

# REACH HEAVEN BY VIOLENCE

A 200-Word RPG based on the webcomic *Kill Six Billion Demons* in which a single fool attempts to destroy every divinity in creation and assert themselves monarch of the cosmos.

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## THE GODS

Heaven is a tool to command. You are the adversaries, that challenge the player and ruin their life. You revel in your power and the certainty of your victory over all mortals.

Each create your domain and your personality. Defend your position. Attack the Demiurge on every angle of their existence. Break them emotionally until they're nothing. Decide which one begins the gauntlet. Add new gods when appropriate.

*Jay Dragon is a staff member at the Wayfinder Experience and currently a student at Bennington College. They write LARPs about the inevitability of the end, and how queer that is. The rest of the games on their Patreon are much less high-concept than this one.*

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## THE DEMIURGE

You are a fool, who thinks they deserve to be a god.

Discover your first God-opponent. You have one day to prepare before the gauntlet. Once beginning, at every hour, contact your god-opponent and inform them of what steps you have taken to defeating them. They will make your life hell. After 24 hours, have a dramatic final showdown, in which you defeat the god (something you foolishly consider a victory).

Once you've defeated a God, you begin again against the next God. There are no breaks.

If you fall asleep for more than 1 hour or otherwise fail to contact at the right time, you have failed in the gauntlet, and your soul is condemned.

To play this game more than once is cowardice. Never play again.