



Version 2 - Jan 2024

## Divine Creation

Gods can be created in two different ways in my campaign, by *ascension* or by *emergence*.

### Ascending Gods

These are creatures who become powerful first by using natural means the same way characters do. The other part needed is for the creature in question to be worshipped, feared or both by others. If the influence over others this way is strong and persistent over time this creates the conditions for a possible start of a divine career.

We have examples of this in Greyhawk from Vecna to Zagyg and St Cuthbert.

### Emerging Gods

Sometimes the devotion, or fear, comes first and the object for the devotion are a natural phenomena like the sun, a volcano or nature in general. If the devotion is strong and consistent, over time that creates a ground for a divine phenomena to emerge in the area. This usually takes far longer than an ascension, and can span over thousands of years.

Examples of deities that emerged in most of the deities of the Old Faith like Beory, Pelor and Obad-Hai. I also want to include the Earth Dragon of the Pomarj as a recent still ongoing case of an emerging deity.

## Divine Power

Divine beings source their power from *devotion* or *fear*, they are loved and respected or they are feared. Deities who are predominantly *devoted* channel radiant power and those who are mostly *feared* channel necrotic power. A few deities are neutral in this sense and can tap into both.

This usually also coincides with a deity's plane of residence, those who channel radiant power would have a hard time residing in the lower planes. Deities prefer and needs to be in an environment they can make use of and be more secure in, it is a tough world out there!

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## Ascending Tiers

Tier	Name
Divine 0	Saint
Divine 1	Quasi-Deity
Divine 2	Hero-Deity
Divine 3	Minor Demigod
Divine 4	Major Demigod
Divine 5	Minor God
Divine 6	Major God
Divine 7	Planar Nobility
Divine 8	Planar Lord
Divine 9	Ruler of Pantheons
Divine 10	Supreme Being

## 0 - Saint

Creatures who have reached enough abilities and power to start the journey to godhood.

**Agents:** Can't promote agents

**Special Abilities:** No need for food, water or sleep

**Senses:** Can gain special senses

**Representation:** Normal or create a phylactery and live as a single avatar

**Mortality:** Can prolong their lifespan but will age and die if they don't reach Divine Tier 1. Killed by normal means.

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## 1 - Quasi-Deity

Creatures who have acquired worshiping followers willing to devote their life to follow the whims of the hero even from a distance, or caused enough persistent fear in a large group of creatures, or gained divine promotion or a combination.

**Agents:** Promote an agent per year

**Special Abilities:** No need for food, water or sleep, cast 1st level known magic at will

**Senses:** Perceive the world through a praying single worshiper as a action, as long as they are on the same plane.

**Representation:** Normal or create a phylactery and live as a single avatar

**Mortality:** Maintaining current age as long as they can are worshipped/feared. Killed by by phylactery destruction or normal means.

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## 2 - Hero-Deities

Expanded its worship beyond its core group to spread in a culture, region of the world or plane of existence. Its worshippers are now organized in some form and some form of priesthood of divine agents are taking shape.

**Agents:** Can promote an agent per month.

**Special Abilities:** control environmental conditions within 30 feet, cast 2nd level known magic at will

**Senses:** Perceive the world through a divine agent at will, as long as they are on the same plane. Gain one special sense

**Representation:** Normal or create a phylactery and project a single avatar

**Mortality:** Maintaining current age as long as they are worshipped/feared. Killed by by phylactery destruction or normal means.

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## 3 - Minor Demigod

Secure a dominant influence over a large group of creatures, recognition from other deities or significant influence over a large area.

**Agents:** Can promote an agent per week. Delegate agent promotion to subordinates.

**Special Abilities:** control environmental conditions within 60 feet, cast 3rd level magic at will.

**Senses:** Perceive the world through any creature bearing your symbol, as long as they are on the same plane. Gain or expand one special sense.

