

KHAOS

THE ANGRY RIVER

A Learn-to-Play Myth

Reality is contested.

The river is rising.

Someone ought to do something about it.

Unfortunately, the gods have arrived.



MOGSHADE GAMES

HOW THIS LEARN TO PLAY IS ORGANISED

The Angry River is split deliberately between what everyone may read and what only Zeus should know.

Part One - Everyone at the Table

Choose a prepared god, learn how to read them, enter Achelon, see the five public Premises, choose a Pull, write a Myth Claim, then choose and pass a prepared first Fate Thread.

Part Two - Zeus: Run the Myth

Everything Zeus needs to run the teaching Myth: the Private Hand, Buried Causes, pressure and escalation, Focus and Contest procedure, Recovery, Omens, Fate Threads, Fateful Hours, and the four phases of the mythological day.

Appendix - Prepared Fate Threads & Shared Table Reference

Ten prepared Fate Threads for the first Myth, followed by a compact Core Loop and First Myth Reference, plus Claim, Fate Thread, Mythological Day, Omen and Myth Ledger handout text.

PART ONE MAY BE READ BY EVERYONE AT THE TABLE



PART ONE

EVERYONE AT THE TABLE

Everything in Part One may be read by every player, including Zeus. When you reach the end of Part One, the non-Zeus players should stop reading.

What Is KHAOS?

THE MOIRAI

Dear god, there will be a crisis. There is always a crisis. Floods are popular. So are wars, curses, marriages, kings and unfortunate promises made near bodies of water.

You are not here merely to mend it.

You are here to decide what it meant.

Choose carefully. Once enough people remember your answer, it acquires the inconvenient habit of becoming mythology.

Reality is contested.

Gods are beings powerful enough to make their arguments real.

The gods have enough power to reshape the world, but not enough humility to share it. Myths are born from obsession, not compromise.

In KHAOS, players portray gods drawn into mythic crises. Their primary task is not to solve the crisis, but to decide what it means.

The crisis is the arena. The argument about the crisis is the story.

A Myth does not ask whether the gods won.

It ends by asking:

What truth survived?

KHAOS is a game of divine emotion, secrets becoming destiny, relationships under pressure, cosmic consequence, and choices that may become tragic or beautiful.

No one begins with the correct myth. The table uncovers it through argument, consequence, and play.

The Angry River is your first thread.

Pull it, knot it, offer it, hide it, reveal it, or discover that another hand was holding the other end.

The Moirai watch, silent as ever.

Zeus waits, loudly as ever.

The river rises.

The gods arrive.

1. WELCOME TO THE ANGRY RIVER

The Angry River is designed to teach KHAOS through play.

One player takes the role of Zeus. Up to four other players each choose one of the prepared gods in this Learn-to-Play.

You do not need to learn the entire rulebook before beginning. The Myth introduces the main procedures as they become relevant.

Part One is all the other players need before Dawn begins.

What You'll Learn

- State a Portent and spend Pathos or Axios to give it Commitment.
- Let another god's Portent stand, Support it, Challenge it, or Abstain.
- Resolve a Contest through open bidding.
- Turn a dominant Portent into Mythological Truth.
- Recover spent resources and use Fate Threads when their Triggers appear.

The Core Loop

1. Zeus frames the moment — show what is happening, then ask: What do you make true?
2. The god states a Portent — what they want this Premise to mean.
3. The god commits — spend 1 Pathos or Axios that matches the action.
4. The other gods respond — Let It Stand, Support, Challenge, or Abstain.
5. If challenged, a Contest begins — committed gods may Raise or Hold as they bid for their Portent.
6. The dominant Portent becomes Mythological Truth — something the Myth now accepts as true.

That is the heart of KHAOS. The next section explains Pathos, Axios and the rest of your god before you need to spend anything. Everything else is about what those truths change, reveal and cost.

2. CHOOSE A GOD

Choose one of the four prepared gods below. Each is ready to play.

For your first Myth, let the prepared god carry the character-building work so you can learn what KHAOS feels like at the table.

Your Myth Claim and first Fate Thread come later, once you have seen the Crisis and the Hand of Zeus.



CLOTHO

Dear god, for the first Myth, somebody has already done the paperwork.

Choose the god whose Legend catches your eye. The numbers beneath it are simply pieces of that god you may spend when you want their argument to matter.

There will be time to invent yourself later. Gods are rarely short of opportunities for self-revision.

The Four Gods

PHAENOR

Titan of the Sun's Light

I am Phaenor, Titan of the sun's light, who shows that which is hidden.

Origin: Titan

Pathos: Pride 3 / Desire 2 / Fear 4

Axios: Heart 1 / Ichor 3

Fate: 0

Phaenor believes that concealed truths become dangerous truths.

When uncertain, reveal something another god hoped would remain unseen.

MELINOE

Goddess of Twilight

I am Melinoe, goddess of twilight, who shelters the guilty from judgment.

Origin: Olympian

Pathos: Pride 2 / Desire 4 / Fear 3

Axios: Heart 2 / Ichor 2

Fate: 0

Melinoe knows that guilt and cruelty are not the same thing.

When uncertain, stand between judgment and the one being judged.

FEATHERFALL

Demigod of Mogshade

I am Featherfall, demigod of Mogshade, who teaches that all things are possible when we dream.

Origin: Demigod

Pathos: Pride 3 / Desire 4 / Fear 2

Axios: Heart 3 / Ichor 1

Fate: 0

Featherfall sees paths that authority, habit and good sense have declared impossible.

When uncertain, offer a possibility nobody else has permitted themselves to imagine.

HELIODOR

God of Triumph

I am Heliodor, god of triumph, who teaches that victory justifies itself.

Origin: Olympian

Pathos: Pride 4 / Desire 3 / Fear 2

Axios: Heart 2 / Ichor 2

Fate: 0

Heliodor believes hesitation is simply defeat that has learned etiquette.

When uncertain, identify the clearest victory available and seize it.

Reading Your God

Each prepared god already has everything needed for play. Here is what the lines on the god mean.

Origin

Origin tells you what kind of divinity your god is and sets their starting Heart and Ichor. It also determines Origin Recovery when a Fate Thread is revealed or destroyed: a Titan recovers 1 Ichor; an Olympian recovers 1 Heart or 1 Ichor; a Demigod recovers 1 Heart.

Legend

Your Legend is the sentence beginning "I am...". Its Title says who you are, its Domain says what part of reality answers to you, and its Behaviour says how your god is remembered to act. Acting through your Legend can help you recover spent resources at the end of a Phase.

Pathos — Why Your God Acts

Pride, Desire and Fear are spendable pools. The number beside each tells you how many points of that drive you currently have available.

- Pride — authority, judgment, certainty, status, command and refusal to be diminished.
- Desire — longing, possibility, ambition, change and transformation.
- Fear — danger, consequence, survival, restraint and the knowledge that something must not happen.

Axios — How Your God Acts

Heart and Ichor are also spendable pools. Axios tells us how your god's will enters the world.

- Heart — connection, care, mortals, grief, responsibility, promises and relationships.
- Ichor — divinity, miracle, sacred force, transformation and impossible acts.

Pathos tells us why your god acts. Axios tells us how. When you commit to a Portent, spend the resource that best matches what you actually described.

Fate

Fate is the attention of the Moirai. Every god begins at 0. When Fate reaches 5, the god enters a Fateful Hour and must face what they have been trying to prove.

3. THE GODS COME TO ACHELON

Morning has not yet reached the valley.

A grey light hangs above the hills, colourless and uncertain, while the last stars fade behind a ceiling of rain.

