Flux of Souls:

Types of souls:

**Elevated Soul:** 0.01% chance to spawn in the world, elevated souls start neutral and if they are able to be kept completely neutral, below 5% of any which field.

-Massive Income

-Trade for Pure Souls (2)

-New World Trade

**Pure Soul:** when a soul is born with 70% good rating and are kept above this rating they will become a pure soul law and chaos is unaffected by this.

-Used for Upper Guardians

-Used for Miracles

-Big Income

**Holy Soul:** High Lawful (+50%) and High Good rating (+75%) souls

-Used for Guardians

-Used for Breaks

-Construct things in the Flux

-Increase gifts from overseer

**Reckoning Soul:** High Chaotic (+50%) and High Good rating (+75%) souls

-Used for Guardians

-Used for Boons

-Construct things in the Xulf

-Increase guards against Xulf’s Forces

**Lawful Soul:** High Law (+50%) with low Good rating (-50%)

-Reborn into Hero’s

-Used for Lesser Guardians

**Void Soul:** Above Average Good rating (+50%), average Law (+25%)

-Trade for Terrain Points

-Trade for Tech Points

**Cryptic Soul:** Above Average Good rating (+50%), average Chaos (+25%)

-Trade for Celestial Points

-Trade for Civilian Points

**Grand Soul:** 100% good rating

-Used for Guardian

-Used for boons

-Used for breaks

-Moderate Income

**Good Soul:** Average positive Soul

-Income

**Chaotic Soul:** Negative Soul, High Chaos (+50%) with low Good rating (-50%);

-Creates Rageseether who existence corrupts the world so long as he exists

**Vengeful Soul:** Negative Soul, High Chaos (+50%) with High Evil rating (+75%)

-Creates a Dark Lord or Reaver; Dark Lord create oppression in a section of your world which lowers happiness of all souls (-40%). Reavers travel around and slay souls; slain souls will reduce their current happiness by 30%.

**Bounded Soul:** Negative Soul, High Law (+50%) with High Evil rating (+75%)

-Causes Corruption or Rupture; Corruption will select a number of souls in the world who will now reduce the happiness (-2% per turn) of all souls nearby it, this is hidden and will stop once the souls decay in life. Rupture removes and splits a stretch of land into two parts, kills souls that were on destroyed blocks reducing their happiness by 50%.

**Soul of Reform:** 100% Lawful and Evil

-Destroys all active souls; removes half terrain and rebuilds the world randomly

**Soul of Flux:** 100% Chaos and 100% Evil

-Destroys all souls in the flux, half of guardians and all unused civilian, tech, celestial, and terrain points.

**Embodiment of Chaos:** 100% Chaos below 25% evil and under 25% good

-Changes all current souls alignments randomly

**Embodiment of Law:** 100% Law below 25% evil and under 25% good

-Upgrades a few random souls in the Flux to a higher level (Void Souls, Cryptic Souls, and elevated cannot change; lawful or chaotic > holy or reckoning, tainted > blank > grand > pure; any other negative souls become blank)

**Corrupt Soul:** 100% Evil

-Becomes an Evil Demi God

**Malice Soul:** +50% evil -25% law or chaos or 75% evil

-Becomes an Arch Demon

**Tainted Soul:** Most souls with +25% evil

-Becomes a Demon

**Soul of Revolution:** 100% Good 100% Chaos

-Holy War

**Blank Soul:** other

-Automatically recycled with a -10% evil onto its start

Soul Chart

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 100 | 75 | 50 | 25 | 0 | 25 | 50 | 75 | 100 |
| 100 | Soul of Reform | BS | TS | TS | EoL | LS | LS | HS | HS |
| 75 | BS | BS | TS | TS | Embodiment of Law | LS | LS | HS | HS |
| 50 | BS | Bounded Soul | TS | TS | BS | Lawful Soul | GS | Holy Soul | HS |
| 25 | CoS | MS | TS | TS | BS | BS | Void Soul | GS | GrS |
| 0 | Corrupt Soul | MS | Malice Soul | Tainted Soul | Elevated Soul | Blank Soul | Good Soul | GS | Grand Soul |
| 25 | CoS | MS | TS | TS | BS | BS | Cryptic Soul | GS | GrS |
| 50 | VS | Vengeful Soul | TS | TS | BS | Chaotic Soul | GS | Reckoning Soul | RS |
| 75 | VS | VS | TS | TS | Embodiment of Chaos | CS | CS | RS | Soul of Revolution |
| 100 | Soul of Flux | VS | TS | TS | EoC | CS | CS | RS | SoR |