**Representation:** Normal or create a phylactery and project a single avatar.

**Mortality:** Exist ageless as long as they are worshipped/feared. Killed by by phylactery destruction or normal means.

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## 4 - Major Demigod

Defeat a divine opponent and/or significantly expand your reach, establish permanent places of worship.

**Agents:** Can promote an agent a day. Delegate agent promotion to subordinates.

**Special Abilities:** control environmental conditions within 120 feet, cast 4th level magic at will.

**Senses:** Constantly perceive the world through all your permanent places of worship. Gain one special sense, or extend the range of a sense.

**Representation:** Distributed phylactery and single avatar projection.

**Mortality:** Killed by phylactery destruction.

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## 5 - Minor God

Hold on to your power for far more than your natural lifetime.

**Agents:** Can promote up to 10 agents a day. Delegate agent promotion to subordinates.

**Special Abilities:** control environmental conditions within 500 feet. Cast 5th level magic at will.

**Senses:** Notice every time your name is spoken, on the same plane you are currently on. Gain one special sense, or extend the range of a sense.

**Representation:** Distributed phylactery and double avatar projection.

**Mortality:** Killed by avatar and majority of phylactery destruction.

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## 6 - Major God

Recruit worshipers that hold divine power, and expand your presence beyond your plane of origin, and/or acquire at least a million levels of followers.

**Agents:** Can promote up to 100 agents a day. Delegate agent promotion to subordinates, and they can delegate as well.

**Special Abilities:** control environmental conditions within 1,000 feet. Cast 6th level magic at will.

**Senses:** Your senses now extend into neighboring planes.

**Representation:** Distributed phylactery and triple avatar projection, plus simultaneous projection into all permanent areas of worship.

**Mortality:** Killed by avatar and complete phylactery and temple destruction.

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## 7 - Planar Nobility

Establish a permanent hold on one of the outer planes, inner planes, transitory planes or a create a demi plane of your own.

**Agents:** Can promote up to 100 agents a day. Delegate agent promotion to subordinates, and they can delegate as well. Ascend a divine being per century.

**Special Abilities:** control environmental conditions within a mile. Cast 7th level magic at will.

**Senses:** Use the senses of any of your worshippers at will.

**Representation:** Area phylactery and project up to four avatars on your plane of presence, plus simultaneous projection into all permanent areas of worship.

**Mortality:** Killed by avatar, phylactery area, and temple destruction.

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## 8 - Planar Lord

Secure and defend a significant part of a plane, recruit other gods to your cause

**Agents:** Can promote up to 100 agents a day. Delegate agent promotion to subordinates, and they can delegate as well. Ascend a divine being per decade.

**Special Abilities:** control environmental conditions within 5 miles. Cast 8th level magic at will.

**Senses:** Use the senses of all of your agents simultaneously.

**Representation:** Area phylactery and project up to five avatars on your plane of presence and neighboring planes, plus simultaneous projection into all permanent areas of worship.

**Mortality:** Killed by avatar, realm, and temple destruction.

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## 9 - Ruler of Pantheons

Combine forces with other gods and/or control a whole plane of existence

**Agents:** Can promote up to 100 agents a day. Delegate agent promotion to subordinates, and they can delegate as well. Ascend a divine being per year

**Special Abilities:** control environmental conditions within 10 miles. Cast 9th level magic at will.

**Senses:** Use the senses of all of your worshippers simultaneously.

**Representation:** Mind phylactery in agents and project up to five avatars on any plane of presence and neighboring planes.

**Mortality:** Killed by avatar, realm, temple, and agent destruction.

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## 10 - Supreme Being

Conquer more than a plane, slay another major god or persist for a very long time.

**Agents:** Can promote up to 100 agents a day. Delegate agent promotion to subordinates, and they can delegate as well. Ascend a divine being per month

**Special Abilities:** control environmental conditions within 100 miles. Cast 9th level magic at will.

**Senses:** Use the senses of all of your worshippers simultaneously.

**Representation:** Mind phylactery in worshippers and project up to six avatars on any plane of presence and neighbouring planes.

