

# Titanomachy

Sing, O muse, of the gods themselves. Bold Zeus and silent Hades; kind Demeter and stern Hera. Lords of earth, sea, sky, and underworld. Sing of their feuds and their liaisons! Their loves and lusts and hates. The great beasts they have slain, the arrogant mortals they have humbled, the lovers they seduced, the oracles to which they told their secrets! Sing to us of their bodies, sculpted in marble, ideals we strive to approach, but always fall short.

No. Sing to me of the gods as they really are.

In myth, the gods are just like us, men and women, drawn at a grand scale and given overwhelming powers. That is how we choose to remember them. This is not a game about those memories. This is a game about what really happened.

The gods were born as specks of dust.

## **Introduction**

A god is a divine mote, a fragment of a dream escaped into the waking world. When a god is born, it is a pip of light no larger than a fingernail. The gods draw their strength from human worship and belief. If enough people believe in a god, it will grow – both in size and in strength – until it is a power worthy of myth and scripture.

This game tells the “real” story behind Greek myth.

In myth, Uranus, the sky, and Gaea, the earth, had three groups of offspring. Uranus was pleased with the first, the handsome titans, but he despised his younger children: the one-eyed Cyclopes, and the hundred-handed Hekatonchires. Uranus sealed them beneath the earth, in Tartarus. Gaea was horrified, and persuaded her titan children to overthrow their father and free their siblings. The youngest titan, Cronus, defeated Uranus and castrated him with a sickle. By this act, Cronus took his father's place as ruler of the world – but he refused to free the Cyclopes or Hekatonchires. Furious, Gaea warned Cronus that his own children would overthrow him, just as he overthrew Uranus. Cronus had six children with his sister Rhea: Hera, Hestia, and Demeter, Hades, Poseidon, and Zeus. To ensure they could not threaten him, Cronus devoured his own offspring. But Rhea tricked Cronus. He swallowed a stone instead of his youngest son, Zeus, who Rhea raised in secret. Zeus, in turn, forced Cronus to vomit up his brothers and sisters. Zeus and his siblings – the gods – freed the Cyclopes and Hekatonchires, went to war against the titans, and were eventually victorious. The gods sealed the titans in Tartarus and became the new rulers of the world. Their war was called the Titanomachy.

This much of that tale is true: Around 1200 BC, the Mycenaean civilization collapsed, beginning the Greek Dark Ages. Cities and palaces were abandoned, much knowledge was lost, and Greek society reverted to the level of small villages. In the centuries that followed, much of the classical world came under the influence of a generation of gods called the Titans. The strongest titan, remembered as Cronus, created six lesser godlings. He intended to devour them to increase his own power. Something went wrong, however, and the six escaped. What happened next is up to you.

In Titanomachy, one player acts as the GM, describing the world, the actions of mortals, titans, and other beings. The GM also adjudicates the growth of worship and the use of divine power according to the rules laid out in subsequent sections. The other players each take on the role of one of the gods – the six godlings spawned by Cronus. Together you will follow the gods as they flee or hide from the titans; as they seek out worshippers to gain strength; and perhaps, as they fight back against their creator.

### **To Be A God**

In some ways, a newborn god is much like a newborn child. It knows little of the world. It moves slowly, has difficulty communicating, and does not yet possess a strong sense of identity. Even more so than a newborn child, however, a newborn god is a fast learner. It has formidable intelligence and powers of perception. After a few hours of listening, it understands any mortal language. By observing the people and places around them, infant gods quickly develop individual personalities and become adept at using their limited abilities to manipulate the world around them. Instinctively, they understand that mortal worship is the only way for them to grow stronger.

A god is defined by its powers. Using a power is the only way for a god to affect the world. A god without powers is simply a blind, helpless, immobile intellect. It is visible only to other gods, and can only communicate with another god that is touching it. Fortunately, each god is born with a number of powers. The starting powers are summarized here – the full details appear in the power catalog further in.

