The Diamond Pantheon

Official Rules

Version 1.0B

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Remember that there is value in secrecy. Consider carefully before revealing this information to anyone, especially potential players in any games you may run.

The most important rules are in bold and italic.
Other notes improve clarity or the quality of gameplay.

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Overview

The Diamond of Existence: the most exquisite gem, a masterpiece given life by the most honored creators among all realities. Each Facet is a universe or multiverse, with its own rules and rulers – the campaign worlds of the gods.

The Immortal Facets, forming the very crown of the Diamond, are where most of Diamond Pantheon gameplay takes place. However, the beauty of the system is that gods initiated into the Pantheon have the ability to affect and share what happens among many different Facets.

All Facets, knowingly or unknowingly, are part of the Diamond of Existence. Those whose rulers are most honored have special rules, privileges, and opportunities.

What is the Diamond Pantheon?

The Diamond Pantheon is a setup whereby participants in any sort of fantasy creation can interlink their worlds to a shared "meta-multiverse," if you will. Each participant takes on the role of a single deity, their character. "Deity" can be defined in a great many ways – what they all share in common is the ability to wield great power and influence on their home areas. **Members of the Diamond Pantheon might be authors, game masters, or players in any sort of fictional setting,** from Dungeons and Dragons pen and paper roleplaying games to cyberpunk novelists. They have all agreed to operate under a shared set of rules.

This shared ruleset does not refer to the laws of physics. **What is possible in each setting, or Facet, is up to the ruling powers of that Facet.** The gods often travel between Facets, and the successes of one deity should have an impact on the story of a god from another reality altogether. The rules follow principles of loose construction whereby anything that is not expressly limited can be worked out and allowed.

All Facets are part of the Diamond, but not necessarily part of the Diamond Pantheon – the Pantheon itself (and the Diamond Garden realms) is reserved for the truly honored of the gods of all universes. Some gods may not even know about the Diamond Pantheon, while others may aspire to it.

Rule Number One

You're one of the most powerful beings in existence and you should feel like it. For this reason, *most events in DP gameplay are handled by simply describing what actions you perform.* Unless you suspect someone might directly counter your actions, or they might be outside the bounds of your awesome abilities, *you should feel free to assume that your actions are successful and to build on those actions.* If your action fails, the Diamond Master will

appear to tell you why. It is even OK if you have described further events which built on a failed action – it'll get worked out.

What does Diamond Pantheon gameplay look like?

Gameplay takes place on the forum. There are rules about your character's powers, his possessions, and his interactions with other gods. At times, scenarios of adventure are provided by the Diamond Master or the ruler of a Facet. At other times, the gods are persuading each other to follow certain courses of action, perhaps on someone's home campaign world.

Time in the Immortal Facets is organized into Meddling, Adventuring, and Gaming.

Forum posts are organized into threads within areas, based loosely on these three categories. Each character has a forum account and profile, and many provide overviews of their campaign worlds.

The rules and game engine spin around three very powerful gods: the Unblemished Tier. The Diamond Master is the Game Master and the most common Metagod you will meet: he is responsible for describing most everything that happens. The other Metagods create a system of checks and balances to ensure that the Diamond Master remains objective and fair.
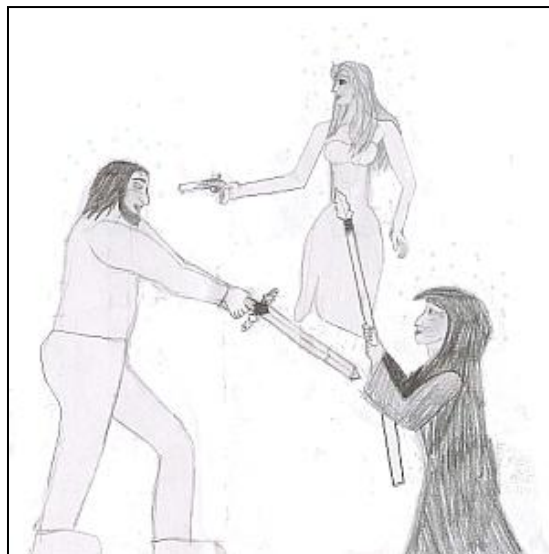
In the interests of objectivity, the Metagods will follow a few conventions when he makes a ruling on a disputed, opposed, or contested action. There are *hierarchies as to what game actions are most likely to succeed.* These hierarchies are based on three qualities: How much mechanical currency is spent, the mechanical statistics which describe your character, and how well you have described your action (see the sections on Favor and the Mechanical Slots). In other words, you can always try just about anything and expect to succeed – but if the action is opposed by another god, it is these hierarchies which determine who comes out on top.

In the interests of pacing, if you think you are powerful enough that your actions will take effect simply, **you are encouraged to assume you've succeeded and keep talking**. You can also lay out contingent strategies: what you want to happen IF something else succeeds in a certain way.

In short, gameplay looks like the writing of a story.

Motivations and goals

And what are your motivations? That is largely up to you. You are representing a character, with its own goals and personality. Furthermore, you are a character of great power, and ordinary things are probably of little concern to you. Still, you may find monsters ancient and powerful enough to threaten you, or strange artifacts hidden in secret places, or other staples of fantasy literature at an extreme. The immortal gods have devised many ways to pass the time, from competing with each other for superiority to intriguing games like Abyss or manipulating mortals.

Dice

All dice are rolled by the game engine, by the power of the Lady. Players must simply submit a roll and the Lady will reveal the result. A 20 sided die (a d20) is used in almost every case. Dice are not necessary for day-to-day gameplay, but are used to resolve the direst of combats or the closest of ties. Many ties, however, simply indicate that no resolution has been reached. There is not always a winner or loser for every action.

The Rules

When gods meet within the Diamond Pantheon, there are many interactions they might have. Some play eternal games with the fates of mortals or with abstract pieces. Other gods wage war. Many are simply there to discuss things with each other, or think about ways to run their worldspace. Within the framework of the Diamond Pantheon, each of these things has rules.

The Currency of the Gods

Favor

For almost anything covered by the rules, Favor is involved. Favor is an abstract concept of who owes whom, yet to the gods it has something of a tangible presence and can be easily exchanged, used, and even stolen at the defeat of a god. Favor comes in different forms, just like on Earth where Americans deal in US Dollars while the traditional Indian currency is the rupee. Each form of Favor is named after the god who owes the debt.

Favor is debt made substance. Essentially anything you could do with some substance, you could do with Favor. However, the gods of the Diamond Pantheon mostly use it as a currency. They trade it, and buy things with it, and purchase the services of other beings. One whole Favor can be divided up into fractions, just like $1.00 is made up of 20 nickels.

