



DIVINITY AND CREATURE COMPENDIUM

PANTHEON

Ghanaian

OTHER NAMES

Kwaku Ananse, Aunt Nancy

PORTFOLIO

Trickery, stories, resistance

LIKES

People who don't think, and people who do (for different reasons)

DISLIKES

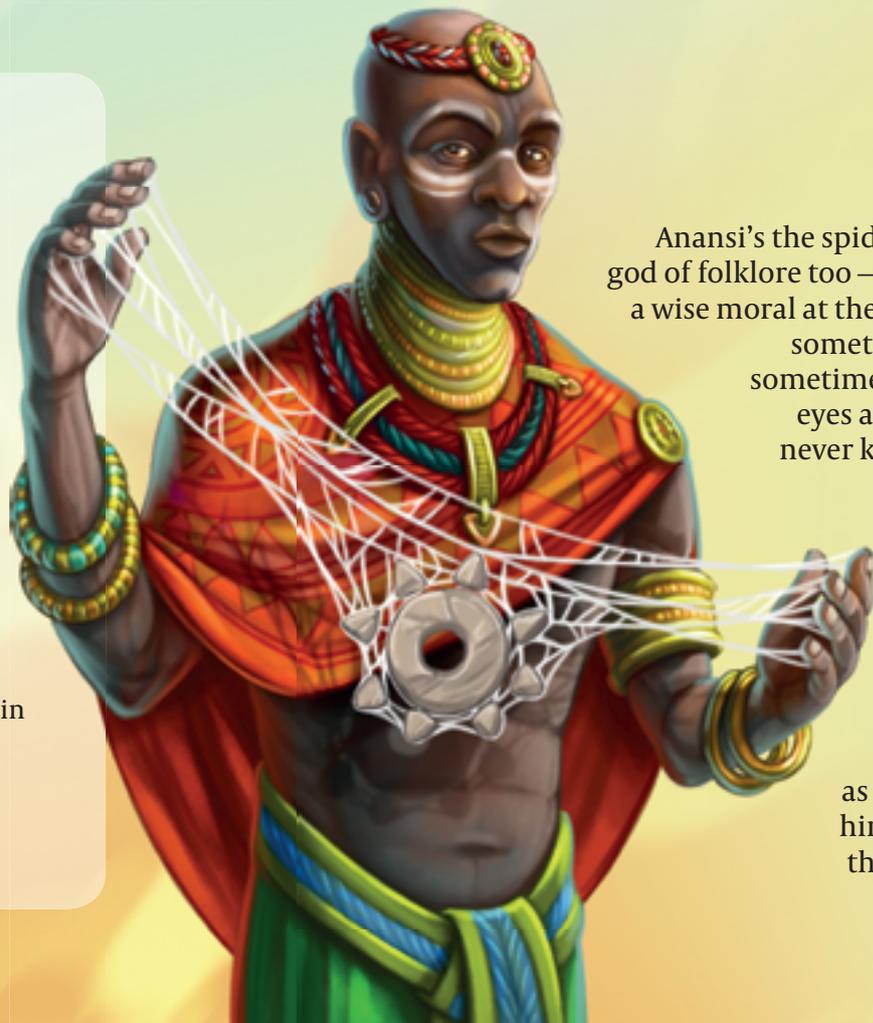
Leopards, hornets

DIVINE POWERS

Cunning, shapeshifting

EMBARRASSING FACT

Once had all the world's wisdom stored in a jar, but he dropped it



ANANSI



Anansi's the spider-god of Ghanaian folklore (and he's the god of folklore too — all stories are his, particularly those with a wise moral at the end). He's a trickster and shape-changer: sometimes, he's a spider, sometimes he's a man, sometimes, he's something else entirely with more eyes and arms and legs than you can count. You never know with Anansi — turn around, and he'll have changed shape and back again.

Old Anansi doesn't know anything about gambling. Not one bit. Really, he shouldn't be betting on anything, seeing as he doesn't know anything about it. He doesn't know about odds or stakes, and certainly doesn't know anything about tricks and traps. Why, he's as innocent as they come. Please, don't make him go gambling on the races! Anything but that! Don't throw him into that briar patch!



