Dawn of Worlds: Celestial Horizon

Brought to you by CelestiAnon

Based heavily on the game by:

Perry Anderson
Richard Auch
Jonathan Jenks
Jeff Larson
N. Bob Pesall, Esq.
Eric Risty
Chad Straatmeyer
Megan Straatmeyer
George Walker
And a host of others collectively known as "The Brosties."
(If any of you guys want me to stop sharing this or I screwed up the copyright info email me at the address near the bottom)

Step 1: Getting Everything Together

Dawn of Worlds is a fairly material lite game to play, but there are a few things you need to gather together.

- Two six sided dice: These will be used for generating points and conflict resolution. From now on they will be referred to as d6's.
- A gridded map to play on: For best results, there are dry erase maps available at your local game store that will make this really simple for you.
- A piece of paper or computer for record keeping: This is really useful if you plan to make a setting out of your game, though I've also found that keeping a replay is nice for laughs later.
- Friends!

Step 2: Developing the Gods

Now that you have your stuff together, now it's time to develop your gods. This process can be as detailed as you want to, but a few key things are required at the very least.

- Name: Feel free to go crazy here. You're a god, so you have every right to go over the top.
- Portfolio: This is what your god reigns over. It's best to try to keep this down to about 2 or 3 aspects, but as with everything in this game it is up to your group.
- Alignment: This is to show if your god is good, evil, or neutral. If you fee like it you can use the standard Dungeons and Dragons alignment system, but it's not necessary.

While those are the things you need at the very least, feel free to go crazy with things like back story, appearance, relationships with the other gods, how you roleplay your god, etc.

Step 3: Creating the World

Once you got all of that settled, it's time to get to the real meat of the game. Before everything gets started, decide as a group what you want your starting map to look like. Some groups prefer to start with a map that is entirely ocean while others like having a preset landmass to work with. After you get the starting map drawn, the game begins. The game takes place over three Ages, each divided into 5 rounds at the very least. The group may extend the round count of a specific Age by majority vote, but each Age may not exceed 10 rounds. The First Age is the Age of the Land, where shaping the terrain is the easiest while everything else is difficult. The Second Age is the Age of Races, where creating new races is at its easiest while shaping the land becomes harder. The Third Age is the Age of Relations, where new races and terrain shaping is difficult but directing the created races is at its easiest.

At the start of each round, each player rolls 2d6+2 and adds that to his points total. Then the player with the lowest amount of points goes first, but he may left another play act before him in exchange for points (see Sharing Points later on). During the players turn, he may opt to either Share Points or use Powers.

Sharing Points

At any time during a player's turn, me may bargain for points with another player. This might include joint creation of a race, trading points for services, a peace offering between armies, or other situations. The key of this feature is that once points are given to another player, the decision is final and there are no refunds. Likewise, even if you lend a player points to perform a task, HE IS UNDER NO OBLIGATION TO DO THIS TASK. While this is probably going to result in a war or other conflict, dealing with evil or chaotic gods is always tricky business.

Powers

During your turn, you may use as many powers as you have points for. Also keep in mind that the point costs of Powers change depending on which age the group is currently in. Below is a list of Powers and what they do.

Power	1st Age – Land	2nd Age – Races	3rd Age- Relations
Shape Mundane Land/Climate (1")	1	3	5
Shape Fantastic Land/Climate (1")	3	5	8
Create Race	22	6	15
Create Subrace	12	4	10
Command Race**	8	4	3
Command City**	6	3	2
Gift Combat Edge (Race)	10	5	6
Gift Combat Edge (City)	8	4	5
Gift Other Edge (Race)	8	4	5

Gift Other Edge (City)	6	3	4
Purify Race +1 Align*	5	3	4
Corrupt Race -1 Align*	4	3	3
Purify City, +1 Align*	4	3	3
Corrupt City, -1 Align*	3	2	2
Create Order	8	6	4
Command Order	4	3	2
Create Avatar	10	7	8
Command Avatar	2	1	1
Miracle/Catastrophe (1")	10	10	10

* Only once per target per turn. **Player must have either an Avatar, or order(sect) present where directions are given.

