

THE NEW GODS OF BABEL

By **Brian Molina**

You are newborn gods, shaping the physical world in your image. Existence is without until you breathe life into it.

The complete *Jenga* tower before the players represents this unshaped world, and what remains at the end of the game is the world you and the other gods have built together.

ON YOUR TURN, YOU CAN:

- » Pull and place a block to add a new detail to the world.
- » Pull and place two blocks to change a detail that another god has added.
- » Remove and keep any block from the game to undo a detail added by another god.
- » Remove yourself from the game, content with your place and power as a lesser god.

THE GAME ENDS WHEN:

- » All remaining players agree to stop adding details, content with the Utopia they have created.

- » The tower falls, as reality snaps from the constant bending and reforming from so many different wills, and all gods are erased from existence.

Whoever pulled the last block from a standing tower is crowned *King and Ruler Cosmic Above All Others*. Whoever pulled the last block before the tower fell is named *Eternal Shame of the Horizon*. Whoever possesses the most blocks goes first next game. ♣

WHO MADE THIS?

Brian Molina played his first tabletop RPG – *Advanced Dungeons & Dragons* – when he was seven years old, but didn't really get into it as a hobby until around 2010 or so. Molina runs an actual play tabletop RPG podcast called *Bards & Nobles* (bardsandnobles.com), writes a tabletop RPG-focused blog called *Laughing Leviathan* (laughleviathan.blogspot.com) and releases content on DriveThruRPG under his own name. (<https://bit.ly/2Ly69ob>)

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