

# Little World of Fates

A Faction-building TTRPG about Politics, Betrayal, and Friendship



## Gods & Monsters

< Open - Beta >

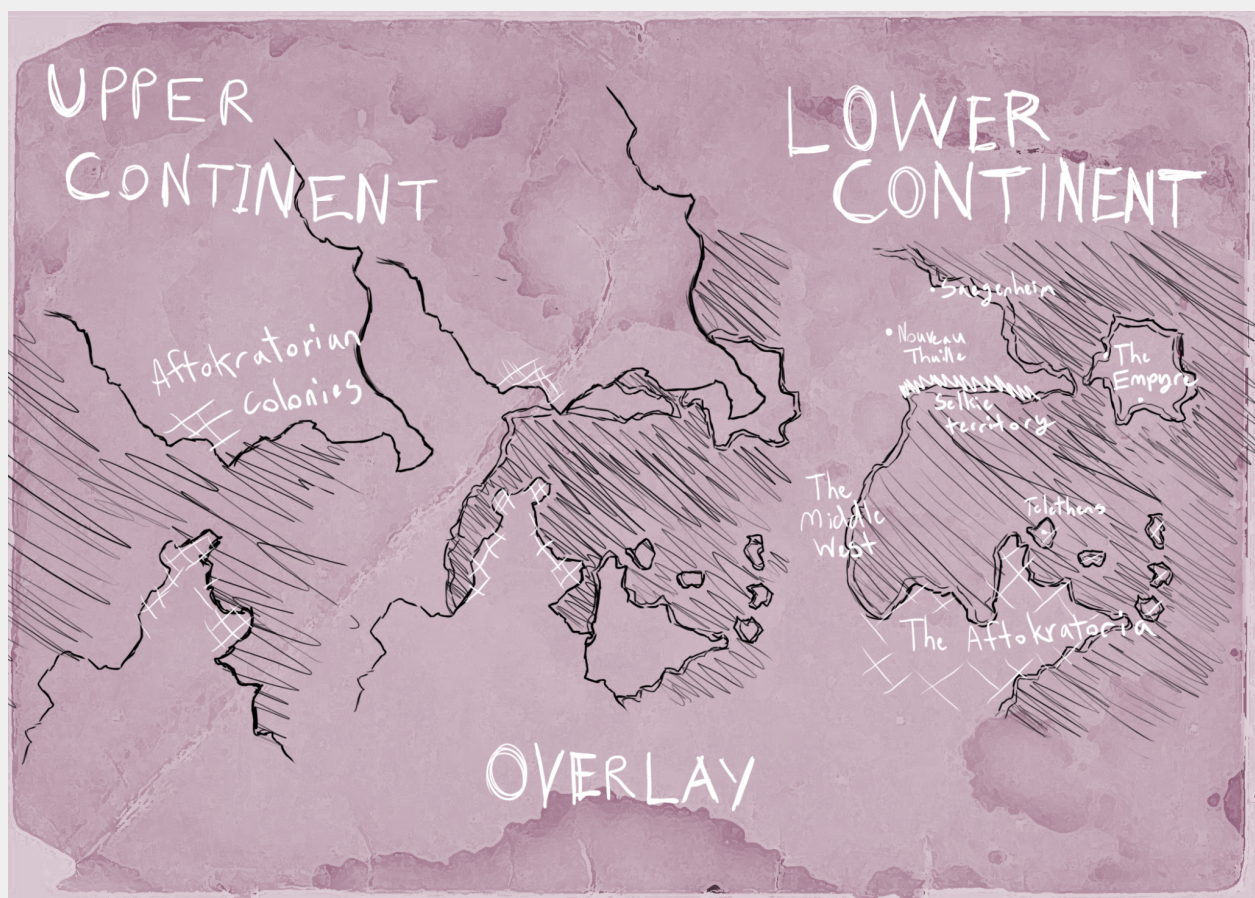
## What is “Open - Beta”?

The following document is a work-in-progress. There are some areas that are blatantly incomplete but I hope you'll enjoy the direction in which *Gods & Monsters* is headed. Please leave any feedback on our [itch.io](https://itch.io) page or DM [@Amaiguri](https://twitter.com/Amaiguri) on Twitter!

## What is the *Gods & Monsters* Expansion?

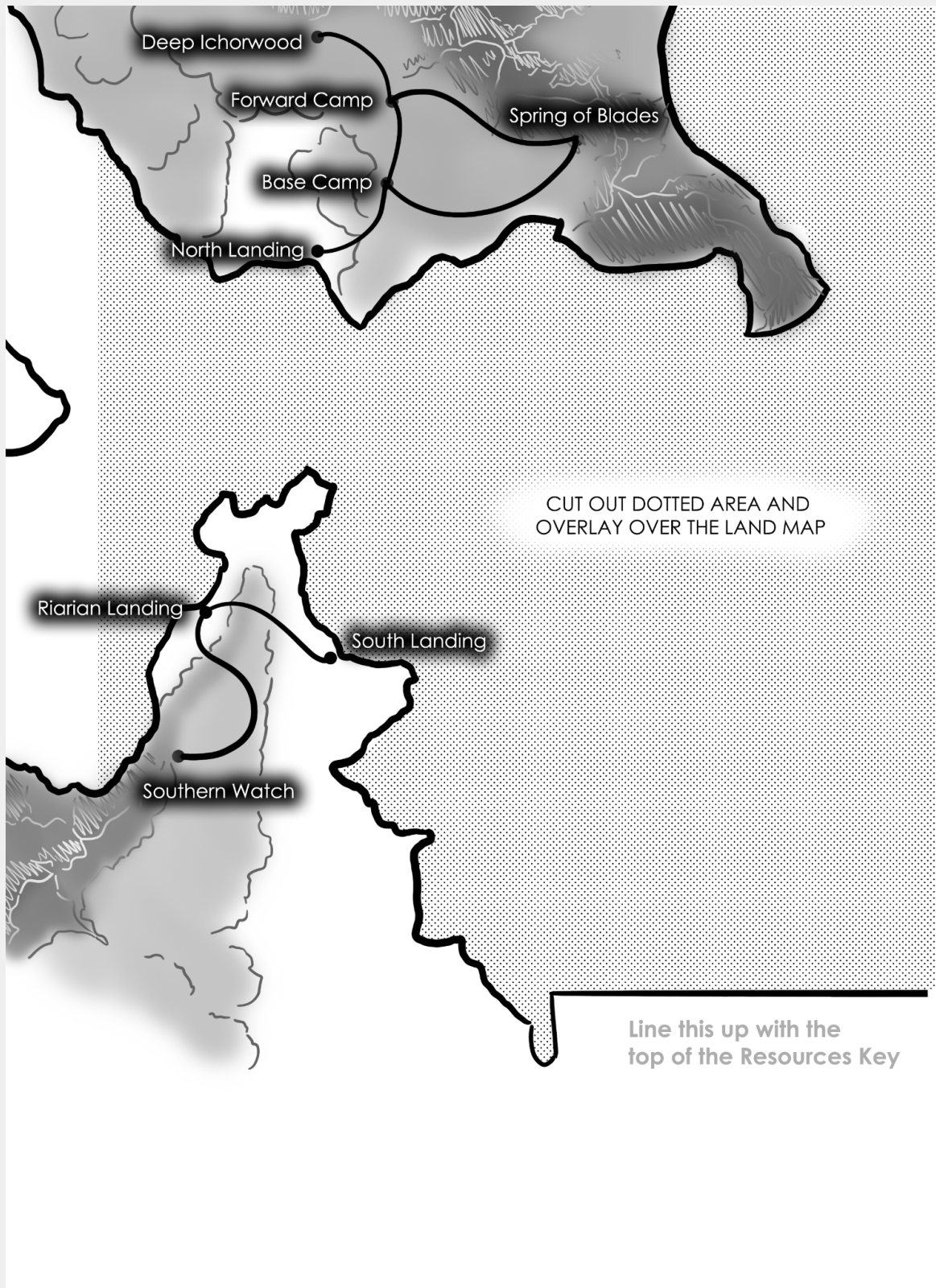
*Gods & Monsters* is a combat and exploration focused expansion to the *Little World of Fates Tabletop Roleplaying Game*. While the core rules of *LWOF* focus on diplomacy, characters, and faction building, the *Gods & Monsters* expansion has, as the title implies, Gods and monsters as well as additional combat rules, more worldbuilding information, and equipment.

