LEGENDS
Presents:

DAWN OF WORLDS

A cooperative system for creating fantasy worlds

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Dedicated to every yet-to-be storyteller, game fan, and famous author.

Introduction

Perhaps the most difficult prospect faced by fantasy game masters, players, authors, and even ordinary daydreamers is the idea of inventing a fantasy world from scratch. Indeed, this is one of the things that makes a good work of fantasy fiction so appealing, the chance immerse yourself completely in an imaginary realm. The really hard part, of course, is left to those who want to create such a realm. As readers, players, or daydreamers, we can suspend our disbelief as much as is required to follow a story. Sometimes this can be a lot of work. Truly great tales, though, are set in worlds so complete and consistent that we hardly notice ourselves doing it.

Back in the day, the authors of this system played a lot of games. We read a lot of fiction too, and heaven knows we spent enough time daydreaming. Every game, every attempt at writing the great American novel all began with the need to create a world. As we grew older, our demands for such worlds became more intense. We didn't just want a few vague notions driving us. We wanted vast landscapes, epic races and civilizations, history, plots, rivalries, and all of the other things we see in the world around us. We wanted them projected into a fantastic world that we were really allowed to explore.

Sure, there were any number of complete worlds from any number of publishers ready at the local bookstore. But we were too many. Like ordering a pizza, it was impossible to agree on the right ingredients for a good game world from among the mass produced options. Too, there was the problem that some players simply knew certain worlds better than others. It is much more fun to role-play or write in a world you know than in one you don't.

It seemed only natural one day for us to reach the conclusion that, while perhaps a few great authors might spend a lifetime creating one such world, there had to be a simpler way. All notions of the divine aside, our own world, with all of its intricate history was not the brainchild of a single man. It was the product of many minds playing off one-another over the centuries. The solution to our dilemma seemed only natural, we would create a world together. Everyone would have a hand in it, everyone would know its history.

We would become the gods of our own fantasy world. We would raise it up from the meager foundations of stone and water. We would raise up great civilizations, set them at war, guide them in science and magic, and give them leaders. And we would do it in about six hours. From this singular idea arose the game which you now see before you.

Within the guidelines of Dawn of Worlds are the tools and the advice by which a few ordinary people can set themselves up with ultimate power for an evening and leave you with a complete, detailed fantasy world. It will, if you make use of it, give you a world with complete landscapes, history, cultures, and characters. And it will be fun, too.

I. Gods

Dawn of Worlds is a new concept in the world of fantasy, or at least the authors have never run across the idea before. The basic idea is this. You, and a bunch of your friends will gather around a wide, flat surface. We recommend a table. You will need at least one large sheet of paper, several smaller ones, pencils, and a pair of six-sided dice. Whoever is leading the process will probably be expected to provide the large sheet of paper. On this, he or she should draw the rough outline of a land mass. This will be the most difficult part of the job. For inspiration, feel free to look at a globe or your nearest atlas.

Soon, each player will be playing god. Usually

players do not take on the role of a particular god, but this can make for a fun variant. What lies on the table before them is a barren, lifeless world. It is up to each player in turn to begin filling it. One of the most important things to remember about Dawn of Worlds is that as players create things, other players are entirely free to change them. This is usually more than enough incentive to set civilizations at war, as you will see in a moment.

Even gods have limits, at least while creating the world. Every round, each player takes a turn, having the opportunity to make changes to the world. Each player will receive points every round, and these points represent the "power" that they have available to expend shaping the world. Points can sometimes be saved up over several turns to do something really dramatic. The cost to do a particular thing is determined by the tables in section III.

The most important things to remember are:

1. Your goal is to create a fun and interesting fantasy world. You cannot win while playing Dawn of Worlds, and nobody else can loose. With this in mind, feel free to tinker with your own races or totally corrupt those created by someone else.
2. You may or may not have a game master who gets extra influence or the final say in how things go. Even if you do not, disagreements are bound to erupt. If you and your friends cannot come to an agreement on what would be the most fun way to handle a disagreement, flip a coin or find better friends.
3. Don't be afraid to build landscape. Sure, races and orders and avatars are terribly cool, but sometime late in the game your precious civilizations are going to want some mountains and rivers to hide behind.
4. Have fun.

