

# Book of Devotion

## BOOK OF DEVOTION: CONTENT GUIDELINES & GENERAL INFORMATION

### MAIN CONCEPT & GOAL

**Book of Devotion**, a manual-esque anthology about deities, their devotees, and the lore surrounding them!

Book of Devotion is an anthology that explores new types of deities and their respective clerics and paladins. We are looking for SFW works from a variety of visual artists and writers, with a shared passion for fantastical beings. Artists and writers will tightly collaborate in order to produce cohesive new deities with their correspondent clerics and paladins!

It is important to note that this anthology does **NOT** exclusively include nor intends to focus on a Dungeons & Dragons approach to deities and their devotees topic. We are looking for a diverse array of new and original deities from various archetypes, as well as for a number of clerics and paladins at their service who are just as original and diverse as them.

## CONTRIBUTOR COMPENSATION

This is a for-profit project. Revenue will be used for the anthology production and shipment costs, after which the remaining profits will be divided evenly between all contributors. As a baseline, all contributors will be entitled to receive a free physical copy of the anthology.

## ROLES

**Deity Page Artist** (12 Artists, 2 per deity archetype):

- You will create 1 page of illustrative work.
- You will design a deity within one of the archetypes.
- Only original characters will be permitted.
- You can choose the archetype of deity you would like to design:
  - Bonds in Community
  - Forces of Nature
  - Wisdom Beyond Fate
  - Harmony in Unrest
  - Artists of Chaos
  - Vitality and Demise
- The final result of a deity illustration must come close to a splash art illustration. It must include a background with a certain degree of detail.
- You will have the option to be also picked as a Merch Artist **if you also apply** to be selected as such. However, keep in mind that you would only work on a very simple piece of merchandise (for example, a single sticker) so you don't overwork yourself.

**Character Page Artist** (24 Artists, 1 paladin and 1 cleric per deity):

- You will create 1 page of illustrative work.
- You will design a cleric or a paladin related to a given deity (present in the anthology).
- Only original characters will be permitted.

- You can choose for which kind of deity archetype you would like to design your cleric or paladin (you would be assigned to one of the two deities from that category):
  - Bonds in Community
  - Forces of Nature
  - Wisdom Beyond Fate
  - Harmony in Unrest
  - Artists of Chaos
  - Vitality and Demise
- On top of that, on the application form you will be asked if you have a preference to design a paladin or a cleric. If you have no preference you will also be able to let us know.
- The final result of a character illustration must come close to a character design. It should include the character in one single outfit with some of the objects the character owns surrounding them or a background. Closer to a character sheet.
- You will have the option to be also picked as a Merch Artist **if you also apply** to be selected as such. However, keep in mind that you would only work on a very simple piece of merchandise (for example, a single sticker) so you don't overwork yourself.

**Writer** (6 Writers, 1 per deity archetype):

- You will write the description/lore of 2 deities (present in the anthology) from the same category/archetype.
- Each piece of writing will be around 400-500 words long (the length of the pieces is yet to be confirmed, but it most likely won't be longer than 500 words each).
- Additionally, you will write a very short intro (word length not confirmed, but likely under 100 words per character) of each cleric and paladin under your archetype (in collaboration with each artist).

### **Merch Artist (3 Artists):**

- You will design simple merchandise in line with the anthology's theme.
- Unless you are also a Page Artist, you won't be working on a single piece of merch. Two or more will be required.
- You may decide on the following merch types:
  - Stickers
  - Acrylic/Wooden Charms
  - RPG Notepads
  - Enamel Pins
  - Dice Bags
  - Pencil Cases
- If you have other merch ideas, we would love to go over them with you!
- Complex merch ideas are not necessarily discarded, however they will need a mod's approval in order to not burden a Page Artist with excessive work (in the case you are also a Page Artist).