HORUS

Horus has got a complicated family history – his uncle Set dismembered his father Osiris before Horus was born, and that’s before you start talking about all the weirdness with his mother Isis. Now Osiris is god of the underworld, and it’s Horus’ destiny to avenge his father’s death–and–resurrection by fighting Set for all eternity. That fight has already cost Horus one eye.

No wonder Horus needs a relaxing break at the races. All the chaos and conflict of the derby, with racers crashing and clawing each other, is downright tranquil compared to Horus’ home life. While other gods shout and roar and curse as their chosen racer falls, Horus just smiles (as much as a falcon-headed god can smile) and has another drink.

The races give him ideas, too. He once defeated Set by challenging the dark god to a rowing race using boats made of stone – only Horus used a wooden boat painted to look like stone. Of course, that was to defeat a god of elemental evil, and Horus certainly wouldn’t cheat on something as trivial as a little side bet..



PANTHEON

Egyptian

PORTFOLIO

Sky, war, hunting, falcons

LIKES

Victory, lettuce

DISLIKES

Family gatherings, depth perception

DIVINE POWERS

Magic, war

EMBARRASSING FACT

His mother overshares his baby pictures; he’s often depicted in temples as a naked infant on Isis’s lap

PANTHEON
Greek

OTHER NAMES
Chrysopteron,
Podênemos ôkea
Roscida, Thaumantos

PORTFOLIO
Rainbows, rain, storms,
shiny things, punishing
perjurers. One of these things
is not like the other things, but
that's divinity for you

LIKES
Being dry, her husband, Zephyrus

DISLIKES
Pretty shepherd-boys who seduce her husband

DIVINE POWERS
Flight, conjuring rainbows

EMBARRASSING FACT
She's sister to the harpies, who invariably show
up at these races to jeer and squawk drunkenly.
Worse, her other sister Arke defected to the
Titans, the enemies of the Greek gods, so things
are a bit fraught in the family right now



IRIS



It's hard to be a dark horse when you're shimmering with iridescent light and not a horse (unless you want to be), but Iris might qualify. She's an easily overlooked goddess, but she's been around the race track a few times. The gods make her conjure rainbows in lieu of a chequered flag, so she's watched a lot of races and knows who the real contenders are. Plus, she was the messenger of Olympus once upon a time. Iris can be as fast as the wind when she wants to be.

So, Iris' plan is to keep her head down and not draw attention to herself (alright, she's got golden wings that span the entire horizon, but in this crowd, that's not especially noteworthy). While all those boorish, drunken gods squander their money betting on the wrong beasts, she's confident that she can pick the winner. And then it'll be her time to shine. Nike's not the only goddess of victory in this pantheon.



MARDUK

Marduk doesn't have time for distractions or entertainment. He's a serious god. Military chap. He has to conquer Tiamat the Sea-Monster, defeat Kingu the General, claim his throne, build a civilization. He's got a schedule to keep – Marduk's not some weak-willed, lazy, amateurish deity who sits around relaxing for all eternity. Marduk gets things done.

He's not at the derby to have fun. No, it's a military matter – assessing potential cavalry steeds, looking for war monsters, studying that divine horseflesh. All work, no pleasure for Captain Marduk. If he happens to gamble, that too will be a strictly tactical affair. Assessing forces, calculated deployment, strategic use of assets. Any winnings go into the war fund. Victory at any cost.



PANTHEON

Babylonian

PORTFOLIO

War, kingship

LIKES

Conquest

DISLIKES

Other cities that haven't been conquered for the greater glory of Babylon

DIVINE POWERS

Command of wind and water, kicking ass

EMBARRASSING FACT

Reclaimed the Tablets of Destiny that contain all the secrets of the universe, but hasn't gotten around to reading them yet

PANTHEON

Norse

PORTFOLIO

Kingship, magic, poetry, vengeance, death

LIKES

Ravens

DISLIKES

Giants

DIVINE POWERS

All-knowing ravens

EMBARRASSING FACT

Hasn't washed his cloak since he made the world out of the bones of Ymir



ODIN



Odin's the king of the Norse Gods. Reader of runes, god of the gallows, master of poetry and sorcery — for a god, he's no fool. You don't stay on top of a doleful pantheon full of murderous relatives, murderous giants, and impending dooms without knowing a thing or two about weighing the odds. You have to know when to hold 'em, know when to fold 'em, and know when to tell your boy Thor to hit 'em with a hammer.