II.Creation

Creation of the world tales place in rounds. Each player gets a turn during the round. At the beginning of each round, every player rolls two six-sided dice and adds the total to his or her current power level. If there is to be a game master or author using the world, he or she may go first. If not roll two six-sided dice each round. The highest total goes first. Creation also takes place in stages called ages. Each age is strongly focused on one particular aspect of world creation.

The game begins in the first age. Each age must last a minimum of five rounds. After five rounds, the game may move from the first to the second age, or from the second to the third, if a majority of the players vote to do so. After ten rounds the age may shift as soon as any one player wishes to do so.

The first Age is focused on geography. Normally, the world map is almost blank when the game starts. The person who draws it up may throw in a river, a few mountains, or perhaps some islands, but it is best left mostly blank. During the first age, the cost in divine power is least for creating geographic features on the land. Mountains, islands, forests, lakes, and such are all very easy to achieve. This is reflected in the cost tables in section III. By contrast, the creation of races is extremely difficult at this early stage. Indeed it is the rare game where more than a single race appears in the world at this point. Each round in the first age is roughly equal to 500 years.

The second age is focused on the raising of the various fantasy races that will dwell in the world., Players may create races and set them down on the land they have shaped. There is relatively little limit to what kinds of races can be established. There may be worlds populated entirely by different races of men, or perhaps only one of each of the classic fantasy races, orcs, dwarves, elves, trolls, and the like. Races are easy to create during the second age,

while it becomes more costly to shape the land around them. Each round in the second age is roughly equal to 100 years.

Lastly, in the third age, the expense of shaping the land reaches its highest point, and races again become more difficult to make. This is an age of politics, war, and learning. Great leaders and orders of knights may emerge frequently during the third age, while cities or whole races may glide from noble to corrupt. Each round in the third age is only a few years long (adjust as necessary for realism.)

An Example of Play:

The players have gathered, Alexi, Trever, and Bob, and are seated around the table. Bob has prepared a mostly blank world map that looks like this:
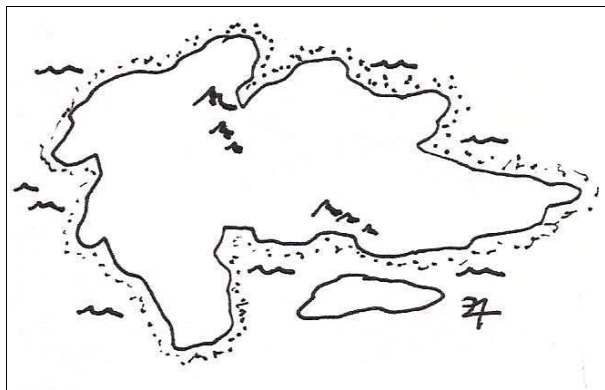
Since Bob is going to use this world to write the great American novel, he goes first. Each player rolls two six-sided dice. Bob gets a 10, Alexi gets a 5, and Trever gets a 9. Bob goes first, and spends nine of his points making a mountain range which separates a portion of land from the rest of the continent. Alexi spends 3 points adding some trees along the southern coast, and Trever passes for the turn, holding his points. Bob marks the changes on the map:

