

Wars of the Death Gods

Wars of the Death Gods © 2025 by Leighton J. Young is licensed under CC BY 4.0. To view a copy of this license, visit <https://creativecommons.org/licenses/by/4.0/>

Wars of the Death Gods is a game of poetry. You and your adversaries pick a card from a mixed deck of white and black cards that has a single word as a topic to write poetry from. After a 5-minute timer expires your group decides collectively who deserves 1, 2, or 3 points based upon the level of skill and accomplishment devised into each poem written. There can be any number of rounds in the game you wish for as a group, but for beginners it is recommended to start with 3 rounds. The player with the most points wins the game after all rounds are played.

The Gods write to win wars, and the greatest weapon is poetry.

Gods to Play as on Cards

Zues
Hades
Ares
Hera
Shiva
Atman
Vishnu
Durga
Odin
Thor
Loki
Hel
Osiris
Horus
Anubis
Isis

Below are the cards to write to:

The Deck of Darkness (40 Cards)

Demise
Passing
Deceased
Departure
Release
Rest
Mortality

Fatality
Extinction
Oblivion
Cessation
Doom
Termination
Perish
Ruin
Afterlife
Requiem
Devastation
Annihilation
Obliteration
Wreckage
Demolition
Collapse
Eradication
Cataclysm
Havoc
Ravaging
Desolation
Breakdown
Shattering
Pulverization
Sabotage
Dissolution
Decimation
Carnage
Upheaval
Death
Destruction
Dilapidation
Undoing

The Deck of Light (40 Cards)

Beauty
Love
Elegance
Grace
Radiance
Splendor
Allure
Charm
Fairness

Perfection
Magnificence
Glamour
Resplendence
Exquisiteness
Sublimity
Brilliance
Enchantment
Grandeur
Harmony
Peace
Tranquility
Serenity
Calm
Stillness
Harmony
Concord
Unity
Restfulness
Ease
Stability
Amity
Repose
Balance
Order
Placidness
Contentment
Equanimity
Composure
Accord
Bliss