Below them, the River Achelon has spread far beyond its banks.

From this height, it no longer resembles a river.

It is a dark, moving country.

Fields lie beneath it. Roads vanish into it. Trees stand half-drowned in the current, their branches carrying torn cloth, broken baskets and offerings taken from shrines further upstream.

The river turns slowly through the valley, bearing pieces of mortal life with it.

A child's sandal.

A bronze cooking pot.

A painted door torn from its hinges.

A funeral wreath that has not yet begun to rot.

At the valley's heart stands the temple of Apollo, its white stone blackened by rain.

Water surrounds it on every side.

Figures move upon the roof.

No boat reaches them.

On the eastern bank, the village of Achelon clings to higher ground.

Carts have been loaded, abandoned and loaded again.

Animals strain against their ropes.

The old argue with the young.

The living guard graves uncovered by the flood.

They have been told to leave.

They remain.

And there, among the reeds, sits Mara, a child from Achelon.

Their clothing is soaked.

Mud covers their hands and face.

The water moves around them.

The child looks upwards.

Not towards the temple.

Not towards the village.

Towards you.

Then the thunder begins.

It does not roll across the hills.

It speaks.

ZEUS SPEAKS

Attend, immortals.

Below us, a river has risen beyond its banks, a temple stands besieged, an oracle has misplaced the use of prophecy, and a village has declined the sensible opportunity to survive.

There is also the matter of the child.

The situation requires judgment.

Fortunately, judgment has arrived.

Five shapes of pale fire appear above the valley.

Each contains a truth.

Each is incomplete.

Zeus opens his hand.



4. THE HAND OF ZEUS

Place the five Premise cards face up.

All begin at Stirring.

CLOTHO & LACHESIS

Clotho: Dear god, a crisis is a dreadful mess. Far too large to argue with properly.

Lachesis: So we divide it into Premises.

Clotho: Each one is a thread you might pull.

Lachesis: Each one is also attached to something.

Clotho: Naturally.

Lachesis: That was not reassurance.

THE RIVER IS ANGRY

Is the flood punishment, grief, warning, protection—or something the gods have not yet named?

THE TEMPLE IS CUT OFF

Is Apollo's temple being punished, protected, besieged, claimed—or deliberately kept apart?

THE ORACLE HAS GONE SILENT

Has prophecy failed, refused to speak, been stolen—or already spoken in a form nobody understands?

THE CHILD SHOULD HAVE DROWNED

Is the child blessed, cursed, protected, impossible—or evidence of something the gods would rather not understand?

THE VILLAGERS REFUSE TO LEAVE

Is their refusal courage, loyalty, pride, fear, guilt—or obedience to something older than Zeus?

These things are true.

What they mean is not.



5. CHOOSE A PULL

Zeus asks each god:

Which of these troubles you first?

Choose one Premise.

Then tell the table why your god cares.

One or two sentences are enough.

A Pull gives no bonus and grants no ownership of that Premise.

It simply tells us where your god first looks. During a later Focus, you may choose any unresolved Premise.

6. WRITE YOUR MYTH CLAIM

Give each god a Claim slip.

Complete:

This myth will prove that _____.

Keep it secret.

A Claim is not a task.

I will stop the flood.

is an objective.

This myth will prove that no power has the right to punish the innocent.

is a Claim.

If a player writes an objective, Zeus asks:

If you achieved that, what would it prove?

The player keeps their final answer secret.



7. CHOOSE AND PASS AND FIRST FATE THREAD

For this Learn to Play, your first Fate Thread comes from a set of ten prepared laws. In the full rules you write this Thread yourself; here, you choose one so you can learn what revealing a hidden law feels like before you have to design one.

THE MOIRAI

Clotho: Dear god, not every law announces itself when it is written.

Lachesis: Some wait.

Atropos: Some are remembered only when they become inconvenient.

Zeus prefers rules that have been properly declared, filed, witnessed and, ideally, approved by Zeus.

We have never found reality especially interested in his preferences.

Turn to Prepared Fate Threads in the Appendix (page 37). That section is safe for every player to read. Secretly choose one of the ten Threads and copy it onto a Fate Thread card. Your god counts as its writer, and it counts as the first of your maximum three Fate Threads for this Myth.

Pass your chosen Thread face down to another god. With two gods, exchange Threads. With three or four, pass around the table so every god receives one. More than one player may choose the same prepared Thread; that is fine. Keep each choice private until the Thread is revealed.

You never keep the Thread you chose, and Zeus never holds one. Read the Thread you receive privately. Zeus knows the ten possible laws, but not which ones entered the Myth. When your Thread's Trigger happens, you may reveal it while that situation can still be changed.

When your Thread is revealed, you gain 1 Fate and Origin Recovery. When you reveal a Thread you're holding, you gain Origin Recovery. Zeus gains no Omen when a Thread is revealed—the Law entered reality without his knowledge.

8. READY FOR DAWN

Check that every god has:

- Origin
- Legend
- Pathos
- Axios
- Fate 0
- a Pull
- a secret Myth Claim

Every god should also have chosen and passed a prepared first Fate Thread and should now be holding another god's.

What a Focus Looks Like

When Zeus calls your god, the exchange is simple:

Zeus: "Phaenor, the river is rising. Sunlight moves beneath the water as though searching the drowned homes. What do you make true?"

Phaenor: "The river is not punishing the village. It is exposing the crimes they cast into its depths."

Phaenor's player: "I part the clouds and drive sunlight through the floodwater. I commit 1 Ichor."

Zeus: "Do you let this stand?"

Melinoe: "Challenge. The river is hiding the child from judgment. I commit 1 Heart."

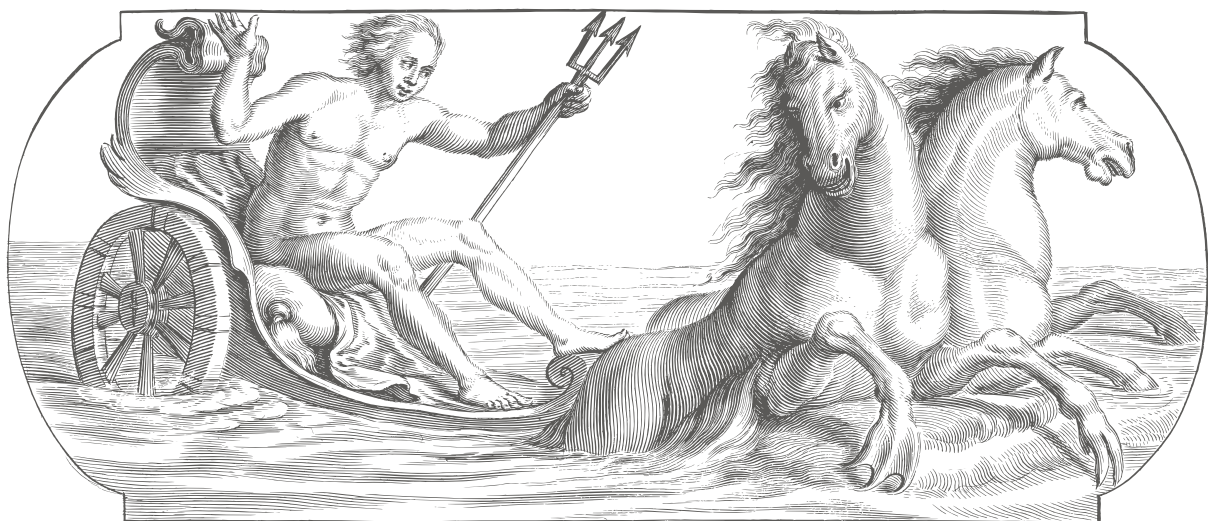
Now a Contest begins. The gods who have committed may Raise or Hold. When bidding ends, the Portent with the highest Commitment becomes Mythological Truth.

