

made for  
**Mote.**





# As Per Your Instructions

a creation myth game

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 2-4 players

 1-2 hours



# It's hard work being a demigod.

You should know, seeing as you've been at this job for a couple thousand years. Part administrative assistant, part customer service representative, and part project manager, you've rarely gotten a chance to stretch your creative muscles. Now all that is about to change.

The deities who were supposed to oversee the creation of a new world are stuck in a meeting with the powers of another realm, but they have a deadline to get this world done within three days. Now that deadline is yours too, as you've been tasked with getting a head start on the design. If you can successfully follow the deities' (aka your bosses') specifications for this new world - as vague and occasionally absurd as they are - it will surely be the biggest step towards full godhood you have ever taken.



## Prep

# Create your deity

Before you get started in Mote, there are a few details to determine. Set-up for this game can take place over a video call, voice chat, or text depending on player preferences.

## Choose who you serve

Each player is a demigod who serves a different deity. That deity presides over two elements.

Each deity's name looks like:

The **[TITLE]**, Deity of **[ELEMENT 1]** and **[ELEMENT 2]**

For example: The Crooked One, Deity of Song and the Hunt.

To create the deity that you serve, roll 1d12 three times or use a random number generator to come up with three numbers between 1 and 12. Refer to the table on the next page to see what those numbers correspond with.

The first number is the deity's title, and the second and third their two elements. Players can also just pick from the table if they feel like it. **Make sure no players have the same**

## Describe your deity

Spend a little time thinking about what your deity's personality is like and how their elements might influence their behavior, attitude, and standards. These elements do not need to be present in the demigods' design of the world, but they can be! Think about it like extra credit for overachievers.

It's also a good idea to figure out what your relationship is like with your deity. You are essentially their assistant, but is that working relationship toxic or generally positive? Does your deity acknowledge all your hard work or constantly scrutinize your decisions?

### Note

These deities will not show up in person until chapter 4

**Table**  
Deity Creation



TITLE	ELEMENT 1	ELEMENT 2
<b>1</b> Shining	<b>1</b> Frost	<b>1</b> Dust
<b>2</b> Broken	<b>2</b> Void	<b>2</b> Fury
<b>3</b> Golden	<b>3</b> Words	<b>3</b> Hope
<b>4</b> Crooked	<b>4</b> Time	<b>4</b> Blood
<b>5</b> Eviscerated	<b>5</b> Battle	<b>5</b> Memories
<b>6</b> Unfathomable	<b>6</b> Waste	<b>6</b> The Hunt
<b>7</b> Benevolent	<b>7</b> Gifts	<b>7</b> Mercy
<b>8</b> Fragrant	<b>8</b> Birth	<b>8</b> Decay
<b>9</b> Cruel	<b>9</b> Song	<b>9</b> Mischief
<b>10</b> Unfeeling	<b>10</b> Healing	<b>10</b> Night
<b>11</b> Humble	<b>11</b> Day	<b>11</b> Winter
<b>12</b> Bloodied	<b>12</b> Summer	<b>12</b> Feuds



**Mote.**

## Prep

# Create your character

**As a demigod, your name is far simpler.**

You currently preside over no element in particular, and your original function is still your one and only title. Roll a d12 or use a random number generator to get a number between 1 and 12, or select a name from the table below.



- |          |               |           |               |
|----------|---------------|-----------|---------------|
| <b>1</b> | The Messenger | <b>7</b>  | The Guide     |
| <b>2</b> | The Harvester | <b>8</b>  | The Shadow    |
| <b>3</b> | The Scholar   | <b>9</b>  | The Mourner   |
| <b>4</b> | The Advocate  | <b>10</b> | The Echo      |
| <b>5</b> | The Poet      | <b>11</b> | The Companion |
| <b>6</b> | The Weaver    | <b>12</b> | The Watcher   |

Take a moment to think of how your original function might influence your approach to designing this new world.

In Mote, set your persona name to your title and create a pet with your deity's name. Determine a turn order for the players - this will remain constant for each chapter of the game.

