



the
Weapons of the Gods
companion
reader

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A Second-Rank Invader of Shun Zhou, usable in any campaign



Yao Bei fights Tian Wen – Tiger Soul against Heaven's Crystal!

Introduction – or, What is This Book?

Dear Readers – Welcome to the **Weapons of the Gods Companion Reader**! The Weapons of the Gods Companion was designed to truly be a book that has something to offer everyone, even people who don't play *Weapons of the Gods*. Whether it is the Great Game (adaptable to other rules sets with some tinkering!) or the Mythic Chinese City of Thrashing Minister (useful to any game set in a martial arts China game), there's tons to use in the book. We're very proud of the books we make – they are always lovely *objects* as well as books, and the Companion is no exception, beautiful inside and out. However, in the rush to get books ready for GenCon, a formatting error slipped through – so the book has lost some pages, which have been re-presented here in full, so you don't lose any of your book's lovely and useful content. In addition, we have added in a nemesis to be freely used in games, whether for inspiration or employed straight-up... the terrifying **Yao Bei**, descendant of Chi You!

-- Brad Elliott, Line Developer for *Weapons of the Gods*

Chaos Stones

(Great Game: RULES)

Destiny Cost: 0

Key Skill: Crafting

Chaos stones represent an Agenda's strategic reserve of cussedness, perversity, ingenuity, and lawlessness. Think of developing Chaos stones as increasing the disorder inherent to your Agenda — disorder that you may then channel into “battle spirit,” innovation, spark, defiance, corruption, or violence!

Use Chaos to represent the effects that your Agenda's disorder has on a region. Near your own territory you can expect Chaos stones to represent the innate tendency your Agenda has to create disorderly places — such as ghettos, universities, kung fu schools, and bandit-infested regions. When you project that Chaos away think of it as spreading corruption, disorder, and decay among your friends or enemies.

Changing the World with Chaos

You can use Chaos stones to spread chaos and disorder. You can also use them to drive innovation and new ideas. Only Chaos stones can work to produce new technologies, new monsters, new kung fu techniques, and new heroes and villains of the Wulin. Here, the Weapons of the Gods Companion takes a rules-light approach: it's up to the Sage how difficult it is to use a Chaos stone to develop useful things. Chaos stones are good at controlling wild, untamed regions.



Special Chaos Power

Overwhelm Fading Prestige — In contests to control territory, the Sage should give Chaos stones a 3-point Strength advantage against the stones of a commander whose Prestige is Wounded or Staggering. The Sage should give them a 5-point Strength advantage against the stones of a commander whose Prestige is on its Last Legs.

Order Stones

(Great Game: RULES)

Destiny Cost: 0

Key Skill: Crafting

Order stones represent an Agenda's inherent store of organization, cooperation, and order. Think of developing Order stones as increasing the harmony inherent to your Agenda — cooperation, selflessness, honor, and a sense of tradition that you can apply to improving infrastructure, making people happy, and improving the overall quality of life.

Use Order stones to represent the effects that your Agenda's discipline, humaneness, or law has on a region. In your own territory Order stones can represent the martial discipline of your troops, the honor of your bureaucrats, and the good or at least honest intentions of your Agenda. When you project those Order stones, think of it as encouraging harmony, discipline, and law in distant places.

Changing the World with Order

You can use Order stones to spread peace, harmony, and order. You can also use Order stones to build and maintain infrastructure. In building and maintaining infrastructure the Sage should make Order stones superior to Force stones, typically by making such tasks one or two steps less difficult. Thus the Sage might make a task like “provide hot and cold running water everywhere in the city” Impossible (60) for a Force stone and Legendary (40) for an Order stone. A task like “build a reliable post” might be Hard (30) for a Force stone and Moderate (20) for an Order stone.

Special Order Power

Fueled by Prestige — Order stones receive two extra points of Aura when their commander's Prestige is Healthy or Battered. They receive one extra point of Aura when their commander's Prestige is Injured.

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Passion Stones

(Great Game: RULES)

Destiny Cost: 5

This lore requires "Secret Arts of Intrigue"

Key Skill: Inspire

Passion stones represent the passions and troubles in peoples' hearts!

Think of each passion stone is an issue — an idea — that you and your associates can use to provoke a strong passion or inspiration. Expect that most of these ideas will be idealistic visions or lies. When you move the passion stone around, imagine that you are shifting how that idea affects people in the world at large — focusing that idea on changing the world in a slightly different way.

You Develop Passion stones with Inspire, not Crafting. They can appear up to a Moderate (20) move away from your location — 2-3 regions away, but not beyond a Hard region/route.

Changing the World with Passion

You can use the energy of Passion to build up a community or to undermine it. The Sage should treat Passion stones as superior to Will stones in their ability to influence enemies. Specifically, the Sage should make such tasks one or two steps less difficult for a Passion stone. For example, if the Sage would "destroy the capital's loyalty to its King" a Legendary (40) task for a Will stone, she should fix its difficulty at Hard (30) or Moderate (20) for a Passion stone.