There is a special rule about whole Favors. If any god comes to possess one entire Favor of another god, the indebted god can be required to do some service or hand over some good to the holder god in exchange for the Favor. The indebted god has no choice; he cannot refuse. ***Thus, most gods in the Diamond Pantheon are reluctant to release an entire Favor into just one pair of hands, and may be willing to perform smaller services in exchange for portions of Favor.*** A list of what exactly can be forced by an entire Favor can be found later.

The absolute most powerful of gods in the Diamond Pantheon, the Unblemished Tier, have special rules about what they are willing to do for portions of Favor. This will be treated in a different section.

All Favor transactions resolve in realtime.

Where does Favor come from?

When a god ascends to the Diamond Pantheon, she gains the ability to produce unlimited amounts of her own brand of Favor. This she can give out or spend as she chooses. For example, a sky god called The Alpha ascends to the Diamond Pantheon. He wishes his friend, Beta the Water Goddess, to flood the banks of a tribe who has provoked his anger. He may bid any number of his own Favor for the service, from 0.05 to 100.0 Favors, if he so pleases (though this higher number would be suicidally foolish). Let us say that Beta accepts 0.05 Favor for the service: The Alpha creates the Favor out of nowhere and it is branded with his name. He gives 0.05 Alpha Favor to Beta, and she now possesses it in her metaphysical coin purse. *It is recommended that you not use increments smaller than one-twentieth of a Favor.*

Members of the Unblemished Tier are also known as Metagods. They are relatively uninterested in the individual events of the Diamond, but are sometimes willing to create Favor in this way. Here are some of the ways that you might expect to earn Unblemished Favor from the Diamond Master or the Steep Norns.

Table 1a – Metagod Favor Sources: The Diamond Master

Heartbeat*	1/Tier/Hrairday	Rewarded every week you are online at least once.
Sessions of Play*	2/Tier/game session	Each session should represent about 4-8 hours of effort and should comply fully with DP rules - a reward for collaboration.
World bonus*	1/Tier/2 worlds active at least once that month	At least one session a month under the terms above using that planet. Must be registered with the DP.
Games of the Gods	Typically 2/Tier	The reward of most games hosted by the DM is DM Favor and often Norn Favor as well.
Quests	Typically 4/Tier	When you are part of a quest's solution, you gain DM Favor.
Roleplay	Typically 1/Tier/Twenty high quality posts	This is a guideline, but quality forum activity gains you DM Favor.
Spawn	3/Tier	When you join the forums you are given some DM Favor to get you started.
Bio Page	1/Tier/33% completion	You can increase the amount of DM Favor early in your forum experience by filling out your bio with quality info.
Wiki	1/Tier/10 articles or adventure posts over 100 words	Awarded by DM subjectively based on this guideline. Capped at 5/tier/month. Quality > quantity.

*The combined total from these four weekly sources cannot exceed 10/Tier/Week, and are paid out after each Hrairday.

Table 1b – Metagod Favor Sources: The Steep Norns

Source	Amount
Games	Typically 2
Spawn	4
Precedent	Typically 1 per twenty highly rated posts
Quests	Typically 4
Weakness	8/Tier

-Note that most Norn Favor input does not scale with Tier.

What can Favor be spent on?

As we've noted, individual gods may set and debate their own prices for things. It is a free market. However, if The Alpha was so fortunate as to gather 1.0 Beta Favor, he could force a boon out of Beta. This is a list of acceptable consequences of forced transactions:

- Gain a Weakness or cancel a domain
- Accept a mission against a god, up to one tier higher
- Join as an ally on a particular mission
- Hand over an artifact or item of some use
- Cease a particular action
- Hand over any two levels of domain
- Grant or lose the benefit of a mechanics slot
- Give permission for something
- Hand over the entire held pool of two brands of deity Favor
- Hand over up to 20 Unblemished Favor/Tier
- Anything of less consequence than the ideas above

Whoever's name is on the currency is the one who could be required to accept a consequence on this list at the holder's option. In the example above, maybe The Alpha requires Beta to join him in an attack on Uno, the Hellhound, even though she is scared to do so.

There is a rule of thumb as to what an entire Favor can accomplish. *You may force the unfortunate debtor to **lend** the benefits of any or **all** of their mechanical-slot fillers to a specific action, or you may **take just one** of their slot fillers permanently.*


Favor and the Unblemished Tier

Members of the Unblemished Tier are also known as Metagods: The Diamond Master, the Steep Norns, and the Lady. They are relatively uninterested in the individual events of the Diamond, but are usually willing at their option to perform at a set price certain services only

they can grant. If you cannot find a suggested price for a service you desire of a Metagod, you will have to parley with them.

Some important favors from the DM are the creation of artifacts, the enforcement of contracts, gaining new campaign worlds under your rule, filling in missing hierarchy elements, and reshaping parts of the Diamond to your needs. Collectively, these are known as Reality Revisions. The DM is also the one responsible for the acquisition of Domains.

Boons from the Norns tend to be expensive, and Norn Favor can be rare. They also have immense power, so you may wish to set your long-term sights on something only they can grant (known as Fate Revisions). The most important thing most people purchase from the Norns is an increase in divine ranking known as Tiers.
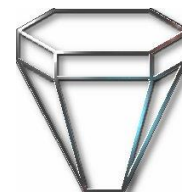
Conversion

There are a few ways to alter the composition of your Favor portfolios with the Metagods. Norn Favor and DM Favor can be converted at a set rate, though a loss is taken either way.

Either can be converted into Lady Favor, though this is enigmatic because *you simply tell the Lady how much and what brand of Favor you are giving her.* You shouldn't expect her to respond, but she may choose to increase your rating in her accounts.

There is a special rule that relates to sponsoring a new god for the Diamond Pantheon. When you sponsor a god for the Norns to raise, you will gain a fractional Favor with the new god's brand on it. **This sort of Apotheosis Favor has a special power: It can be converted into DM Favor,** as a reward for bringing in new blood*. However, you must decide whether to convert it in this way before you accept any other Favor from any other source.* Once you decide not to convert it or accept another source of Favor, it becomes frozen as Favor on the god you sponsored (although there is nothing wrong with having that!)

To convert between Metagod Favor brands, simply say so. You may convert as much or as little as you like.

Always round down. You can't make conversions that net you no benefit: 9 DM Favor becomes 4 Norn Favor and 1 DM Favor.

Many boons can be sold back to their source (The DM or the Norns) for half price.

Table 2 – Converting between Favor Brands

Starting Favor Class	DM	Norn	Apotheosis
DM	x1.00	x0.50	-----
Norn	x0.75	x1.00	-----
Apotheosis	x4.00	------	x1.00

Example: Gamma-Man has 12 DM Favor and 5 Norn Favor, and also 0.5 Delta Favor from someone he just sponsored. He sees on this table that he can multiply the Norn Favor by three quarters so now he would have 3 DM Favor (4 Norn x 0.75 = 3 DM), and 1 Norn Favor left over. He also converts his Delta Favor into 2 DM Favor (0.5 Delta x 4.0 = 2 DM). He now has a total of 15 DM Favor to make a purchase, so he buys a moat of lava around his realm.