Shape Mundane Land/Climate: This power allows you to alter the terrain or climate into standard terrain you'd find on Earth such as mountains, plains, tropical rainforests, etc. Using this power on connect squares can form a single, continuous landmass. If you wish to wish to use this power on land already shaped by another god, you may ask them if they allow you to change the land. Should they refuse, you may initiate a Divine Conflict (see the conflict chapter later on) with the winner keeping the land the way they wish.

Shape Fantastic Land/Climate: This power allows you to alter the terrain into fantastic shapes including things such as floating islands, forests with shifting trees, magically superheated deserts, etc. Cities built upon such places receive a +1 Defensive bonus to attacks against them. If you wish to wish to use this power on land already shaped by another god, you may ask them if they allow you to change the land. Should they refuse, you may initiate a Divine Conflict (see the conflict chapter later on) with the winner keeping the land the way they wish.

Create Race: This power creates a fantasy race. Races come in three tiers of power. To improve a race to a higher tier, you must spend points equal to the cost of creating a new race for the current Age. Below are the different tiers and examples for each. When you create a race, it automatically comes with an order for you to command them with (see the Create Order power for more details).

- Mortal Tier: This is the first tier your race may start as and includes standard Player Character races in most RPGs. Examples include humans, dwarves, elves, and orcs.
- Monstrous Tier: This tier is the first tier upgrade you can give a race. Monstrous Tier races gain a +1 Offensive Bonus to combat conflicts. Examples include centaurs, minor divine or demoic races, and pixies.
- Majestic Tier: This tier is the final upgrade you can give a race. Majestic Tier races gain a +2 Offensive Bonus and a +1 Defensive Bonus to combat conflicts. Examples include dragons, mind flayers, rakshasa, and higher level demonic and divine creatures.

Create Subrace: This creates a splinter race from one or more previously established races. Subraces

include half races such as half elves and offshoot races such as dark elves for two examples. When a subrace is created, it inherits half of it's parent race's Edges rounded down. For subraces with two or more parent races, take the half of the average number of Edges the parent races have (Ex: [6+2]/2 = 4, 4/2 = 2). If you created the parent race, you may choose which Edges the subrace inherits. If the parents belong to multiple gods, each player takes turns determining which Edges the subrace inherits. Subraces are assumed to use their parent races' orders unless a new one is created for them seperately.

Command Race: By this power, the priests of the gods influence a race to action. Cities are founded with this power, but it can be used for just about anything. An immortal must first establish his presence by creating sects within the race before influencing them via Create Order. This power may be used for starting wars, founding cities, making alliances, settling territory, etc. Of course, you'll need an army to go to war.

Command City: This power functions as Command Race, but only affects a single city. This power is also used to raise an army, but you may only raise one army per city per round this way.

Gift Combat Edge (Race) and Gift Edge (City): You gift the chosen race with the ability to be the very best at something. These can be anything from healing magic to running speed to advanced fortifications. These qualities can be divided into the following types.

- Offensive: These edges are combat related and may include things such as swordsmanship, fire magic, and military tactics. Edges marked as Offensive give your race or city a +1 Offensive bonus to combat conflicts.
- Defensive: These edges are also combat related, but focus on defense, healing, and general support such as armor smithing, healing magic, or city fortifications. Edges marked as Defensive give your race or city a +1 Defensive bonus to combat conflicts.

Gift Other Edge (Race) and Gift Edge (City): These powers function as Gift Combat Edge but for powers that do not directly give your race an edge in combat such as beauty, longevity, farming, etc.

Purify/Corrupt: You may use these powers to change a race's or city's alignment +1 or minus -1 on the good/evil scale. Here is a breakdown of how a race rates on the scale. Note individuals with alignments that differ from their race are always present. These powers just cover the general populace. If the creator of the Purified/Corrupted race does not wish for this change, they may initiate a Divine Conflict.

