

Table of Contents

Introduction – pg. 3

Lexicon – pg. 7

Character Creation – pg. 9

Aspects – pg. 10

Stunts – pg. 12

Skills – pg. 18

Organizations – pg. 19

Factions – pg. 19

Courts – pg. 24

Patrons – pg. 31

Magic – pg. 32

Passion Magic – pg. 34

Eldritch Skills – pg. 35

Spell Examples – pg. 39

Blood Magic – pg. 42

Lightening Things Up – pg. 47

Artifacts – pg. 48

Setting – pg. 53

Rabbit Holes – pg. 55

The Mundane World – pg. 56

The Far Off Land – pg. 58

Chaoslands & Oasis – pg. 58

Important Places – pg. 62

Hobbes & The Goblin Market – pg. 62

Duat & The Kemet – pg. 67

Forests of the Gods & Wonderland – pg. 72

The Mirrored Cities – pg. 79

Le-Mu-Beside-The Sea – pg. 81

Underhill of the Fae – pg. 83

Bestiary – pg. 85

Tengu – pg. 86

Centaur – pg. 88

True Demigods – pg. 90

Mermaids – pg. 91

Spirits of the Forest – pg. 92

Nunnehi – pg. 93

GM Advice – pg. 94

Dragons – pg. 100

The world around you is not the only one, and even it is not what it seems.

Embrace your twinned nature, creature both eldritch and human; you are a child born of one world and adopted by the other, and fated to save them both.

Ah, but, alas, you are much like the world you were born to, also, not what you seem!

Introduction

Two Worlds

There are two worlds; one is the world you were born into, the one you've taken for granted as mundane and explicable. The other is the Far Off Land; where creatures of myth and magic dwell and the Eldritch Courts hold sway. This wondrous place was crafted by the gods long ago, and has a vast array of Mythic realms which lie within it.

Rabbit Holes

The two worlds are linked at specific points, colloquially known as rabbit holes or warrens. It is possible to travel through these rabbit holes from the Mundane World to the Far Off land. The first rabbit holes were created long ago thanks to the sacrifice of the goddess Tekmor.

Some of the stories of people who have journeyed between the two worlds are well known; the exploits of these heroes have been popularized through a variety of literature from the ancient legends such as the descent of Orpheus into the Underworld, to tales like the Wizard of Oz, and Alice in Wonderland, and even newer works such as the Neverending Story.

The Cage

Yet the realm you were born into is not what it seems; this world is known by many names: Gaia, Midgard, Earth, or simply "The Mortal Realm" or (rather inaccurately) as the Mundane World. We Fated often call The Mortal Realm "The Cage". Why you might ask? Well, this world was created by the primordial Giants, and has since become both their prison and their graveyard. It is here that the Fated Factions grapple for control.

The Dragons

There are dragons slumbering within The Cage too. The dragons were created to be the tireless prison-guards of the Giants, but, that went terribly wrong. The dragons became twisted and magic-hungry monsters, every bit as dangerous as that which they were meant to guard; they are kept asleep, for now alongside their former wards, thanks to the tireless work of our kind.

The Fated

You are one of the Fated, a legendary hero empowered by one of the Eldritch Courts or Fated Factions through a great ritual. The Courts and Factions all have their own agendas, their own plans for you. But none of their plans for you changes your true purpose; only you can use magic in the Mundane world without fear of waking the dragons and only you can prevent the end of all things. You stand at the crossroads of reality and hold up the very underpinnings of creation. The dangers are great, and few appreciate your work. Succeed and you will be a hero. Fail and the world shall fall. No pressure.

Who are the PCs?

Player characters are Fated, shapeshifting beings granted the power of the gods via a magic ritual. The Fated are beings of two worlds; that of both the Mortal world and the Far Off Land. But, alas, there is a darker truth to their wondrous nature, one which even the Fated themselves know not of, a terrible truth kept secret from them. Each Fated belongs to an organization; either a Fated Faction or an Eldritch Court. Each group has their own agenda, and fights to see their vision for the future of the two worlds come to fruition. For more information on the Fated and character creation see [here](#). For more information on the factions see [here](#).

What you need to play

This book is for use with the Fate Core rules, which can be found online for free at fate-srd.com, or purchased in book format.

You will of course need participants; most groups will find 3 to 5 people is ideal. With the exception of one (who will fill the role of gamemaster), people will fill the role of player.

Participants will also need Fudge/Fate dice (which are further explained in the Fate Core rulebook), or alternatively four D6 dice, in which case the results count as the following:

1-2 = - 3-4 = 0 5-6 = +



Examples of Two-World Stunts

Scion of the Sky

Great Leap (Mundane): When your Mundane Aspect is active, you cannot fly, but you sure can leap from place to place. You gain a +2 to the Overcome action when using Athletics to climb, make jumps, or dealing with falling.

Flight (Mythic): You have wings and are capable of true flight.

The Brute

Powerful Build (Mundane): You are a big guy, built like a football player and you might even be one. You get +2 to Physique used to Create an Advantage when knocking someone or something over.

