



Generic Divinity Supplement - Divine Realm

By Pokebrat_J

Where there are gods, there is a realm separate from mortals, one where the gods call home. Heaven, Olympus, Asgard, Tír na nÓg, you now have a realm of your very own that can reach the heights of these and more.

Your Divine Realm is much more than just an alternate dimension, however. It is quite literally a part of yourself, a literal manifestation of your soul and godly power, and can only be destroyed should you yourself be, though even then it may persist on.

Your Divine Realm starts off measuring around 50,000 sq mi, a large area to be sure, though there are ways to increase it. One of the options is an option you can purchase underneath, while you could also import a larger property. The other is to take another god's Realm and meld them into your own. This can be done through diplomacy and combining the Realms into something grander, by forcing them to abandon their Realm, or simply killing them and taking everything they held dear.

Ultimately, it is yours to shape and design, which you can do so only once without some choice purchases. You will have an indefinite period of time to design your Realm to your specifications before the Jump starts, so take your time and make sure that everything is exactly how you want it. You may never have another chance to do so.

You receive 2000 Realm Points to design your Divine Realm.

Customization:

Conversion: Should you find that the stipend here isn't enough for you to purchase everything you want, then you can convert CP from the main **[Generic Divinity]** into RP at a ratio of 1:2.

Import [Free]: While new things are always enjoyable, do you already have a Realm you're attached to? Potentially even some buildings you'd like within your Realm? Well then this has got you covered, as you may import any pocket dimension or property you own to become a part of your Divine Realm.

Realm Aesthetics [Free]: But it cannot truly be considered your Realm if you have no say in how it's designed, is it? From lush forests to dry deserts, acidic oceans or fleshy terrain or floating islands, you can design your Realm however you want, even a mix of all of the biomes of Earth or some fantasy world you might have visited.

Divine Materials [50]: If the realms of gods are as mystical as the stories say, then would there not be some equally mystical materials to be found? Your Realm is littered with special materials that possess some form of unique properties. A hyperdense metal that holds enchantments well, a gem that can store large amounts of magic, that sort of thing. After a while, it will even replenish if given the chance.

Endless Horizon [50]: As beautiful as you can make your Realm, there is the problem of how large it will actually be. Though you may be limited at the start, you don't want such a puny Realm to be representative of you for the rest of time, so you have taken this option. As you grow in power, so too does your Realm, permanently retaining its size even if you are stripped of your power. There is no limit to how large your Realm may become, as the only limit is yourself.

Free Avatar [50]: This is your Realm, an extension of your very person. If you are in full control of this Realm, then what's stopping you from literally being everywhere at once? You may create an unlimited amount of much weaker avatars within your Realm that you can act through, and make them appear anywhere you want. Watch your show, taunt invaders, and give comfort to someone alone, all at the same time.

Magical Fauna [50]: There's you, there's your Host, there are plants, and now there can be animals! But not just any normal animals, no. These animals possess any number of weird magical properties. Talking birds, wolves that turn invisible, bulls that breathe fire, flying whales, or anything weirder. It's not even limited to the animals themselves, as their remains could have useful properties. It's your Realm, fill it with what you want.

Magical Flora [50]: Mortals tend to need plants to survive, they're often what produces what the mortals breathe. And yet, they've found so many uses for many different plants, what would they do with something special? There are now a number of supernatural plants that grow in your Realm that have a number of unique properties. Maybe that flower slightly heals wounds when eaten, or that mushroom makes people grow taller, or those vines eat people, or any number of things.

Night and Day [50]: The sun and moon go around and around, all at a fairly constant rate. That may be a bit boring for you, so now you can change it up. You can switch your realm over to day, night, dawn, or twilight whenever you so desire. Hell, you don't even need to switch back, as those only really affect the light levels of your Realm. Make it a vampire's haven or a 24/7 beach party!

Temporary Gates [50]: So, you've got this shiny new Realm of yours, what now? Well, it's always nice to have visitors in your home, so if you want, you may create temporary gates between various Realms, yours, the mortal's, or even other divines. These will only last an hour or so, although they can open up into any part of your Realm.

Weather Control [50]: Just like almost everything else, the weather of your Realm is just a mimicry, copying the mortal realm because it is what mortals are used to. But the entirety of this Realm is under your authority, and even the sky is included in that. You may now control and change the weather in your Realm as you see fit. Clear skies, blizzards, acidic rain, you could even set it on a randomized schedule if you don't want to manage it constantly.

Afterlife [100]: Mortals have debated where they go after death since they understood the concept of it. For your believers, the answer is rather simple. Your Realm. When someone who believes in you dies, their soul goes to your Realm, now a permanent inhabitant of the Realm. What you do with that soul is up to you, though they will automatically become a follower unless you disapprove.