### **Additional info on the archetypes**

- **Bonds in Community:** The peak of civilization resides in the fellowship between the people. Enlightenment, illumination, but also shelter, haven, or even the promise of a better future. A better world.
- **Forces of Nature:** The wilderness contains ineffable secrets and forces. And with them, there are deities. Dawn and dusk, sun and moon, the depths of the ocean and the vastness of the sky. The power they all enclose is alive and sentient.
- **Wisdom Beyond Fate:** What does the future hold? Is our destiny written? If so, is there a way to foretell and decipher its cryptic signals? There's mysticism in knowledge, magic in sapience. The arcane is wisdom, and wisdom is kept by ancient and powerful beings.
- **Harmony in Unrest:** To achieve peace, blood must be spilled. Or so is the belief of some beings, their idea of concord and war reduced to a never-ending cycle

in which they always win, and they always lose. Upheaval will bring on a new dawn.

- **Artists of Chaos:** There are always deities who, bored with the most serious affairs, decide to bring some spice to the realm. What would the world be without a little bit of joy? A little bit of chaos? Subterfuge is an art in itself.
- **Vitality and Demise:** Life and death are not opposites, but companions in a never-ending cycle. One is the continuation of the other, the journey a soul follows to... who knows where? Birth and burial, the passing of time. Cherish mortality as deities do.

## SCHEDULE

This schedule is not fixed, but it is quite a good approximation. A date may vary slightly depending on personal circumstances. Extensions during the Creation Period may be granted too, if needed.

- **Applications**
  - Nov 20th - Applications Open
  - Dec 4th - Applications Close
  - Dec 15th - Acceptance Emails
- **Creation**
  - Dec 16th - Creation Period begins
  - Jan 15th - First Check-in
  - Feb 16th - Second Check-in
  - Mar 1st - Third Check-in
  - Mar 19th - Final submissions
- **Release**
  - April 2024 - Preorders Open
  - May 2024 - Preorders Close
  - August 2024 - Shipping
  - Fall 2024 - Leftover Sales

## MAIN SPECS

- 16.5x24cm, full-color SFW art book, 300dpi (A template will be provided).
- Perfect bound, with around 80+ pages.
- Accompanied by physical merchandise and digital downloads.

## CONTENT GUIDELINES

- As we mentioned before, we intend this anthology to be **SFW**. That being said, mild gore & body horror will be allowed, this not being the case with artistic nudity, which is forbidden. If you are not sure about where the boundaries lie, you can contact the Art Mod, who will give you feedback on your piece.
- Traditional and digital artists are welcome. However, if you work traditionally, make sure the quality of the scan/photography of your piece is of printable quality (at least 300 dpi).
- As it was said before, this is an anthology that requires tight collaboration between the contributors. Once the contributors are chosen, groups will be formed based on which preferred archetypes and type of devotee (cleric or paladin) they selected in their application form. We will try our best to fit everyone according to their preferences!
  - Each group will be formed by **1 Deity Page Artist, 1 Writer** (who will be in 2 different teams), and **2 Character Page Artists**.
    - If a **Merch Artist** happens to be drawing merch of one of the deities and/or devotees, of course they would work close to the correspondent team/s so to be able to see how the work on the characters progresses. They wouldn't be able to work on their merch if it wasn't like that!
  - The concept of the deity **must be created in collaboration with the rest of the team**. The Deity Page Artist may ultimately draw the deity, but the writer must write lore and legend about said deity, and the Character Page Artists must each create a cleric or paladin visibly related to the deity. Communication and compromise are fundamental! Thus, brainstorming sessions are heavily recommended.
  - Note that the deities **cannot be pre-existing ones**, they have to be created specifically for this anthology in collaboration with the other members of the group. Consequently, paladins and clerics cannot be pre-existing ones either, as they are created for each new deity.