A few turns pass, Bob and Alexi continue to add mountains and forests, while Trever accumulates his points. Finally, after 3 turns Trever announces that he is going to create a race, and burns 22 points to create a race of elves which will live in the forests Alexi has been creating for the past 3 turns. He spends another 8 points and directs these elves, who he decides will call themselves the "High Elves," to build a city named Amberel. Now the map looks like this:
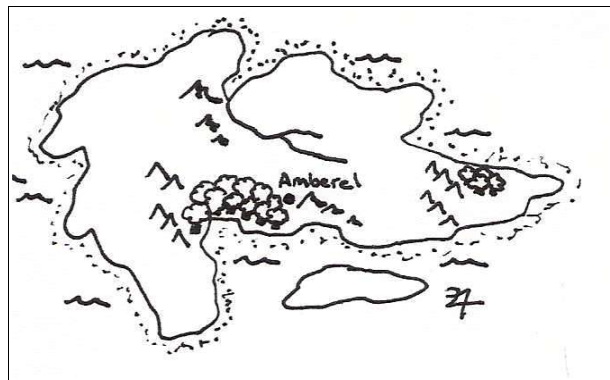
Alexi, distraught because he had intended to introduce his own race into the forest during the second age, begins to save points for a catastrophe ... and the game continues.

III.Power

Each player must keep track of his or her own level of power. For the most part this is a pretty easy task. Each round, all of the players roll two six-sided dice and add the sum to their running total power level. Every turn, players may spend these points according to the table below, or they may save them. Saving points is not always a good plan, however. This is where the power level gets complicated.

Players who end any turn with five or fewer points gain a cumulative +1 point for the next round, up to a maximum of +3. Thus, if Bob ended his turn with 4 points, he would gain whatever he rolled on two six sided dice next turn, +1. If he ended his next turn with 4 points, he would get +2 the following round. A player cannot gain more than 3 extra points per round this way. Over the course of creating a world, this can give a player many more points than his friends who stockpile their power.

Example: During a round in the second age, Bob has 4 points. He gets +1 point this round for having a low total, and rolls two six sided dice for the rest. He gets a 9. His total power is now 14 points. Bob looks at the action chart and decides to spend ten of his points on "Catastrophe" and sends a plague through one of the great elven cities which another player recently founded. The city is now ripe for invasion.

The different powers a player may exercise are set forth in the table below. Each power is described afterwards. Remember, many powers can be used on your own creations, or those of another player however you like. Also you are only limited in the number of actions you take each turn by the power you have. If you have saved up 50 points and want to burn them all raising armies, do it. You are gods, after all.

TABLE OF POWERS

Power	1st Age - Land	2nd Age - Races	3rd Age - Relations
Shape Land, 1"	3	5	8
Shape Climate, 1"	2	4	6
Create Race	22	6	15
Create Subrace	12	4	10
Command Race**	8	4	3
Command City**	6	4	2
Advance Civilization	10	5	6
Advance City	8	4	5
Purify Civ. +1 Align *	5	3	4
Corrupt Civ. -1 Align *	4	3	3
Purify City, +1 Align *	4	3	3
Corrupt City, -1 Align *	3	2	2
Event	10	7	9
Create Order	8	6	4
Command Order	4	3	2
Create Avatar	10	7	8
Command Avatar	2	1	1
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. (See below)

Shape Land – This power directs the creation, modification, or erosion of mountains, hills, lakes, streams, rivers, forests, jungles, deserts, grasslands, tundra, steppes, and other land forms. On the game map, this power allows the creation of land forms within a 1 inch diameter area. Roughly. Using this power repeatedly can create whole ranges of mountains, inland seas, or vast wastelands. Use your imagination, and don't forget a few waterfalls. You don't need to take up the whole area if you have a fun idea.

Shape Climate – This power directs weather patterns that are frequent in a rough 1" area, like fog, rain, snow, sun, heat, cold, sleet. You may wish to create snowy steppes, or hot jungle upon your forests.

Create Race – This power effects the creation of one of the traditional races for player characters in your game system, or other classic fantasy races. Races and civilizations are often interchangeable. You may, for example, have more than one race of dwarves, each with its own unique civilization and government. Consider not only humans, elves, dwarves, orcs and trolls, but also dragons, halflings, or even leprechauns. At the discretion of the game master or would-be author, non-traditional races may cost double. players may pool points to create any race. Each race must be given a starting point in the world where they begin to build their civilization, (or lack thereof.) Races start either neutral, or aligned 1 good or -1 evil. See Purify and Corrupt.