## Decide on the tone of the game

This game is always goofy, but there are a few directions that goofiness can take. Before starting the game, have a conversation about how supportive or critical you want the other characters to be of your design work on this fresh planet.

## Playing the game

### Structure



#### Chapter 1: The Land

Character introductions and mingling

Landscape creation mini-scenes + show and tell



#### Chapter 2: The Flora

Flora creation mini-scenes + show and tell



#### Chapter 3: The Fauna

Fauna creation mini-scenes



#### Chapter 4: The Judgement

Deity introductions

Judging the land

Judging the flora

Judging the fauna

Element award ceremony

When you're ready to start the game, **the first player begins the introductory scene by describing their arrival on the barren and desolate planet** that you will soon help shape into a new world full of life.

## Chapter 1: The Land

### Introductions

**Herald your arrival on this bleak planet.**

And perhaps spend a little time chatting with your long-time colleagues.

- ▶ How do you arrive? Interdimensional portal? Magical vehicle? On the back of a very large animal?
- ▶ What are your first impressions of this place?
- ▶ Are you excited for the job ahead of you, or are you dreading it?
- ▶ Are you looking forward to working with the others, or do you wish you were here by yourself?





## Chapter 1: The Land

# Landscape Creation: Mini-Scenes & Show and Tell

**FIRST** Describe your creation of a feature of the landscape.

Each player should tell the story of how they create their feature.

- ▶ Use the two tables below to receive “instructions” from your Deity on what to make. Be sure to select both a **TYPE** of land, and a unique **CHARACTER**.
- ▶ **DO NOT share what your specific instructions are at this point.**
- ▶ What are you creating the landscape out of? Stardust? Clay? The pure power of thought?
- ▶ What qualities might you give your feature that you immediately regret and scrap in favor of going in another direction?

**THEN** Indicate you have completed your task by saying something like “That should do it!”

Now it’s time to give an up close look at what you made to the other demigods!

- ▶ When showing off your landscape, use custom emotes to play the role of the feature you’ve created, and use your persona to provide commentary or answer questions.
- ▶ **This is the time to explicitly state what design instructions you received**
- ▶ When observing another demigod’s work, ask questions about what the creator was going for and make comments about the creation as though you were inspecting a piece of art in a museum.
- ▶ How would a demigod with your particular function comment on others’ work?



### Type of land

“You are responsible for creating the...”

- 1 Mountains
- 2 Desert
- 3 Oceans
- 4 Rivers
- 5 Forests
- 6 Jungles
- 7 Tundras
- 8 Savannas
- 9 Caverns
- 10 Swamps
- 11 Plains
- 12 Sky



### Unique Character

“Be sure you make it...”

- 1 Sticky
- 2 Filled with holes
- 3 Intimidating
- 4 Loud
- 5 Tangled
- 6 Confounding
- 7 Vaguely concerning
- 8 Comforting
- 9 Colorful
- 10 Overwhelming
- 11 Bouncy
- 12 Soft

**Note.**

## Chapter 2: The Flora

# Flora Creation: Mini-Scenes & Show and Tell

**FIRST** Describe your creation of a plant.

**THEN** Indicate you have completed your task.

- ▶ Use the two tables below to receive “instructions” from your Deity on what to make. Be sure to select both a **QUALITY** of plant and a **FEELING** it inspires.
- ▶ **DO NOT share what your specific instructions are at this point.**
- ▶ How do the plants grow as you create them? Do they grow quickly, or slowly? What phases do they go through?
- ▶ What qualities might you give your plant that you immediately regret and scrap in favor of going in another direction?

- ▶ When showing off your plant, use custom emotes to play the role of the flora you've created, and use your persona to provide commentary or answer questions.
- ▶ **This is the time to explicitly state what design instructions you received.**
- ▶ When observing another demigod's work, ask questions about what the creator was going for and make comments about the creation as though you were inspecting a piece of art in a museum.
- ▶ Take inspiration from your original demigod function and/or your deity's elements and personality when commenting on the plant if you like.



### Quality

“It should have a \_\_\_\_\_ quality.”