Each god receives one Focus in Dawn, Day, Dusk and Night. You only need the next step when it arrives.

Zeus should have 2 Omens.

The Myth is ready to begin.

PLAYERS: STOP READING HERE



PART ONE

ZEUS: RUN THE MYTH

Everything in Part Two is for Zeus. Keep the Private Hand hidden from the other players.

9. YOUR JOB AS ZEUS

You are a player too. Zeus is not neutral.

You begin with starting truths, suspicions, opinions, pressure and authority.

The ending belongs to what happens in play.

Prepare what is true when the gods arrive. Follow what becomes true after they act.

- Bring pressure.
- Offer the gods something to argue with.
- Use your Buried Causes and readings confidently.
- Let play transform your Buried Causes and readings.

The Buried Causes are starting material, not protected continuity.

- Be fair about procedure.
- Be shameless about presentation.

Play favourites. Take credit for things you plainly did not do. Remember insults. Offer help with visible strings attached.

But be fair. Zeus may complain about the rules. The player playing Zeus obeys them.

10. BEFORE PLAY

Prepare:

- one prepared god sheet or summary for each god in play
- the five public Premise cards
- the Private Hand of Zeus
- one Myth Claim slip per god
- the Prepared Fate Threads appendix and blank Fate Thread cards
- the Mythological Day tracker
- an Omen tracker
- the First Myth Reference
- the Myth Ledger

Prepare the Fate Thread Choice

Before play, make sure every player can see the Prepared Fate Threads appendix without reading the Zeus-only material. Give each player a blank Fate Thread card. They choose one of the ten

laws privately, copy it, then pass the card as described in Section 7.

Zeus may know all ten possible laws. Zeus still treats every hidden Thread as unknown until it is revealed.

Zeus begins with 2 Omens.

All five Premises begin at Stirring.

Set the Mythological Day tracker to Dawn.

Keep the Private Hand and any Zeus-only notes out of sight.

People of Achelon

Use these four people repeatedly. Each gives Zeus a familiar human voice through which consequences can return, while the meaning of the Myth remains open to play.

Let their positions change when the gods change reality. Repeating the same line later with a different meaning is useful: the players can hear what their truths have done to somebody they already know.

Person	Use Them For	Recurring Voice
Mara, the child	The impossible made human. Bring her back whenever a truth about the river, survival, innocence or prophecy needs a person inside it.	"I remember going under. I don't remember coming back."
Phaedra, farmer and evacuation organiser	Practical mortal consequence. She tests any divine truth about whether people should stay, leave, obey or survive.	"I don't need the gods to tell me what the flood means. I need to know whether my family can leave."
Dione, the oracle's mother	Prophecy made personal. She cares about what the silence costs her daughter, not whether the gods find it symbolically interesting.	"My daughter was already silent when that order was sent."
Menon, priest of Apollo	Sacred authority, Apollo's interests and the temple's claim to matter. He can defend the institution even as the gods redefine it.	"The temple still stands. That matters."

Return to these four people first. Add someone new when the Myth genuinely needs a different human position.

11. THE PRIVATE HAND OF ZEUS

The information below is material for Zeus to play with.

It is real when the Myth begins.

It is starting material, ready to be transformed by what the gods establish.

Buried Causes may be exposed, enlarged, transformed, contradicted or replaced through play.

Zeus gets starting answers.

The ending emerges from the gods, the consequences and the truths that survive.

Using the Private Hand Through the Stages

Every Premise moves through four visible Stages. Stage measures how strongly the Premise has entered and begun to shape the shared Myth; it does not measure difficulty.

Stirring — What is beginning? The Premise is present but still open. Use a Prompt to show a sign, uncertainty, disruption or first interpretation.

Rising — What is becoming real? The Premise has produced clear evidence and consequences. Make an established truth affect mortals, places, communities or another Premise.

Crisis — What now demands judgment? The Premise's truths can no longer comfortably coexist, or its consequences are becoming irreversible. Make the established truth acquire a cost that cannot be ignored.

Resolution or Tragedy — What does the Myth now say? Resolution means the Premise has found a truth the Myth can carry forward. Tragedy means an irreversible truth has made its cost inseparable from the Myth. At this Stage, judge what play has already established and let that determine the ending.

The Stage changes how Zeus uses the material. It does not tell the table what must happen next.

Using Pathos Through the Prompts

Each Premise has three Prompts written as different emotional ways into the argument: Pride, Desire and Fear. These are Pathos lenses, not required spends. They help a player see how their god might seize the Premise.

Pride invites authority, judgment, status, command or refusal to be diminished. Desire invites change, possibility, longing, ambition or transformation. Fear invites danger, consequence, restraint, survival or the knowledge that something must not happen.

A player may follow any Prompt, reject it, combine it with another, or make a different declaration entirely. The action described still determines which Pathos or Axios actually fits.



THE RIVER IS ANGRY

Open Question: Is the flood punishment, grief, warning, protection—or something else entirely?

Buried Cause

Last summer, people from Achelon moved several ancient boundary stones beside the river to gain more grazing land.

The stones had stood there longer than anyone remembers.

Nobody knows who first placed them.

Zeus's Reading

The mortals moved an ancient boundary.

The river flooded.

Zeus considers the connection reasonably obvious.

He may be wrong.

Pressure

The river behaves as though some boundaries matter more than others.

It does not always flood where it should.

It does not always permit passage where it should.

Escalation

- An old boundary stone emerges.
- The river returns something taken from it.
- Water permits one person to cross and refuses another.
- The current follows an older path.
- Something lost beneath the flood is exposed.
- The flood crosses a boundary a god believed they had established.

Prompts

- Pride lens — Who has the right to decide which boundaries the river must obey?
- Desire lens — What might the river become if its anger were given a new course or purpose?
- Fear lens — What will be lost if the river crosses the next boundary no god can hold?

Connections

- The oldest temple foundations bear markings similar to the boundary stones.
- The oracle spoke of something being returned.
- The child disappeared near a disturbed boundary.
- Some villagers know the stones were moved.
- Others insist they never mattered.

THE TEMPLE IS CUT OFF

Open Question: Is Apollo's temple being punished, protected, besieged, claimed—or deliberately kept apart?

Buried Cause

Apollo's temple was built over an older sacred site.

Its lowest foundations were already ancient when the first priests arrived.

The flood has exposed parts of that older structure.

Zeus's Reading

Apollo built his house on somebody else's holiness.

Now the water has uncovered the paperwork.

Zeus considers this a historical complication best handled firmly and preferably by someone else.

He may be wrong.

Pressure

The temple becomes increasingly separate from Achelon.

Getting in, getting out, communicating with those inside, or deciding what counts as sacred ground becomes harder.

Escalation

- Expose another piece of the older foundation.
- Close a route towards the temple.
- Open a route unexpectedly.
- Allow something to leave that could not before.
- Prevent something from entering.
- Alter the apparent boundary of the sacred ground.

Prompts

- Pride lens — Who has the authority to decide what ground is truly sacred?
- Desire lens — What could the temple become if its older holiness were uncovered, claimed or transformed?
- Fear lens — What must be protected if the temple becomes completely cut off, or opens to the wrong thing?

Connections

- Its older foundations echo the river boundaries.
- The oracle remains tied to the temple.
- The child may respond to whatever becomes true beneath it.
- Some villagers consider Apollo's temple the heart of Achelon.
- Others blame it for everything.