Combat and Competition

As often as possible, what the gods say is automatically so. This is especially true when the action falls within their domain or reach. Other times, their actions come into conflict, which may be resolved by the qualities of the characters alone. Characters are heavily encouraged to work such things out amongst themselves, but this is not always possible, especially when it comes to the very life and happiness of characters.

For example, if Beta wants the moat around her island demesne to rise, she simply says so and it does. On another occasion The Alpha, who is a ruler figure, might say he lowers her moat to cross. If she says she keeps it at its current level, he would probably simply accept that it is her domain to dictate her own moat and that would be the reality of it.

At other times, gods are dead set on making another god dead! Or perhaps their actions are contested hotly. At these times, the Metagods step in to arbitrate.

Resolving Contested Actions – Mechanical Slots

The Mechanical Slots are a more objective procedure for the Diamond Master to decide the outcome of a contested action. In the events leading up to DM arbitration, the gods post descriptions of their actions, attitudes, insights, and resources. When it is evident that nothing much more is forthcoming, the DM will list the Mechanical Slots as he sees them for the two

contesting parties. Each slot represents a certain resource that each party has (or does not have), and each is compared in turn by the DM in determining the result. The players are free to change their slots as the combat or contest plays out by describing new actions.

Only one attribute/element can be assigned to each slot. Sometimes, especially synergistic sets of attributes might be listed. When gods fight as a team, one god is selected as the represented leader, though they may of course draw on the resources of their allies.

At some point (usually related to the Diamond Calendar, as described in a different section) the DM makes a final call. He then describes what happens, and the results occur. Even then, the players may have time to make last-minute changes and attempts to change the outcome before the Norns arrive and weave Fate to their will. Again, when the Norns arrive is related to the Diamond Calendar and will be explained later. *Arbitration of reality occurs in stages, marked by appearance of the Norns at regular intervals in real time, at which point reality focuses and is final.*

The DM's decision will be heavily influenced by the Precedent and standard mythology.

For information on how to settle competition within a campaign world, or coming from one, see the section on Campaign-Diamond Transparency.

Killing a God

It is quite difficult to kill a god. Defeating one in combat does not mean you have killed it. Usually, the god will be wounded, exhausted, or lose a body part to the victor. Sometimes the victor might decide to show mercy, perhaps in return for something. **If you soundly defeat a deity, you have a chance to steal up to 20 DM Favor or an Artifact.**

The DM or the Norns can decide if there is the potential for deicide. The guideline is that a god may only be killed if the aggressor has no disadvantage in any mechanical slot and indeed an advantage in most. This includes Tier: it is rare that a god of a lesser Tier can defeat one of a higher Tier unless they are outstandingly well equipped.

If the potential exists, a die roll is submitted to the Lady (1d20). The aggressor must roll a 20, and the defender must get lower than 10 (otherwise, their attempt to save themselves has worked).

A god confirmed dead by the Norns will have his/her account removed. They may choose to start all over as a new deity from their campaign world. Any campaign worlds created by that god may regress to mere daydreams of the Diamond Master if they do not receive a new ruler deity.

Table 3 – Killing a God

Defender's Loss?	Defender's Roll	Aggressor's Roll	Result
Yes	<10	20*	Character death
Yes	<10	<20	Character minor injury or defeat
Yes	11+	19+	Character major injury or defeat
Yes	11+	<20	Character minor injury or defeat
No	--	--	Character unharmed/undefeated

*Note: A Culet (non-player deity) can be destroyed on a roll of 19.

In Grecian legends, Orpheus' near success indicated that he probably rolled only a 9 on his rescue attempt, and described his adventures in Hades before the Norn's announced Eurydice's death.

The Mechanical Slots

These are the slots the Diamond Master uses to arbitrate contested actions, in order of importance:

Table 4 – Mechanical Slots

Slot Name	Description
Tier*	The god's relative power level. Determined by character profiles.
Domain*	The type and level of the god's specialty. Determined by character profiles.
Weakness*	The opposite of a domain. Determined by character profiles.
Equipment	What concrete resources a god is drawing on. These are usually artifacts purchased by the gods or crafted by them, under the supervision of the Diamond Master.
Circumstance	The environment the battle takes place in, including the condition of the gods involved and where they are.
Spell	Magical influences on the battle.
Allies	Who is on each team.
Insight	Any ideas or tactics the gods might be using
Tiebreakers	Rarely used unless a contest has been ongoing for some time without resolution.

*Denotes a major Tier, which are given significantly more weight.

Remember that slots are typically filled by only one element.

Potency

A god's innate potency is only limited by the rules of the forum and the rules they agree to as gods. You can do anything unless it is against those few rules or opposed by another deity.

If you do something by simply stating in a forum thread that you do it, and an opponent can provide mechanical support for their opposition in the form of something purchased with Favor, the opponent process is more likely to triumph, all else held equal. This includes a relevant domain, a higher Tier, a useful Artifact, a Reality Revision on a region, and the like. So feel free to try whatever your character wants to try – but in the competition of the godly realms, you get what you pay for.

Strategy and consistency also come into play. Even if you do not have a relevant domain like War or Strategy, you can gain a leg up by describing your tactics (if your character is the sort to use such tactics). The way you perform your action should be just as important to you as what action you perform. Self-consistency can give a similar boost in *that a relevant trait you've held to from the start or acquired through good roleplay will aid you in DM arbitration.*

Some potency is implicitly restricted by Tier. It is rare for Hero Deities to answer prayers or grant spells, for example. This is further implemented by the Mechanical Slots. For more information, see the section on Tier.

Some potency is restricted by the characters of the Unblemished Tier themselves. For example, the Abrominae of the Icy Wastes Facet places **limits nearly ALL spellcasting between Facets. Thus, many gods find it safest to pass only a few spells to help their mortal favorites.**

Often, gods voluntarily agree to limit their potency according to a set of rules, to solve a dispute in a way that spares the landscape.

The Diamond Pantheon's crowning Facets are very Steep and beyond the reckoning of all mortals and most immortals. *The Immortal Facets where the Diamond Pantheon resides cannot be accessed even by powerful mortals or uninvited immortals.* For example, a Gate spell in Dungeons and Dragons, which allows interplanar travel, would not allow even the most powerful wizard to get into the Diamond Pantheon realms. The Norns could allow it, though!

The Council

The Council may set more rules on potency than those imposed here. These may be updated or argued at any time. Furthermore, they are not enforced by the Diamond Master – they are enforced by the wrath of the Council and its allies. Check out the Council's thread for information on their rules.

Rules of the Forum

Though some gods are nigh-unlimited in power compared to mortals, the Diamond Master, the Norns, and the Lady have some rules that must be followed. These are as laws of physics are to mortals and cannot be avoided by your character.