- **Manifestation** gives a god a form – initially a mote of bright light the size of a fingernail. This form can be switched on and off.
- **Force** lets a god move objects – initially only small ones.
- **Indestructability** protects a god from the dangers of the mortal world.
- **Movement** allows a god to move in any direction – initially quite slowly.
- **Perception** allows a god to be aware of anything happening around it.

Beyond its powers, the other defining feature of a god is its worship – the strength it receives from mortal prayer and devotion. The more worship a god has, the more powers it has. Some powers become stronger with more worship as well.

### **Devotion and Scale**

Although there is a popular notion that the gods grant strength to their favored mortals, the truth is precisely the reverse. Gods thrive on worship. The prayer of each acolyte is like a narrow tributary. When enough flow together, the god becomes a rushing river of faith, will, and desire, capable of sweeping away all obstacles.

The people of this era are polytheists. They see the world as alive with gods and spirits who personify ideals, customs, and natural forces. A person may pray to all gods they know equally, or they may consider one god their patron (or the patron of their family or community), to be exalted above all others. Either way, only a fool enters a god’s domain without paying his respects.

In game terms, a human can provide a god with one of two kinds of worship: **prayer** or **devotion**. **Prayer** means that the human worships that god alongside one or more other gods. **Devotion** means that the human dedicates herself to that god in particular above all others. Each human who prays to a god gives that god one point of worship. Each human devoted to a god gives five points of worship (needless to say, an individual can offer prayer or devotion, but not both at the same time).

Newborn gods begin with zero worship. Worship is denominated in levels. **Each time a god reaches a new level of worship, it may choose two new powers from the power catalog!** This is the primary means of acquiring new powers.

<b>Level</b>	<b>Worship Points</b>	<b>Story Scale</b>
0	0	Individual
1	5	Individual
2	20	Family
3	40	Family
4	80	Community
5	320	Community
6	640	Region
7	1,280	Region
8	2,560	People
9	5,120	People

After 9<sup>th</sup> level, continue doubling worship points to reach new levels and gain new powers.

Gaining the first few worshippers is a major struggle for a newborn god. The gods may encounter mortals incidentally, or they may seek them out specifically. When the gods observe mortals, the GM should assign each mortal in the scene a name and a need. The GM shouldn't try to keep those needs a secret. Instead, she should enthusiastically reveal them. Try to frame scenes to highlight the needs of one or more mortals. If a mortal needs love, show them wooing or pining away for their beloved. If a mortal needs prosperity, show them struggling to get by. If a mortal needs revenge, show them brooding or demanding justice from authorities. There should always be some obstacle that prevents the mortal from getting what they want by themselves.

#### *Sample Mortal Needs*

- Love (or lust)
- Prosperity
- Food or drink
- Shelter
- Health
- Safety
- Justice (or revenge)
- Status
- Purpose

The people of the Aegean are pragmatic. If a god shows itself to a mortal and helps her fulfill her need, she will likely begin praying to it. But this is not the only way to gain worship. Mortals worship some gods out of fear of their wrath, not gratitude for their bounty. And in many stories, gods win the worship of mortals by teaching them that their needs were not as important as they once seemed.

After an interaction between a mortal and a god, *if the god demonstrated its presence to the mortal* (this is key!), the god's player may roll to see if the mortal becomes a worshipper. The god player gathers dice for as many of the following conditions that he meets:

- One die if the god communicated with the mortal in her own language.
- One die if the mortal witnessed a miracle.
- Two dice if the god gave the mortal cause to know fear.
- Two dice if the god caused a major change in the mortal's life situation
- Three dice if the god fulfilled a mortal's need
- Three dice if the god showed the mortal that her need was unnecessary or unimportant.
- Three dice if the god saved the mortal's life from what seemed like certain death.

The god player then rolls the dice, and looks at the highest result. If the highest result is a 3 or less, the mortal does not believe that he met a god, confuses the god

with another deity he already worships, or otherwise decides not to become a worshipper. If the highest result is a 4 or a 5, the mortal begins praying regularly to the god (+1 worship). If the highest result is a 6, the mortal becomes devoted to the god (+5 worship). If the roll contained additional 6s beyond the first, the god's player can spend them (one for one) to cause other mortals who are aware of the god and witnessed the chain of events leading to the roll to offer prayer (+1 worship each).

