Character creation (the heroes)

Your character is a human but is also more than just a human. He has a link with the god that you played during the age of gods. Maybe you are one of his descendents, maybe you were there during one of his fights and you absorbed a part of his powers. Maybe you made a pact with him. Maybe you are inspired by him.

If your character was the god who finished the age of gods with the most **Action Point** your hero gains two **Miracles Points** (in case of equality no one wins).

If your character was the god who lost all its **Action Point** during the age of gods your hero does not gains any **Miracles points**.

Else your hero gains a single **Miracle Point**.

Choose a name for your character. Describe him. How do you fight? What is it with your character that makes him above the rest?

Take some notes about your character and describe it to the other players. If you want you can take turns to choose relationships between your characters and the others. You don't have to. You can be a lone hero if you want.

You will have to decide of your quest. What do you want to accomplish? It must be a world-changing goal. Creating a city, building a giant statue in your honor (you don't have to be modest), bringing magic powers to the humans...

The goals of the quests can be contradictory between the characters.

What are the obstacles that you will meet in front of you?

You will begin the age of Heroes with 10 Action Points --materialized by a d6-- and 5 **Obstacles Points**. If you don't manage to reduce your **Obstacles Points** to zero before your **Action Points** your hero will be forgotten by History.

The quests

The heroes are above average humans but they will still have to fight if they want to achieve their goals. The players will take turns trying to overcome the obstacles their heroes face. When it is your turn you must ask another player to set a scene where your hero faces one of the obstacles.

You will then describe how you try to fight back and spend one of your **Action Point**. The other players can decide to help or to hinder your character at a cost of one **Action Point** (or to do nothing which is free).

When everyone has decided if they wanted to take side we roll the dice. Every even result is a success, we sum the successes of the main heroes and the other ones who tried to help him and we subtract the successess from those who tried to hinder the main hero.

If there is at least one success left, the player describes the outcome of the action and reduce the **Obstacles Points** by 1.

If there is no success the other players get to describe the failure of your character. You don't reduce the number of **Obstacles Points**.

When you have already decide to spend an **Action Point**, you can also spend a **Miracle Point** and rolling two dice instead of one. You must describe how your hero is helped by your god from the age of Gods. The god can intervene directly if you want: the gods have not completely abandoned the earth during the age of Heroes.

The end of a quest

A quest ends when there are no more **Obstacles Point** or when the hero lost all his **Action Points**.

If the player manage to reduce the **Obstacles Points** to zero his character will be remembered by History. He can describe how the quest end. If he lost his last **Action Point** during the same action, the player must describe the sacrifice of his character.

If the player lost all his **Action Point** before his **Obstacles Points** his character will not be remembered by the futur generations. The player must stay silent while the other players describe the end of his quest.

The age of Gods ends when all the heroes have reached a conclusion for their quests.

4) History (The Age of rulers)

The heroes were the last humans able to change the world by themselves. After them came the rulers, leaders of nations, sovereigns of kingdoms, emperesses and emperors. They had the ressources to change the world, their subjects, their citizens, their cities, their armies. It was also an age of war between the societies.

During the age of History, the players will tell the stories of entiere societies. They will take the role of rulers, leaders of men who are maybe the only forces that matter in a world abandonned by its gods and without heroes.

Characters creation (the rulers)

Your character is the leader of a society. Decide of what is your society (you cannot choose the same society than another player) and what is its political regime. Are you an elected president? A tyrannical empress?

Examples of characters

- First elected president of your world
- The power behind the throne. No one knows you but the king is your puppet
- A tyrannical emperor/empress
- The humanist son of a bloodthirsty king/queen
- The leader of a sect, prophet of the ancient goddess
- The chief of the merchants guild. No one bows before you but everyone knows how dangerous you are

Choose a name for your character. Describe him.

Take some notes about your character and your society, describe them to the other players. Take turns to choose relationships between your characters and the others. You have to choose a relationship with at least two other players' characters.

Examples of relationships

- Commercial allies
- You have been at war for two thousands years

- Your two kingdoms are at war but you are childhood friends
- Military Allies
- Allies since the wedding between your brothers
- Allies to fight against the dragons invasion

Each player will begin the age of Rulers with 10 Action Points --materialized by 10d6 if you are rich enough to have 10d6 by player-- and 2 Society Points reflecting the ability that your society has to resist wars.

A tale of several societies

The rulers are leaders of many and that gave them the power to reshape the world. The players will take turns choosing a move, an action from their characters which will have an impact on the world. Each action costs an **Action Point**.

If no one opposes the action it succeeds automatically. If another ruler wants to oppose the action he can spend an **Action Point**. All the other rulers can choose to spend an **Action Point** to help one of the two sides (they can decide to keep their **Action Point**).

When everyone has decided if they wanted to take side or not we roll the dice from each side. Every even result is a success, we sum the successes from each side. The players from the winning side -the side with the most successes-- describe the result of the action and its consequences for the world. If each side has the same number of successes every players involved in the conflict can describe the outcome of the action.

The age of Gods ends when a player lost all his **Action Point** or all his society points. If it's the latter his society is destroyed.

A. Introduce a New Clan

Explain how and why you are trying to attract that clan to your society.