The goal of this expansion is not to mandate additional rules for your games — but rather, to provide additional options to customize your campaign. You need not feel obligated to implement any of these features nor consider them mandatory to running any combat or exploration encounter in *Little World of Fates*.



— From the Journal of Telethenian naturalist, Riarian Fitasies-Vanianri

## Additional Supply Lines Map



# Gods & Godlings

Divinity is something so deeply woven into the world that its effects are invisible to its inhabitants. Direct “divine intervention” is incredibly rare, but its passive touch is visible in daily life. There are three levels of divine forces which impact the World of Fates — Gods, Godlings, and those who benefit from the Gods’ passive influence.

- **The True Gods** — Incomprehensible beings beyond the understanding of ordinary humans. These beings are formless, eldritch, genderless, and vast — something more akin to forces of nature. Their “flesh”, if it can be called that, makes up the magic systems of the world and their knowledge is theoretically perfect and infinite.
- **Godlings** — The Gods’ power flows through the world in coils in metaphorical pools. Where they intermix, Godlings are born. Godlings have faces, forms, and comprehensible, human-like motivations. While accessing the greater power of the Gods is possible, they are not necessarily paying attention to their infinite knowledge at all times. There are twelve Godlings in all of the world, with a thirteenth being born as we speak...
- **Those with Godly influence** — There is not a specific name for these individuals, for their abilities and how they appear are too broad to be considered a single entity. Dyeus has their Seers and Seeresses — people who can see or predict the future. Eris has her Senses — people whom she grants immeasurable power at the low cost of her personally ruining their lives. The Godlings have an agreement that they are not to tamper directly in human affairs — with the exception of Yeulia, the Seeress of the World. This is how they get around it.

## The True Gods

### Dyeus, the Heavens

Dyeus is worshiped in the Aftokratoria as the God of Interconnectedness, Peace, and Knowledge. It is said that Dyeus permeates through and around you. Eating is Dyeus. Loving is Dyeus. Learning is Dyeus. Dyeus’ angels can be seen in the golden, fiery forms of Dragons and the Upper Continent, Chrysgia, is Their realm. All of this, at least, is what the Ecclesia preaches.

From a technical standpoint though, Dyeus is the source of all the world’s sapience. Dyeus takes the form of a golden, luminous spore which implants and spreads in various amounts in all manner of living things. People particularly have a high concentration of sapience. Dyeus wishes for all beings to live in harmony and with greater knowledge — the more living, knowledgeable beings there are, the greater Dyeus is.

- Dyeus is basically an eldritch parasite that doesn't care about you but does benefit from all the things that would genuinely benefit you.

Dyeus' Godling-form is Yeulia. It would be accurate to say Yeulia both is Dyeus literally, that she is a humanoid avatar of Dyeus, and that she is Their daughter. Yeulia does not dare try to explain any of this to her constituents.

## The Abyss

The Abyss is revered around the world, often attributed as the world's primary source of magic. In the South, it is revered as a source of chaos which should only be used with careful training. In the North, it is considered the beginning and end of all life forms — the domain of the dead and of forbidden knowledge. There are countless stories around the world of things falling into the Abyss and coming out changed — from cats returning with twenty eyes covering their chest to children who only speak in riddles.

It would be inaccurate to say the Abyss has motivations — it simply exists. A portion of the Abyss, however, has gained a small amount of sapience and become a Godling who calls herself Eris. Eris and Yeulia are quite close, being the youngest Godlings, but Eris is often jealous of her younger "sister's" bond with humans — despite her perpetual boredom with the creatures.

The Abyss, the place, is impossibly deep and cold, yet life somehow flourishes at the bottom of this lightless place. The walls of the Abyss are made of Ysse crystals. Ysse is a magical particle that, when moved in specific patterns, causes effects to spontaneously happen — and so many of the Abyss' life forms flourish on Ysse alongside the scarce amount of eyes and other things hurled into its depths. However, even creatures right on the edge of the Abyss can be strange...

### Ysse & Magic

Magic around the world is often associated with snow, crystals, and ice — particularly at the winter equinox. In order to become a magician, you must be born without an eye or drop one of your eyes into a Ysse Spring.

Ysse Springs can be found throughout the world and crop up in wintertime and vanish in the summer — except for the largest ones. Ysse Springs are holes in the world that lead into the dark, endless Abyss below. In the North, the dead are dropped into the Abyss — especially, the eyes, which are considered to be the containers of the soul. In the South, however, this is a horrendous atrocity, as the



Abyss is seen as the antithesis to Dyeus — a place where someone is disconnected from everything forever. Natural-born witches are much more highly respected in the South.

While many different methods have been tried, the most consistent way to create mages cross-culturally is to remove one's eye with an Ysse crystal. Many have strived to find a better way of doing so but to no avail or to disastrous consequence.

## Godlings

Godlings are “born” from Dyeus and the Abyss mixing, in the same way that mold is “grown” from water. The only exceptions are Eris and Yeulia — as these Godlings were stand-ins created by The Abyss and Dyeus respectively. The Godlings do not necessarily belong to one or another, but are worshipped more frequently in places where they have been spotted. From oldest to youngest, the Godlings are:

- Asarlai & Aselae
- Danvyr & Damaer
- The Black King & The Red Monarch
- The Unnamed Twins
- The Godling of Ephemera & The Godling of Eternity
- Eris
- Yeulia

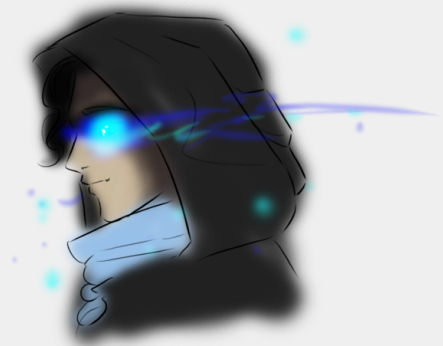
### When Playing Godlings

Godlings can be killed but will simply return to life in the next few months — reborn from the same conditions that created them. A GM need not give them stat blocks if you do not wish — as what does not have a stat block cannot be killed. Immortals should act with the appropriate power of a God. However, if it is useful to your campaign, you may also treat them as Level 14+ Leaders (as per the rules in the *LWOF Core Rules* book).

### **Asarlai, the Godling of Winter, Magic, and Secrets**

Asarlai is worshipped in the North as the God of Winter, Magic, and Secrets. It is said he, particularly, had a hand in fathering humans. He is also attributed with dominion over death, the ocean, and the Abyss. Legends say that if you give him your eye, you will be able to see Ysse — the magical particle of the Abyss. From this, he is typified as a clever, cunning, and ruthless pale man with raven black hair and an eye patch.

- Asarlai and Damaer are lovers and the “head” of the Northern Pantheon. They rule over the Lower Continent and created everything else with the explicit intention to be parents. While Damaer is responsible and loving, Asarlai is emotionally distant but generally proud of his kids.



Asarlai might interact with mortals by:

- Telling someone the secret to complete a project or recipe
- Refusing to turn someone into a mage, even after they sacrificed their eye
- Punishing guilty criminals with blindness if touch a Ysse crystal
- Isolating a city-state with a wall of Ysse
- Making an ordinary creature into a black, impossibly light Kaiju which leads wanderers home

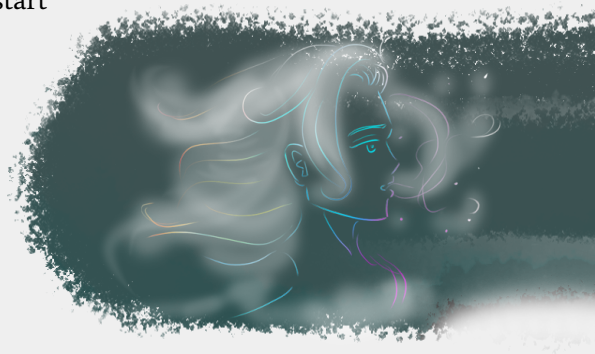
## Aselae, the Godling of Fall, Music, and the Arts

Aselae is worshipped in the North as the Goddess of Fall, Music, and the Arts more broadly. Her domain is considered to be the sky and stars. She is hailed in poetry as the Mother of Dragons and depicted as whimsical and unconcerned with worldly things. She is visually portrayed as a woman made of clouds and rainbows.