The Steep Calendar

The Diamond Pantheon uses a special calendar to describe realtime. It has an eight day week. Each day of the week has two names. One is for flavor – if you are lucky and very famous (or infamous), you may find a calendar day named after you. The other name is for forum purposes, named using prefixes. All days start at midnight Greenwich Mean Time.

Hrairday, or Loki's Day, is the most powerful day on the calendar, occurring every eight days. Toward the end of this day, the Norns visit each Facet of the Pantheon and pass judgment on everything that has happened before the most recent Heptday dawn. On this day, deaths become final, and actions can no longer be "taken back." Fate has been woven. The events of Heptday and Hrairday itself will be reviewed the following week. Hrairday is given much religious significance in many cultures, and it is called Loki's Day because many tricks and gambles become finalized on this day. The following table shows the days of the week, with an entire Norn's Week grouped by highlight color and an entire calendar week grouped by border. In short, *you will always have at least 2 full days (and no more than 8) to counter any actions before they are considered permanent.* This calendar exists so that those who are online more often do not have a huge advantage over those who come online less.

Table 5 – Steep Calendar

Balder's Day	Hapday
Ymir's Day	Biday
Tyr's Day	Triday

Odin's Day	Tetday
Thor's Day	Pentday
Jord's Day	Hexday
Cronus' Day	Heptday
Loki's Day	Hrairday **(Norns visit)**
Balder's Day	Hapday
Ymir's Day	Biday
Tyr's Day	Triday
Odin's Day	Tetday
Thor's Day	Pentday
Jord's Day	Hexday
Cronus' Day	Heptday
Loki's Day	Hrairday **(Norns visit)**

Chronology

Events within the Immortal Facets do not depend on the Steep Calendar, though the gods are aware of its existence. *Instead, all the events of that week are considered to have **occurred essentially all at once**.* Gods move so fast that to mortal eyes, all tasks are being undertaken *at the same time*. Only the events of the previous weeks have causal impact on this week. To mortal eyes, it may appear that gods move between tasks at random, though in reality (to their own eyes) the gods do exist solely in the present. This probably seems really weird to you, so read it again. The point? The point is to reduce the impact on players who cannot monitor posts every second and respond to events exactly as they happen.

There is one exception, which is that the expenditure of Favor occurs in the order it was posted.

Forum Commitment

By ascending, you are agreeing to certain rules, as outlined in this document and by the will of the Unblemished Tier. ***The events of this forum may dictate what is real in your campaign, and you as a member of that campaign should do your best to pass that along to the story being woven there.*** If it is evident that events of the forum are no longer impacting your campaign world as they should, the Diamond Master may decide that your campaign world belongs in the Facet of Daydreams, and the link between is lost. You should avoid this. However, if you as a player feel too much pressure or a loss of fun, this is perhaps a step worth taking. Simply send a personal message to the Diamond Master who can work with you to handle it.

For the most part, the mortals and non-Diamond Pantheon members in your campaign world should determine what happens there. However, ***you must report on events there whenever asked by a Diamond Pantheon member***. Many players will begin publishing periodic reports upon joining the forum, or make available existing reports, such as a wiki or blog.

Example: Beta, the chief god of an aquatic AD&D campaign world, is permanently struck down by Gamma-Man. In practice, Beta should be replaced by another god (perhaps even by Gamma-Man) as the chief ruler of the world. She should continue to be the Dungeon Master if she wishes, but no clerics of Beta should be able to draw upon her power any more. If, as Dungeon Master, she rules that Beta still lives in her campaign world, she has condemned it to the Facet of Dreams and it is no longer linked to the Diamond Pantheon. If Gamma-Man was elevated from her campaign world, he may choose to cross over into another affiliation to escape this fate (though he is welcome to continue playing his separated character on the Material Plane under Beta as Dungeon Master).

Your Character

The Pantheon is composed of a myriad of figures of all varieties.

Where did the characters come from? – Sponsoring a New Deity

To gain entrance to the Diamond Pantheon, a character must undergo a process called Apotheosis. This is another word for deification, the process by which someone is elevated from mortal to god (or from god to Diamond Pantheon god). Apotheosis can only be done by the Norns, who can be convinced to do it by paying them their own Favor in set amounts. Norns rarely refuse to raise a god once the Favor has been paid; they are neutral. However, they will rarely deify a god to a level more powerful than that of the sponsor, the one who pays for the ascension. Any god with enough Norn Favor may sponsor a new god of equal or lesser power.

A sponsored god must represent some sort of character – the nigh-omnipotent Game Master of a campaign world, a narrator of a novel, or powerful player characters are typical candidates. The character must be played by a real meatspace human being, though the character can be of absolutely any race or background.

Hero Deities are often existing characters who had not yet achieved godhood but had achieved incredible fame or power in some other way, and are then elevated by some sort of sponsor or ritual. It is very common to test a candidate to make sure they are worth spending the Favor on.

A lucky few gods are raised immediately to Campaign God or higher. These are probably sponsored by the higher orders of gods, who pay a lot for the privilege of such high class friends, and risk a lot by putting a bunch of power into unproven hands.

Whoever sponsored you possesses a significant amount of Favor with your name on it, so you may want to treat them with respect.

Table 6 – Total Apotheosis Costs

Tier	Cost
1	5
2	20
3	60
4	120

How is my character built?

Much of your character is simply the personalities, alignments, and actions which you control. Everything else, the stuff that interacts directly with the rules, is determined by Favor and what you purchase from the Metagods. You probably **started with a certain amount of Norn Favor and DM Favor, which you should immediately use to purchase one or more domains, items, or whatever you can afford (and want).**

When choosing a name and primary domain, take the time to look around and see what gods have already entered the Diamond Pantheon. Domains become more expensive when they are repeated amongst multiple gods. Also, at the highest Tier, there are restrictions on names: Only one god may hold a particular name or variant on a name. At Tiers 1-3, though, it is just fine if there are multiple copies of a god played by different players. Each will have slightly different mythologies and personalities, and service a different world.

As you play the game, your character will "level up" in a sense as he or she acquires more Favor and more influence.

Tier

Tier is a measure of the relative power of your god on the broadest scale. Tiers must be purchased with Norn Favor – and the Norns will only permit this once you meet certain guidelines. A god of higher Tier is known as a "Steeper" god.

Tier dictates several things about your character.

- Steeper gods gain Metagod Favor faster – This allows them easier access to the more powerful elements of the game.
- What you can defeat – Tier is the first thing considered in battle or contest. A god of lower Tier has almost no chance of defeating a higher Tier god.
- Your influence on other Facets – Game Masters or novelists are likely to restrict your influence on their worlds based on your Tier. For example, Hero Deities are unlikely to be able to grant spellcasting powers to mortals.