**Mortality:** Killed by avatar, realm, temple, agent and worshipper destruction.

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## Mortality and Avatars

Avatars take 10 +10 years per divine tier to bring back if killed.

If a divine being loses all its avatars it can only form again after at least 100 years per divine tier. The powers of the reconstituted deity depends on what remains of its holdings, agents and worshippers. If they are also gone, the god is effectively extinct. There might be some old temple or artifact hidden away that make it possible for the god to reemerge again. This explains both the need for remote hidden temples with artifacts and a thorough hunt to try and cleanse the world of them.

## Senses

Divine creatures can acquire all the senses available to mortal plus some special ones only powerful beings that are truly immortal can use. Like perceive the world through the senses of their worshippers, places dedicated to them. Divine creatures can learn to use their holy symbols as a base for their senses. This is one of the main reasons that temples often include features like towers, high domes and such. It makes it possible for the deity to keep an eye on a larger area. Also a reason to build temples on hills. Scrying works in a similar way in my campaign, which is why a lot of wizards reside in towers.

## Agents

A creature the divine being have promoted to receive powers from them, like spells and other special abilities.

## Worshipper

A creature that are in some ways showing **dedication to**, or **fear of** a divine being. The key part is that they have to actively do this, like prayer, convince others, make art, or protect the interests of the divine being.

The scary bit is that it also works in reverse, so a divine being who can instill fear and make sure that those who fear also start taking precautions, flee, or keep a lookout for signs of being threatened are also functionally worshippers and add to a divine beings power. This often leads to a struggle for attention of worshippers between deities, instill fear of trust to overcome said fear.

## Emerging Tiers

This is a type of creatures that are neither born or animated, they come into existence due to the devotion and attention of other creatures. It can be anything from a small piece of nature like a rock, a tree, up to large phenomena like a lake, a river and even the sun.

Tier	Name
Emerging 0	Basic Existence
Emerging 1	Aware
Emerging 2	Semi Intelligent
Emerging 3	Intelligence
Emerging 4	High Intelligence
Emerging 5	Taking Shape

### 0 Basic Existence

Emerging Creatures at this level have just starting to take form. They are now have basic awareness of devotes and antagonists and they can send simple feelings back to devotees and antagonists.

### 1 Aware

The Creature is now aware of itself and has developed a sense appropriate to its form to understand itself, its surroundings and its devotees. It can now use some appropriate physical form of signaling to its devotees as well as sending feelings, like enlarge a fire, make the wind blow and rustle the leaves of a tree for example.

### 2 Semi Intelligent

The creature have now acquired intelligence and wisdom equal to an animal and can do basic calculation and planning. It can also use multiple senses like sight, hearing and smell even if it doesn't have those naturally. Senses that are beyond normal human capabilities are possible as well.

### 3 Intelligence

The creature has now emerged to the level where it can reason, calculate, plan as other intelligent creatures, and learn and use languages including reading and writing, as well as other skills.

### 4 High Intelligence

The creature have now evolved enough to learn and use magic powers. Starting with cantrip level effects.

### 5 Representation

The creature can create an representation of itself in front of its devotees, in a specific place.

### 6 Physical Form

The creature can now take physical form and interact with others as any other being, in its place of origin.

### 7 Expansion

The creature can now move beyond its place of origin and explore, as long as it has some for of contact with its roots. This can be through its elements, worshippers, or having its worshippers creating new places for it to exist.

### 8 Essence

The creature have now emerged to the point where it has a true spirit and can be healed, harmed, or even killed by natural means. It is a risky part of an emerging creatures existence, but a necessary one in order to become even more powerful. It can still remain in its primitive form, but can be detected by those with special senses. There are those who seek to purge the world of these beings they see as unnatural, threats, or both.

### 9 Free Spirit

The creature are no longer bound to its creation, and can now (if it so choose) abandon its worshippers, place of origin and seek out an existence where ever it wants. It can stay in this form and effectively live on as a spirit creature as long as it wants or it can try and gather enough worshippers to initiate a divine career.