Create Subrace – This power is used for the creation of splinter groups from an existing race. These must arise in territory roughly adjacent to their ancestors, and may or may not start out getting along with their neighbors. Dark elves, deep dwarves, human pirates and the like are the subject of this power.

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. The creator(s) of the race gets this sect automatically. 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 – Here, the god directs one single city to create something. This can be a wonder, wall, school, tower, or the like. Armies too are created with this power, though any given city may only produce one army in a given turn.

Advance City / Civilization – This power causes the City or Civilization to gain expert knowledge of a given science or magic. These might include war magic, healing, warfare, steel, weapon smithing, sailboats, writing, literacy, engineering, architecture, farming, or the like. So long as that city or civilization persists, it will always be the greatest in this field.

Purify / Corrupt – Here, gods go about changing general alignment of a civilization, city, or a one inch region of landscape by one step per turn. Unless the game master or author directs otherwise, there is no limit to how far this can go.

Event – Through this power come the changing of fortunes for an Avatar, Order, City, or Civilization. A gold mine may be found, a storm at sea may strike a fleet, an Avatar may escape death, plague, famine, drought may strike, or technologies may be lost. These are the great, unplanned winds of fortune that blow through the history of the world.

Create Order – By this power, the god creates an order of people within a civilization or race.

These may include thieves' guilds, religious sects (see command race,) orders of knights, bands of brigands, pirate ships, etc. These orders may last indefinitely or be created for a particular purpose, such as the extermination a sect or opposing race. It is vital to keep track of who created a given order, as the cost to command them can vary.

Command Order – Through this power, the god makes an order do something. For religious orders or sects, add +10 points if a non-creating player commands them. For other orders, add +5 points to the cost if a non-creating player commands them.

Create Avatar – Through this power, the god creates a major figure within the history of the world. These may be high priests, dragons, warriors, dynasties, or the like. If slain or wiped out, they may be resurrected or reestablished by the creating player for 5 points.

Command Avatar - An avatar can perform ONE of the following immortal or Many Mortal actions (such as leading an army) in a turn when commanded. Immortal actions which an avatar can perform include: Command City, Create Order, Command Order, Create City, Corrupt/Purify City, Create Race (ONCE) , gather an army. Through the use of an avatar, players may for example raise two armies in a turn from the same city, or execute two commands upon a race.

Catastrophe – By this power, the gods express their wrath. From fiery mountains to the destruction of avatars, the loss of great advancements to the destruction of city walls, this power brings ruin upon them all by whatever clever mechanism the player can imagine. (How will you feel when your avatar drowns in a lake of acid?)

IV. Conflict

During the creation of your world, as with all history, there will arise conflicts. Cities will raise armies and march against their heathen neighbors. Avatars will lure whole civilizations to darkness, and the politics of the world will be played out on a grand stage.

In practice, the question will arise, "OK, my Southlanders have raised an army at their capitol city of Cathardia and they march against the great walled city of Port to the west. They intend to wipe out the heathen devils to the last man. What happens next?"

What happens next depends a great deal on what has happened before. Dawn of Worlds relies on great flexibility during play. In most cases, the answer to questions like these is obvious. If a single army has been raised to march on the city of Port, and Port itself lies defenseless, the city will be demolished. On the other hand, another player, desperate to save the city may send a plague through the invading army, or perhaps flood the land between Port and Cathardia and delay the attack long enough to muster an army for the defense.

Also there will arise times when the outcome is not clear. Perhaps both cities have an army, or perhaps one has raised several armies. Many things can affect the outcome of battle. In the long history of the world, however, the mechanics of a single battle are left to the dice. Conflicts between armies may be resolved as follows:

1. Consider each technology that the civilization or race which raised the army owns. For each such technology that might be used in battle (be reasonable here, if you can't agree, vote) assign a +1 bonus to that army. The same applies for an army that enjoys higher ground, a defensive wall, or specialized terrain or weather. Cavalry do not fight well in the mud.
2. Roll two six-sided dice, adding bonuses for technology and other factors. The winning army is victorious, the loosing army is either destroyed or scattered.