When it comes to betting on the six-legged horses, Odin's the allfather with the inside scoop. He's all-seeing, all-hearing, and a damn good liar to boot. You don't get to be called the god of victory without keeping both eyes open, so to speak. (It's said that Odin sacrificed one of his eyes for wisdom, but you know who says that? Odin. And you know who you shouldn't trust? Odin.)



QUETZALCOATL

The feathered serpent of the Mesoamerican pantheon knows racing — he's a former competitor. He's zoomed around the celestial track faster than the wind, and was a champion until a scandal put an end to his racing career. (If you really want to know, he got tricked by Tezcatilpoca into getting drunk on agave and ended up neglecting his religious duties. To atone, he climbed into a stone chest, set himself on fire, and turned into the morning star, because that's the sort of thing gods do. It seemed reasonable at the time.)

He might not be a racer any more, but he's still got that insider knowledge of the track. He knows when a monster's in good form or when it's tired, or when it's got the wind at its back (of course he knows that — he's the god of the wind. And the god of Justice, but *that* doesn't apply very often in this sport..)



PANTHEON
Mesoamerican

PORTFOLIO
Wind, justice, learning,
spelling

LIKES
The planet Venus, the
goddess Venus

DISLIKES
Human sacrifice

DIVINE POWERS
Shapeshifting, magic

EMBARRASSING FACT
Created humanity

PANTHEON

Japanese

OTHER NAMES

Shinatsuhiko, in her male aspect

PORTFOLIO

The divine wind

LIKES

Thwarting Mongol invasions, allowing all things to live

DISLIKES

Kappa farts

DIVINE POWERS

Commanding the winds

EMBARRASSING FACT

Also responsible for all bad breath in the world



SHINATOBÉ



When the racers come round that last corner and gallop neck-and-neck down that final straight, Shinatobe can hear that chorus of sudden gasps, that collective rush of air as every gambler holds his breath. It's as if the slightest exhalation could tip the balance, as if the race could be changed by the faintest of breezes.

They're right. Shinatobe knows this because she is the breeze — and, for that matter, she's also the collective breath held by all those other gambling gods. She is the divine wind of life. This aerial race is on her turf, so to speak. Shinatobe can precisely track every wingbeat of Pegasus, every twist in the Dragon's tail. She can sense when her rival gamblers sigh in frustration, or when they try to choke back a cheer. She models turbulence and air currents, balances odds against power-to-weight ratios, and oxygen consumption rates.

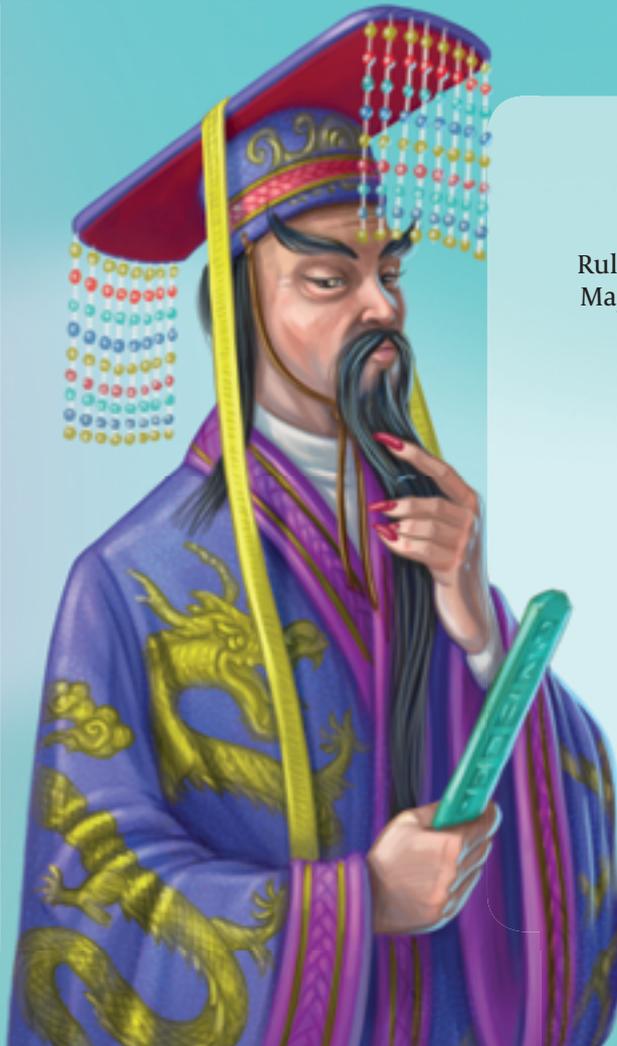
After all, only a fool would leave something as important as gambling to chance.