- 1 Affectionate
- 2 Stiff
- 3 Melancholy
- 4 Wistful
- 5 Wide
- 6 Shy
- 7 Bright
- 8 Invisible
- 9 Impractical
- 10 Barely alive
- 11 Self-aware
- 12 Ambitious



### Feeling

“It should remind you of the sensation of...”

- 1 Drowning in a cesspool
- 2 Flying over a flock of lethargic sheep
- 3 Losing your voice for a long time
- 4 Being unable to remember someone's name
- 5 Running naked through a cloud of bats
- 6 Having all your limbs fall asleep
- 7 Putting too much food in your mouth at once
- 8 Seeing an ex after many centuries
- 9 Floating in the void of space
- 10 Crying yourself to sleep
- 11 Curling up next to a giant ball
- 12 Recalling a childhood grudge

**Note.**



## Chapter 3: The Fauna

# Fauna Creation: Mini-Scenes & Show and Tell

**FIRST** Describe your creation of a creature.

**THEN** Indicate you have completed your task.

- ▶ Use the two tables below to receive “instructions” from your Deity on what to make. Be sure to select both a **BEHAVIOR** of your creature and a **FEELING** it inspires.
- ▶ **DO NOT share what your specific instructions are at this point.**
- ▶ What happens when the creature comes into being? How does it act when it awakens?
- ▶ What qualities might you give your creature that you immediately regret and scrap in favor of going in another direction?

- ▶ When showing off your creature, use custom emotes to play the role of the flora you’ve created, and use your persona to provide commentary or answer questions.
- ▶ **This is the time to explicitly state what design instructions you received.**
- ▶ When observing another demigod’s work, ask questions about what the creator was going for and make comments about the creation as though you were inspecting a piece of art in a museum.
- ▶ Take inspiration from your original demigod function and/or your deity’s elements and personality when commenting on the creature if you like.



### Behavior

“One immediately notices how \_\_\_\_\_ it is.”

- 1 Suspicious
- 2 Jittery
- 3 Histrionic
- 4 Curious
- 5 Long
- 6 Round
- 7 Whiny
- 8 Aggressive
- 9 Hard
- 10 Squishy
- 11 Grotesque
- 12 Complex



### Feeling

“One should feel \_\_\_\_\_ when they behold it.”

- 1 Disgusted
- 2 Slimy
- 3 Judged
- 4 Exhausted
- 5 Gripped by ecstasy
- 6 Lost
- 7 Reborn
- 8 Pleasantly nostalgic
- 9 A growing sense of panic
- 10 Threatened
- 11 Apathetic
- 12 Unimaginable grief

**Note.**

## Chapter 4: The Judgement

### The Deities Inspect Your Work...

Now it is time for the deities to show up and inspect your work. During this chapter, you will (mostly) be playing your Deity.

First, explore the new landscapes, then the flora, and then the fauna. Treat the experience like you were at an art gallery, a car dealership, or your kid's elementary school science fair - it's up to you. Whether the creations meet your standards of being sticky enough or melancholy enough or what have you is your decision. **When you've given yourselves a thorough tour, it's time to share your verdict with your demigods.**

Did they do an adequate job? A superb one? A thoroughly mediocre one? Regardless of the quality of their work, they have a special surprise in store for them as a reward.

#### Congratulations, demigods!

No matter how the deities judged you, you have now earned your first element. It may not be a very impressive one, but it is a start. Take some time to converse about how you plan to make use of this element now that it is yours, and then bring the game to a conclusion by leaving this new world one by one.

#### Tip

Making your Deity a Pet will make it easier to play their role in this scene.

#### Tip

Remember to stick to the guidelines you set for yourself as a group at the beginning - for instance, don't be too harsh on someone who asked you to be gentle. Feel free to be as harsh as you'd like on your own character though.



#### What element do you now preside over?

- |                  |                  |
|------------------|------------------|
| 1 Ink            | 1 Moss           |
| 2 Fruit          | 2 Hail           |
| 3 Overcast skies | 3 Tea            |
| 4 Hair           | 4 Minor Injuries |
| 5 Shrimp         | 5 Insomnia       |
| 6 Kindling       | 6 Smoke          |