The god can try again with the same mortal in search of a better result, but only if he fulfills an additional one of the bulleted conditions above. For example, if a god showed a mortal a miracle and rolled a 1, he could roll again after causing a major change in the mortal's life situation – and he would roll three dice the second time, one for the miracle, plus two for the change.

Certain situations, if deftly handled by the god, may simultaneously enable worship rolls for multiple individuals.

Each god should keep a written list with the names of his devotees.

### Scale

Once any of the player-controlled gods reaches level 2 (20 devotion), the scale and granularity of the game shifts. Instead of focusing on individual people and their problems, scenes where the gods seek the worship of mortals instead focus on *families*. These can be as small as a childless couple, or as big as a clan with an old patriarch (or matriarch), his children and grandchildren. The GM should treat these families similar to how she treated the individuals. Each family has a need and an obstacle that prevents them from fulfilling that need.

To gain worship from a family, the god gathers dice as above (just replace each instance of the word "mortal" with "family" in the conditions). If the highest die is a three or less, the family is not converted. If the highest die is a four or five, the family begins praying to the god (+1 worship for each person in the family). If the highest die is a six, the family offers prayer and one member of the family becomes devoted (+5 for devotee, +1 for each additional family member). Extra sixes can be spent to make additional family members devoted. If there are sixes left over after the whole family is made devoted, they can be spent (one for one) to make non-family-members who witnessed events give prayer.

Only one devotee from a given family should be added to a god's list. Pick the most interesting character.

Once any of the player-controlled gods reaches level 4, the scale shifts up again, to whole communities. A community consists of 50-250 individuals. Communities have bigger problems, but the structure (need, obstacle, gathering dice, rolling) is the same as before. 1-3 means no effect. 4-5 means the community offers prayer (+1

worship per member), 6 means that the community offers prayer and one family becomes devoted (+20 worship for the family, +1 for each additional community member). Additional sixes can be spent (one for one) to make additional families devoted.

At the community scale (and any higher scale), three additional dice conditions are added:

- One die if a prophet is present in the community
- Two dice if a tribute is built in the community
- Three dice if the if the god visibly casts out or defeats the community's previous chief god

Prophets and tributes will be described in the next section.

Only one person from each devoted family should be added to the list of devotees.

Once a player-controlled god reaches level 6, the scale shifts up to regions. A region consists of 5-10 small communities or 1-2 larger ones (750- 1,500 individuals). Role-play, gather dice and roll as before. 1-3 means no effect. 4-5 means the region offers prayer (+1 worship per member). A 6 means that the region offers prayer and one community becomes devoted (+750 worship, +1 worship per additional inhabitant). Additional sixes can be spent (one for one) to make additional communities devoted.

Only one person from each devoted community should be added to the list of devotees.

Finally, when a player-controlled god reaches level 8, the scale shifts up to peoples. Peoples are spread over several regions, and represent 2,000-4,000 individuals. Role-play, gather dice, and roll as before. 1-3 means no effect. 4-5 means the people offer prayer (+1 worship per person). A 6 means that the people offer prayer and one region becomes devoted (+6,000 worship, +1 worship per additional person). Additional sixes can be spent (one for one) to make additional regions devoted.

Only one person from each devoted region should be added to the list of devotees.

### Tributes, Prophets, and Heroes

Some individuals will offer a god more than devotion – they will offer up everything they have. Remember that list of devotees each god is keeping? Here is where it becomes important.

When a god attains 4<sup>th</sup> level, and at each level thereafter, a god can assign devotees from the list to make tribute or to become a prophet or a hero (these occupations

are mutually exclusive). Once a devotee has been assigned, cross her name off the list.

A prophet (to be distinguished from an ordinary priest of the sort that will inevitably rise up as a god's worship spreads) is particularly attuned to the god, and works to spread its worship. The prophet might be an oracle who teaches mysteries, a high priest who organizes worshippers, or an orator who inspires conversions.

