

# FOR THE GODS

## A Mythical Four Kingdoms Variation



This is a supplement for Four Kingdoms inspired by ancient stories of Greek and Roman mythology. In this version of the game, you will play four rival deities. Seated at the centre of the world, atop a mountain insurmountable by mortals, your plots and schemes will become the stories of legend to the people who worship you.

Will your followers remember you for the gifts you bestow and the heroes you inspire? Or will your name be only whispered in fear and dread by the people you have forsaken?

To play, replace the text on the pages stated in the Four Kingdoms core book with the text below.

New Rule : Gods Do Play Dice!

A d6 will be required for this version of the game. Anytime a roll is asked in the general rules a 1 - 3 is a failure and 4- 6 is a success.

New Rule : Heroes and Monsters

The game may ask you to do something with a hero or monster. If one does not exist, create one.

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With

I : High Adventure

'Before the fall of the ancients, came the rise of four great deities. As chroniclers we alone, shall tell you their tale and from where all have come and will again return.'

Draw any kind of godly domain at the top of a giant mountain in the center of the map. Then draw, one and only one, capital city somewhere on the map. Label it.

'And within this Pantheon were four powerful gods named (each player names their deity) the deities of (name their dominions). - Dominion examples: fiery cats, lazy rocks, fungus etc.

Each player should draw their god on a small card and place them in the center, next to the mountain



With

II : Early Followers

'In this corner of the realm came the followers of (name of your deity) who ruled over the temples of (their dominions) and the (their dominions).'

Add two smallish temples to the deity's honour on your portion of the map.

'In the deities honour, the followers erected a wonder in worship and thus a pantheon was formed. One follower became a natural leader. This was the prophet of (your deity's name).'

Draw a monument to your deity somewhere on your map. Draw a hero on a separate card and place them near the monument.



With

III : The First Book

'And of the blessings of the deities were bountiful.'

Create an impossible object from which your deity emerged. Examples: the sound of cat footsteps, the roots of a mountain.





With

IV : Spreading Faith

'Over the years followers grew. We erected more structures in honour of our deity.'

Draw a few more structures.

'We told tales of (deity names) great deeds. Of which this was one.'

Describe something fundamental your deity did and draw its affect on the map.  
(moving a mountain, creating a sea)



With

V : The Oracle

'Tales of wonders deeds abounded. Our followers grow in great number. It was then that the prophet spoke of what might bring upon the twilight of our pantheon.'

Draw an object, part of nature, animal (mythic or otherwise) on a card. This will be known as The Oracle and should prove central to the stories you tell.





# THE AGES



## A NEW SAGA DECK

These new prompts replace the prompts on pages 17 through 20 in the book.



## MYTHS AND LEGENDS

- A See Act break table
- K A romance begins between two HEROS.
- Q Our Pantheons grow. Each player should add new gods/monsters to their world.
- J A new temple is discovered in your name.
- 10 A deity extends a blessing to another.
- 9 A monster wreaks havoc on a pantheon. Roll a die each. Lowest roller is the victim of the monsters wrath.
- 8 A fifth deity emerges.
- 7 Two deities are found to be the same person
- 6 A divine material appears
- 5 A deity/hero/monster/or oracle displays its fury
- 4 A pantheon's worshippers migrate. Redraw borders.
- 3 Two deities discover they are related
- 2 Flip a page of the map. Consider this side of the map to be a realm either above or below the realm on the other side. Create a new faction here. Do they follow any deity?

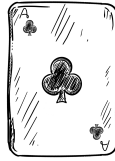




## FAITH AND FOLLOWERS

- A See Act break table
- K A Pantheon's followers begin worshiping a false idol.
- Q Create a prophet. Draw them on a new card. Place them on another player map. The Prophet begins to proselytise to the other deity's believers.
- J Progress your followers' civilization to a new age. Introduce the new tech that have created in your honor.
- 10 A celebration for a deity begins. What is the celebration about?
- 9 A deity demands a sacrifice
- 8 Expand your influence beyond the reaches of your map. Absorb any drawn assets that are along one of your borders.
- 7 Tear up your deity card. Place their pieces into different locations around the map. They are now epic locations for your followers to explore.
- 6 All heros embark on an epic quest together. Do they succeed? Each player with an existing hero rolls a die - how successful was the quest?
- 5 A hero attacks the followers of another deity.
- 4 A monster engages in battle with a deity or a hero. Roll a die.
- 3 Followers attempt to reach the heavens. Roll a die.
- 2 Faith wanes. A deity weakens.

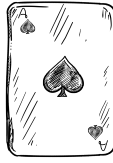




## LABOURS

- A See Act break table
- K Followers embark on an adventure for glory. Other deities may intervene. Roll a die.
- Q A deity takes over the center. All players roll a die. The highest roller becomes the supreme deity.
- J The Oracle is stolen
- 10 A war in your name occurs. What is its outcome? Roll a die.
- 9 Your deity attempts to capture another. Roll a die.
- 8 Part of your deity disappears. It reappears somewhere in the realm of your followers.
- 7 Part of a deity is absorbed by another. Redraw your borders.
- 6 Two deities compete for followers.
- 5 A monster threatens the heavens. Collectively draw a common enemy.
- 4 A temple of your followers collapses , unrest ensues.
- 3 A divine weapon is forged. What is it made of? Who wields it?
- 2 A deity is killed and reborn something new. Each player rolls a die. The lowest roller's deity is killed. The highest roller is the culprit.





## MIRACLES AND PROCLAMATIONS

- A See Act break table
- K A major miracle is performed
- Q A minor deity or mythic beast is summoned.
- J The gods look to birth a child. What could go wrong? Roll a die.
- 10 Hwaet! Define a new word and its meaning to your followers.
- 9 Choose an element (wind, fire, water, etc) and change it in some way.
- 8 Choose a color. Give it mystical meaning. Give it power.
- 7 A new magic spell is discovered.
- 6 A deity change the contour of the lands. Grow new mountains, carve new rivers, give rise to new forests, swamps, and/or deserts.
- 5 A monster emerges and begins to ravage the believers of another deity.
- 4 A new hero is born.
- 3 Your deity announces a new law, creates a new monster or hero.
- 2 A fallen deity, monster or hero is revived. If none has fallen then one is created.