YÙ HUÁNG

The Celestial Ruler in Chinese mythology, Yù Huáng, the Jade Emperor, has brought harmony and contentment to all the world. Through his mastery of meditation and inner strength, he banished demons and other monsters, and was acclaimed supreme sovereign of all gods, immortals, and mortals. He is infinitely wise, infinitely kind, infinitely benevolent, and has overcome all base desires and weaknesses.

Clearly, when such an august and refined personage as the Jade Emperor turns up at the race track, it's not to do anything as immoral and low as gambling. No, he's here to show the other gods the error of their ways by taking all their money through clever bets. If he bankrupts them through gambling, they may rest assured it's a moral lesson, and the Jade Emperor takes no pleasure in winning whatsoever. It's all for their own good.



PANTHEON
Chinese

PORTFOLIO
Ruler of the kingdom of Pure Felicity and Majestic Heavenly Lights and Ornaments

LIKES
Cultivating the tao for untold aeons

DISLIKES
Cowherds

DIVINE POWERS
Perfect mastery of qi

EMBARRASSING FACT
Once forgot that cats exist, thus left them out of the zodiac

LEGS

2 or 4 or none, depending on whom you ask

PRIMARY WEAPON

Fiery breath, claws, teeth, arrogance

PREFERRED DIET

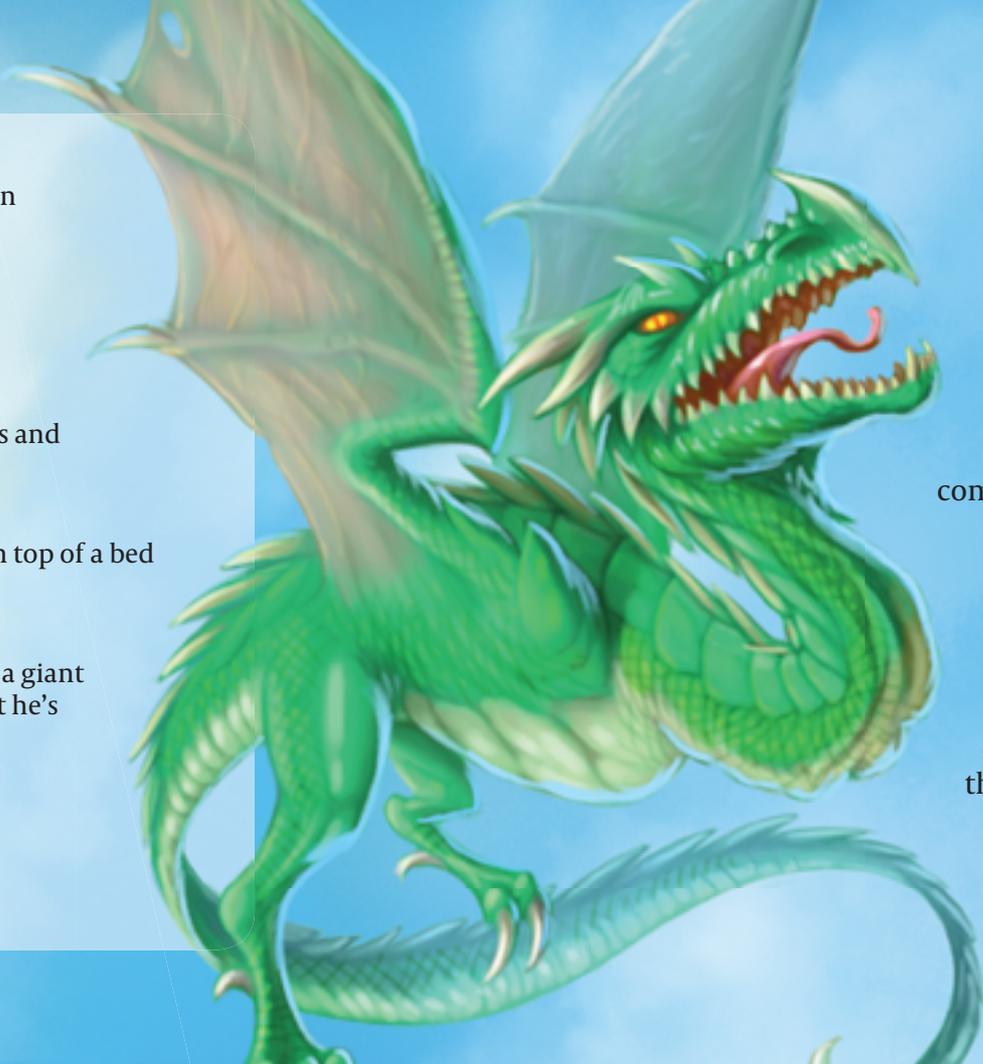
Nicely flame-grilled knights and princesses