When you gain a Tier, the DM buys all your domain levels for the full price you put into them (55 DM Favor for a 5th level Hero Deity domain). You may then instantly re-purchase domains as a newly Tiered deity, exactly as a normal god of that Tier would. Since you are now

competing with stronger, larger-scale gods, some of your domains may shift in terms of relative strength. This is OK. It may be a good idea to consider how many domains you possess when you are considering leveling up.

	Combined cost	Domain Level				
		1	2	3	4	5
Tier	1	1	5	14	30	55
	2	2	10	28	60	110
	3	3	15	42	90	165
	4	4	20	56	120	220

Below is an overview of the Tiers: the cost, the characteristics, and anything else you might need to know about each one.

Table 7 – Tiers

Tier #	True Name	Common Name	Cost	Requirements
1	Inclusion Tier	Hero Deity	--	Get sponsored to Diamond Pantheon. Have significant power or fame on campaign world.
2	Pavilion Tier	Campaign God	25	4th level domain while a Hero Deity. Have significant divine effects on a campaign world or within the Immortal Facet. Don't borrow power from others; are a source of power. Have worshippers; ability to answer prayers.
3	Bezel Tier	Worldcrafter	50	Be a game master of some sort; rule a world completely. Alternatively, have tremendous fame and influence on many worlds or within the Diamond. You should actively be shaping a world or worlds.
4	Crown Tier	Steepest God	75	Hold dominion over lesser gods. Be the best god with your name in any mythology. Use your power in new and original ways. Shape the life of the forum.
5	Unblemished Tier	Metagod	--	Provide significant mechanical effect on the game

Tier Descriptions

Inclusion Tier – Hero Deity

This tier is mostly a teaser of the greater things to come in the pantheon. It means you have incredible renown in your home plane on your home campaign-world Facet, and that you wish to become great within the multiverse. Get to talk to other Hero Deities from other Facets. To qualify for this tier, you should be a notable feature in the history of a campaign world,

preferably one registered as a Facet on the Diamond of Existence. You need only find a DP god who is willing to sponsor you. Most Hero Deities are extremely high level or powerful characters, but not usually true gods themselves by a classical definition. Sometimes a small-time deity simply seeks recognition on the Diamond Pantheon.

The classic Hero Deity has one divine and one mortal parent, and makes a name for himself defeating chthonic powerful monsters. They are still capable of being defeated by ordinary mortals, though they may be capable of fending off an entire army by themselves. One of the weakest examples of a Hero Deity is Arachne, who defeated Athena in a weaving contest and was turned into a spider for it. One of the strongest examples is Hercules, who was eventually accepted as a member of the core Olympian pantheon. Exalted characters are an excellent example of Hero Deities from an RPG.

Ask the question "Has almost everyone heard of me? Would they expect me to triumph in an impossible situation?" You might be a hero deity if the answer is yes.

Hero deities may hang out in the Hamlet of Heroes.

The rank of Hero Deity is important because it allows a character the chance of victory over a god.

Pavilion Tier – Campaign God

This tier is for gods who influence campaign worlds, grant spells to followers, and have considerable power. The classic Campaign God is a demiurge. [More description found on the forum](#).

Bezel Tier – Worldcrafter God

This tier is for powerful game or campaign masters of any sort, those who fashion the Facets on the Diamond in a Steep and significant way. The classic Worldcrafter is truly omnipotent or nearly so, unchallenged by anyone in their universe – except themselves or perhaps a dualistic enemy. [More description found on the forum.](#)

Crown Tier – Steepest Deity

This tier breaks the boundaries of what you can do. A Steepest god with a domain can use that domain in very versatile ways and holds dominion over lesser gods with that domain. They're the topmost gods whose games influence many things about the shared multiverse. There is no classic Steep God, because such a being can only be highlighted by the backdrop of the

Diamond Pantheon. Steepest Gods may choose to ignore titles completely. [More description found on the forum](#).

Culet Tier – Minion God

This is a tier for nonplayer characters. Many gods have retinues. To make your retainers and your friends that aren't played by humans more official, pay the Norns to sponsor them as Culet gods. Gods sponsored this way can be of any Tier equal to or lesser than your own. They may be controlled by the DM at any time and are a bit less powerful than their player character counterparts. As with most things, the big advantage is that they can be used in the mechanical slots. They can also do tasks independently of you, under your command or under the control of the DM.

Table 8 – Minion/Culet Apotheosis Costs

Tier	Cost in NornFavor
1	4
2	10
3	30
4	60

Domains

Domains represent a special interest of a god. It is the thing (or things) that the deity is most effective at controlling. It is what you are "the god of." Manipulating elements of appropriate scope related to your domain is usually an automatic success. The domains you have, and their relative level, affect what you can manipulate in both the Diamond and in certain Facets (which may be restricted based on your Tier, see above). Domain level and type is also the second thing checked in a battle or contest.

You may choose to purchase more than one domain. Per Tier, you may have at any one time no more than one domain of first level, two of second level, three of third level, and so on. If Gamma-Man is Pavilion Tier (Campaign God, Tier 2), he could have up to 2 first level domains (Poison 1 and Darkness 1). However, he could level up one of those to second level and then purchase a third domain – he still hasn't violated his limits (Poison 2, Darkness 1, Magic 1). He might also hold some domains of higher level – there is no cap on domain level.

Higher Tier gods pay more per domain level, but are permitted to hold a greater number of domains.

The following table shows the price of the next domain level, *counting the total number of domain levels in the game.* The pattern should be easy to determine: it is the total level of that domain, squared, multiplied by the Tier of the potential possessor. You purchase domains from the Diamond Master.

Table 9 – Domain Costs

		Domain Levels				
		1	**2**	**3**	**4**	**5**
Tier	**1**	1	4	9	16	25
	2	2	8	18	32	50
	3	3	12	27	48	75
	4	4	16	36	64	100

Typically, a small number of gods controls each aspect of the world. In the Exemplar Pantheon, no matter how large it grows, Beta will probably be the only Campaign God of Water. However, there might be a minor water nymph named Di of heroic reputation who also has a strong water domain. Mechanically, this means that the total number of domain levels within a Tier determines the price of the next one – no matter how many gods those levels are distributed among. If The Alpha owned Water 1, and Beta owned Water 3, it would cost Beta as much as a level five domain to gain Water 4. Di's price, however, is unaffected, since she is probably a lower tier.

Weakness

Weakness is imperative to good character development. A Weakness is the opposite of a domain – it is a vulnerability where you are especially weak against attack. Weaknesses do not have levels. It is assumed that all gods are far, far above average in every aspect of their existence, but a Weakness is a point which brings them closer or even within mortal levels. The Norns are willing to pay handsomely for anyone who takes a Weakness, which you can take at any point (a good time to do that would be when the character flaw becomes evident in the story). You may likewise erase a Weakness at a cost equal to twice the reward of gaining one. A Weakness is considered powerful enough to cancel out a domain.