The rules effect of a prophet are as follows:

- A prophet in a community, region, or people adds one die to conversion rolls.
- The god can always hear the prophet's prayers, no matter where the prophet is. In response to the prophet's prayers, the god can use any of its powers as if it were present at the prophet's location.

Devotees can also create tribute. A tribute is something permanent, a symbol of the god's glory. Temples, monuments, sculptures, paintings, and even annual games or epic poems can be tributes. For each devotee assigned to create a tribute, roll 1d6. Set aside all but the highest die. On a 4 or a 5, a tribute is created that grants worship equal to  $1/5^{\text{th}}$  of what the god needs to reach the next level. On a 6, the tribute becomes a vessel of divinity. The god may select a new power. If that tribute is ever destroyed, the god loses access to that power (as well as losing the tribute's worship). The time to build a tribute is abstracted away – either it was under construction prior to the tribute roll, or it provides its benefits even as it is being made.

Finally, devotees can become heroes. Heroes have the power to slay powerful monsters called Great Beasts (discussed later on). For each hero assigned to battle a Great Beast, roll 1d6. Look at the highest die. If it is a 4+, the beast is slain. Now, for each 6 rolled, one of your heroes survived the battle. That hero now gets +1 to her die roll in her next battle with a Great Beast.

Keep a list of prophets, heroes, and successfully built tributes.

## **Losing Worship**

When individuals, families, communities, regions, or peoples are destroyed or convinced to worship another god, the previous god worshipped loses their devotion. This may cause the losing god to go down a level or lose powers. A god must defend its worshippers!

In addition to other gods and mortals, worshippers may be threatened by Great Beasts. A Great Beast is a monster born from the union of a god and a mortal. Great beasts have the Indestructible power, along with one other god power chosen by the GM. Some Great Beasts serve gods; others are free agents. Their motives and intelligence vary, though many seek to cause destruction and ruin. A god cannot slay

a Great Beast (though creative use of powers can contain them). Only a hero can kill a Great Beast.

## **Power Catalog**

At last, the moment you've been waiting for: the big ol' list of powers.

### **Starting Powers**

#### **Manifestation:**

- A god can create a physical form that acts as the center of their being.
- The form appears as a bright light. It is intangible.
- When manifestation is switched off, the god is simply a point in space with no physical form.
- At 0<sup>th</sup> level, the form is the size of a fingernail. At higher levels, the form fills  $x^2$  cubic feet, where  $x$  is the god's level.
  - This size is called a god's manifestation radius, and other powers key off of it – sometimes even powers that do not require the god to be manifested!
- Manifestation can also be used to create a tone and an odor, each of which are unique to the god. They extend as far as the light form can be seen.

#### **Force:**

- A god can move (push, shove, lift, carry) anything in contact with its form of the appropriate weight for its level.
- A god can also exert sharp pressure to knock around or rend an object with weight one level lower than what it can move.

<b>Object</b>	<b>Level to move</b>	<b>Level to knock/rend</b>
A stylus	0	1
A dog	1	2
A man	2	3
A boulder	3	4
A large tree	4	5
A caravan	5	6
An army	6	7
A city	7	8
A mountain	8	9
The Mediterranean	9	10

#### **Indestructability:**

Nothing in the mortal world can harm or destroy a god. Only another god can truly threaten them.



**Movement:**

- A god can move a number of feet per second equal to  $(1+x)^2$ , where x is its current level.
- The movement can be in any direction.

**Perception:**

- A god is aware of everything happening within a radius of  $(x*100')$  of the center of their form, where x is its current level.
- EXCEPTION: a god is aware of another god within a radius of  $(y*100')$ , where y is level of the god being observed. In other words, a god can see a strong god coming from a long ways away, but can only detect weak gods at much shorter range.

Additional Powers**Apparition**

- The god can have its form appear as anything it likes within the limit of its Manifestation size.
- The form is still intangible
- Many powers can only be used if a god is manifested. Apparition substitutes for manifest all such situations.