PREFERRED HABITAT

Isolated mountain caves, on top of a bed of gold

WEAKNESS

Vulnerable underbelly, and a giant ego that convinces him that he's completely invulnerable



DRAGON



The winner's trophy belongs by right to Dragon, for Dragon is the greatest of monsters, and will tolerate no competitors. There may be swifter fliers, more agile fliers, fliers with more stamina or grace – but the one thing that all these other fliers have in common is that they're *flammable*. They all *burn*.

Even the phoenix *burns*, if the dragon tries hard enough.

The trophy will be Dragon's, because it's made of gold and all gold belongs to Dragon. When the race is over and all his enemies are ash on the wind, he'll curl up on that golden trophy and dream of... well, more gold and burning things, to be honest.



GRYPHON

Eagle-headed, eagle-winged, lion-bodied, the gryphon symbolizes kingship. The eagle is king of the birds, the lion is king of beasts, and so the gryphon is emperor of all animals. Its claws are sharper and swifter than lightning, its wings stronger than storm-clouds.

Gryphon wants to win at all costs, and if that means chopping its foes into bite-sized chunks, it's fine with that. After all, the one thing that unites lions and eagles — other than gryphons — is a taste for fresh meat.



LEGS

4

PRIMARY WEAPON

Claws

PREFERRED DIET

Horses

PREFERRED HABITAT

Mountains of the
Arimaspi

WEAKNESS

Can only fly
for short
distances
before he stops and curls
up in a nice warm spot in the
sun. He is half cat, after all

LEGS

4

PRIMARY WEAPON

Good vibrations

PREFERRED DIET

Intruders and unworthy petitioners

PREFERRED HABITAT

At the entrances to cities and throne rooms

WEAKNESS

Sharp turns, especially at the entrance to pottery and glassware shops



LAMASSU



Noble Lamassu isn't a natural sprinter.

He's got the body of a bull, after all, and bulls are not aerodynamic in the slightest. He's more used to shouting prophecies with the voice of thunder and watching out for evil spirits than racing around the clouds. However, the spirit of the Lamassu is irrepressible — he doesn't give up, even when the odds are against him. And, once he gets moving, he's very, very difficult to stop.

And when he does win, the roar of his triumph will shake the heavens.



PEGASUS

Born of sea-foam and the blood of Medusa, this race is on home turf for Pegasus, the winged horse. He's the prize steed in Zeus' stables on Mount Olympus, so he knows the skies around this mountain better than anyone.

Pegasus may not be the fiercest of the beasts in the contest, but he's a fast flyer, and Zeus is on his side. Some races go to the swiftest, some to the strongest, and some to the monster that hasn't been blasted by lightning bolts hurled from the heavens.



LEGS

4

PRIMARY WEAPON

Kick

PREFERRED DIET

Grass

PREFERRED HABITAT

Grassy foothills of Mount Olympus

WEAKNESS

Getting captured by Bellerophon, who keeps stealing Pegasus so he can go monster-hunting



LEGS

2, but doesn't use them

PRIMARY WEAPON

FIRE!

PREFERRED DIET

FIRE!

PREFERRED HABITAT

FIRE!

WEAKNESS

Fire extinguishers



PHOENIX



The Phoenix-bird has mastered the art of the come-from-behind victory, the twist in the last lap of the race. Nothing lulls one's opponents into a false sense of security like dying in front of them. Reborn from the ashes each time it perishes, the Phoenix takes a philosophical attitude toward racing. It might win, it might lose — but eventually, everyone else will perish, and Phoenix will still be around, forever young. In a long enough race, everyone dies eventually. Or, to be precise, everyone else.