Equipment

Many gods have signature weapons or tools. Think of Thor's hammer. Gamma-Man, the supervillain god, has his Gravity Gun Only one piece of equipment can fill a slot, but different items do different things.

Artifacts are either purchased from the Diamond Master (though this may certainly mean the god crafted it under the DM's auspice) or found on quests.

Artifacts are far more powerful and Steep than their mundane counterparts, and are all of equal relative power levels. They are nigh unbreakable and typically do just one thing exceptionally well. Flavor-wise, of course, they may do even more. For example, though Gamma-Man may employ his Gravity Gun to dispense poison, this is really a function of his domain, while the Artifact's actual power is the manipulation of gravity.

The player must work with the DM to approve an artifact's main benefit(s), but the appearance and flavor of a constructed artifact is usually up to the constructor.

Deities will also have lesser items. These aren't typically referenced in the mechanical slots. Non-Artifact items are mostly there for flavor, as any god can basically assume they have any mundane resource they need.

Affiliation

If you are raised from a campaign world, you are automatically affiliated with that world (though you may choose to end the affiliation). The campaign's Chief Ruler has final power on who is permitted affiliation with their campaign world.

For more information, see the section on Campaign-Diamond Transparency.

Realm

Upon ascending, you automatically gain a realm thread. The realm is set somewhere in the Immortal Facet to which you ascend. The realm looks exactly as you describe it, and you can change many things about it simply by saying so. It can be anywhere in size from a tiny beggar's hut to a tremendous metropolis filling a cliffside. You can make your realm more powerful by purchasing a minor reshape of the Diamond from the Diamond Master – this will grant mechanical effect to descriptions in your realm.

For example, Gamma-Man wrote in a moat of lava around his underground realm. He is welcome to forge weapons there for the armies he houses in his realm. If he paid 15 DM Favor to add the lava in, he could use it to guarantee a Circumstance advantage when defending his realm.

Campaign-Diamond Transparency

One of the most interesting aspects of the Diamond Pantheon is how it allows contact and impact between different campaign worlds and their heavens. What if the crazed Lovecraftian gods found our universe? Would the archaic Thor and Odin be defense enough?

Campaign World - Chief Ruler

The chief ruler of each campaign world has special powers, including the obligation to move local stories along, to make certain evaluations, and to veto certain things. Chief rulers are usually game masters, authors, or Powers That Be in their campaign worlds. A character representing such a being can automatically take the title of Chief Ruler upon ascension to the Diamond Pantheon.

A good Chief Ruler candidate is neutral, valuing story over factions. DP members from a campaign world without a clear Chief Ruler should elect one.

One of the duties of Chief Ruler is to keep everyone in the forum up to date as to what is happening within their campaign. Many choose to do this with a wiki for their campaign, as this is encouraged by the Diamond Master with Favor. Adventure logs should include the location, what domains might be involved, and the major players. You could also include some hints as to what is upcoming in future sessions. It is common for gods to choose a favorite mortal and bet on their success or failure.

A god may be the Chief Ruler of more than one campaign world, but he or she must first pay the DM for the privilege unless they are at least a Worldcrafter. The first campaign world for any Chief Ruler is free.

A Chief Ruler can hand over that title to anyone they wish, but cannot be forced to do so by any means.

Entering Another Campaign World

Affiliations, when combined with domain and tier, determine who has access to a campaign world. Those affiliated with the campaign world have the power to go anywhere within that Facet (assuming it is within their own character limits). Unaffiliated characters require an invitation – and even then they are limited.

An affiliated character is allowed to issue an invitation to permit a given outsider to access and impact anything that might fall under the affiliated character's domains or special regions. The outsider has special access to areas having to do with his own domain.

Finally, the Chief Ruler may permit a visit from any outsider to access anywhere. The Chief Ruler is encouraged to allow other gods in his system to exercise their invite powers. Special challenges may limit this power of invitation, especially in those of the lower Tiers.

All affiliates are encouraged to roleplay their invitations, perhaps requiring rituals from the affiliates and challenges or conditions for the outsider.

For example, if Gamma-Man allowed Uno the Hellhound (unaffiliated) into Beta's campaign world, Uno would be free to use his godlike powers on anything he wished near Gamma-Man's territory: probably some poisoned wasteland. If Uno had powers over poison, he could use those on any poison in the world or he could show up anywhere poison is an important element. Beta, the Chief Ruler, can let Uno anywhere in her campaign world, though most of his power is held only over his domains. His Destruction domain is likely to cause a lot of collateral damage!

What May Transpire

Once you are within another campaign world, the Game Master and any resident gods may decide what to try to do about you. They must be careful, because battles between deities tend to leave a lot of wreckage behind. However, if they oppose what the alien god is doing, they are likely to use their domains, powers, and followers to oppose the scheme of the invading god.

Any impacts as a result of interplanar deific battles and scheming are required to become a part of the campaign. It's mandatory, or the campaign world may be condemned to the Facet of Dreams.

Still, using existing characters and elements is one of the most fun and useful ways to settle the entrance of another deity into a campaign world. For these purposes, remember the hierarchy of the Tiers: A Hero Deity may be defeated by a lucky mortal (both should be statted up); a Campaign God can be challenged by a Hero Deity but never defeated by any ordinary mortal; Worldcrafters can only be effectively beset by other Worldcrafters or exceptionally well-positioned Campaign Gods. ***For this reason, it is very important for the referees involved to decide what Tier each of their non-Pantheon characters fall into.*** These characters can either be introduced to the Diamond Pantheon by ordinary Norn methods (Culet or apotheosis), or left

outside of it. There are many guidelines as to assigning a Tier to a character; see the Tier section for more details. Unless a powerful character ascends, he should be treated as a Culet god of the appropriate Tier, becoming a sort of unofficial Culet god who cannot enter the Steepest Immortal Facets.

Beta would probably have some of her favorite clerics join a quest to recover an artifact capable of curing poisoned sicknesses, or infiltrate Gamma-Man's base and find out his plans for Uno. Gamma-Man, Uno, and Beta would have to work together to come up with Uno's defenses in-game, which would likely be a combination of things from Beta's world and powers from his own, all set to Uno's flavor as a character.

If Uno and Beta end up in physical combat, Uno's firebreath is likely to lay waste to some portion of Beta's campaign world, and it should have a recovery period unless there is an extremely powerful druid on hand to deal with it. Adventurers in Beta's world would have a chance to scour the wasteland for treasure and fight the effects of the fire, or profit from it.

As many rules from the Diamond Pantheon should be applied in the campaign world as is conveniently possible. Both participants should have from 2 to 8 days to react, for example, while the other participant counters.