- Aselae and Danvyr are lovers. They created the Dragons using Dyeus' magic. Dragons are capable of reproducing asexually, and some even suspect they can enable other things to reproduce asexually as well. Aselae loves romance and good stories, and often will use her Dragons and whispers of inspiration to convince humans to start good ones while Danvyr prefers to advise humans with more mundane problems.

Aselae might interact with mortals by:

- Singing to herald in the dawn
- Finishing an artist's carving
- Sending a Dragonstorm to burn down a village
- Blow the ships of an opposing army astray
- Grant a creature the ability to fly



## Danvyr, the Godling of Summer, Fire, and Conquest



Danvyr is worshipped in the North as the God of Fire, Summer, and Conquest — though his golden flames, dark skin, and domain in the Upper Continent might lead some in the South to believe him to be a manifestation of Dyeus Himself. He is styled the Father of Dragons — a noble and industrious king.

Danvyr might interact with mortals by:

- Consulting with a King on how best to rule
- Teaching a child how to use a flint-and-steel
- Sending a Dragonstorm to stop a Queen from burning a village
- Imbuing a sword with the power to call Dragons
- Forging a new Dragon

## Damaer, the Godling of Spring, Earth, and Life

Damear is worshipped in the North as the Goddess of Spring, Earth, and Life. She is portrayed as having dark skin, like her brother, and clothes overgrown in the dark greens and blacks of Northern mosses. She is frequently portrayed as crying olivine tears over the lives of little lives of common folk — the loving mother of humans — but despite her open emotions, is also characterized as sensible and practical.



Damear might interact with mortals by:

- Helping a woman in give birth
- Pretending to be an old woman to give advice to a village
- Crying olivine over an impoverished city
- Creating an island so a rare plant can grow
- Send creatures into the Abyss as gifts for Asarlai

## The Black King

This Godling is concerned with Death and Endings specifically. He “killed” his twin — The Red Monarch, the Godling of Beginnings & Birth — by removing the conditions under which the twin could form and made the Red Monarch’s body into the Demons (hence their blood magic).

This was so unacceptable to the other Godlings that he was permanently cursed to be forgettable — no one can remember who he is when they stop looking at him, including himself. He is probably a middle aged man with an absolutely average face — the only notable thing about him are his black pearl earrings. The other Godlings say they will keep him in this state until he achieves “world peace”. This is, of course, impossible.

They are denying him a satisfying ending.

The Black King might interact with mortals by:

- Gathering friends and followers to be his memory when he cannot remember
- Sabotaging a country’s invasion plans
- Giving black pearls to unusual people

## The Red Monarch



Not much remains of the Red Monarch. They were the Godling of Beginnings and Birth and deeply associated with blood. Now, their body and powers are scattered across the Demons around the World. Only a few Demons and the other Godlings know of their origins. Some of the Demons even crave Godhood again.

Red Monarch's cult might interact with mortals by:

- Healing a non-Demon of an affliction
- Drain a power Demon of their blood
- Seduce a Senator into allowing more blood sacrifices
- Give blood to a creature to make it into a Demonspawn

## Ephemera & Eternity

The Godlings of Ephemera and Eternity have visited the known world very infrequently. Their cosmic dance seems far more concerned with the shadows of elsewhere, but their words of power and stranglehold on time itself can be seen in the fabric of reality the world round.

## Eris



Eris is a chaotic shapeshifter who tempts mortals to do unspeakable things. However, she does not do this purely out of malice — or at least, not out of hatred — as she truly enjoys mortal folk. She sees them a bit like ants, upon whom she can impose strange narratives and stories. All of her stories, however, end in tragedy as she enjoys most when humans reach the depths of despair. (She grows bored of winning easily.)

As the only Godling who came into the world alone, however, Eris is also very lonely. Her closest sister, Yeulia, is always surrounded by humans but the other Godlings easily tire of her irresponsible antics. Perhaps the right person could teach the Abyss the joys of a genuine relationship... but probably not.

Eris might interact with mortals by:

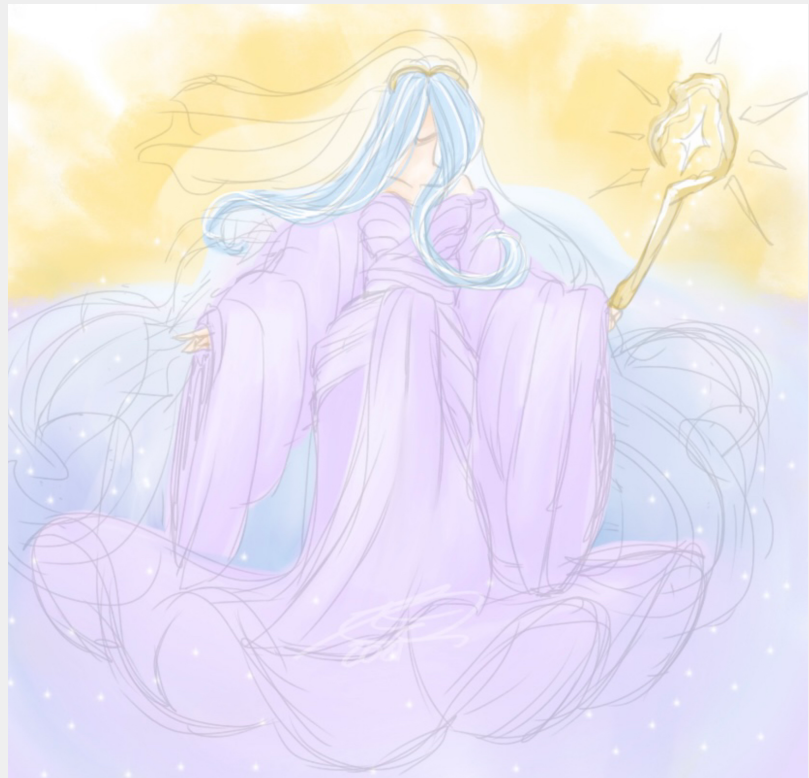
- Giving someone unusually potent powers
- Causing someone to hallucinate
- Opening Ysse springs under a city
- Giving a King the secret to nuclear power
- Stick Ysse crystals into a creature until it changes into something unrecognizable

## Yeulia

Yeulia is the youngest Godling — a mere 2,000 years old — and is the most adept at living alongside humans. Instead of living one protracted life, she ages normally, dies, and is reborn again with her memories intact. As the Dyeus' Godling and the greatest of all the Seeresses, she leads the Ecclesia of the Dyeus — though her opinion on the politics of her church changes from lifetime to lifetime.

Yeulia might interact with mortals by:

- Giving love advice to a young couple
- Escaping to a cottage in the woods with a pretty lady
- Ordering emergency supplies be sent to a city before
- Leading an army to battle the Demons
- Putting bells on a peahen to warn people not to eat it or misfortune will befall them



## Cards of Fate

In the South, the 12 Major Arcana are the first Witch Sigils an apprentice Witch learns from their master. These Sigils are primarily used to tell the future — and even laymen are familiar with their meanings. They are in everything, from card games to dice games to horoscopes to cleromancy. The Sigils also feature broadly throughout the culture as symbols in fables and even the letters of the Svanihk alphabet were drawn from them. Yeulia does not need them to read the future but teaching them to the first wizards, the Razi, was one of the legendary acts of her first life.