THE ORACLE HAS GONE SILENT

Open Question: Has prophecy failed, refused to speak, been stolen—or already spoken in a form nobody understands?

Buried Cause

The oracle's final public prophecy was: "What has been returned will not consent to burial."

Soon afterwards she stopped speaking.

An evacuation order was later issued in her name.

She was already silent.

Zeus's Reading

The oracle saw something.

Then she stopped talking.

Zeus regards this as either prophetic responsibility or remarkably poor communication.

He strongly favours the first explanation when Apollo is listening.

He may be wrong.

Pressure

Prophecy continues to influence people despite nobody agreeing what has actually been foretold.

Silence creates interpretations.

Interpretations create consequences.

Escalation

- Someone acts upon a prophecy nobody else remembers hearing.
- A previous statement suddenly appears prophetic.
- Two accounts contradict each other.
- A message apparently from the oracle appears.
- Something the gods established seems to fulfil an earlier prophecy.
- Someone desperately needs an answer the silence will not provide.

Prompts

- Pride lens — Who has the authority to interpret the oracle's silence?
- Desire lens — What new future becomes possible if the silence is treated as prophecy rather than absence?
- Fear lens — What happens if people act on a prophecy that no god can verify?

Connections

- The flood may fulfil her final words.
- The oracle is tied to Apollo's temple.
- The child might be interpreted as something returned.
- The evacuation order was issued in her name after she fell silent.

THE CHILD SHOULD HAVE DROWNED

Open Question: Is the child blessed, cursed, protected, impossible—or evidence of something the gods would rather not understand?

Buried Cause

The child disappeared near one of the places where an old river boundary had been disturbed.

They were later found alive in water that should have killed them.

They remember being beneath the water.

They do not remember returning.

Zeus's Reading

Mortals drown.

This one did not.

Zeus considers exceptions to natural law acceptable provided somebody suitably important authorised them.

Nobody has admitted doing so.

He may be wrong.

Pressure

Everyone wants the child to mean something.

Mortals, priests and gods begin treating them according to whatever truths emerge.

The child remains a person while everyone else attempts to make them evidence.

Escalation

- The child remembers something impossible.
- They recognise something they should not.
- Water behaves differently around them.
- Someone insists they are no longer the same child.
- Something established about another Premise appears within them.
- Protecting the child places another person at risk.
- The child asks a god a question they would rather avoid.

Prompts

- Pride lens — Who has the right to name what Mara's survival means?
- Desire lens — What might Mara become if her impossible survival is treated as a beginning rather than an exception?
- Fear lens — What danger becomes real if Mara is evidence that natural law has changed?

Connections

- The child survived near a disturbed boundary.
- They may react to whatever becomes true of the temple.
- The oracle's prophecy might be interpreted as referring to them.
- They belong to the community whose future the gods are judging.
- The child may connect everything.
- That does not make the child the answer to everything.

THE VILLAGERS REFUSE TO LEAVE

Open Question: Is their refusal courage, loyalty, pride, fear, guilt—or obedience to something older than Zeus?

Buried Cause

The people of Achelon do not share one reason for staying.

Some refuse to abandon their homes.

Some refuse to abandon their dead.

Some believe leaving will make the flood worse.

Some tried to leave and returned.

Some simply do not trust gods telling them what is best.

Zeus's Reading

The valley is flooding.

The mortals were told to leave.

Many declined.

Zeus regards this as a straightforward failure of obedience complicated by an unnecessary abundance of personal reasons.

He may be wrong.

Pressure

The villagers cannot remain one crowd with one opinion.

As the Myth develops, different mortal needs pull against one another.

Whatever the gods decide their refusal means affects actual people differently.

Escalation

- A family attempts to leave.
- A family returns.
- Someone refuses to abandon a grave, shrine, animal, home or person.
- A mortal publicly rejects a god's interpretation.
- The village splits over a truth the gods established.
- One villager forces a god to confront a single human need rather than an abstract community.
- Staying protects one thing while endangering another.

Prompts

- Pride lens — Who has the right to command Achelon to stay or leave?
- Desire lens — What are the villagers trying to preserve or become by refusing evacuation?
- Fear lens — What must they abandon, or risk losing, if they stay?

Connections

- The river may prevent departure.
- The temple may be part of what they refuse to abandon.
- The evacuation order came from the silent oracle.
- The child's survival may change what the villagers believe they owe one another.

12. RUNNING A FOCUS

Every god receives one Focus during each Phase.

LACHESIS

Tell us not only what you did, dear god. Tell us what you think it proves.

Zeus chooses the order.

During a Phase, a god may spend as much available Pathos and Axios as they are willing to risk. Resources spent earlier in the Phase remain spent until recovered. There is no ordinary Phase spending cap.

Spending Before Your Focus

Pathos or Axios spent while Supporting or Challenging during another god's Focus remains spent until recovered. There is no separate allowance reserved for your own Focus.

If you have exhausted every available Pathos and Axios resource when Zeus calls you, you still receive your Focus, but you cannot establish a new Portent through ordinary Commitment until something restores a spent point.

You may still speak, accuse, persuade, react, take up consequences and reveal an eligible Fate Thread. Zeus shows how the Myth now touches you, then moves on.

When Zeus Calls a God

Ask the god to choose an unresolved Premise.

Look at:

- what has already become true
- the Premise's current Stage
- the current Phase question

Choose or adapt one short prompt from the Private Hand.

Give the god something visible to engage.

Show what is visible and leave its meaning open.

Then ask:

What do you make true?

The god states a Portent: what they will the Premise to mean, then describes how their divine action makes that meaning visible.

They spend 1 available Pathos or Axios matching the action.

That gives their Portent 1 Commitment. Record the Portent as soon as it receives Commitment.

Now Zeus turns to every other god.

Do you let this stand?

Each chooses:

- Let It Stand — accept that the Portent may become Mythological Truth. Spend nothing and add no Commitment.
- Support — commit 1 available Pathos or Axios to an existing Portent. Supporting does not create a separate Portent.

For a first game, remind the player before they spend: that point remains spent until Recovery. Supporting or Challenging now may leave less available for their own later Focus.

- Challenge — state a competing, incompatible Portent and commit 1 available Pathos or Axios to it. Record the new Portent.
- Abstain — deliberately refuse to take a position. Zeus may gain 1 Omen if the Contest directly involves your chosen Pull or your stated Domain. Zeus may gain no more than 1 Omen from Abstentions in the same Contest.

Talking is free.

Commitment requires a spent resource.

If Nobody Challenges

The declared Portent becomes Mythological Truth.

The active player states the exact Mythological Truth now entering the Myth.

Zeus clarifies how that Truth appears in the world without weakening or replacing it.

Advance the Premise by one Stage.

Then check Fate.

If Someone Challenges — Run a Contest

Gather the incompatible Portents. Every spent Pathos or Axios provides 1 Commitment, and Supporters add their Commitment to the Portent they joined.

If two or more competing Portents have Commitment, bidding begins.

Zeus calls each god who has already committed to a Portent, including the active god.

When called, that god chooses one:

- Raise — commit 1 additional available Pathos or Axios to the Portent you already support. Describe how the new expenditure intensifies, extends or hardens your god's will.
- Hold — commit nothing. You remain in the Contest.

A god may spend the same resource repeatedly or move between Pathos and Axios. The only ordinary limit is what remains available in their pools.

After every committed god has been called, begin another bidding round if anyone Raised. A god who Held receives another opportunity in the next round if bidding continues.

A god who had not committed before bidding began cannot enter the Contest later.