Purpose of guardians:

Guardians allow for harvesting of specialty points increasing harvest rate by 0.25; 0.5; 2 respectively

Guardians can fight demons in the Xulf so no Demons can cause havoc on the surface 0.1; 0.25; 1 respectively to create a defender (Reckoning souls create 2 points to the defense)

Guardians can increase gifts from Overseer by 0.1%; 0.25%; 1% (Holy souls increase by 2%)

Lesser Guardians can deal 1 damage to demons.

Average Guardians can deal 6 damage to demons.

Upper Guardians can deal 25 damage to demons.

Lesser Guardians can bless someone to increase their good level by 3% per turn

Guardians can be ‘born’ to become an army for a hero

Upper Guardians can be used as a council

Upper Guardians can be turned into 5 guardians

Hero’s Wander around defeating demons up to arch demons;

They will die changing a demi god into an arch demon/or defeat it outright with 5+ followers but loses all followers;

They counter out Rageseethers (they actively move towards them/follower are returned to watcher);

They will increase the happiness of all souls on their respective terrain by 5% a turn (after slaying 10 demons/arch demons/ demi gods/evil lords/Reavers they influence in increase to adjacent spots again after 50);

With an army of 10+ followers they will defeat dark lords while losing 10 of their followers;

With +5 followers they can defeat a Reaver without dying while losing 15 followers;

A hero will begin with 50% law and 25% good; each demon slain will increase his good by (1/3/5/7/7/10)% respectively however each time a follower dies they lose 5% law, upon death they lose 10%;

Holy War: in case of a holy war all Guardians are removed from their current job (except those in ‘life’ aka hero followers) will make a decision (50% chance) to go against you. The guardians power vs the insurrections power is challenged if the insurrection wins you lose the game; if you win; if you win by more than 200% only 30% of the attacking force ‘fall’; if you win by more than 100%, 70% of attacking force ‘fall’; winning by more than 50% causes 50% of attacking force to ‘fall’; otherwise winning results in 15% to ‘fall’; all attacking forces that don’t fall are removed from the souls cycle unless other situations can prevent it.

When a guardian ‘falls’ from the holy war the attacking force that falls is first divided by 8; these enter the plane of life as The Fallen, they spread misfortune to all souls in a 7 tile radius (-3% good per turn non-mobile; max of 3 fallen per holy war) then the attacking force is divided by 3 each of these become Sirens whom will spread chaos to all souls 3 random spaces (-4% law per turn; max of 5 per holy war) the remainder become myths, a myth will cause misfortune and chaos to a random soul each turn (-1% good and -1% law each turn to a random soul)

To removed fallen you must use Celestial points; The Fallen require 13 celestial points; sirens require 4 to take a shot at their location; and a myth is removed with a single celestial point

New World Trade: Those who are lucky and get a soul and open a New World Trade will get a shipment from them each turn; however these souls quality and quantity is reflected on that souls balance; sending income to it increase the amount of souls received; sending souls increases its happiness (blank, good, grand, and pure only; +1%/+3%/+6%/+15% respectively he will lose 1% \* turns he has existed) sending guardians will increase its law (lesser, average, upper; 1%, 2%, 3% respectively he will lose 3% a turn).

For every 100 income set will return 1 soul, low law causes souls to be replaced with fallen sometimes; sending no income to a trade world results in a mass -3% law and a +3 good% bonus to all active souls per turn.