- |   |  |
|---|--|
| <ol style="list-style-type: none"> <li>1. <b>Eris/The Abyss</b> — Chaos, Despair, Loneliness, Confusion</li> <li>2. <b>Svana/The Earth</b> — Beginnings, Material Prosperity, Creativity in Art</li> <li>3. <b>The Philosopher</b> — Analysis, Book Intelligence, Logic</li> <li>4. <b>The Emperor</b> — Ruling, Judgement, Conquering</li> <li>5. <b>The Squire</b> — Youth, Learning, Creativity in Problem-Solving</li> <li>6. <b>The Knight</b> — Street Smarts, Individual Action, Overcoming Hardship</li> <li>7. <b>The Serpent</b> — Deceit/Betrayal, Guile, Cunning</li> </ol> | <ol style="list-style-type: none"> <li>8. <b>The Burned Man</b> — Lingering Hardship, Injured by the Past</li> <li>9. <b>The Queen</b> — Motherhood, Love of Children, Emotional Intelligence</li> <li>10. <b>The Maiden</b> — Innocence, Passionate Love</li> <li>11. <b>The Priestess</b> — Spiritual Love, Faith</li> <li>12. <b>The Tiarnoglof/Demon King</b> — Death, Opposition, Rivalry</li> <li>13. <b>The Razi/Wizard</b> — Passion for Mankind, Group Action</li> <li>14. <b>Dyeus/The Heavens</b> — Order, Perfection, Interconnectedness, Insight</li> </ol> |
|---|--|

**The Remaining Godlings...**

The astute among you will notice there is yet another pair of Godlings. Who or what they are, precisely, is entirely up to you and your table.

# Monsters & Other Creatures

Between the Upper Continent blocking out the sun of the Lower Continent where a majority of people live and the Abyss beneath the world, monsters and beasts of all sorts have evolved to cope with these unique ecological pressures. While some have become familiar and friendly shapes, others have become twisted into horrid things.

If players seek creatures to hunt, fight, tame, or merely encounter, you can easily pick something from this list.

## The North

- Wolf
- Snow Leopard
- Yeren
  - a. Yeren are 4 foot tall bipedal macaques which live around hot springs deep in the mountains of the North. In legend, they were the first shepherds of the Rumateur, but the humans banished them with various macguffins of the storyteller's religious persuasion. Now they are treated more like a ghost story, meant to trick naughty children into good behavior. Those few enterprising frontiersmen who live in remote mountain villages know, however, that hungry yeren do not hide under the beds of children who don't finish their supper, but instead they gather en masse: raiding granaries and stealing livestock in warbands up to 400 strong. Such attacks are extremely rare, however, as yeren are mostly docile herbivores: using simple jade tools to dig for roots and tubers in the harsh mountain soil. Yeren do make rather sophisticated weapons, but they are not built for the occasional raids on humans. Space in the warmth-giving hot springs is limited and must be earned. Ritual combat between the yeren is brutal, but rarely outright lethal. Instead the losers are exiled to wander the mountainside to freeze to death: perfectly preserved for the wolverine spiders.
- Rumateur\*
  - a. Rumateurs are llama-like...



- 
- Butterfly of the Heart\*
  - a. Also found in the Demonlands.
  - b. Red = Passion
  - c. Black = Despair
  - d. Gold = Hope
  - e. All the other colors = ???
  - f. Butterflies of the Heart are, as the name does not imply: wasps.
- Glowworms
  - a. Mood of the city

Northern Spiders

- Ceiling Spider



- a. Clinging to the underside of the Upper Continent, ceiling spiders spend most of their time tending to their secluded webs. Although their diet consists mostly of unfortunate birds and bats, at night some enterprising ceiling spiders will descend from their reclusive lair suspended by a silvery line of silk. Hovering above the city streets, they probe for stray animals and children with a cage of enormous legs. While they are the largest of the giant spiders, their fragile, spindly frame means they are not the strongest. Ceiling spiders have poor eyesight. If severed from their web while rappelling, they may be unable to see the nearest pillar to return to the Upper Continent. Stranded on the ground, the spider will panic and frantically climb the tallest structures it can find, desperately hoping to clamber back to the safety of its

upside-down world. Although the spiders will not attack while in this panicked state, they are nevertheless menacing as they loom atop buildings to rest and it is widely considered to be a bad omen for the building's owner. While ceiling spider abductions are rare, it is still ill-advised to wander alone beneath the Upper Continent at night.

<b>Level</b>	1	<b>NAME</b>	<i>Ceiling Spider</i>
<b>POW</b>	d8	<b>HP</b>	18
<b>PER</b>	d12	<b>Combat</b>	d8 + d12
<b>INT</b>	d4	<b>Intimidation</b>	d8 + d12 + 8
<b>SPI</b>	d4	<b>Perception</b>	d4 + d4 + 8
<b>Feats and Limitations</b>			
<ul style="list-style-type: none"> <li>• “Arachnophobia” — Humans who fail to resist an Intimidation check against a giant spider are Panicked.</li> <li>• “Wrapping” — Ceiling spiders do not deal damage on a successful attack, but instead inflict the Restrained and Poisoned status effects with a DC equal to their Combat check. Once wrapped, the ceiling spider will retreat up the line to hoist their prey up to their web. Ceiling spiders are only strong enough to lift one average adult. It takes a DC 12 Performance check to leap and save a person being hoisted away by a ceiling spider; the DC increases by 4 for every turn they have been hoisted off the ground.. After 2 turns of being hoisted, 1d6 fall damage is incurred for every additional round a player was hoisted if they break free.</li> </ul>			

- Crab Spider
  - a. Also commonly found on the Upper Continent.
- Badger Spider
  - a. “Poisonous” — You are Poisoned if you fail an attack roll against a Badger spider. (+Restrained). Also commonly found in the Middle West and Demonlands.

- Wolverine Spider



- a. The anatomy of wolverine spiders differs greatly from that of other giant spiders.. They do not possess spinnerets and cannot spin webs. Instead of possessing two fangs designed to inject venom, the wolverine spider instead possesses four saw-like mandibles that form a bone-crushing cage. Some naturalists believe the animals are not “true spiders,” but such definitions are impractical for lay people. As they crunch through their prey they vomit liquefying digestive juices. While this gruesome method of feeding can lead to horrific attacks, wolverine spiders prefer to wander the wilds and scavenge frozen carrion. Their digestive juices contain antifreeze, making it a sought after alchemical ingredient. A blind subspecies of wolverine spider is found in the Abyss and Demon wolverine spiders are the island’s most voracious land

predators. Demon wolverine spiders are aggressive hunters, covered in toxic quills rather than the thick brown fur of Northern wolverine spiders. Abyssal wolverine spiders are blind, but feel the world through vibrations in the ground and an array of ghostly white bristles.

<b>Level</b>	2	<b>NAME</b>	<i>Wolverine Spider</i>
<b>POW</b>	d10	<b>HP</b>	26
<b>PER</b>	d20	<b>Combat</b>	d10 + d20
<b>INT</b>	d4	<b>Intimidation</b>	d10 + d20
<b>SPI</b>	d8	<b>Perception</b>	d8 + d4 + 12
<b>Feats and Limitations</b>			
<ul style="list-style-type: none"> <li>• “Arachnophobia” — Humans who fail to resist an Intimidation check against a giant spider are Panicked.</li> <li>• “Poison Quills” (Demonland Subspecies Only) — If you fail an attack roll against a Demonland wolverine spider you are Poisoned.</li> <li>• “Blind Reflexes” (Abyssal Subspecies Only) — The lightning quick reflexes of the Abyssal wolverine spider make it impossible to strike in melee combat, but it's blindness renders it vulnerable to ranged attacks: which deal double damage on a successful attack.</li> </ul>			
<b>Loot</b>			
Antifreeze			

## The Middle West

### 1. Sandworm

<b>Level</b>	1	<b>NAME</b>	Sandworm
<b>POW</b>	d12	<b>Current HP</b>	24
<b>PER</b>	d4	<b>Max HP</b>	24
<b>INT</b>	d4	<b>Current MP</b>	8
<b>SPI</b>	d4	<b>Max MP</b>	8
<b>Influence</b>	N/A	<b>LIFESTYLE</b>	N/A

Individual Combat (Pow + Pow)	d10+d10
Magic (Spi + Spi)	d4+d4
Resist Dying (Pow + Spi)	d10+d4
<b>FEATS &amp; LIMITATIONS</b>	
<ul style="list-style-type: none"> <li>• <b>Lucky (x2)</b> — At the start of the day, roll a d8. This is your Luck stat for the day. You may add or subtract it from any roll that anyone makes. After adding or subtracting it, dispose of this dice until the next day. If you have multiple Luck stats, you can only add one to a roll at a time.</li> </ul>	