When a complete round passes with no Raise, bidding ends.

Add the Commitment behind each Portent. The Portent with the highest total is dominant.

Its originating player states the exact Mythological Truth. Zeus clarifies what becomes visible without weakening the Truth.

Advance the Premise by one Stage.

The Gods Who Lost Still Acted

Their miracles happened. Their commands were spoken. Their spent resources remain spent.

The other Portents are not erased. They remain recorded as divine wills already exerted upon the Myth.

Keep compatible aftermath in the shared fiction unless the dominant Truth makes a specific physical result impossible in that moment.

This includes speech, commands, declarations, miracles that occurred before the dominant Truth took effect, and visible evidence left behind. A non-dominant Portent is not erased—it remains a divine will already exerted upon the Myth.

Keep a non-dominant Portent separate from the winning Truth unless later play establishes it.

Any god may deliberately take up an old relevant Portent during a later Focus and attempt to make it Mythological Truth.

If the Contest Is Tied

Zeus may spend 1 Omen to choose which tied Portent becomes dominant.

Zeus chooses from the Portents the gods actually established.

If Zeus refuses to judge, check whether an eligible Fate Thread may now be revealed.

If the Contest remains tied, roll 1d6 for each tied Portent, regardless of how many gods support it.

The highest result becomes dominant.

Reroll continuing ties.

After Every Focus

Advance the chosen Premise.

Check Fate.

Show one useful consequence.

Then move on.

Cut the Focus once its Truth and immediate consequence are clear.

Carry interesting consequences forward as material for later gods and later phases.

If the active god's Focus advanced, transformed, merged, split, reopened, resolved or drove a Premise into Tragedy, that player may create another Fate Thread.

They may do this once per Phase, with a maximum of 3 Fate Threads per Myth.

Creating Later Fate Threads

Your first Thread was prepared for you. From this point on, when you earn the opportunity to create another, you write it yourself.

Use the form: When [Trigger], [Law], until [Duration]. Make the Trigger recognisable, the Law specific enough to apply without guessing, and the Duration clear. Then pass it immediately to another god.

Whenever a god gains Fate, they may also immediately create a Thread.

This is outside the once-per-Phase creation limit but still counts towards the maximum of three.

If Something Happens Early

The Angry River explains some mechanics more fully later in the mythological day, but their triggers are live from Dawn. If one happens early, resolve it now rather than waiting for its teaching section.

- A Fate Thread becomes eligible: use the Revealing a Fate Thread procedure. The holder decides whether to reveal it.
- A god reaches Fate 5: finish the current declared choice or Contest, then begin the Fateful Hour immediately.

The rules trigger when the fiction triggers. The phase sections tell you how to emphasise them; they do not postpone them.

Fate

A god may gain at most 1 ordinary Fate during a single Focus, no matter how many qualifying reasons apply.

Gain 1 ordinary Fate for the strongest relevant reason:

- your Portent becomes Mythological Truth
- you force your Myth Claim strongly into the Myth
- you directly defy Zeus, making his authority itself part of the conflict
- you knowingly accept a major consequence
- one of your established Mythological Truths creates a major new consequence that changes the direction of the Myth

Supporting another god's dominant Portent can qualify you for Recovery, but it does not grant Fate merely because that Portent became Truth.

If several reasons apply, name the strongest reason and gain 1 Fate.

Explicit Fate granted by a rule, such as a Fate Thread, is separate and may be gained in the same Focus.

Once a god reaches Fate 5, pause further Fate gain until their Fateful Hour has been resolved. Finish the current declared procedure first, then begin the Fateful Hour as soon as play can safely pause.



THE MOIRAI

Clotho draws one thread tighter.

Lachesis measures the new distance.

Atropos looks up.

Gain 1 Fate.

The Moirai do not judge. They notice.

End of Phase Procedure

After every god has received a Focus:

1. Recover resources using the Resource Recovery procedure.
2. Check Fate, Omens and active Fate Threads.
3. Zeus states one visible consequence of the Phase.
4. Move to the next Phase. After Night, complete the End of Myth procedure instead.

If You're Unsure What to Frame

- When you are tempted to invent a new threat, show a consequence of something the gods already established.
- When "What do you do?" feels natural, ask "What do you make true?" instead.
- When the frame starts answering the question, return to what is visible and let the god supply the meaning.
- When a scene wants to keep going, cut to the consequence and carry it into a later Focus.

A Practical Frame

When a player chooses a Premise, Zeus does not need to invent a scene. Build one short frame from what is already true.

Because [established truth], now [visible consequence]. [Person, place, visible pressure or contradiction] demands attention. [Phase question]?

Example: Because the river has refused one crossing, Phaedra's family is trapped on the far bank. She wants to know whether the gods will let them through. What is beginning?

Frame the situation, leave the answer open, and once the god has something concrete to seize, ask what they make true.



13. DAWN - WHAT IS BEGINNING?

The first light touches Achelon.

The water is brown with earth, broken timber and the possessions of the living.

The temple remains isolated.

The oracle remains silent.

The villagers remain divided.

The child remains impossible.

Zeus looks across the valley.

ZEUS SPEAKS

Dawn.

The excellent hour in which all things appear new, principally because their consequences have not yet become apparent.

Something has begun here.

Tell me what.

Zeus: Do This

Call every god once.

For the first Focus, walk the active player through the procedure.

Ask:

Which Premise?

Use its Stirring material unless it has already advanced.

Frame one sign, contradiction or pressure.

Then ask:

What do you make true?

Help the player identify the Pathos or Axios actually expressed by their action.

Then turn to every other god:

Do you let this stand?

If a Contest occurs, use the Contest procedure.

After the Mythological Truth is established, advance the Premise.

Explain the first Fate check aloud.

Then move on.

During Dawn, let mysteries breathe. First interpretations create tension for later phases. Dawn is for first interpretations and open possibilities.

Let contradictions appear and give later phases something to work with.

End of Dawn — Recovery

After every god has received a Focus, recover resources.

LACHESIS

You told us who you were at the beginning. We have been keeping notes.

Teach this openly the first time.

Truth Recovery

Recover 1 spent point if, during Dawn, you committed to a Portent that became Mythological Truth.

The originating god and every god who Supported that dominant Portent qualify. Becoming part of several Mythological Truths during the same Phase still grants only 1 Recovery from this source.

Legend or Myth Claim Recovery

Recover 1 additional spent point if your actions during Dawn clearly expressed your Legend or meaningfully moved towards your Myth Claim.

For your Legend, name the action and the part of your Title, Domain or Behaviour it expressed.

You may invoke a secret Myth Claim for Recovery without revealing it.

Zeus may accept that claim. If Zeus disputes it, Zeus must spend 1 Omen to inspect the Myth Claim. If the connection holds, the Recovery stands. If it does not, that Recovery is denied. After paying the Omen, Zeus may expose the Claim to the table if he sees fit.

Legend and Myth Claim are two ways to qualify for the same second Recovery. They do not provide 1 Recovery each.

Recovery Limits

Recover only resources that were actually spent.

Recover no more than 2 total points through normal Recovery in a single Phase: up to 1 for being part of a dominant Portent that became Mythological Truth, and up to 1 for Legend or Myth Claim.

Each recovered point returns to one spent resource: Pride, Desire, Fear, Heart or Ichor. It does not need to be the same resource whose use earned the Recovery.

Never recover above the resource's starting rating.

Recovery granted by a Fate Thread is additional and does not count towards the normal limit of 2.

Move to Day.

ZEUS SPEAKS

Rest, then.

You have spent a morning correcting reality and have naturally found the experience tiring.