Civilized [100]: When mortals hear the word 'civilization,' their first thoughts are cities with glass and steel towers that touch the sky, when civilization is just another word for large groups of people who have gathered together. And yet, the first is much more appealing than the latter. Within your realm, there are a number of cities, how many there are is up to you along with their design. Will you mimic the ancient Mesopotamians, the glassy spires of modern times, non-euclidian mounds of malleable flesh and bone, or anything in between.

Gateway [100]: Those other gates you can set up in a moment are all well and good, but they lack *substance*. Now, somewhere in the world, there is a permanent gateway into the outskirts of your Realm. While your faithful may be the primary visitors, should you let them know about this, you should probably prepare for a hostile invader or two.

Grandiose [100, Free Terrestrial]: You are a god, a being far above humanity and very much deserving of the worship you are given, and your Realm reflects that pride. Your Realm now houses numerous large and impressive monuments and structures, from enormous statues honoring your many achievements to massive spires touching the sky. Should you have any buildings within your Realm, they will be improved in order to become similarly large and impressive.

Brilliant [100, Free Celestial]: For the kind god, the one who treasures their followers, both mortal and divine, there are few gifts as meaningful to them as you allowing them within your Realm. Your Realm now gives all residents and non-hostile visitors a sense of peace and comfort, letting them feel that it is alright to put their weapons down for the moment and that they are finally where they belong. Home.

Damned [100, Free Infernal]: To think that they would have the gall to invade your Realm, to waltz about as though they own the place, as though they were not insulting the true master? You will show them the severity of their mistake soon enough, but for now, this should suffice. Your Realm now inspires great fear and dread within any invaders or unwanted pests, forcing the weak-willed among them to run back to where they came from.

Optimized [100, Free Artificial]: Through the use of many algorithms and simulations, you have come up with incalculable designs for your Realm, and chose this most efficient one. Due to its efficient design, your Realm is now exceptionally easy to navigate for those allied with you, while being just easy to traverse for non-hostile visitors.

Non-Euclidean [100, Free Eldritch]: Terrible and alien your mind is, when compared to those unenlightened by your eldritch truth. Indeed, your Realm reflects that part of your nature, it's winding, twisting, and labyrinthian design making it a nightmare to properly navigate for any invaders that think your Realm would be just another footnote on their list of conquests.

Potent Defenses [200]: For as much work you may have put into the design of your Realm, sometimes you just need an extra bit of insurance that will ensure your Realm is as defensible as can be. In addition to the numerous forts now dotting the landscape, the natural terrain of your Realm makes it a nightmare to invade, and quite easy to defend. Should you put in the effort, there would be few forces that could overcome your defenses.

God's Decree [200, Discounted Terrestrial]: Here in your Realm, you are King, the almighty entity that all others should obey. So it's incredibly infuriating when others refuse to do so. With this, that should be less of a problem, as while within your Realm, your charisma skyrockets until the only ones who refuse your orders are the most willful, or the most foolish.

Artist's Paradise [200, Discounted Celestial]: If home is where the heart is, then art is the expression of the soul. Heart and soul, two interconnected concepts that are best shown here. All works of art, be they paintings, sculptures, music, or something else, will be much more beautiful and evocative when created or performed within your Realm.

Sinner's Hell [200, Discounted Infernal]: If they thought they could escape retribution for their transactions, they thought wrong. Deep within the bowels of your realm, an ever growing prison where each cell is specially made for its inhabitant. They carry out specialized torments for each individual, and make sure that they do not grow desensitized or vegetative. Their suffering will be eternal, and will only end if you allow it.

Tinker's Haven [200, Discounted Artificial]: You were born of mankind's hands, it's finest creation. Building and construction are an integral part of who you are, and your Realm now reflects that. Any piece of technology constructed within your Realm will see its quality greatly improved, as well as it's effectiveness being better than originally predicted.

Dreamland [200, Discounted Eldritch]: As twisted and confusing as your Realm may be, it is the ultimate goal of all your believers to one day gaze upon it and it's beauty. Should you be so kind, you may offer them a taste of what awaits them, as they will be able to astrally project themselves into your Realm while they sleep. They can interact with anything found here, and will remember what they saw and did, but both they and the exact details will be fuzzy, as though it were all a half-remembered dream.

Citadel [400]: Within the very heart of your Realm, lies your new seat of power, a mighty castle that is a perfect monument to your power and divine nature. It is almost a city unto itself, filled with everything a divine castle of massive proportions would require, and is extremely defensible. Armories, smithies, kitchens, meeting rooms, guest bedrooms, stables, it's got everything. The throne room and master bedroom are something into themselves, the former a perfect temple to your power and authority, while the latter is the absolute peak of luxury.

