

Meeting With (a) God. By Alex Gickler

Concept:

Meeting with god is a remix of The Waiting Room at Mount Surpis by Josh Krehbiel, taking the overall concept of various people wanting to ask favors of a god. Where this game differs is that the god is actually present rather than being an end condition, and instead of one-on-one meetings the mortals are all speaking to the god at once. This game is generally played pretty silly, focusing on debates over outlandish wishes, with silly godly twists sprinkled in.

Set-up:

You will need

- A large room or some sort of video/voice conference (zoom, discord, etc.).
- Scraps of paper for each player, or a Google/Excel sheet for assigning characters.
- A notebook or doc sheet for the god.
- 4-8 People.

Before play:

- Players will discuss what they are and aren't comfortable with, and any sort of boundaries for the orders/punishments.
- Players will also discuss their preferred form of during-game safety. It's personally recommended that you use the X card system, but if your group has a more specific way to handle topics then go ahead and use that.
- Players will discuss what kind of god will be granting favors/requests. Will it be pantheistic, eldritch, monotheistic, etc.
- Players will then decide who will be the god, who can create a character based on the selected type.
- Mortal players will write characters for each other. This can be done on scratch paper in person or a Google/Excel sheet online. Each person will write one character with a name, favor/wish, and vibe. When creating these characters you can bounce off of each other, or keep it more of a surprise.
- When every mortal has written a character, the god will distribute the characters randomly by passing the pieces of paper out, or by randomizing a field of player names next to the list of characters when Google/Excel.

Characters template and examples:

Name	Favor/Wish	Vibe
Sir Charles	Holy Grail	Snooty
Jersey Mike	The Perfect Sandwich	High-strung
Jeremy Field	A good harvest	Down to earth

Play:

Phase 1: Waiting Room (~5 minutes)

- Mortal players will gather in the room/call.
- During this phase mortals will introduce themselves to each other and get to know everyone. At this point, favors/wishes will not be shared, it is taboo to talk about it in front of others.
- Mortals during this phase are under the impression that favors will be granted on a case-by-case individual basis.
- During this phase the god is present, but hidden from mortals. The god is pre-observing the mortals before the meeting, taking note of what each person is like and getting a feeling for the group dynamic.
- When the god has a feeling for what the mortals are like, they may announce their presence and inform them that wish-granting will be different this year. This begins phase 2.

Phase 2: Favors

- The god will explain that the wish meeting will be a group meeting this time and that only the favors they deem best will be granted.
- The god will then tell the mortals to form a line/semi-circle so they can go down the line(In person only, online will already be sorted.)
- The god will then ask each mortal about their name and favor. This should be done orderly, any mortals trying to debate during favor reveals should be shot down.
- Once everyone has said their favors, phase 3 begins.

Phase 3: Debate 1

- The god will now tell the mortals to debate why their wish deserves to be granted over others.
- During this debate mortals are free to interrupt and argue with each other, this debate should be heated.
- The god is free to ask follow-up questions or prompt others to respond to the point.
- During the debate, mortals may point at (or call out when online) another and directly insult them or their wish, forcing them to respond.
- The insulted may then either respond directly, starting a back-and-forwards until the god stops it, or pass the insult down to another person.
- If at any point the god feels they have been insulted (either by being interrupted or any other sort of comment they take offense to), or need to break up a back-and-forwards, they may point at a mortal or call them by name and inflict a “punishment.”

- For example, they may order a person to speak in an accent, dance, or sing for the rest of the time. For more serious infractions the god may order people to reveal dark secrets or embarrassing moments.
- The god may also inflict these orders or changes if they feel like it would improve their enjoyment of the debate.
- As the debate goes on, mortals should become more and more heated.
- When it comes to a boiling point the god may yell "Enough" to begin phase 4.

Phase 4: Debate 2

- The god will inform everyone it is time for a new perspective, and then swap everyone's identities.
- Mortal players will swap their characters either randomly or in a way the god specifies.
- All mortals remember their previous identity and those emotions, even as they assume their new identity. They also retain any orders from their previous identity.
- The god will then lead another debate, following the same format. This includes orders/punishments.
- The debate should be less heated than the first, as people have now walked a mile in another shoe. Mortals are more accepting of the other wishes and less aggressive about "winning."
- After the god is satisfied with the debate it is time to announce they are making a decision, prompting the final phase.

Final Phase: Decisions.

- The god will swap everyone back to their original identities and free them of any orders.
- As before mortals will retain the memories of their second identity and those emotions, even as they return to the first.
- Once everyone is swapped back, the god will take a few minutes to decide.
 - During that time, mortals should talk to each other about the debate, comment about wishes, and maybe even apologize for heated actions during the first one.
 - When the god is deciding, they can choose any amount of favors they feel should be granted, whether that is none or all of them.
- After deciding, the god will announce they have made the decision, and tell everyone whose wishes they will grant.

Debrief:

After the final phase is over, gather together and talk about how the game felt. Use these questions to guide you, or ask your own.

- At any point did you feel like you were too heated or caught up in the debate? For the god, did you recognize those moments?
- Did anyone say or do anything that shocked you?
- Did your character turn out as you expected? How did the perspective shift change them? For the god, what changes from mortals surprised you the most?

- What wishes were your favorite / would you of granted, regardless of your characters?
For the god, why did you choose the ones you did?

After asking these questions or any your group has come up with make sure there are no hard feelings over anything in the debate.