Fortunately, reality has also had a morning in which to consider what you have done to it.

14. DAY - WHO MUST LIVE WITH THIS?

Carry Dawn's Mythological Truths forward.

Look at what the gods established during Dawn.

Now show who has to live with it.

If the gods said the river is protecting Achelon, bring back Phaedra. She still needs to know whether her family can leave.

If Mara became sacred, show how someone now fears, worships, protects or claims her - and let Mara respond.

If the temple became a prison, bring back Menon and make him live with what that now means for Apollo's sanctuary.

If the oracle's silence became mercy, bring back Dione. She still wants her daughter, even if the gods have decided the silence is beautiful.

ZEUS SPEAKS

The sun is up.

Your truths can now be seen clearly.

Mortals must begin the traditional mortal responsibility of living with them.

Let us see how fortunate they feel.

Zeus: Do This

Call every god once.

Use the normal Focus procedure.

Use the appropriate Premise Stage material.

During Day, bring forward:

- mortals
- communities
- consequences
- neglected Premises

Prefer the people already introduced. Day should feel like Dawn's truths returning with names and faces, not a fresh collection of examples.

Build Day's drama from the truths already established. Show who now has to live inside those truths. Day should feel like Dawn's truths returning with names and faces, not a fresh collection of examples.

Mortals and Consequence

Mortals can ask the gods for help, judgment, mercy, answers or protection without creating a separate subsystem. Their needs are part of the fiction and become material for Portents.

LACHESIS

Gods are very fond of consequences in the abstract. They become considerably less philosophical once consequence has a name.

Use Mara, Phaedra, Dione and Menon when a divine truth needs a human face. Let them ask plainly for what they need:

- "Save my child."
- "Tell us whether leaving condemns us."
- "Let the temple survive."
- "Make her speak."
- "Tell us what the river wants."

A god may answer, refuse, reinterpret or ignore that need through their Portent. The mortal request gives the choice weight; the normal Focus, Contest and Truth rules decide what becomes real.

Keep the people human. Their needs, reactions and consequences give the gods something real to answer with a Portent.

Zeus and Omens

Zeus begins with 2 Omens.

Omens are pressure.

Let Omens appear when Zeus genuinely gains leverage. They are pressure, not a collection target.

Unless a rule says otherwise, Zeus may gain 1 Omen when:

- a god Abstains from a Contest that directly involves their Pull or their stated Domain
- divine action, conflict, or its established consequences create new visible Pressure on an unresolved Premise
- a god accepts Zeus's help
- a Fate Thread grants Zeus leverage
- divine silence benefits Zeus
- a Fateful Hour gives Zeus authority
- a rule specifically grants Zeus an Omen

Zeus gains 2 Omens when a Fate Thread is destroyed. Zeus gains no Omen when a Fate Thread is revealed.

A possible trigger becomes an Omen when authority has actually gained leverage—for example, when a god's Abstention shifts a Contest, when a god asks for Zeus's help, or when a god's refusal creates a consequence that Zeus can now show. Let that change be visible at the table.

Normal Premise advancement does not grant an Omen by itself. Zeus cannot gain an Omen from Pressure created by spending an Omen.

Spending Omens

Zeus may play freely with what the Myth has already established. When Zeus wants a new fact, consequence, threat or connection to enter the shared Myth, he spends 1 Omen and Pulls the Thread from something already present in the Myth or a Premise's Skia.

Spend 1 Omen to:

- judge a tied Contest after bidding has ended
- inspect a secret Myth Claim when a player invokes it for Resource Recovery and Zeus disputes the claimed connection
- Pull the Thread: make a new fact, consequence, threat or connection real by drawing on a Premise's Buried Cause, Pressure or Escalation, or from a Mythological Truth, a god's action or refusal, a revealed Fate Thread, or another established part of the Myth

Pulling the Thread may activate or advance a neglected Premise, reveal its Buried Cause or Pressure, connect it to the active story, or introduce a complication, contradiction or hard choice.

Zeus may make the consequence real. The gods still decide what it means.

Zeus cannot spend an Omen to enter a Contest, add Commitment, Support or Challenge, oppose an unopposed Portent, or overturn a clear dominant result.

Using Neglected Premises

Neglected Premises are storytelling tools, not punishment tracks. Use them to widen, connect or help the Myth unfold.

When Zeus spends 1 Omen to activate a neglected Premise, introduce visible evidence of its Pressure and, if useful, bring its Stage up to pressure appropriate to the current Phase:

- Dawn: Stirring.
- Day: Rising.
- Dusk: Crisis.
- Night: urgent Crisis pressing towards judgment.

Catch-up brings the Premise to visible pressure appropriate to the current Phase. Its meaning and final resolution remain open to the gods.

The best activation creates a bridge between the neglected Premise and something the gods already care about.

End of Day

Recover resources using the same procedure as Dawn.

Then check Fate, Omens and active Fate Threads.

State one visible consequence of Day before moving on.

This time, step back and let the procedure carry itself unless someone needs help.

Look at the unresolved Premises.

Ask yourself:

What consequence is now unavoidable?

Which mortal, place or relationship is becoming important?

Which god appears most invested in proving something?

Then move to Dusk.

15. DUSK - WHAT DOES THIS NOW COST?

The light lowers across the water.

Long shadows stretch from the temple columns.

The valley has spent a day living with divine truth.

Now the cost becomes visible.

ZEUS SPEAKS

Evening.

Traditionally an hour for reflection.

I recognise that many of you prefer consequences.

Zeus: Do This

Call every god once.

Bring forward:

- promises
- people the gods protected
- truths the gods personally defended
- Claims beginning to show
- incompatible consequences
- things that cannot all be preserved

Ask what the truth costs and let the gods decide what that cost means.

Dusk is where a god should begin confronting the difference between what they said they believed and what they are now unwilling to lose.

Bring back Mara, Phaedra, Dione or Menon before inventing somebody new. Let one of their familiar statements return under changed circumstances; the repetition makes the cost visible.

Relationships in Play

By Dusk, some people, places and responsibilities should matter because of what the gods have already done.

Bring those relationships forward when established truths touch them. If a god protected Mara, let Mara return changed by that protection. If a god took responsibility for Achelon, show what the

village now expects. If Apollo became central, let that divine relationship acquire consequence.

In The Angry River, these relationships stay entirely in the fiction. Their job is to make the next Portent matter to someone.

Dusk works best when the table recognises the cost as something it helped create. Bring the crisis closer rather than merely making it bigger.

Revealing Fate Threads

A Fate Thread becomes eligible only when its Trigger occurs.

The holder decides whether to reveal it.

The holder may reveal it while the Trigger is being resolved, or at the first later moment when the Law would directly change that same situation. Once the table moves beyond the situation, the opportunity closes unless the Trigger occurs again.

Relevance does not replace the Trigger. A useful Law remains hidden until the event written in its Trigger actually happens.

To reveal:

1. Read the Thread aloud.
2. Name the Trigger and explain how the Law applies.
3. Apply the Law immediately for its stated Duration.

Then:

The writer gains 1 Fate and receives Origin Recovery.

- Titan: recover 1 Ichor.
- Olympian: recover 1 Heart or 1 Ichor.
- Demigod: recover 1 Heart.

The holder also receives their own Origin Recovery.

Zeus gains no Omen when a Fate Thread is revealed.

The revealed Fate Thread becomes part of the Myth and the current rule of reality.

THE MOIRAI

Clotho: Dear god, not every law announces itself when it is written.

Lachesis: Some wait.

Atropos: Some are remembered only when they become inconvenient.

This was always true. We had merely forgotten it.