**Command Element**

- Choose earth, sea, sky, fire, light, darkness, plants, or something equivalent.
- The god may command and manipulate the chosen element on a scale equivalent to the Force power table (use the "level to move" listings).
- This power may be chosen multiple times with different elements.
- The god must manifest to use this power.

**Command Animals**

- The god can command any animals within its manifestation radius.
- Once given a command, the animals will follow (to the best of its abilities) for x hours, where x is the god's level. This holds even when the animal exits the manifestation radius.
- Smarter animals can follow more complex commands.

**Counter**

- Other gods cannot use their powers within the manifestation radius of a god with this power.
- When a god loses a power due to loss of worshippers, Counter is always the first power lost.
- The god must manifest to use this power.

**Create Wonder**

- The god can create a magical object that can be used by a mortal.
- The object's effect is a use of one of the god's powers.
  - Create Wonder + Voice = a talking mirror
  - Create Wonder + Emotion = a sword that makes the wielder furious
- Only one wonder can be created per power at a time. To create a second wonder using the same power, the first must be destroyed.
- Creating a wonder takes 24 hours.

### **Curse Mortal**

- The god can curse any mortal within its manifestation radius.
- The god must manifest to use this power
- The default curse is madness.
- A custom curse can be created by combining this power with any other.
  - Curse Mortal + Transmutation = Midas Touch
  - Curse Mortal + Force = Tantalus's punishment (food and water always move out of reach).

### **Devour**

- The god consumes another god whose form is centered within the devouring god's manifestation radius.
- Devour can only be used to consume a god who has no powers beyond the default set.
- The devouring god instantly goes up a level.
- The devoured god remains inside its devourer as a prisoner. The devouring god can choose to set a devoured god free (at the cost of going down a level). If the devouring god is ever eaten, then its prisoners are freed.

### **Dispel**

- The god returns something changed by its own or another god's powers to its original state.
- Dispel only works on the direct effects of a power, not on damage caused by mortals under the influence of a god's powers.
- Dispel does not work while another god is actively using a power – it only cleans up the aftermath.

### **Drain power**

- The god permanently drains a power from another god whose form is centered within the draining god's manifestation radius.
- The draining god must be a higher level than its victim.
- The draining god can use the stolen power.
- The drained god can re-buy the lost power as normal.
- After using this power, a god cannot use Movement for  $x^2$  minutes, where  $x$  is its level.

### **Emotion**

- The god can cause mortals within 100' of its form to be overcome by a simple emotion that can be expressed in a single word: despair, anger, lust, awe, etc.
- This power affects  $x^2$  mortals at a time, where  $x$  is the god's level.
- The effect ends when the mortals leave the 100' radius.

### **Enter Dreamlands**

- A god with this power can enter the Dreamlands, the collective unconscious from which the gods were born.
- The Dreamlands is an endless field of gray flowers.
- A god enters the Dreamlands by slipping through the ear of a sleeping mortal.
- A god exiting the Dreamlands returns to where it left.
- The Dreamlands functions as a meeting-ground for gods possessing this power.
- Gaea, the first god, dwells here.
- The shades of dead mortals persist here. They can provide worship like any other mortal, but their prayer and devotion is only worth half normal. Shades cannot be added to the devotee list.

### **Godspeech**

- The god can communicate with other gods without having to touch them.
- The power is one way – both gods must have godspeech to carry on a remote conversation
- Godspeech works at any distance
- Two gods must have touched at least once in order to use godspeech to communicate remotely.

### **Illusion**

- The god can create an image of anything a mortal has seen or can imagine within 100' of its form.
- This image looks, smells, tastes, feels exactly like the real thing, but any consequences of coming into contact with it (like being burned by the image of a fire) disappear as soon as the mortal can no longer perceive the image.
- The illusion can affect  $x^2$  mortals, where  $x$  is its current level.
- The god must manifest to use this power
- The god cannot use this power to write or speak.

### **Incarnation**

- The god can become a living, breathing human or animal.
- The god becomes a unique being – it cannot incarnate as a specific individual, and it incarnates differently each time the power is used.
- The incarnate god experiences sensation and emotion far more powerfully than it does in its intangible form.