- +2: Your race is positively angelic. While this does not force them to be pacifists, they do not fight without good reason.
- +1: Your race are fairly nice people for the most part.
- 0: Your race has no strong feelings either way.
- -1: Your race is slightly evil. They possibly might have a bent toward dark magic or military conquest.
- -2: Orphan kebabs and kicked puppies everywhere.

Create Order: This power creates an order within a race such as a guild, knightly order, or a religious sect.

Command Order: This allows you to command an order to do a particular task. If you did not create

the order you wish to command, this power costs +5 points if the order is nonreligious or +10 if the order is religious.

Create Avatar: This power creates a physical manifestation of your power in the world. This may be either a fantastic beast such as a dragon or a powerful mortal such as a high priest or a hero. Armies led by an Avatar get a +1 Offensive bonus to combat conflicts and cities where one resides get a +1 Defensive bonus to combat conflicts. Should an Avatar be destroyed, you may initiate a Divine Conflict with the god that led to its destruction. If you win, your Avatar respawns in the location it died during the next round at the start of your actions. An avatar attacking or defending by itself counts as a single army.

Command Avatar: You command your avatar do either to use one of the following Powers for free or to perform several mortal actions.

- Usable Powers
  - Command City (allows one city to raise two armies)
  - Create Order
  - Command Order
  - Create City
  - Purify/Corrupt City
- Mortal actions includes but are not limited to things such as
  - Leading an army
  - Defending a city
  - Attacking a city by itself

Miracle/Catastrophe: These are the great events that change the course of history. Miracles are positive things such as finding the cure to a disease, making a great breakthrough in magic or science, or saving a city from certain destruction. Catastrophes are negative events such as plagues, destroying an avatar, pelting a city with meteors, or famine. If there are no longer any cities belonging to a particular race, a Catastrophe completely wipes out the rest of the race unless their creator wishes to initiate a Divine Conflict with you. Even if you lose, the race is still driven to near extinction. These powers both effect only a an inch on the map, but for every extra five points you spend you can spread it to an adjacent square.

Step 4: Conflicts

Conflicts are going to happen in game. Wars happen. Another god put a volcano right in the middle of your gardens of paradise. In general, there are two main types of conflicts, Divine Conflicts and wars.

Divine Conflict:

Any time there is a disagreement between two gods or a power calls for it, they may issue a Divine Conflict. During a Divine Conflict, the god who issued the challenge, now referred to as the Invoker, may bid any amount of points. The other god, the Challenger, may then either fold or exceed the other god's bid. Should the Challenger fail to exceed the Invoker's bid, his power fails or the conflict is resolved in the Invoker's favor. Should the Challenger bid higher, the Invoker may add more points to his bid in order to beat the Challenger's. This goes back and forth until either a god runs out of points or he folds.

War:

War breaks down into a few steps.

1. A god commands his armies to war either via the Command Race or Command City powers or through his avatar. Command Race may bring an entire race to war. Command City can only bring all the armies of a single city to war. An avatar can only command a single army to war.
2. The god initiating the war then sends his armies to the location he wishes to attack. This fails should the army lack the means to physically get there (no ships to reach islands for example).
3. Once the army reaches the location, the battle begins. Each side chooses how many armies they want to put into combat. Once the numbers are chosen, roll a d6 for each army then add any Offensive or Defensive bonus your race/city might have to the total after the roll. A city without an army just rolls 1d6 plus any Defensive bonuses. After the final numbers have been obtained, the loser loses as many armies as he put into combat. Should the attacker have any more armies left at the current location, he may continue the attack. If the city loses its roll after it runs out of armies, the attacker gains control of it.

I hope you all like this revamp of Dawn of Worlds. If you have any comments or suggestions feel free to send them to the following email: **celestianon@gmail.com**