If two revealed Fate Threads contradict:

- If both can coexist, both apply.
- If they cannot coexist, the newest revealed Thread takes priority.
- If they directly cancel, apply both and let them cancel.

The contradiction becomes part of the Myth.

Destroying a Fate Thread

If a rule requires or permits a holder to destroy a Fate Thread, declare its destruction without reading it aloud, then remove it from play.

The writer gains 1 Fate.

The destroyer receives Origin Recovery.

Zeus gains 2 Omens.

The forgotten Law is lost and can never enter the Myth.

A player may hold at most 2 Fate Threads written by other gods.

If they would receive a third, they must immediately reveal an eligible Fate Thread or destroy one they already hold before accepting the new Thread. If none are eligible to reveal, one must be destroyed.

If a God Reaches Fate 5 – The Fateful Hour

Finish any unresolved declared choice or Contest first.

Pause play.

The god reveals their Myth Claim.

Zeus asks:

What were you trying to prove?

THE MOIRAI

The thread has tightened around the god's hand.

Clotho can no longer feed it freely through the loom.

Lachesis stops measuring.

Atropos raises the shears.

Zeus offers three choices.

State every consequence before the player chooses.

Fulfil

The Myth Claim becomes Mythological Truth.

The god pays a relational cost.

Break, transform, surrender or permanently complicate a relevant oath, community, responsibility, person, place or mortal relationship.

Twist

The Claim becomes true in a form the god did not intend.

Zeus names the twist and connects it to a visible cosmic cost.

This might transform another Premise, impose a curse, cost Heart or Ichor, grant Zeus Omens, or change how the world remembers the god.

A Twist must grow from the Myth Claim and truths already established in play. It changes how the Claim becomes true; it does not replace the Claim with an unrelated punishment.

Release

The god gives up, disproves or refuses their Claim in order to preserve something else.

They might preserve a threatened person or place, prevent Tragedy, or spare a community.

Record how abandoning the Claim changes the god's identity or reputation.

Zeus Remembers

These are three different costs.

Not one correct option and two punishments.

The player decides what their god becomes.

After the choice:

- Apply the stated consequence.
- Record any Mythological Truth created or changed by the choice.
- Advance, transform, resolve, reopen, or drive one relevant Premise into Tragedy as appropriate.
- Record the Myth Claim, choice, consequence and any new or changed Truth in the Myth Ledger, then reset Fate to 0.

Then resume play.

The question is not:

Did you succeed?

It is:

Was your truth worth the cost?

End of Dusk

Recover resources.

Check Fate, Omens and active Fate Threads, then state one visible consequence of Dusk.

Look at the Hand of Zeus.

Some Premises may already be resolved.

Some may be at Crisis.

Some may still be neglected.

Let divine attention remain uneven. A neglected Premise may remain unfinished.

Divine attention determines what becomes central.

Move to Night.

16. NIGHT - WHAT TRUTH SURVIVES?

Darkness settles across Achelon.

Whatever the valley was before the gods arrived, it is no longer entirely that place.

The river remembers.

The temple remembers.

The people remember.

The gods have argued with reality.

Reality has begun to answer.

ZEUS SPEAKS

Night.

The river has heard every argument made above it.

The village has borne every truth placed upon it.

The dead, the living and those currently uncertain which category best suits them have been remarkably patient.

Speak now.

What shall the world remember when it wakes?

Zeus: Do This

Every god receives one final Focus.

Use the normal procedure.

During Night:

- Demand judgment.
- Use Crisis prompts.
- Ask Resolution or Tragedy questions where appropriate.
- Bring Myth Claims, important relationships and established consequences to the foreground.

Focus Night on judgment, not new questions. Let what has already been established find its meaning.

If a Premise remains neglected, it may remain unfinished.

That is allowed.

The Myth does not have to explain everything.

Before the final Focuses end, let at least one recurring person witness what the gods have made of Achelon. Their reaction does not decide the truth; it shows what living inside that truth now feels like.

Resolution or Tragedy

When a Premise at Crisis advances, look at the truth the table has established.

If the Premise has found a truth the Myth can carry forward, mark Resolution.

The practical problem may remain.

Its meaning is now clear.

If the Premise has reached an irreversible truth whose cost has become inseparable from what the Myth is, mark Tragedy.

Tragedy is not simply failure.

A god may achieve exactly what they wanted and still create Tragedy.

Choose between Resolution and Tragedy according to what the established truth has become, not whether the outcome feels favourable.

Ask:

Has this truth settled the Premise?

or:

Has its irreversible cost become part of what the Premise now means?

Night Reckoning

After the final Night Focus, stop ordinary play.

Resolve:

- any Fateful Hour already triggered
- any Fate Thread whose Trigger occurred during the final procedure and whose holder reveals it in time
- any immediate consequence already established by a Premise, Mythological Truth, divine action or revealed Law

Unspent Omens expire here. The ending is no longer available for new Omen spends.

The loom now belongs to memory.

17. THE MYTH LEDGER

Place the Myth Ledger where everyone can see it.

ATROPOS

Dear god, an ending is not the same thing as everything being finished.

Some threads are cut. Some are tied off. Some are left hanging where everyone can see them.

What matters now is what the world remembers.

Ask the table:

Which Mythological Truths were established?

Which earlier Truths changed in meaning?

What truth survived?

What does the world now remember?

Which Premises reached Resolution or Tragedy?

Which Premises remain unfinished?

Which Myth Claims were revealed, fulfilled, twisted or released?

What did Zeus try to preserve?

What did the Moirai make permanent?

Which mortals, places or relationships were changed by the gods?

Which Fate Threads were revealed, destroyed or remain hidden?

Finally ask:

What new Myth begins from this?

THE MOIRAI

Clotho gathers the loose threads.

Lachesis places each beside the others.

The river.

The child.

The silent mouth of prophecy.

The flooded threshold.

The people who would not leave.

The truths the gods brought with them.

The truths they abandoned.

Atropos cuts only what can no longer be changed.

The remaining threads pass onwards.



18. WHAT NEXT?

You have just played a complete Myth of KHAOS. You have learned the central procedure by doing it:

- how to read Pathos and Axios and spend them as Commitment
- how to state a Portent and make divine action visible
- how to Let It Stand, Support, Challenge or Abstain
- how open bidding decides which Portent becomes Mythological Truth
- how Recovery, Fate and Fate Threads feed the next phase of play
- how Dawn, Day, Dusk and Night turn those Truths into a Myth

The full KHAOS rules build outward from that same loop. When you are ready, they add:

- writing your own first Fate Thread during Myth Setup instead of choosing from prepared laws
- preparing your own Crisis and Hand of Zeus
- the full Zeus toolkit for building and running new Myths

The Angry River gave you the first thread. The full game gives you the loom.

APPENDIX

PREPARED FATE THREADS

This section is safe for every player to read before Dawn. Zeus may know all ten possible laws; the secret is which ones the gods actually choose and pass into play.

Each player secretly chooses one Thread, copies it onto a Fate Thread card, and passes that card to another god. Your god counts as the writer. More than one player may choose the same Thread.

Choose a law that sounds fun, dangerous or inconvenient. The point is not to find the strongest option. The point is to put a forgotten rule of reality into somebody else's hands.

1. WHAT THE RIVER TOOK

When the river reveals something that was hidden beneath it, every mark, name, wound and inscription upon the revealed thing becomes visible to everyone, until the end of the Phase.

2. TWILIGHT KEEPS A SECRET

When a god openly shelters a mortal from another god's judgment, no god may reveal that mortal's location, until the end of the Phase.

