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: The Diamond is not exactly equivalent to spacetime. The Diamond Master created the possibility of existence using pure imagination, and his imagination is not limited by paradox and physics. Also, it is unclear at what point any of the Facets were populated by any sort of existence - there is nothing that says your god can't have come into being before the Facets were populated with Time.

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