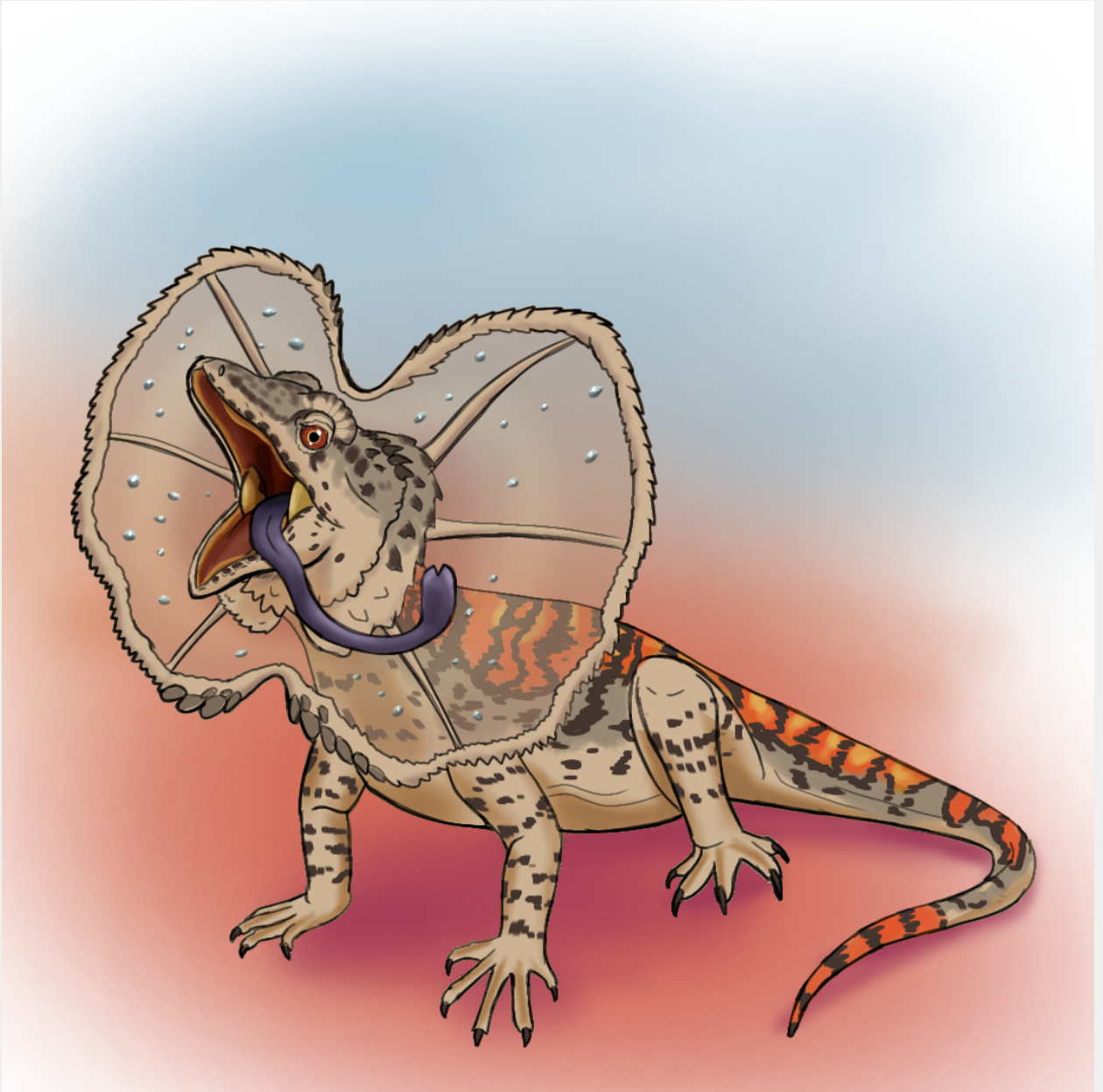
## 2. Umbrella Bird



- a. Umbrella birds are towering watchers of the desert, shaded from the hot sun under their fanned wings. They detect buried sandworms through tiny vibrations picked up by the long feathers which drape their feet. To reveal the worms the birds beat their wings to sweep the sand away with gusts of air. Due to the bird's immense size, they

are flightless, but when threatened they use their powerful wings to kick up a sandstorm.

### 3. Fog Lizard



- a. Every dawn the dunes are dotted with fog lizards, fanning their frills to collect the morning dew. During fog, they appear in the thousands: each still as a statue, sitting facing the wind. Between the condensation they lick from their frill and the water they gain from their food, a fog lizard can go its entire life without drinking. Fog lizards can grow to the size of a large dog and pack a highly venomous bite. They are mostly harmless during fog, as the lizards won't risk losing precious water for a chance at anything other than an easy meal. If you appear dehydrated or wounded, however, fog lizards can reduce entire caravans to bone and sand.

4. Foxkat
  - a. Foxkats are small, burrowing, colonial dagaesus.

## The South

1. Dreadtooth
  - a. The dreadtooth is a giant, omnivorous boar that inhabits the Southern marshes and parts of the surrounding steppe. Their bizarre tooth arrangement is used to dig up marsh plants and hook and flip ivory beasts to expose their soft, unarmored belly. Although the tusks allow dreadtooth to prey on ivory beasts, their tusks make defleshing and eating the carcass extremely difficult. As much as half of an ivory beast kill may be left to the vultures and dagaesus. This is a persistent problem for dreadtooth, which somewhat limits their otherwise diverse diet. Dreadtooth are fast over short distances, occasionally able to run down horses if they attack from a concealed position behind a treeline, but generally favor slower, heavier prey. Dreadtooth hate bears and adults will regularly clash to force bears from their territory.
2. Dagaesus\*
  - a. Dagaesus, locally known as badgerdogs, foxwolves, or marshwolves in various parts of the North, are a wild dog-like animal with powerful forelimbs. They exploit multiple feeding strategies and are the dominant pack hunters in the South. They are lithe and extremely fast over short distances. Their long legs make them the fastest land animal in the World of Fates and also allow them to wade through swamps and marshes with ease. Their forelimbs are heavily muscled and well-suited for digging up or wrestling prey. In the wild dagaesus prey on a wide range of animals, including horses, Abyssal catfish, rabbits and moles. Wild dagaesus have perky, pointed ears, while domesticated dagaesus have floppy round ones. Dagaesus in the marshes and on the coasts have no ears to allow them to bury their heads into mud and sand in pursuit of frogs and crabs.

<b>Level</b>	X	<b>NAME</b>	<i>Dagaesus</i>
<b>POW</b>	d	<b>HP</b>	
<b>PER</b>	d	<b>Combat</b>	
<b>INT</b>	d	<b>Intimidation</b>	
<b>SPI</b>	d	<b>Perception</b>	
<b>Feats and Limitations</b>			
<b>Loot</b>			

### 3. Ivory Beast\*

a.

### 4. Horse

### 5. Goat

### 6. Bear

a. Bears are omnivorous animals that, while mainly foraging for berries, nuts, and other vegetation, can also be a dangerous predator to humans. Hidden deep in the Southern marshes are the legendary ancient bears: some thought to be centuries old. Bears hold ritual combat for territory and mating rights near Ysse springs, often with an audience of ancients. In the ferocity of a mauling, eyes lost in combat are sometimes inadvertently cast into the Abyss. Such bears live to become gigantic, with ancients as large as 4 tons reported hunting ivory beasts on the steppe. Ancient bears have thick matted fur entangled with a living network of Ysse-eating fungi, which provide verdant camouflage during the day, but glow a soft blue in the dark. Ancients can cast powerful spells by dancing to move the dense concentrations of Ysse contained in their fungal coat. These spells are primarily used to drive away dreadtooth, but are equally valuable in protecting the ancients from humans.

b. The Earth, The Abyss, The Knight, The Magician

### 7. Abyssal Catfish

a. Giant, armored catfish which normally patrol the deepest trenches of the Abyss, Abyssal catfish are a surprising invasive species of the Southern marshes. While their ghostly white skin is irrelevant in the gloom of the Abyss, on the surface the catfish is normally incapable of camouflage. Accustomed to years without food roaming the empty void of the Abyss, however, the catfish have learned that if they wait in the sun long enough a mossy coat will grow to conceal them. Equal opportunity scavenger, bottom-feeder, and ambush predator: Abyssal catfish have overrun Southern rivers and estuaries, depleting local fish stocks and plunging numerous villages into food shortages. Beyond that, adult Abyssal catfish can grow up to 20 feet long and have caused more human deaths since their arrival than bears have in the last century. As of yet, the only limit on the catfish invasion is a native snail population which slowly strips the creatures of their mossy camouflage. The snails are toxic, immune to predation by other cleaning animals, and have since become a highly sought after commodity. Fishermen and marsh dwellers chum the waters around their boats and homes with these snails to reveal any lurking catfish.