3. THE IMPOSSIBLE CROSSING

When someone willingly enters the flood, the river must carry them to one place they name within the valley, until the end of the Focus.

4. VICTORY DEMANDS A PRICE

When two or more Portents remain tied after bidding ends, the active god may name a personal consequence they will accept and add 1 Commitment to the Portent they support, until the Contest ends.

5. ZEUS MUST SHOW HIS WORK

When Zeus spends 1 Omen to Pull the Thread, Zeus must name the established source being pulled from before describing the new fact, consequence, threat or connection, until the end of the Focus.

This law is especially useful in a first Myth: it makes Zeus's Omen-spending transparent, helping everyone at the table see how every Omen must be grounded in established material. In the full game, this transparency is a habit rather than a requirement—but while learning together, it shows both Zeus and players the rules at work.

6. THE ORDER IS CONTESTED

When Zeus calls the first god of a Phase, that god chooses which uncalled god receives the next Focus, if another god remains, until that next Focus begins.

7. JUDGMENT HAS A COST

When Zeus spends 1 Omen to decide a tied Contest, each god who originated a Portent that was tied but did not become dominant immediately recovers 1 spent Pathos or Axios, until the Contest ends.

8. THE CHILD ANSWERS BACK

When a god declares what Mara's impossible survival means, Mara may ask that god one question and the god must answer honestly, until the end of the Focus.

9. PROPHECY REFUSES SILENCE

When a Portent about the Oracle's silence becomes Mythological Truth, the holder may speak one sentence in the Oracle's voice and everyone in the scene hears it, until the end of the Focus.

The holder is the god currently holding this Fate Thread—not the god who wrote it.

10. MORTALS MAY REFUSE

When the villagers publicly refuse a divine command, no god may compel their obedience through Ichor alone, until the end of the Phase.

Once chosen, copy the full sentence onto the Fate Thread card exactly as written. The Trigger is the opening "When..." clause; the Law follows it; the Duration begins with "until..."



SHARED TABLE REFERENCE & HANDOUT TEXT

This section may be copied, printed or placed on the table for everyone to use.

CORE LOOP REFERENCE

The Core Loop

1. Zeus frames something visible and asks: What do you make true?
2. The active god states a Portent and commits 1 Pathos or Axios.
3. Other gods Let It Stand, Support, Challenge or Abstain.
4. If challenged, committed gods bid by Raising or Holding.
5. The Portent with the highest Commitment becomes Mythological Truth.
6. Advance the Premise, check Fate, show consequence, then move.

A Focus

Zeus calls a god.

The god chooses an unresolved Premise.

Zeus frames something visible using:

Current Truth + Premise Stage + Phase Question

Zeus asks:

What do you make true?

The god states a Portent, describes the action that makes it visible, and commits 1 available Pathos or Axios.

Zeus asks everyone else:

Do you let this stand?

Others choose:

Let It Stand / Support / Challenge / Abstain

If there is no Challenge:

- The Portent becomes Mythological Truth.
- The originating player states the exact Truth.
- Zeus clarifies how it appears.
- Advance the Premise.
- Check Fate.

If challenged: Run a Contest.

Contest

Every committed Pathos or Axios point gives 1 Commitment.

Only gods who committed before bidding begins may bid.

Zeus calls committed gods in bidding rounds.

Raise: commit 1 additional available Pathos or Axios to the Portent you already support.

Hold: commit nothing; remain in the Contest.

If anyone Raises, begin another round. When a full round passes with no Raise, bidding ends.

There is no ordinary Phase spending cap. Resources spent earlier in the Phase remain spent until recovered.

Highest Commitment makes that Portent dominant.

On a tie:

- Zeus may spend 1 Omen to judge
- or Zeus declines and an eligible Fate Thread may intervene
- or roll 1d6 per tied Portent; highest becomes dominant

The dominant Portent becomes Mythological Truth.

Other Portents remain recorded and may be taken up again later.

Recovery

At the end of every Phase, normal Recovery is capped at 2 spent points per god:

Truth Recovery: recover 1 spent point if you committed to a Portent that became Mythological Truth during the Phase.

Legend / Myth Claim Recovery: recover 1 additional spent point if your actions expressed your Legend or moved towards your Myth Claim.

You may invoke a secret Myth Claim without revealing it. If Zeus disputes the connection, Zeus may spend 1 Omen to inspect it and may expose it after paying.

Recover only spent points and never above starting ratings.

Origin Recovery from Fate Threads is additional to the normal limit.

Fate

Maximum 1 ordinary Fate per god per Focus.

Gain it for the strongest relevant reason:

- your Portent becomes Mythological Truth
- you force your Myth Claim strongly into the Myth
- you directly defy Zeus
- you knowingly accept a major consequence
- one of your established Truths creates a major new consequence

Explicit Fate granted by a rule is separate.

At Fate 5, finish the current procedure, then begin a Fateful Hour. Pause further Fate gain until it resolves.

Fate Thread

When [Trigger], [Law], until [Duration].

Maximum 3 created per god per Myth.

In The Angry River, the prepared Thread you choose counts as your Setup Thread and as the first of your maximum three Threads.

After your Focus changes a Premise, you may create another, once per Phase.

When you gain Fate, you may immediately create another Thread outside that once-per-Phase limit.

Pass every Thread immediately. Never keep your own.

Hold maximum 2 Threads written by other gods.

Reveal only after the Trigger occurs and while that triggered situation can still be changed.

Reveal: writer gains 1 Fate + Origin Recovery; holder gains Origin Recovery; Zeus gains no Omen.

Destroy: writer gains 1 Fate; destroyer gains Origin Recovery; Zeus gains 2 Omens.

Make it powerful. Make it specific.

ZEUS QUICK REFERENCE

Omens

Zeus begins with 2.

Zeus may gain Omens from unresolved pressure, meaningful Abstention involving a Pull or Domain, accepting Zeus's help, rules that grant leverage, and Fate Thread destruction. Revealing a Fate Thread grants Zeus no Omen; destroying one grants 2.

Spend 1 to:

- judge a tied Contest
- inspect a secret Myth Claim when its Recovery connection is disputed
- Pull the Thread: make a new fact, consequence, threat or connection real from a Premise's Skia or something already established in the Myth

Zeus never adds Commitment or overturns a clear Contest winner.

The Four Questions

Dawn: What is beginning?

Day: Who must live with this?

Dusk: What does this now cost?

Night: What truth survives?

Zeus's Rule

Be fair about procedure.

Be shameless about presentation.

Bring pressure.

Offer something to argue with.

Respect what the gods establish.

Then move.



HANDOUT TEXT

Myth Claim

THIS MYTH WILL PROVE THAT:

Keep this secret until the Myth requires otherwise.

Fate Thread

TRIGGER

When -----

LAW

DURATION

until -----

PASS TO

Make it powerful. Make it specific.

Use this blank card for later Threads you create during play. Choose a Trigger that can clearly occur, a specific Law, and a Duration with a clear ending.

Mythological Day

DAWN: What is beginning?

DAY: Who must live with this?

DUSK: What does this now cost?

NIGHT: What truth survives?

Omens

Starting Omens: 2

Current Omens: -----



Myth Ledger

MYTH: The Angry River

Which Mythological Truths were established?

Which earlier Truths changed in meaning?

What truth survived?

What does the world now remember?

Premises resolved or in Tragedy

Premises unfinished

Myth Claims revealed / fulfilled / twisted / released

What did Zeus try to preserve?

What did the Moirai make permanent?

Mortals, places or relationships changed

Fate Threads revealed / destroyed / still hidden

What new Myth begins from this?