- We ask you to **refrain from creating extremely basic designs**, specifically in the case of the deities. Please, be creative and don't stick to, for example, just humans with wings. And in any case, the Mod Team will be present to provide guidance and ideas if the contributors require help.
- A name and/or title must be given to each deity and their devotees.
- The Mod Team will be present in every group to supervise your progress, contribute to the brainstorming if asked to (or to redirect the group if it goes too astray from the deity's archetype), and resolve any concern the group may have regarding the specifics of their deity.
- The final pieces created must be completely new and made for the anthology.
- WIPs of the pieces can be posted during the creation and preorder periods. During the creation period, however, it will be required to ask for permission from the Mod Team.
- Contributors retain all the rights to their anthology pieces, thus they will be able to sell prints or other types of merchandise with them after production for the anthology has ended.

## MOD TEAM

This project is brought to you by the same team that successfully created, funded, and produced *Tome of Pacts: A Compendium of Warlocks and their Otherworldly Patrons*. That being said, individually the mods of this anthology have previously:

- Self-published independent zines.
- Managed and edited for publications.
- Proved financial expertise in production budgeting.
- Independently managed sales and production of merchandise.
- Organized and managed local events.

**MOD ARI** (They/Them) - Communications, Finance, Art

We promise that Ari is very nice. Really. They will manage finance, communications, and will also be guiding and helping page artists. Ari has modded just one project before (*Tome of Pacts*), but they have contributed to other projects (*Regalia for the Wretched*, *Punto Ciego*, *MARVELous*, *ID Arcana a FE: Awakening Tarot*, among others) and manages an online shop and sells in booths at local conventions. Not only that, but they are one half of Sleepy Wyrms Ed. In their free time, Ari watches way too many movies and obsesses over video games.

Twitter: @\_vampari

#### **MOD MONIE (She/Her) - Production, Shipping, Merch Art**

Monie oversees the merch and anthology production, as well as their journey until you obtain them. That said, of course she will be in charge of guiding and helping merch artists. Monie has modded two other projects before (*ID (Arcana) a FE: Awakening Tarot*, and *Tome of Pacts*), but she has contributed to many others (*Punto Ciego*, *The Book of Lost Magicka: A Homebrew For Equality*, *Rally Spectrum*, *Found Secrets of Xadia*, among others). She manages an online shop and sells in booths at local conventions. Of course, she is the other half of Sleepy Wyrms Ed. In her little free time, Monie likes to hoard books, like the treasure they are.

Twitter: @tomeofmonie

#### **MOD IRENE (She/They) - Social Media, Writing**

Irene doesn't know how to stay idle. Managing social media and providing guidance to writers will be their job, though they are always willing to help in whatever comes up. They have modded two projects before (*Punto Ciego* and *Tome of Pacts*), but they have contributed to other projects (*Punto Ciego*; *Out of Tartarus*; *Wind Rises*, *Crashing Tides*; among others). They also manage an online shop and sell in booths at local conventions. In fact, they are studying to become a professional event manager. In their free time, Irene likes to draw, DM for their friends and replay games too many times.

Twitter: @ImNotAMarySue

#### **CHRIS (She/Her) - Graphic Design**



Chris is one of our graphic designers. She is really into the fanzine and art scene in Spain, mainly in Madrid, and is constantly working on new things, being a bit of a workaholic. She really enjoys art direction and has worked as a lead designer and mod on multiple projects, such as *Zotachi Fanzine* or *Punto Ciego*, and has contributed to many others. Chris also has experience in other fields, having previously gone down through the event organization rabbit hole with the local event *Mercadillo de Tó*. When she isn't working on any project, she likes to spend her free time in concerts.

Twitter: @cristigupa

### **CECILIA (She/Her) - Graphic Design**

Cecilia is one of our graphic designers. She has worked professionally as a designer for businesses. Despite not having worked specifically in projects like this one before, Cecilia is absolutely capable of helping us bring this project to reality. Her studies and experience back her up! In her free time, Cecilia likes to hang out with friends and play video games.

Twitter: @cecilioa\_

### **ADDITIONAL INFO AND CONTACT**

- [Carrd](#)
- [Application Guide](#)
- [Twitter](#)
- [Instagram](#)
- [Email](#)