Add a clan to one of the locations owned by your community, probably a city. Modern people are mostly human. Choose a visible outward sign that distinguishes this clan from other humans, and reflects some aspect of their legendary ancestors.

- Wealth and political power
- Ties to the ancient world
- A terrible secret
- Tragedy, persecution
- Nomadic lifestyle
- Explorers and adventurers

B. Begin the creation of a new city

Explain what your character is doing to ensure that the city will be created. Even if your action succeeds, it will not be finished until the end of the age of History.

C. Add a Revolutionary Wonder

Explain what your character is doing to ensure that the city will be created

- A system of travel within cities *or* a system of communication
- A system of travel between cities *or* a system of medicine
- A new way to wage war *or* a new way to police cities
- A way to live in previously inaccessible areas *or* a new source of energy
- Improve an existing wonder *or* make an existing wonder widely accessible
- Discover a lost secret of the Ancients

D. Expand a Society

Explain what your character is doing to ensure that the city will expand. If you succeed you gain one Society Point.

E. Make War

Choose the society of another player. Explain what your character is doing to lead his army and attack. You can also play the negotiations between all the rulers (set a scene if you want/need to).

The attacked ruler is forced to spend at least one **Action Point** to defend itself. He can spend as many **Action Point** as he wants (you can only spend one).

If your attack is a success your enemy --and everyone who supported him-- lose one **Society Point**.

If your attack is not a success you -- and everyone who supported you-- lose one **Society Point**.

If the two sides have the same number of success everyone involved lose one **Society Point**.

A destroyed society

When someone manages to destroy another Society we roll a d6 to find out what will be the only thing from this society that won't be lost.

1. Their buildings *or* artifacts
2. Their language and stories
3. Their domesticated beasts *or* *their rituals*
4. Their bloodlines *or* their roads and waypoints
5. A way to their new, hidden home
6. A few scattered, isolated survivors *or* a way of contacting them

5) Memory (The Age of men)

During the age of men we will zoom on a group of characters whose lives may not be remarkable in the grand scheme of things but are nevertheless important.

For the last age of the game, you will also zoom on a single location. It can be a neighborhood in a big city or a small village. It can be a caravan travelling through the world. Decide it together before creating your characters.

The first player is the player who have kept the most **Action Points** from the age of rulers. In case of equality chose the player who is the most eager to become the first player!

Characters creation (the men and women)

Introduce your character to the others players. What is her name? What does she look like? What is her personality? She must also have some link with an element already introduced during the game.

Examples of elements

- A refugee from a society destroyed during the age of men
- A descendent from a leader (played by a player during the age of Rulers)
- A kid who believes he is a descendent from a Legendary hero or monster
- Empowered by Mythic beings, magic, or artifacts

Discuss with the player on your left. You have to create a relationship between your characters. Of course the character on your right will want to have a chat with you too.

Examples of relationships

- Parent and child *or* teacher and student
- Siblings *or* betrothed
- Friends *or* rivals
- Professional and client *or* master and servant
- New partners *or* ex-partners
- Enemies *or* sharing a secret

The last story

In the last part of the game, the players will take turns narrating the stories happening to their characters. At every turn they will choose between two options *Introducing a Plot* or *Starting a Scene*.

A. Introducing a Plot.

- Steal something. It is still missing.
or search for something. It is still missing.
- Attack someone. The battle is still ongoing.
or someone escapes. They are still at large
- Discover something. It is still a mystery
- Fall in love. It is still undeclared.
or protect someone. They are still in danger
- Receive a prophesy. It is still unclear.
or a powerful ruler is dead. Their succession is still in question
- Invent something. It is still unique

B. Starting a Scene.

Who is there? What is happening? What is in question or at stake? Choose at least one existing character to be part of the scene, although you may also create and name new characters as needed for the scene. Choose which character you will play. The other players may choose or create characters to play, or may take the role of the narrator / crowd / environment. Roleplay the scene. Do not resolve ongoing plots, although you may reveal more information about a plot. If anything is gained, it should come at a cost.

The last player must *Introduce a Plot*. The game ends when all characters are involved in an unresolved plot.

Inspirations

- *How to Host a Dungeon* by Tony Dowler
- *The Quiet Year* by Avery Mcdaldno
- *Heavy is the Head* by Simon Carryer
- *Downfall* by Caroline Hobbs
- *Microscope* by Ben Robbins
- *Fiasco* by Jason Morningstar
- *In a Wicked Age* by Vincent Baker
- *Sundered Land* by Vincent Baker
- *Lost in the Rain* by Vivien Feasson
- playing too many video games

An afterword for my co-creators and my readers

When I received the second draft of *Millennia* I discovered an already complete and playable game. But of course the *Threeforged Contest* is about adding words and stuff. To do that I had to change the premises of the game. The second version was about collaborative storytelling and having a macro point of view on the world, I made the third version about competitive storytelling and looking at the world through the eyes of beings who had the powers to change the world.

I hope my co-creators will like it and still think about this third version as “their game” (“our game”)! I also cannot wait to

read the first draft of the game.

To my readers I want to say that you can find another playable game if you download the second draft. You will also probably find a game with less grammatical errors than in mine, english is not my native language and I hope that my text was not too painful to read.

To all: I hope you will have fun playing the game, our game!