Shipment Soul Chart

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 100 | 75 | 50 | 25 | 0 | 25 | 50 | 75 | 100 | |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | 100 | | 75 | | 50 | | 25 | | 0 | 25 | 50 | 75 | 100 | | 100 | 5 | | 0 | | 0 | | 0 | | 0 | 0 | 0 | 0 | 0 | | 75 | 20 | | 10 | | 0 | | 0 | | 0 | 0 | 0 | 0 | 0 | | 50 | 30 | | 15 | | 10 | | 0 | | 0 | 0 | 0 | 0 | 0 | | 25 | 40 | | 20 | | 15 | | 10 | | 0 | 0 | 0 | 0 | 0 | | 0 | 50 | | 35 | | 20 | | 15 | | 0 | 0 | 0 | 0 | 0 | | 25 | 70 | | 55 | | 35 | | 25 | | 10 | 5 | 0 | 0 | 0 | | 50 | 80 | | 65 | | 50 | | 30 | | 15 | 10 | 5 | 0 | 0 | | 75 | 85 | | 75 | | 60 | | 35 | | 20 | 15 | 10 | 5 | 0 | | 100 | 100 | | 80 | | 70 | | 50 | | 35 | 25 | 20 | 15 | 10 | | Type of Fallen | | | | | | | | Above chart is the % chance the soul will be replaced with a Fallen.  Chart to the Left is the chance of which Fallen type it will be, the empty percentage is the chance it will revert to a blank soul. | | | | | | | Chaos | | Myth | | Siren | | Fallen | | | + Law | | 90 | | 0 | | 0 | | | 0 | | 75 | | 5 | | 0 | | | 25 | | 60 | | 10 | | 5 | | | 50 | | 45 | | 15 | | 10 | | | 75 | | 30 | | 20 | | 20 | | | 100 | | 15 | | 25 | | 40 | |   Fallen Chart |
| 100 | 5 | 80 | 90 | 100 | 100 | 90 | 80 | 5 | 10 |
| 25 | 10 | 70 | 80 | 90 | 100 | 80 | 70 | 10 | 15 |
| 50 | 15 | 5 | 70 | 80 | 100 | 80 | 70 | 10 | 20 |
| 25 | 20 | 10 | 5 | 80 | 100 | 70 | 5 | 15 | 25 |
| 0 | 5 | 20 | 10 | 70 | 100 | 70 | 10 | 20 | 5 |
| 25 | 25 | 15 | 5 | 70 | 100 | 80 | 5 | 10 | 20 |
| 50 | 20 | 10 | 70 | 80 | 100 | 80 | 70 | 5 | 15 |
| 75 | 15 | 10 | 70 | 80 | 100 | 90 | 80 | 70 | 10 |
| 100 | 10 | 5 | 80 | 90 | 100 | 100 | 90 | 80 | 5 |
| -Percent chance of getting a blank soul  -Percent chance of getting a grand soul  -The remaining percentage from adding green columns to the left and subtracting blue columns to the left and the current column equals chance to get good soul  -Special 5% chance to get a pure soul; 25% chance for grand, 35% chance for good, remaining 25% is blank soul  -Percent chance of getting a Malice Soul  -The remaining percentage from adding green columns to the right and subtracting red columns to the right and the current column equals chance to get tainted soul  -Special 5% chance to get a Corrupt soul; 25% chance for Malice, 35% chance for Tainted, remaining 25% is blank soul | | | | | | | | | |

Boons/Breaks/Miracles: these are gifts you as the watcher can bestow upon the populous en mass, in a zone or individually. Boons are temporary bonuses that help the populous; breaks curses individuals so that you can control what type of soul you will acquire at the end of their life or control small parts of the populous; miracles are long term gift that protect and help your populous or instill control over them.

Specialty Points: Specialty Points are harvested each turn depending on your harvest rate; Guardians and flux buildings are used to increase these rates, boons and miracles can cause temporary boosts to the harvest rate. There are four types of specialty points they are as following:

-Terrain Points: Each point allows for the creation, upgrading and conversion of terrain tiles on your world.

-Tech Points: Technology points are used to improve many different fields in your Flux kingdom which gives you permanent bonuses.

- Celestial Points: These points are more disposable of the specialty points, they are used to remove fallen from your world, and also they can improve your guardians and heroes on the plane of life

-Civilian Points: Civilian points are the hardest to hold onto, they give boons to you peoples culture but only those on a specific tile; therefore if the city goes into ruin all points are lost additionally they need more than most other types of specialty points.