8.

## The Sea

1. Orca
2. Hammerhead Shark
3. Abyssal Shark
4. Seal
5. Seahen
  - a. Plates are carved into and bells are attached in cities
  - b. Don't eat, sign of good fortune, "seaweed of the South"

- i. Desperation food
- 6. Seawolves
  - a. Seawolves are a finned species of dagaesus that roam the bay and larger river channels in the South. They are earless, like their marshland and coastal relatives, and also like dagaesus they are highly social animals.. Their tails are broad to act as a paddle. They prey mainly on seahens, fish, and slimettes. Very few have ever been tamed and none are known to have been successfully raised in captivity. Seawolves are endangered after becoming highly valued for their sleek, mottled pelts.
- 7. Meu'otes\*
  - a. Endemic to the Isle of Telethens.

## The Demonlands

- 1. Demon
  - a. **Demonic Bloodmagic** — You have the blood of Demons in your veins. Your Max Health is equal to POW x 3 (instead of the usual POW x 2). You can sense others with Bloodmagic nearby you. This Feat may not be taken more than once.
  - b. **The Bloodmagic-Line** (You must have taken Demonic Bloodmagic at Level 1)
    - i. **Horns** — You gain the telltale horns of a Demon. Add +1 to Intimidation Checks and +2 to your Max HP.
    - ii. **Barbed Tail** — Your tail is a dangerous weapon now thanks to its sharp barb at one end. You deal an additional +1 damage on successful Combat Checks.
    - iii. **Fangs** — You can now smell and drink blood to regain your energy. In lieu of doing damage, on a successful Combat Check against a creature with blood, you gain +1 HP or +1 MP. Drinking blood in less violent methods has a similar effect.
- 2. Pangolin
  - a. One of two legendary animals of the Black King, the pangolin was created to devour the Demonic remains of the Red Monarch..
  - b. Immune to Blood Magic
- 3. Glass Salamander
  - a. One of two legendary animals of the Black King, the glass salamander was created to devour the Demonic remains of the Red Monarch.. Most glass salamanders are around 20 feet long, but superadults as long as 40 feet have had their remains discovered entombed in stone. Glass salamanders are almost perfectly transparent, with only their skeleton and some internal organs visible. In the dark, murky waters of the Demonlands they are invisible.
  - b. Immune to Blood Magic

## The Upper Continent

- 1. Blenny
  - a. While many think of blennies as the "guardians of the pillars," due to centuries of expeditious mountaineers being eaten by them, they are also capable swimmers and

are equally common inhabitants of the swamps and deltas of the Upper Continent. Using their clubbed-tails as a spring, they are able to launch themselves into a glide to strike prey far beyond their apparent body length. This adaptation is best exemplified when a blenny drops from a higher part of a pillar to snatch an unsuspecting bird or climber below. On the ground or clinging to the pillars, the third-eye of a Blenny always keeps a watchful eye for Diomedeans soaring overhead. Male blennies are highly territorial, but avoid direct combat to reduce the risk of damaging their delicate wing membranes. In response, disputes are settled by display: with arrays of elongated fins on the back shaking in rhythm with the animal's bizarre croaks.

2. Manticore Spider



3.

- a. Poisonous (induces madness similar to the Abyss). Found only on the Upper Continent.

4. Shag Beast

*“The stench of the creature so far precedes it, that we learned of its presence over two miles away from the bluff where we first laid eyes on the beast. We could tell from the first whiff that the situation was dire, but as you approach and your eyes start to water, and all your throat and nose and head starts to burn and throb, and your lungs begin to rasp and feel heavy? There was no courage nor lunch left in us by the end of the day. It was truly the smell of death.”*

*— Notes from the Base Camp, Riarian Fitasies-Vanianri*



- a. Shag beasts are the primary grazers inhabiting North Chrysig. They feed by raking their beaks across the ground to shovel the topsoil into enormous throat pouches before filtering the dirt out by shaking it through numerous pores in the throat. Pores that become clogged ooze a thick yellow mucus that coats the obstruction until it hardens and becomes smooth enough to be passed. This mucus has an unbearable stench which cloaks shag beasts in a pestilent aura that sickens any nearby creature with a sense of smell. The hardened pearls of shag beast mucus are a valuable alchemical ingredient akin to whale ambergris.
  - b. Vampyrings
  - c. Vampyrings are flighted, juvenile shag beasts. They roost by hanging upside down from the shoulder-antlers of their parents. Unable to produce milk, shag beasts feed their young by allowing the brood to parasitize their own flesh. Without crucial hormones found in the blood of a host shag beast, vampyrings are unable to mature, and so, despite being able to fly, they are unable to venture from North Chrysig to colonize South Chrysig or the Lower Continent. Vampyrings will violently swarm any creature that ventures too close to their host, but after half or more of their number are killed the swarm will abate: choosing to feed on their fallen siblings rather than risk a similar fate for themselves.
  - d. Bobbit
  - e. Woven into the shifting, matted fur of a shagbeast is a writhing symbiosis of bobbit worms. When a shagbeast is attacked, the worms lash out in defense of their host. In exchange, the bobbits feed on careless vampyrings. This strengthens the shagbeast herd by pruning weak offspring and alleviating the strain of parasitism on the adults. Bobbits can also be found buried in the sands and muds of the lakes and river beds of both the Northern and Southern Upper Continent.
5. Sylvan
- a. Sylvans are the foot soldiers of the Ichorwood. When an unfortunate soul eats one out of every hundred fruit of the Ichoorwood tree, the seeds germinate within the body. The blood becomes thick and black, the organs tough and woody, and the skin hardens into bark. In lieu of carrying weapons, the ends of the arms grow into hardened thorn-like appendages which can be used to inject ichor into the sylvan's victim. A sylvan may temporarily fuse with any tree in the ichorwood to spy on the forest's goings-on or to draw strength from the forest to feed, rest, and heal. While a sylvan is fused to a tree it can feel every part of the forest and see through the eyes of all other fused sylvans. In return, when the Ichorwood is threatened, an army of sylvans is unleashed in its defense.

## 6. Dropbear



- a. Dropbears are herbivorous, tree-dwelling primates which make their home in the mysterious Ichorwood. When threatened by potential intruders, dropbears prefer to hurl primitive stone spears from the safety of the treetops. If they are outmatched in ranged combat, however, they will resort to dropping on their enemies from above and enveloping them in a thick membrane of skin that stretches between their limbs. The wings and belly of the creature are studded with bony spikes that double as armor, to stop the victim from cutting themselves free, and the delivery mechanism for a debilitating poison. A dropbear which is enveloping an opponent is vulnerable to attacks from other enemies, so troupes will either coordinate to envelop multiple targets or defend the enveloping dropbear with concentrated ranged attacks.

7.