Special Passion Power

Invisible to Force — Players cannot use Force stones, including Army stones, to affect Passion stones in any way, and vice versa. Think of the two stone types as existing in parallel battlefields, entirely ignoring one another's existence.

For example, if a region has a hostile 25-strength Force stone and your I-point Passion stone in it, your stone can ignore the Force stone and work as if it controlled the region. (Of course, the Force stone can still do work of its own.)

Using Passion Stones

You must have this lore to recruit or create Passion stones. Characters can *have* these stones without this lore, if someone gives them away, but anyone without this lore is at a -5 penalty to all associated rolls.

Sorcery Stones

(Great Game: RULES)

Destiny Cost: 5

This lore requires "Daoist Magic"

Key Skill: Awareness

Sorcery stones represent the elemental power of the natural world!

Think of Sorcery stones as great nexuses of pattern, consequence, and power that you build with your Daoist sorcery to change the land of Shen Zhou. As you move the stone, imagine that the effects of your design proceed in an inevitable fashion through the manifold interconnections of the world. In the end, looking back, imagine that it will seem inevitable that the spell had all the effects it had, in the time from the stone's development to its breaking.



Changing the World with Sorcery

You can use the energy of Sorcery to change the weather, adjust the elemental qualities of the land (see *Qualities*, pg. 128), and curse or influence large regions. The Sage should allow Sorcery stones to accomplish many tasks that no other stone can accomplish — unique tasks that require Daoist sorcery to accomplish — and assume a default difficulty for these tasks of Hard (30).

Special Sorcery Power

Invisible to Will — Players cannot use Will stones to affect Sorcery stones in any way, and vice versa. Think of the two stone types as existing in parallel battlefields, entirely ignoring one another's existence.

If a region has ten hostile 10-strength Will stones and your I-point Sorcery stone in it, your stone can ignore the Will stones and work as if it controlled the region.

Using Sorcery Stones

You must have this lore to recruit or create Sorcery stones. Characters can *have* these stones without this lore, if someone gives them away, but anyone without this lore is at a -10 penalty to all associated rolls.

Battlefield Summary Sheets

The Master Surveys the Battlefield

or

Good Places to Fight In

*Turn to this section for the special rules of the
battlefield you're playing on.*

Personal Battlefields

(Great Game: Index)

Destiny Cost: 0

Use Personal battlefields for things like city blocks, families, forest glades where heroes and villains fight, and crumbling bridges.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Personal battlefield include —

- Prized possessions enemies can break or steal;
- Sturdy walls that characters can't jump through even in a pinch;
- Mud sucking at the characters' feet; and
- Unruly neighbors who don't like any of the participants in the fight.

Rounds

Expect fast rounds on a Personal battlefield to last several minutes each. Expect slow rounds to last one full day.

Commander Stones

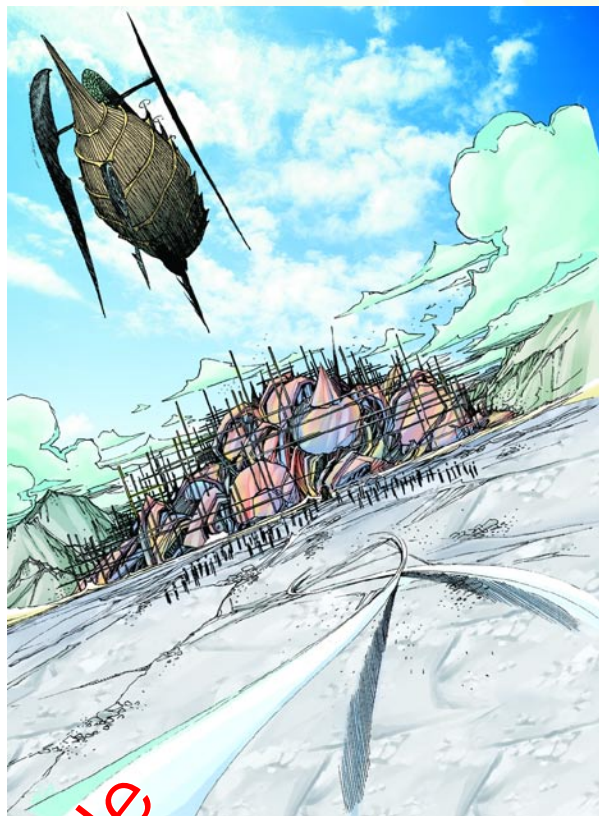
The Sage should give Commander stones a +1 strength bonus on a Personal battlefield. Even unranked characters can have some Prestige and act as a 1-point stone on a Personal battlefield. First rank characters manifest strength-6 Commander stones!

Prestige

The Sage should assign Actors on Personal Battlefields Prestige 5.

Typical Challenges

The Sage should make most Challenges on a Personal battlefield quick. Expect them to take a few minutes of



dialogue and dice or up to 15 minutes if they include combat.

For example, the player characters could be city officials ordered to subdue and empty a temple of its unreliable Buddhist monks. One character is trying to diplomatically move a Force stone of armed monks out of its defensible position and discovers a description Challenge —

“The monks are drunk! They don't want to listen to your argument.”