Use of Income: Income is the whole objective of the game it is how scoring is done; this is the objective marker for many games and they are used for construction of building in the Flux and on the Xulf frontline.

Income Rates: these are the rate given for each soul given to the overseer they are affected by your investment of guardians towards your overseers also the base cost of souls from the overseers:

Elevated soul: 10,000 || N/A

Pure soul: 1,200 || 6,000

Grand soul: 400 || 1,500

Good soul: 100 || 250

Blank soul: NA || 50

Demons: Demons are created each turn at a rate determined by multiple factors; demons will consume souls each turn; equal to ¼ their damage, min 1 they must be stopped by either guardians or heroes. Demons increase their damage by 1 ever 6 souls consumed. Demons increase their life by 1 every 17 souls consumed and recover a missing life every time a soul is devoured.

Base stats of demons:

|  |  |  |  |
| --- | --- | --- | --- |
| Demon | Damage | Life | Special |
| Lesser | 1 | 2 | none |
| Arch | 8 | 15 | none |
| Demi | 10 + \* | 80 | Damage equal to lesser demons |
| Rageseether | 1 | \* | Can only be killed by a hero, cannot increase damage |
| Reaver | 1 | 55 | Each point of damage kills a soul, souls killed by Reavers aren’t devoured, they gain a point after every 3 kills rather than 6 and 1 life every 2 kills rather than 17. |
| Dark Lord | \* | 666 | Kills 1 soul in each territory it controls; doesn’t regain life; starting at 7 zones, it will gain another adjacent zone every 39 kills |

Movement patterns:

Lesser and Arch demons wander randomly

Demi’s will not move unless no souls remain in area

Rageseethers will slowly travel towards the largest concentration of souls

Reavers travel randomly at a high rate (3 tiles)

Dark Lords are immobile

Building in the Flux:

Flux grove: the base flux structure a storage place for souls

-Gates: prevents souls from slipping out of flux grove

-Death Cloak: can assign Reapers to prevent souls from escaping soul cycle

-Under realm: Negative souls can be stored here

-Torment: allows for souls to be reformed to blank souls and can try again

-High Throne: allows for the containment of special negative souls

-Servant of the throne: allows for reformation of special souls

-High Seats: allows for the containment of Deep Evil souls (CoS, SoR, SoF)

-Mark of the Slave: Allow a Deep Evil Soul to be used as Reapers

-Redemption monument: Deep Evils can become Elite Reapers

-Seat of Lust: allows for a Deep Evil to become a sin, Population bonus are increased by 10%

-Seat of Gluttony: allows for a Deep Evil to become a sin, Food bonus are increased by 10%

-Seat of Wrath: allows for a Deep Evil to become a sin, Security bonus are increased by 10%

-Seat of Sloth: allows for a Deep Evil to become a sin, Education bonus are increased by 10%

-Seat of Envy: allows for a Deep Evil to become a sin, Entertainment bonus are increased by 10%

-Seat of Pride: allows for a Deep Evil to become a sin, Fresh Water bonus are increased by 10%

-Seat of Greed: allows for a Deep Evil to become a sin, Economy bonus are increased by 10%

\*\*each seat increases redemption time, but increases the amount of souls held by 50% of base

-Path of Intervention: Allows for guardians to enter ‘Under realm’ to increase redemption rates

-Valorous Conviction: Allow for Deep Evils to be reformed

-Guardian's compassion: Allows for a Sin to be reformed

-Black Wings: fallen have a chance to be sent to under realm instead

-Kings thrown: a fallen that was sent to the under realm is instead is set as the underworld king

-Flames of redemption: a fallen soul may be redeemed

-Holding Glass: can delay blank souls 1 turn

-Promise of Anew: each turn they wait reduces the negative penalty

-Path of Intervention: can send guardians increases negative penalty reduction

-Whispers of the Flux: each turn increase a souls base good level

-Guardians Persuasion: guardians can increase good level further

-Mark of infinity: has a chance to refresh a soul’s wait time

-Endless Horizon: increases amount of souls that can be contained

-High Seats: allows for upper guardians to be distributed to unlock special items