8. Titan Geese

*“While it is unknown if the North and South of the Upper Continent connect, differences in the compositions of flora and fauna suggest that migration for non-flighted or windborne organisms is difficult, if not impossible. To this point, the dominant grazer in the North is the repulsive shagbeast, while in the South it is an equally temperamental giant goose. So far the geese have inflicted three times the fatalities on the expedition, but I suspect that’s because we keep trying to make omelettes.”*

*— Notes from the Base Camp, Riarian Fitasies-Vanianri*

- a. Titan geese are giant, flightless waterfowl weighing upwards of one ton and, while not predatory by nature, they are short-tempered and territorial. A titan goose will viciously attack any animal that ventures too close or looks at it funny. Raking spines within the beak and along the tongue are normally used to strip plant material, but double as offensive weapons along with powerful, clawed kicks. Titan geese usually travel in small flocks, within which competition for mating rights between the males can be fierce. After losing a duel the spurned male will often become an aggressive bully: quick to pointlessly maim or destroy anything in sight as it licks its physical and emotional wounds. These tantrums often result in smashed trees, inadvertently expanding the grazing territory of the losing males in preparation for next year’s competition.
- b.
  - i. Nothing can prepare someone for the unspeakable violence of a mother titanhen defending her chick. At the top of every round, roll a DC \$\$ Intimidation check. Every time the mother hen deals damage, increase the check by that amount. If you fail the check you have no choice but to flee. Your Combat Checks do not deal damage, but now represent your attempt to escape. The mother hen will not relent.

9. Diomedean

- a. Diomedeans are the apex predators of Chrysig’s daisygrass prairies. Although they are not true pack hunters, numerous individuals will band together to form temporary hunting parties which patrol the prairies for weeks to months at a time: devouring everything in their wake. These parties are highly coordinated, with hunters in the sky and on the ground, but violent and sometimes fatal confrontations to establish the pecking order after a successful hunt are commonplace. Once a hunting party is several dozen strong they will rally to bring down a shag beast or titan goose. If successful, the party will work in shifts to deflesh the carcass; those who have already eaten or are waiting to eat stand guard to defend the spoils from would-be scavengers. After the feast ends, the hunting party will disband to patrol their smaller respective territories until times of hardship once again force cooperation. Caustic mucus can be propelled with great precision through their tube-nose, allowing diomedeans to melt through their prey’s armor at a distance before closing in for a lethal strike. While starving diomedeans may descend upon the Lower Continent in desperation, they are

primarily restricted to Chrysig by proximity to their hidden nests in the peaks of the Upper Continent's highest mountains.

10. Ruzbat

- a. Ruzbats are flightless, burrowing bats which feed primarily on ants and termites. They are nocturnal, emerging from hidden burrows on the prairie only in the dead of night. While capable of defending themselves with their powerful, digging claws when cornered, they are harmless and docile animals that prefer to run and tunnel to safety when threatened. Ruzbat populations are increasingly threatened by the \$Aftokratorian colonies on the Upper Continent as they are hunted for their meat. There are two different species of Ruzbat, each native to North and South Chrysig respectively, but they are similar enough for such distinction to only be of note to breeders and scholars.

## The Abyss

1. Flavoneite\*



- a. Also found in the Abyss.
2. Featherhead



- a. Featherheads are predators of the deep Abyss and rarely come to the surface at night. They are drawn to the surface by mass death, either from war, pestilence, or famine: to feast on the multitude of abandoned carcasses. Other scavengers, such as wolverine spiders and graverobbers, are just as likely to prey. The raptorial claws of a featherhead are the fastest known in the World of Fates. Featherheads see the world purely in Ysse through their specialized antennae which rupture from the orbits. By failing the antennae in pulses they can manipulate Ysse to disrupt Sigils and Runes. They are highly intelligent, not only able to simultaneously reverse-engineer any spell they disrupt, but also able to communicate how to cast it to other featherheads. While reclusive, increased interaction with humans has made the creatures bolder.
3. Abyssal Spider
  - a. See Wolverine Spider variant under Giant Spiders of the North (page \$\$).
- 4.

## Kaiju

1. World Serpent
2. Katju
3. Dragon
  - a. Angel with a Thousand Eyes?
  - b. Purple
  - c. Eternity and Ephemera

#### 4. Ysse-claw



- a. It is unknown if the Ysse-claw is a single animal or an entire species. Sightings are incredibly rare and, barring one exception, occur exclusively in the Abyss. There are no two reports of Ysse-claw sightings in two different places on the same day. No credible reports of young Ysse-claw exist; but naturalists who believe them to be a species have reached the consensus that they breed too deep in the Abyss for the young to have yet been discovered.. Whether it is one animal or many, all that is known of the Ysse-claw is that it tunnels deep within the Abyss in search of Ysse-deposits: creating a vast network of tunnels which act as highways for the other denizens of the deep. Some believe Ysse-claw to be wholly responsible for creating the Abyss, but most naturalists agree such claims are dubious. The use of the Philosopher King's power to destroy Togen Oyer released enough Ysse particles to draw Ysse-claw to the surface. Exacerbating the horrors of the ruined city, the destruction left in the creature's wake led the Telethenian Senate to vow never to use such power again...
5. The Ichorwood
    - a. The Ichorwood is a huge network of trees connected via a sprawling root network to a mythical heart that pumps the black ichor through the forest's viens. The heart is the size of a castle and pulses with the faint blue light of Ysse particles beneath the woody exterior as it pumps. Lakefuls of black ichor slosh within as the twisted suspension of roots feeds the trees above. Rumors of the Heart of the Ichorwood

come from prospectors and adventurous spelunkers who return from various cave networks in the Ichorwood and surrounding mountain range. While some believe the high volume of rumors indicates that the forest may in fact have many hearts, such tales often come from adventurers who return empty handed and are in need of a quick scheme to recoup the losses of a failed expedition...



## Warfare and Equipment

Wars are truly a monster of their own. Across the world, each culture has learned to cope with wars differently and developed equipment unique to their own lands.

### Nouveau Thuillean Chevaliers

The metallurgical advances and an abundance of Ysse provide Nouveau Thuille the most and highest quality guns and artillery in the World of Fates. They have also perfected pike-and-shot formations in defense of their icy homeland and, as many soldiers are levied from miners or mining families, Nouveau Thuilleans are renowned for their skillfully made Fieldworks. An Imperial Engineers Corps exists specifically to command these troops, though appointments are often dubious — marred by nepotism and incompetence.

In addition to bayonets, trenches, and barricades, poorer soldiers are equipped with pikes to further reinforce the frontline. All soldiers are drilled in the use of guns and operation of artillery, however, for they are expected to take up fallen soldiers' weapons given the opportunity.

The Chevaliers of Nouveau Thuille are legendary and capable of great feats of vertical climbing with the aid of their mountain steeds. By exploiting treacherous terrain, scaling walls and rubble, devastating ramming attacks, and the thrusts of their rider's lance, rumateurs have a decisive advantage over horses when fighting on the rough terrain of their homeland and elsewhere.

## Saegen Warriors

While Nouveau Thuille would describe the equipment and tactics of the Saegen warriors as “obsolete,” adherence to traditional Northern fighting styles provides the Saegens veterancy in both command and individual experience. Saegen warlords normally command only a small number of full-time soldiers which act as a personal guard or special forces. During raids and wartime, the bulk of a Saegen army is instead levied from the local population. Saegens are rewarded with land, wealth, expensive goods, or titles of nobility by their warlords for acts of exemplary skill and bravery in battle. This promise of upward mobility encourages all able-bodied Saegen citizens to train in the Saegen art of war from a young age.

With most warriors having trained with repurposed forestry axes, Saegen warriors generally prefer polearms to pikes. Rumateur shepherds will often be accompanied by their pet wolves, while the nobility fights alongside specially trained and bred warwolves. Renowned for their ferocity, expert longboat construction, and seamanship, most Saegen raids rely on shock value and reputation to ensure a quick and overwhelming victory.

When pressed, the Saegen will often feign a retreat while maneuvering light cavalry to flank the overextended enemy. During a skirmish or feigned retreat, warwolves are trained to fetch and return javelins to their owners.

## Svanihk Warriors

Masters of the steppe, the Svanihk people have a long history of horse archery and are renowned for having the best light cavalry in the world. With cities often ruled by, or paying tribute to, tribes of nomadic steppe warriors in ancient times, the rise of the Tsars mandated two things:

Firstly, the hiring of nomadic mercenaries, both to fight and teach city-born cavalymen the art of horse archery and steppe survival. Svanihk bows were traditionally strung with horse sinew, with the more powerful Sha Hirza Ni silk restricted to only wealthy riders. Since the invention of Ysse guns, however, silk bows have become the standard.