Guardian Beasts [400, Discounted Terrestrial]: Within your Realm are many dangers to the uninitiated, strange sights and bizarre landscapes. But dwelling among them are these massive beasts, much more dangerous than any mortal would ever be. These beasts, of your design, are there to protect your Realm from any threat within its borders. Will they be wandering beasts, like nature intended, statues that only come to life at the first sign of trouble, or something else entirely?

Place of Healing [400, Discounted Celestial]: Your Realm is a haven, a sanctuary where all who enter will know peace, and yet for peace to exist there must be times of conflict. In order to ease the burden of war, and to give your side an edge, your Realm is a wonderful place of healing. All residents and non-hostile visitors will find themselves healthier than before, and healing at a vastly increased rate. A normal mortal suffering from a mortal wound will find themselves fully healed after three days.

Hellish Terrain [400, Discounted Infernal]: It was their own fault, you know, willingly entering your domain as though there would be no retaliation. Their actions will not go unpunished, and it seems as though the very Realm itself is actively doing so. Animals and beasts will go out of their way to attack or slow them down, plantlife will generally be toxic to them while some of the more magical ones will be actively harmful, the landscape makes traversal a nightmare, even the air itself is toxic in many places. This will only affect hostiles or invaders, so you and yours are completely fine.

Digital Firewalls [400, Discounted Artificial]: Natural landscapes and hostile entities are all well and good, but there are much simpler ways to slow down an enemy's progress. Walls. Invisible walls, at that. You have found a way to set up invisible barriers that can be ignored by denizens of your Realm, as well as allied entities or anyone else you may allow. There is no limit to how many barriers you can put down, only that there has to be a path leading *somewhere*.

Unnatural [400, Discounted Eldritch]: Your Realm is no place for good god-fearing folk, a place where no one should ever have walked through, much less anger. This sense of wrongness, this presence of an eldritch aura will erode at the sanity of any hostile invader or unwanted visitor, ultimately driving them insane. If it makes them into paranoid murderers or manic loons all depends on their luck as well as what they may encounter while the process is going on.

Seat of Power [600]: This Realm is yours, the ultimate expression of who you are, a literal manifestation of your soul, and here, you are God. None can match you within your own Realm, especially with this purchase. While within your Realm, everything about you is magnified several-fold in strength and potency. Powers and abilities, skills and perks, everything. This can even affect your Companions and Followers, even some of your chosen allies will find their capabilities vastly improved. I pity anyone who makes trouble in your home.

God's Body [600, Discounted Terrestrial]: This Realm is an extension of yourself, your absolute territory. Even the very ground beneath your feet is yours to command, now in a bit more of a literal sense. You can now freely manipulate the terrain of your Realm. If you decide that a mountain you made the other day is an eye sore, just will it away in order for a new field to take its place. And if you decide that caves are totally cool, then an entire cave system is there at your request. Open up a massive pit underneath that army that is attempting to invade, or skewer them with sudden rock spikes. Your Realm is clay, with you as its sculptor.

All Knowing [600, Discounted Celestial]: This Realm is an extension of yourself, your absolute territory. If they believe they can obfuscate their presence from you while within your own Realm, then they have another thing coming. You are intimately aware of everything happening within your Realm. Everything. Every fight, every conversation, every building, every person, every plant, every animal, every single crumb and grain of sand. Nothing goes on within your Realm without your knowledge.

Already Damned [600, Discounted Infernal]: This Realm is an extension of yourself, your absolute territory. If they believe that yours is an easy target, then their fate has already been sealed. The longer an invader or hostile entity remains within your Realm, the weaker they become and the more of their soul is damaged, stolen away and added to your own power. Though they can resist it if they have enough power, even the mightiest of demigods won't be able to last three days before becoming as feeble as an infant. They brought this upon themselves, and must suffer the consequences.

Digital Gateway [600, Discounted Artificial]: No man is an island entire of itself. A simple quote from some human, and yet holds so much truth, and applies to so much. Even a god. You have taken that quote somewhat more literally than intended, and applied it to your Realm. You and any inhabitants of your Realm can freely interact with the outside world through a medium of your choosing, defaulting as digital devices like computers and phones. The exact mechanics of how this works is dependent on your chosen medium, though even then it seems a bit vague.

Black Library [600, Discounted Eldritch]: If there is one good thing to say about mortals, it is that their endless pursuit of knowledge in all its myriad forms is quite admirable. It is such an admirable trait that your Realm does something extremely similar. Within your Realm is an ever expanding, near endless library containing within it all accumulated knowledge of entire worlds. Which worlds you ask? Why, every one that you visit, of course. Worlds of the past, the present world, and it's shelves are eagerly awaiting the knowledge of future worlds. There is no such thing as forbidden or dangerous knowledge, there is only knowledge.