-Seat of Love: Souls can rupture when entering would making 2 rather then 1 soul

-Seat of Courage: Souls have a chance to deal damage rather then heal life to demons

-Seat of Patience: Souls reduce the penalty when the souls life has ended

-Seat of Truth: allows harvesting of Celestial points

-Seat of Creativity: allows harvesting of Tech points

-Seat of Freedom: allows harvesting of Terrain points

-Seat of Wisdom: allows harvesting of Civilian points

-Rapturing Wings: allows a blank soul to be trained into a lesser guardian

-Great winds: more guardians can be trained at a time

-Celestial Guidance: lesser guardians can be trained into average guardians

-Internal Guidance: average guardians can be trained into upper guardians

-Divine will: takes less turns to train guardians

-Tribunal: allows for increased income from the overseer

-Alter of Fire: chance to get tech points in a gift box

-Alter of Water: chance to get civilian points in a gift box

-Alter of Earth: chance to get terrain points in a gift box

-Alter of Wind: chance to get celestial points in a gift box

-Alter of Light: chance to get a Pure soul in a gift box

-Alter of Darkness: chance to get a Reckoning or Holy Soul in a gift box

-Alter of Twilight: chance to get a Hero soul in a gift box

Soul requirements:

A soul has earthly needs which affect how good or evil they become, the better off they are the more they have of these bonuses. A random field is selected each turn; depending on that fields level they increase or decrease a souls happiness. A field must be above +10 for it to start giving points also a soul must be at least adjacent to a town tile.

Population: Most common field for the first 4 turns only this field is active; its level is the tiles population divided by the max population multiply by 100 (CP/TP \*100). If the amount is above 100 then the number is decreased by 100 and changed to a negative.

Food: Second field active at turn 4

Entertainment: active after turn 4

Fresh Water: Third field active at turn 4

Security: active after turn 8

Education: active after turn 8

Economy: active after turn 8

Terrain:

Maps are made of hexagonal tiles, initially you are given a single Town tile in the center of the map and a certain number of terrain points which can be used to build more land to work with.

Types of land tiles:

-Sea: Default tiles, -10 to fresh water level, +10 security, +30 entertainment, +10 food

-Lake: +30 fresh water, +30 entertainment, +20 food, +40 education,

-Swamp: demon land; -65 Fresh water, -10 food, -10 entertainment,

-Volcanic: This is the base type of land the starting point of all land tiles +5 population, +5 food, +15 security ,-20 economy

-Mountain: Second level of land; +5 population, +10 food, +5 fresh water, +20 security, +10 education, +5 economy

-Mine: +5 population, +20 food, +10 entertainment, +30 economy

-Plains: +10 population, +30 entertainment, +30 economy, 30 Fresh Water

-Town: 70 pop, 5 food, water or entertainment; 15% pop increase to towns

-City: 180 pop, 10 Food, Fresh water or ent, 5 sec, edu or eco; 55% pop increase to towns

-Ghost town:

-Metropolis: 500 pop, 20 Food, Fresh Water or ent, 10 sec, edu, eco; 80% pop increase to towns

-Ghost town:

-Farmland: +45 population. +30 fresh water, +50 food, +30 economy

-Desert: Demons land: -30 food, -30 water, -80 economy

-Grasslands

-Farmland

-Grasslands: +60 Population, +70 security, +20 Fresh Water

-Desert: see desert

-Foundry: +10 population, +50 education, +40 economy, +40 entertainment

-Crime Syndicate: -100 security, -20 economy, -50 education

-Foundry

-Forest: +25 population, +10 food , +20 fresh water, +30 entertainment

-Rainforest: +55 population, + 20 Food, +20 education, +35 Security

-Jungle: Demon Land: -20 security, -40 education

-Rainforest

-Rupture: demon land; -5 population, -10 security, -30 economy -10 fresh water

-Valley: +5 security, +5 economy

-Plains: see plains

-Cliff dwellings: 30 pop, 5 food, water or entertainment 10 security, education or economy; +5% pop increase to towns

-Ghost town: Demon land: 0 pop, -90 to all

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Breaks

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