3. In the event multiple armies arrive to do battle, a separate roll is required for each to determine victory. If a single army wins a battle against one army, but must continue against others, it begins to tire. For each battle after the first, a cumulative -1 penalty is assigned to that army's roll.

As you play out the conflicts in your world, two additional rules come into play. First, it is very difficult to completely wipe out anything. Armies, cities, and races all tend to leave survivors. As such, should a player wish to completely wipe out any fixture an army, order, race, subrace, or city, he or she must pay the equivalent creation cost. Thus, if Bob wanted to utterly wipe out Port, he would have to command his armies to march upon it, and then pay the cost he would incur commanding a race to found it. In the first age, for example, this would cost 8 points.

Second, wiping out something entirely should generally be avoided. It tends to make the world less diverse when the game is done. Players should exercise restraint, and wipe things out only when it makes for a good story.

V. Making Use of Your World

No world history would be of value without some diligent historian to get it all written down. One of the players must serve as the Venerable Bede for the evening. This vital job can be assigned on a voluntary basis, or based on who has gone the longest without chipping in for pizza. Whoever you select, be sure to impress upon them the virtues of good penmanship. Each turn, the actions taken by each player should be recorded. This sounds daunting at first, but given the fact that some players will take quite a bit of time deciding exactly how many square inches of ground need to be buried by a fiery mountain, it is really quite easy. At the end of this text is an example of record kept for this particular purpose. Each action taken by each player should be recorded by turn, name, and a short line about what he or she did. Players may pass, and not be recorded in a given turn.

Now that your world is complete, you must decide what you're going to do with it. One of the more important options is to find one among your circle of friends with enough artistic talent to transform the rough sketches that depict your world on the "really big sheet of paper" into a manageable and legible world map.

Second, if you have a trustworthy author among you, he or she may volunteer to convert the bare text of the game record into a readable history. Among gamers, some folks even enjoy role-playing the historian who wrote the history of the world in which they play.

If you're creating this world for a fantasy game campaign, you may be interested in permitting the players to actually play their avatars. Another option to which your world is uniquely suited is to engage in a round-robin campaign. Because everyone knows the whole history of the world, each player can take a turn at running a role-playing campaign for a few weeks. This allows everyone to enjoy playing, and avoids the dreaded game master burnout with which some of us are all too familiar.

Whatever you do, remember to have fun. Remember that you're free to command other player's civilizations, but that turn about is fair play. And remember that this whole game has been published free of charge on the internet for the sole purpose of making your life better. Feel free to thank any of the authors, if you meet them, with expensive coffee. Good luck, and Happy Immortality!

DAWN OF WORLDS
HISTORY CHART

Age:_____ (First/Second/Third)   World Created on ___ / ___ / ___

World Name:_____

Turn/Player: Action:

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The Continent of MEGLIN

Magartra Ilithisi
Cyrran Nili
Tdril
Endil Led (Richard's Valley)
Nodis Amroth
Nor-Duum
Uberrel (Ilisardi)
Elisi Ilithisi
Cral Odal
Cirnath Adeil
Taelia
Cirnath Entur
Gorril
Cral
Delgimarr
Stoda Cairan
Audulliy
Cuy-Ril
Thurdalhiy
Candif
Kryte
Grytland City
(Grytland)
Trezador
Hrdaikak
Gildurak
Ethal-Lith
Cairan Magor (Dark Mts.)
Cirnath Adeil (Tradehome)
Cairan Salore
Cormic
Shaedric
Empalsi Ut-Dedel
Instax
Ut-Lana
Udiladen
Udil-Cain-Naldo
Tirisa-Ril
Bathul
Drethil
Thandril
Galamne's Ford
Si-Malan
Cain-Naldo
Edel-Il-Ilithis
Oth-Cairan

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Miles

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