Secondly, the expansive network of fortresses to arm and garrison farmers during raids. Svanihk fortresses are always captained — mostly retaining a skeleton crew of professional soldiers, with the bulk of its defensive force coming from the local militia when necessary.

The favored artillery of the Tsars is the Ivory Beast Zamburak. An Ivory Beast is mounted with a swivel gun — hinting at the nomadic roots of Svanihk warfare — acting as both a mobile artillery and shock cavalry force as necessary.

Svanihk people have the longest history of interaction with the Sha Hirza Ni, and thus, the longest history of violence. A specialized weapon designed specifically for combating Sha Hirza Ni is the caravan lantern: once a staple of caravan guards in the Middle West. It consists of a 9-section bladed chain whip with a large metal weight on the end. The weight was often flanged with a hollow center, filled with burning ambergris, and hung from the caravan's lantern hook. The weapon is flexible so the weight can be swung to wrap and strike a Sha Hirza Ni around their otherwise impenetrable 4-armed defense. The fire of the lantern can be used to quickly burn webs. The serrated blades of the chain whip prevent the Sha Hirza Ni from grappling or entangling the weapon while the human retrieves it after a strike.

## Telethenian Automation

Telethenians are masters of fighting with limited resources and manpower — relying instead on innovation and clever tactics. Automatons with simple commands openly charge opponents to reveal their tactics, before Telethenian soldiers come to finish them. Hussars — armored, horseback units — charge the field and swing past their horseless infantry to guard them. Strategically placed Archimedean Mirrors blind and set fire to incoming ships.

Most recently, the Telethenians have taken to airships and using the power of their Philosopher King to teleport enemy cities into themselves, and leveling them in the subsequent magical explosions — leaving Disease-inducing Ysse particles (DC 18) behind for 1d6 weeks and summoning Ysse-claw in 2-4 days.



## Sha Hirza Ni Martial Arts



Esoteric and impracticable by humans, Sha Hirza Ni martial arts are divided into three primary schools: Spider-, Scorpion-, and Wasp-style.

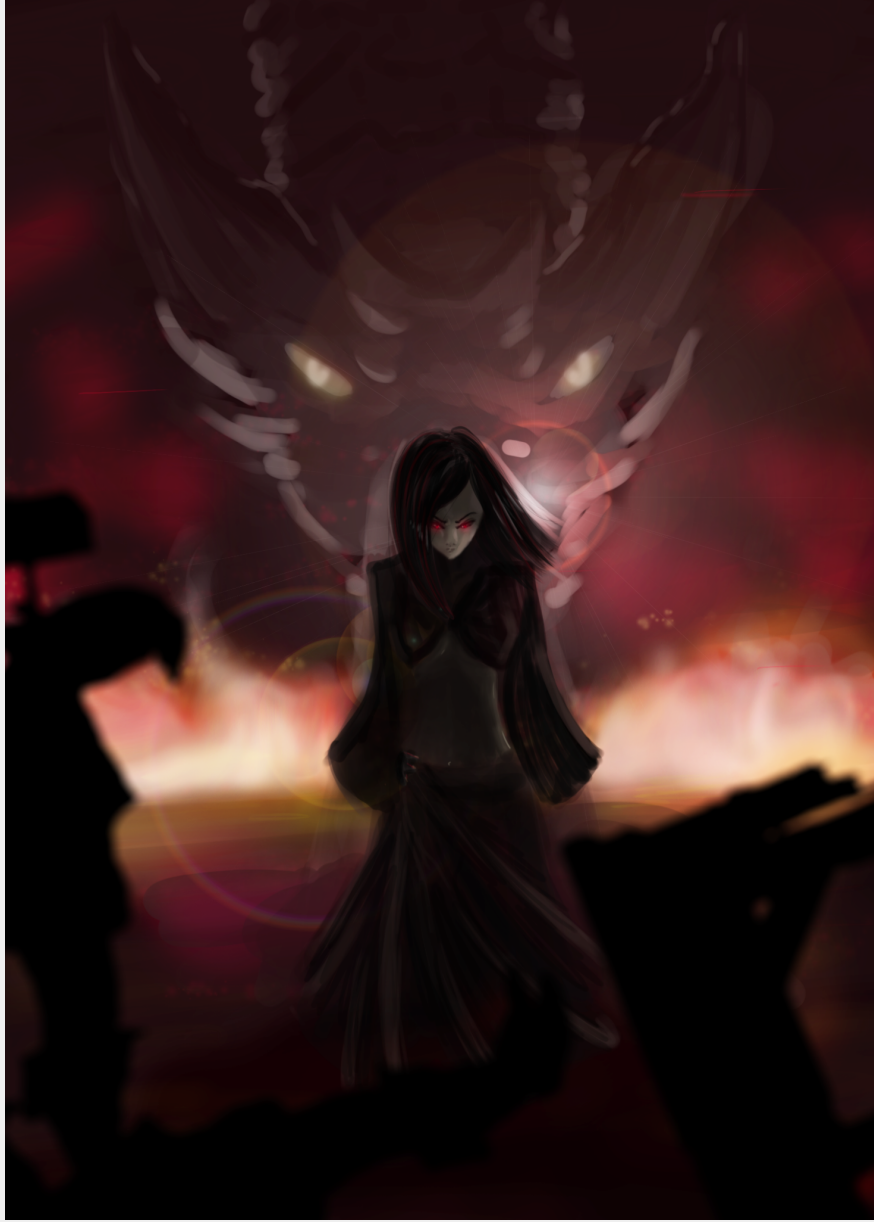
Spider-style is the most ancient style — earliest diagrams depicting mythical battles on worn stone carvings. It is ubiquitous across all tribes, utilizing a spear and shield wielded in the upper two arms while the lower two arms hold needle-like daggers that are used both in close quarters combat and as spinnerets. Spider-style-users quickly spin a variety of thrown and swathing web attacks to snare, disarm, and entangle the enemy.

Scorpion-style is a military form that among Sha Hirza Ni is typically reserved for group combat. It involves wielding two spears in an overhand grip while the lower arms wield a sword and shield. Due to the overwhelming nature of trying to defend against an opponent with twice as many weapons as you, Scorpion-style is always the preferred method of combating humans. An ancient subschool known as Whip Scorpion, while rare, endures due to its ability to surprise even a seasoned warrior. Whip Scorpion fighters wield 3 hook swords that can be quickly weaved together with a free hand and swung to strike at a distance before detaching back into multiple weapons.

Wasp-style includes all techniques involving a ranged weapon, as well as the intricate art of carving and stringing a traditional Sha Hirza Ni composite bow or ballista. Sha Hirza Ni must use all four arms in operation of a bow to produce comparable draw strengths to humans, but novel stances do exist that utilize a weaker draw in conjunction with other weapons.

## **Demonic Swarms**

What Demons lack in militaristic training, they make up for ferocity. Their bloodbond grants them an uncanny coordination, though they can be taunted and riled up into chasing opponents further than they should. As they die, the bloodmagic seems to infuse back into their veins — taking on the strength of their fallen comrades. Demons morph into strange, large forms with twisted tentacles and scorpion tails attached to otherwise beautiful, silver skinned creatures to fight particularly challenging opponents. They can even become their own cavalry, growing horse legs or sandworm segments in lieu of riding mounts or using humanoid legs. And when push comes to shove, the Demons will sprout wings from their back and take to the sky where few can contend with their mobility.



# Credits

## Writer, Narrative Design, Mechanics Design, Artist

Isabelle Farmer

@Amaiguri on Twitter

@Amaiguri on Instagram

@Amaiguri on TikTok

...and basically everywhere else.

## Writer, System Designer, Biology and Ecology Consultant

Jay Mannix

### Artists

[Aisijin](#)

[Adefis](#)

[Gabriel Rosas](#)

[galilaweslywayn](#)

[Senrouk Arts](#)

[Valsmith](#)

[The Morgenstern](#)

[maria\\_rzg](#)

### More World of Fates!

For more lore, stories, webfiction, and art, join us at <https://bellefarmer.wixsite.com/worldoffates!>

This work is licensed under a [Creative Commons Attribution 4.0 International License](#).