Appropriate Challenges

To preserve the fun of player characters, the rule of thumb is this: alien deities will never have enough power to send something truly insurmountable at any player characters. If they tried, maybe the Abrominae (a Metagod) would latch on and attack the invader or at least the invader's attack. Maybe the resident chief ruler is simply powerful enough to turn back these sizeable attacks, shrinking them into more manageable size.

 That doesn't mean it should be easy, though. Most gods are far wiser than mortals, and love to watch a good challenge. Challenges the Game Master or chief ruler debate with alien gods should be capped at the upper side of what is surmountable and appropriate as recommended by the game system. Many systems have a "challenge rating" system of some sort, or an experience point recommendation. For these systems, no god should send a single challenge of much higher than 150% of what is recommended by the game system for their strength. Beta runs a D&D 2nd edition campaign, so let's look at her situation with Uno and Gamma-Man.

Beta is the GM for some players of 5th level. D&D says certain monsters are appropriate for these adventurers to fight – monsters that are effectively "challenge rating 5" or "level 5" or "hit dice 5." It might give some other suggestions as well, such as saying that the Dungeon Master can send monsters up to "challenge rating 8" for a particularly strong challenge, one that will really strain the resources of the player characters. The players might have to run away, but they should be able to survive. The example players should typically be fighting mummies and manticores (challenge rating 5), but with Uno's antagonism they might face a Tyrannosaurus Rex (challenge rating 8)!

This magic number, 150%, is only a guideline. GMs familiar with the system should get the final call as to what is insurmountable. Lower level characters might be especially vulnerable in one system, perhaps. Or maybe there is a steep jump between levels and 5th level adventurers would run from a challenge rating 6 monster. Or maybe Beta is a stingy GM and never gives her players as much power as they are supposed to have. Situations should be adjusted accordingly. Being able to run away from an oversized encounter could also change what might be fun and fair.

Impacts on inhabitants other than the player characters might be severe, but the player characters should usually get a chance to minimize impact, before Uno gets fat enough to devour metropolises at a time and send fleets of dinosaurs to terrorize kings.

Some campaign worlds tell a story without any player characters. That's ok too. In this case, it is up to the higher powers to fight it out – they might decide they don't care who gets hurt, as long as their own position is improved!

Deities may also fight directly, using extant characters who may or may not be in the Diamond Pantheon, as described in the section above.

How Powerful is My Deity Now?

Sometimes a deity enters the mortal realms not to influence gods, but to influence mortals. ***Deities typically do not rely on luck against non-deities – they will automatically max out their dice rolls in most any system that uses dice.*** Mortals attempting to outcompete these deities will have to rely on luck, sheer power, or cunning strategy. Even with these factors, ***a mortal who could not be considered a Hero Deity will never directly defeat a god of Pavilion Tier or higher without divine help.***

It is assumed that anyone powerful enough to become a deity in the steepness of the Diamond Pantheon has more powerful attributes than all the mortals in campaign worlds. The deity probably casts more powerful spells than the wizards, even if they're not a big spellcaster in the DP. They're probably ingenious enough to understand futuristic technologies, even if they come from a sword-and-sorcery campaign. And a god who usually stays out of combat can still arm-wrestle any mortal to the table – unless he has a particular Weakness in that area, in which case it would depend on his Tier.

Hero Deities are the very closest to their mortal counterparts, being equivalent to the very highest level mortals. Anyone worthy of the Diamond Pantheon should almost automatically succeed against the efforts of a mere everyday mortal, barring exceptional circumstance – but some mortals are of heroic deity caliber themselves, though they may not be officially recognized in the Pantheon. A contest between two such beings would appear more like a contest between two Diamond Pantheon beings. The following table shows some estimated attribute

scores a deity of each Tier might have using the archetypical D&D system, which rates attributes like Strength, Dexterity, and Intelligence on a scale from about 3 to 18 for normal human beings.

Table 10 – Deity attribute scores in an antimagic field

Tier	Flaw	Average	Domain
Hero Deity	10	18	25
Campaign God	20	30	45
Worldcrafter	30	50	60
Steepest	50	75	100

The Chief Ruler could choose to use any other system, including a DP-like system, to decide the winner instead.

There is a document on the forums to help Chief Rulers decide on the Tier they should assign to a given nonplayer character.

Going Back

Let's say Uno gets his butt kicked by Beta's adventurers. They killed the T-Rex and stole the plans from Gamma-Man or Uno's lair, and closed the portal intended to summon more dinosaurs. Beta is free to report this in her campaign wiki, or during gossip with other gods – it is something that becomes canonical within the Diamond Pantheon.

A more extreme example: What if we assume that Beta decided that her populace could bounce back? She engages Uno in battle on her own planet. In her campaign, the adventurers will find out that divine tidal waves knocked out half the population of a continent. Uno's fire is certainly going to be put out. He might even die. If this is the case, the pair should bring the battle back to the forums of the Diamond Pantheon and follow the usual procedure for combat. Beta is unlikely to lose to a similarly powerful god in her own lands, so she can tell her players that Uno is killed – but unless that word also comes from the Steep Norns, it is really only Uno's avatar that has been killed, a loss he can eventually recover from.

To determine what real world effects follow the gods back to their homes in the Diamond Pantheon, they should look at reports by both players, histories from the campaign about what powers the gods therein have wielded before, and judge them for consistency with Diamond Pantheon profiles. If a battle that takes place within a campaign world required arbitration by the

Diamond Master via the Mechanical Slots, it guaranteed to have a lasting impact on the Diamond Pantheon.

If everything is found to be evenly matched between two participants, they may let things descend into chaos, each deity grabbing as many resources as possible…but this has adverse effects on the world. Other options include settling the squabble with a deal or game, coming to the Lady for some terms, bidding on it somehow, or duking it out with slots in the Immortal Facets.

A Final Note on Transparency and Fun

Remember that each campaign world is a Facet on the Diamond of Existence. It's a universe – and in fiction, that allows for parallel universes, extra planes, etc. Feel free to set your battles on the Astral Plane of the D&D gods, far away from humans. If it is really necessary, you might register another, parallel campaign world with the Diamond Master as a staging ground for battle, allowing your player characters to go unmolested. For all these realms of the imagination, fun and a great story should still take precedent.

Glossary

Abrominae – a member of the Unblemished Tier. The Abrominae is an enormous serpentlike metagod which eats magic passing between the Facets of the Diamond. This is the reason for many restrictions on deities' interactions with the world of mortals.

Affiliation – the campaign world from which a god came, or a group a god is allied with in some way.

Apotheosis – being raised a god, or being raised from mundane godhood to the Diamond Pantheon. Performed by the Norns.

Campaign World – a unique story being woven by some sort of game master, dungeon master, player group, or author. Everything fictional you've ever read in a book or watched in a movie has taken place in a campaign world. Typically, one campaign world does little to influence another campaign world physically.