The player interacts briefly with the monks, makes a Challenge-appropriate Skill roll, and can potentially take advantage of their inebriation to trick them into evicting on their own.

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Local Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use Local battlefields for things like cities and fortresses and small Clans and village-dotted hills.

To calibrate your sense of scale, assume that a typical region of control for a stone is the size of a large neighborhood.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Local battlefield include:

- Important buildings;
- Rivers, cliffs, and warrens of densely-packed houses that affect movement; and
- Dens of iniquity that draw nearby Chaos and Force stones towards them.

Rounds

Expect fast rounds on a Local battlefield to last one hour. Expect slow rounds to last one full week.

Commander Stones

You can't command stones on a Local battlefield unless you're at least 5th rank. The Sage can make an exception when warranted — an unranked princess loved by all the people might have Prestige of her own.

Prestige

The Sage should assign Actors on Local battlefields Prestige 10.

State Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use State battlefields for things like inter-city politics, large natural regions, and political and social movements internal to a State or Clan.

To calibrate your sense of scale, assume that typical regions of control for stones on State battlefields are villages, small rivers, sections of forest, and portions of large cities. Imagine that stones on the elephant board offer opportunities to control small Clans and large mercantile enterprises.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a State battlefield include:

- Large industrial facilities;
- Whole villages;
- Terrain features;
- The city walls of a fortified city; and
- Mountains full of bandits that attack passing Force stones.

Rounds

Expect fast rounds on a State battlefield to last six hours. Expect slow rounds to last one full month.

Commander Stones

The Sage should give Commander stones a -I strength penalty on a State battlefield. Only characters 4th rank or above have enough Prestige to participate in a State-level conflict. The Sage can allow a team of 5th rank characters to pool their Prestige and play the Great Game on such a battlefield as a single strength-I Commander stone.

Prestige

The Sage should assign Actors on State Battlefields Prestige 20.

Territory Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use Territory battlefields for things like the Bei Clan Territory, the Jin Empire, and the combined states of the Qin. The largest Territory-scale battlefield is Shen Zhou itself.

To calibrate your sense of scale, assume that typical regions of control for stones on Territory battlefields are major cities and large wild regions. The Sage can give stones on the elephant board opportunities to control powerful Clans and large religious sects.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Territory battlefield include:

- Supply lines for troops marching long distances;
- Monasteries of deadly kung fu cultists;
- Buried Weapons of the Gods and hidden Treasures; and
- Roads that a given city must control to survive.

Rounds

Expect fast rounds on a Territory battlefield to last one full day. Expect slow rounds to last one full season.

Commander Stones

The Sage should give Commander stones a -2 strength penalty on a Territory battlefield. Only characters 3rd rank or above have enough Prestige to participate in a Territory-level conflict. The Sage can allow a team of 4th or 5th rank characters to pool their Prestige and play the Great Game on such a battlefield as a single strength-I Commander stone.

Prestige

The Sage should assign Actors on Territory Battlefields Prestige 25. Notice that it takes 125 points of Prestige damage to remove such an Actor from the Game!

Typical Challenges

Expect Challenges on a Territory battlefield to take a good length of time — a session or story of play rather than a single scene. For example, after the PCs seize a city with their Influence stones and topple the necessary stones an enemy placed there, the Sage could spend several sessions dealing with the fallout and having the PCs interact personally with the political factions of the city before returning to the Great Game.



Tips and Tricks

The Tactician Sees All Things as Tactics

or

Folding, Spindling, and Mutilating These Rules

Turn to this section for special battlefields in the Great Game.

Nature's Stones

(Great Game: Optional RULES)

Destiny Cost: 5 (Varies)

This lore requires "Daoist Magic"

This lore is optional. The Sage decides whether players can purchase it and how much it costs. Unless the Sage plans to make it exceptionally valuable or nearly useless, the Sage should set a value of 5 Destiny.

Imagine that nature has stones of its own — Force, Influence, Chaos, Order, and even Treasure stones.

Imagine that these are the stones nature wields against humanity when plagues, fires, famines, and other disasters run amok. That the Sage sets the dice pool used when nature rolls Skills based on the threat level for the disaster. That nature's necessary stones map not to nature's "mind" but to the dramatic schemes of the Sage — that, for example, a plague might "set its sights" on killing the characters' Clan Head, complete with an Agenda stone placed on him, Goal stones scattered through his lands, and a Concept stone that the plague is inevitable death.

If the Sage wishes, she may use these stones as such.

In addition, Daoist characters with this lore can sometimes use the **Recruitment** action to turn nature's stones to their service. This requires a Moderate (20) Awareness roll if the world is extremely out of balance and a Hard (30) Awareness roll if the land is at peace. The Sage decides how many of nature's stones to place on the battlefield and how many a Daoist may recruit at any given time. Assume that if the cost of this lore is 5 Destiny that most battlefields will feature at least one or two points of nature's stones and that it is possible but by no means certain that the Daoist will eventually play on a battlefield where this lore lets them recruit a great army.