- An incarnate god does not have any of the default powers – instead, it has the abilities and limits of its new form.
- The incarnate god can use any purchased powers. The incarnate form can use a power  $x$  times, where  $x$  is the god's level. After the  $x$ th time, the incarnate form dies. (Incarnate form substitutes for manifestation in power requirements).
- When the incarnate form dies, whether from violence, natural causes, or power overuse, the god returns to its normal, unmanifested form.

### **Obscurity**

- The god cannot be seen by mortals or detected by other gods.
- Obscurity masks a manifested form
- Obscurity can be switched on and off at will.

### **Reproduction**

- A god with this power may mate with another god and create a newborn god.
- A god with this power may mate with a mortal (the mechanics are left to the reader's imagination). Roll a die to determine the result. The resulting offspring will not necessarily obey its parent...
  - 1-2: a newborn god
  - 3-4: a hero
  - 5-6: a Great Beast.
- An Incarnate god who mates with a mortal may choose the nature of the offspring instead of rolling.

### **Supremacy**

- When powers clash, a god with supremacy treats his powers as if they were each one step higher on the power ladder (see the Clash of Powers section, below).

### **Transmutation**

- A god may turn one thing into another.
- The god must manifest to use this power.
- The object transformed must be wholly within the god's manifestation size.
- This power works in broad strokes. A man can be turned into a woman, or a lion, or a rock. He cannot be turned into Odysseus specifically.

### **Voice**

- The god can speak to mortals.
- This power creates no sound – the voice is entirely inside the mortal's head.
- This power affects  $x^2$  mortals at a time, where  $x$  is the god's level.
- The mortals must be within 100' of the god's form.

### **Weal and Woe**

- The god can affect chance within  $x^2$  feet of its form.

- These effects must be subtle – dice come up on their highest face, arrows miss their mark, a candle tips over and starts a fire.

### **When Powers Clash**

The use of powers in Titanomachy is generally freeform. However, occasionally gods will use their powers against each other, and fictional positioning will be insufficient to determine who triumphs. To resolve this, first consider the fiction to determine whether the competition is one of speed (who uses their power first), or of endurance (whose power triumphs when everyone has plenty of time). Then consult the corresponding table based on the power used. The higher power on the table wins. In case of a tie, the winner is the god with the Supremacy power. If neither has Supremacy, the winner is the higher level god if the competition is one of endurance, or the lower level god if the competition is one of speed.

<b>Rank</b>	<b>Speed</b>	<b>Endurance</b>
1	Godspeech	Devour
2	Voice	Drain Power
3	Emotion	Dispel
4	Illusion	Transmutation
5	Obscurity	Curse Mortal
6	Manifestation	Force
7	Apparition	Element
8	Incarnation	Animals
9	Movement	Weal and Woe
10	Dreamlands	Dreamlands
11	Weal and Woe	Movement
12	Animals	Incarnation
13	Element	Apparition
14	Force	Manifestation
15	Curse Mortal	Obscurity
16	Transmutation	Illusion
17	Dispel	Emotion
18	Drain Power	Voice
19	Devour	Godspeech

### **Appendix A: The Titans and other Divinities**

#### **Titans**

Oceanus, Lord of the Sea

Tethys, Lady of Rivers

Cronus, King of the World, Father of the gods

Rhea, Queen of the World, Mother of the gods

Theia, Lady of the Moon

Hyperion, the First Principle

Themis, Lady of Order  
Crius, Lord of Stars  
Mnemosyne, Lady of Memory  
Coeus, the Spine of the World  
Phoebe, She Who Sees  
Iapetus, Lord of Mortality

### **Cyclopes**

Brontes  
Steropes  
Arges

### **Hecatonchires**

Cottus  
Gyges  
Briareos

### **Gaea**

## **Appendix B: Some Peoples of the Greek Dark Ages**

Dorians  
Ionians  
Aeolians  
Mycenaean Remnant  
Sea Peoples  
Aegeans  
Hittites  
Phrygians  
Pelasgians  
Phoenicians  
Etruscans