Chief Ruler – the character who gets the final say on events relating to a Campaign World.

Council, The – a governing body. Rather than setting mechanical limits, they set social limits and enforce them within the rules of the game.

Crusade – a specific goal. Used to determine when a complete Favor has been fulfilled.

Deity – a very general term that might include demigods, gods, demiurges, fiends, primordials, spirits, godlike heroes. Every character in the Diamond Pantheon is a deity/god of some sort.

Diamond of Existence – the shared meta-multiverse in which absolutely everything takes place. Facets of Existence are insulated from each other except in certain situations.

Diamond Pantheon – a set of gods who have been deemed worthy enough to enter a particular membership. Headed by the Diamond Master. Diamond Pantheon members gain access to more multiversal powers than most gods do. Also the game system used to describe these gods.

DM – Diamond Master, in the Diamond Pantheon context. Might also refer to Dungeon Master in the Dungeons and Dragons context. Either one holds absolute power as to the nature of what takes place within the context of a roleplaying game. The Diamond Master has been described as "a solipsist looking for reality" and is the creator of the Diamond.

Domain – an interest of a god, and the thing they exert the most power over. Has a level, usually 1 to 5.

Exemplar Pantheon – an example pantheon created for this book. Ruled by The Alpha.

Facet – a world, universe, or even multiverse within everything that falls under the jurisdiction of the Diamond Pantheon rules. Each campaign world run by a game master or author is a Facet. The place where the Pantheon gods pass the time is a Facet by itself.

Favor – a currency describing the debts gods owe one another. Metagod Favor is used to buy mechanical benefits.

GM – Game Master. Acts as a referee or co-author for a roleplaying game.

Hyper – a prefix describing something that is of higher dimension than normal, such as a hypercube.

Metagod – a member of the Unblemished Tier, the highest Tier of the Diamond Pantheon. Gods providing a mechanical benefit to the game as a whole.

Norns – also known as Fates. The Steep Norns decide the births and deaths of gods and help to weave the story of the Diamond of Existence.

Player character – a single character of finite power run by a human from meatspace, not controlled by the GM. Some deities on the Diamond Pantheon are Player Characters. Others are run by the Diamond Master.

Precedent – a set of forum posts that have been set aside for displaying certain archetypes of gameplay. A good place to look for examples.

Sponsor – cause apotheosis.

Steep - A descriptive term for a level of divine strength or power of one sort or another on the Diamond. Often describes things that are more primal (for eg, Steep Odin is the Odin for which all other Odins are named).

Tier – a relative measure of the broad scope of a god's power. There are four. You can think of a Tier as a god's level.

Unblemished Tier – see Metagod.

Weakness – the opposite of a domain. Something where a deity is especially vulnerable.

FAQ

Q: **I'd like to play a monotheistic god. How does that work?**

A: As the sole influencer of your Facet, he (or she) is omnipotent and alone in ruling there. Mortals never have any concept of the Diamond Pantheon, so they would perceive your deity as the sole supernatural power. And rightly so, as the other gods are unlikely to gain access to your Facet, which is a universe unto itself.

Q: **My clerics get their powers from a belief, not a god. Can that god ascend to the Diamond?**

A: Most Diamond gods have the ability to benefit from belief and worship. As such, your cleric's fuel makes sense. However, the Diamond is reserved for beings having, at the very least, drive and motivation. Preferably a god in the DP will also have a sense of character and personality about him or her.

Feel free to be an "anthromorphic personification" of some force, perhaps animated and given some semblance of consciousness by the god sponsoring you (perhaps from another campaign altogether). The existence of this avatar would not necessarily change anything about your campaign.

Q: **My god is supposed to predate time. How can I reconcile this with the existence of the Diamond Pantheon?**

A: Some Facets are STILL not populated with Time.

Q: **What if I don't want to quit playing my mortal character?**

A: That's fine. Your character becomes an avatar, independent of the existence of the Diamond Pantheon counterpart. However, while you are still under the Diamond Master's scrutiny, you should endeavor to hold the mortal(ish) character to the condition of the Diamond deity character. If the deity version of your character loses an eye, for example, you should lose an eye on the campaign world too.

Q: My existing divine character has more power in her home campaign world than I can afford to stat her up with in the Diamond Pantheon. What can I do?

A: This is expected in many cases. Inclusion in the Diamond Pantheon is an honor fit for a very special subset of all the existing gods. The same goes for the powers a god might have. Owning a single Water domain in the Diamond Pantheon is also a recognition of particular divine potency with water. It is not to say that a character with nothing more than a single Water domain can only influence water – it's just the most memorable thing about them on a meta-multiversal scale.

        You may also choose to elevate certain deities as Culet gods, which are cheaper and represent nonplayer characters. Furthermore, remember that deities (other than yourself) in your home world still exist and may affect Diamond Pantheon characters in certain situations.

Additional Tables

Reality Revision

Benefit	Cost in DM Favor	Description
Refractive Facet (temporary)	20	A small universe with its own set of simple rules. These rules are always known.
Refractive Facet (permanent)	60	A permanent version of the above. Game matches are played in such a place.
Artifacts	20	Create a powerful tool that does one or two things really well.
Arbitrate game	10	Requests that the Diamond Master run a game of your design.
Enforce contract	15	Requests that the Diamond Master magically enforce a contract between two gods.
Reshape diamond (minor)	15	Create some small change in the Diamond of Existence: set a trap, change your realm, etc
Reshape diamond (major)	50	Create a significant change in the Diamond of Existence.
Break rule or contract	150	A powerful option which allows the deity to ignore some law of the game.
Fill mechanics slot (major)	50	Fill in one of the three most powerful slots, Domain, Tier, or Weakness, in combat if you can think of no way to gain advantage there.
Fill mechanics slot (minor)	10/Tier	Fill in one of the weaker mechanical slots than those listed above.
Make an action in secret	20	Normally, gods know nearly everything going on. Dodge that rule by the DM's grace.
Break ties	Bidding by 5's	If a combat would result in a tie, a participant can choose to begin bidding with DM Favor. Ties do not have to be resolved.
Register campaign world	20	Gain a second campaign world. For Worldcrafters and GMs with multiple campaigns.

Fate Revision

Benefit	Cost in Norn Favor	Description
Death immunity	150	Buyer cannot be killed by a specified thing
Kill	300	Destroy another god. They get no chance to avoid their fate unless they are immune to death.
Gain a Tier	25/Tier	If you meet the requirements for the Tier, you may level up to the next Tier by paying 25 Norn Favor per (current) tier.
Erase weakness	16/Tier	Remove a Weakness, a character flaw in your build.

Advanced Tables

These are also their own forum threads.

Extended Domain List – shows the specificity levels we want.

Extended Tier Classifications – lots of examples of familiar gods and their tiers. Also, full descriptions of each tier.

Mechanical actions examples

Exemplar Pantheon