

THE MIND OF GOD

THE GOD

Each player establishes a fact about the god, their mythic deeds, their divine domains, or their worshippers. Each player writes one problem facing the god's mortal worshippers on the World Sheet.

THE PCS

Every player creates a hollyphant. All hollyphant look like 2 foot long furry elephants with small wings that let them fly. Hollyphants can speak all languages, freely travel the planes, and are immune to harm. Choose a distinguishing feature or quirk for your hollyphant. Write each hollyphant's name on a card, shuffle those into a name deck.

Choose one miracle you can perform reliably. (e.g., turn into a full size elephant, create food and water, raise the dead, cure disease, detect lies, rain fire and brimstone from the sky, etc.)

Choose an Ideal for your hollyphant. An Ideal is a moral virtue you aspire toward. Something like **Mercy, Vengeance, Freedom, Strength**, etc. Make sure your Ideal is distinct from those of all other players.

Once you've defined your Ideal, look at the Ideal defined by the player on your left. Define a new Ideal for your character, explaining why you oppose or disagree with their Ideal.

Each player writes a moral principle for the god on an index card for each of their Ideals. (Identify on the card which Ideal it supports.) Moral principles are simple maxims or statements that express your Ideal: "Let him without sin cast the first stone (Humility)", "If you fight fire with fire, the entire world burns down (Peace)" or "Passion is inherently virtuous (Action)". Shuffle those together into the god's starting stack of principles.



A ROLEPLAYING GAME BY NICK WEDIG

In the beginning, your god was the best, the wisest, the greatest god. And you were proud to serve them. Sure, you were tiny flying elephant things. But you were able to act as messengers, problem solvers and aides to those in need.

That was a long time ago. Over millennia, your god has become weak, frail, forgetful. They need your help. Only you can guide them onto the right path.

THE CYCLE OF PLAY

Pick one player to be the god player first. They will play the god while everyone else plays their hollyphants. At the end of the round, the god player role passes to their left and adds a new miracle to their hollyphant sheet.

At the start of each round, mortal worshippers come to the god to petition for help with those problems. Each hollyphant player briefly roleplays a mortal praying for help with one of the problems. The petitioner describes how the problem has worsened from the previous round.

If there are fewer problems than there are players, then the god decides to act on their own. The god player draws a moral principle and explains how the god takes that principle to an unfortunate extreme, creating a new problem for the world sheet. Do this until there are problems equal to the number of players.

The god randomly draws names from the name deck, assigning one hollyphant to each problem.

Once every hollyphant has a task, they take turns roleplaying out their attempt to solve the problem, interacting with the petitioner or other mortal worshippers or the problem, until you reach a climax. Then roll some dice: 1d6 for being a hollyphant. +1d6 if you have a miracle that helps solve the problem. And +1d6 if you have an Ideal that you are working to achieve. Take the highest die.

- *6 You solve the problem and **Look Good** doing so.
- *4-5 Choose to either solve the problem or **Look Good** while trying. But not both.
- *2-3 You fail to help. The problem remains. But you learn something while doing so: gain a new Ideal, in addition to the one(s) you already had.
- *1 You fail to help, and you create a new problem that is separate from the existing one.

3-5 PLAYERS (NO GM) 2-4 HOURS



Once everyone has rolled, the hollyphants report back to their god.

If you solved the problem, erase it from the World Sheet.

If you **Looked Good**, then you explain a new moral principle you demonstrated while on the job. Write it on an index card, including its Ideal, and shuffle it into the god deck.

If you didn't solve the problem, the god tries to fix it for you. The god player draws one moral principle card from the deck and explains how the god acts on that principle. They try to use their tremendous cosmic power to solve the problem, but there is a pretty good chance that they will misunderstand or misapply the moral principle in a destructive way.

If the moral principle that was drawn belonged to anyone but the god player, they describe the god's failed attempts and an unintended consequence of the god's actions. Maybe they took the idea too far, or they applied it where it shouldn't be applied. Keep the old problem, and add a new problem to the world sheet as an unintended consequence.

If the problem belonged to the god player, then they describe solving the problem by applying the moral principle, possibly solving it by accident.

ENDING

If there are ever problems equal to 3x the number of players, then the god becomes fed up with the bad advice they receive from the hollyphants. (Or just end when you're bored of the game.)

Sort the moral principles from the god deck by the Ideals they support. The player with the most principles in the deck had the most influence on the god, so they win. Their character is promoted to a demi-god. All the others are cast out of heaven and forced to live in the Abyss with the Raavasta's unwholesome friends.