Don't get too close to the Phoenix-bird. It has the callous disregard for life and death that comes from being genuinely, eternally undying.

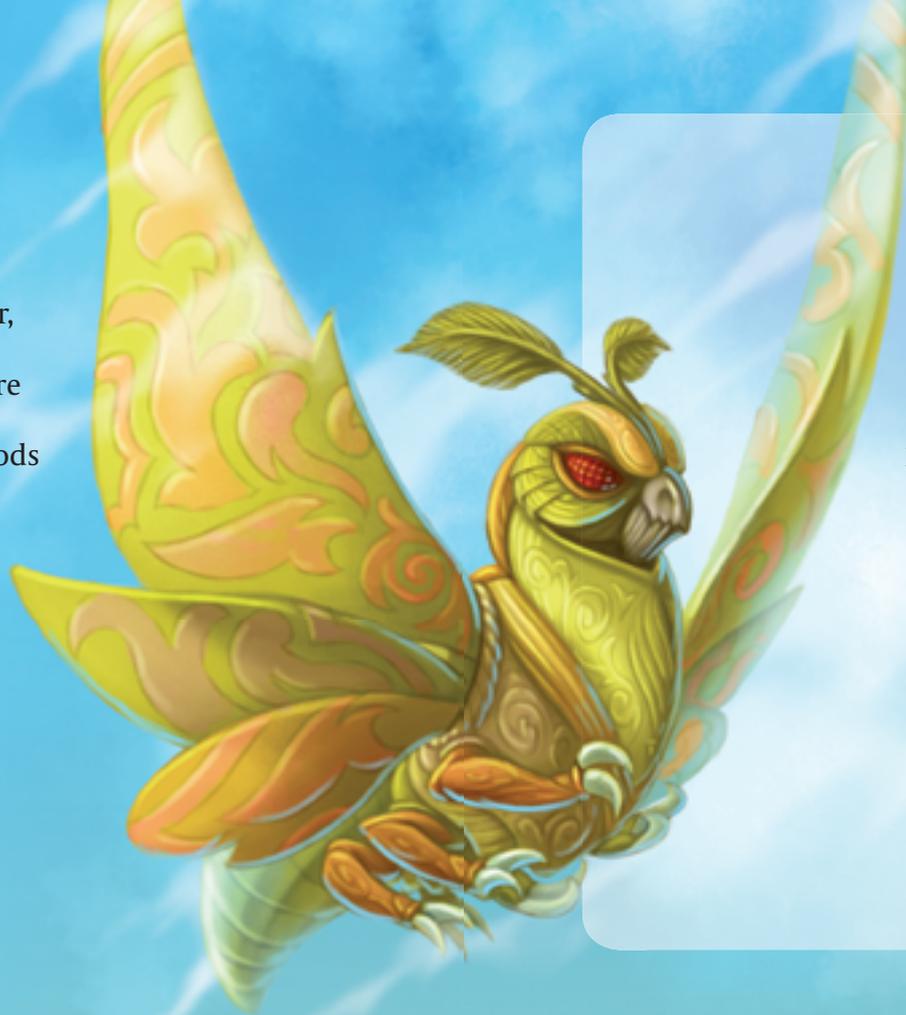
Also, don't get too close because it's literally on fire.



SYLPH

Sylph is the newcomer to this race, the wild card. None of the gods know what to make of this strange new racer, this gossamer-winged exile from some distant isle of misbegotten monsters. Is Sylph faster than Pegasus, more stalwart than Lamassu, fiercer than Dragon or Griffon? There's no way of knowing, and not even the wisest of gods can see how the race will end.

Sylph looks almost harmless out there, drifting on the warm winds above Mount Olympus, idly trailing streamers of slime into the glittering wine-dark waters of the Adriatic. How tough can a giant magic butterfly-thing be, really?



LEGS

Many

PRIMARY WEAPON

Slime

PREFERRED DIET

Thoughts and
dreams

PREFERRED HABITAT

Monster Island

WEAKNESS

Butterfly collectors.
Nets. Pins

DIVINITY DERBY

DIVINITY AND CREATURE COMPENDIUM

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