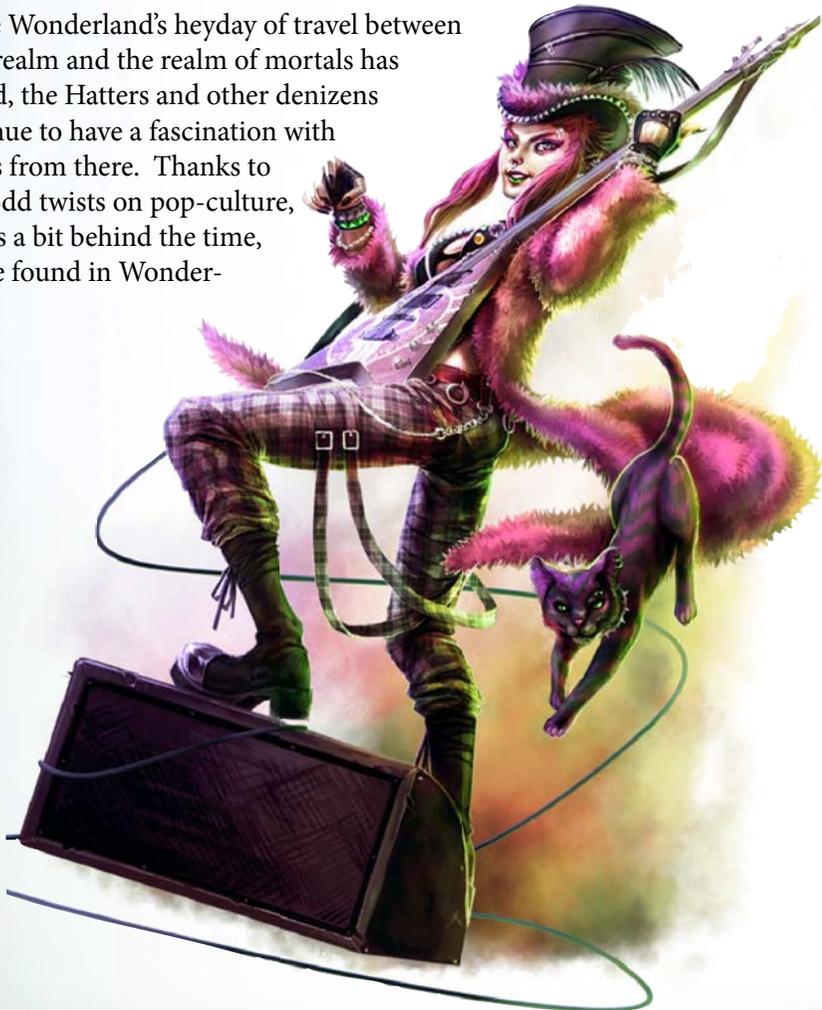
Herculean Physique (Mythic): You are inhumanly big and tough. You can Defend against physical attacks with Physique instead of Fight or Athletics.



The Hatters

The Hatters are agents of chaos and freedom, adverse to the rule of the Queen of Hearts, or indeed any tyrant that seeks to reign in Wonderland. The Hatters are obsessed with the ideals of Democracy and Republic which are seldom to be found anywhere in the Far Off Land. These ideals were brought from The Cage, discovered when Alice began her adventures in Wonderland and journeys between the two realms were at their peak. However, the truth is the Eldritch of the Mythic realms, including Wonderland, simply have little understanding of such human ideals, and instead embrace chaos and anarchistic freedom by a different name, while twisting and exaggerating any ideas that might trickle in from the Mundane world to the point of madness.

While Wonderland's heyday of travel between their realm and the realm of mortals has passed, the Hatters and other denizens continue to have a fascination with things from there. Thanks to this, odd twists on pop-culture, always a bit behind the time, can be found in Wonderland.



Fruit From the Goblin Market

One of the goods which goblins sell is goblin fruit. Goblin Fruit is a form of faery fruit which may cause a state of drunken ecstasy, or a violent frenzy in humans and Fated alike. It is nigh impossible to determine which a given fruit will cause. On rarer occasions, the fruit may cause other unpredictable effects. Those who partake of it often become highly addicted, and will eventually find they cannot enter The Cage, after this the closest they'll be able to get to The Cage is the various Rabbit Holes.

Any mortal creature, as well as any Fated or true demigod which has become addicted to Goblin Fruit will long for it terribly, and if they decide to abstain from eating more, they will rapidly age.

Goblin Fruit

Aspects: Induces Frenzy, Intoxicating Fruit, Addictive

Consuming Goblin fruit inflicts mental stress upon Fated, humans, and true demigods. Treat this as an attack with a +2 which is Defended against with Will.

Appropriate mild or moderate consequences to suffer from eating goblin fruit are those which reflect its frenzy inducing and intoxicating nature.

Suffering a Severe or worse consequence from goblin fruit means the character is terribly addicted to it and suffers from rapid aging if they go without it.

Being "taken out" by eating goblin fruit means that the character can no longer enter the mortal realm, and is hopelessly addicted to the fruit.

Goblins

Goblins are diminutive (usually only between 1-2 feet in height) fae, with skin which ranges from brown to green in hue, and always have long sharply pointed ears with serrated edges. They are, as a whole rather ugly little creatures, and always have at least one noteworthy physical flaw, such as a withered limb or notably asymmetrical facial features.

Goblins are capable of creating minor illusions, and some have access to other magics which aid them in their mischief.

Example Goblin

Aspects: Diminutive Trickster, Ugly Little Fiend

Skilled At: being mischevious (+3), goblin magic (illusion and minor curses) (+2), Knowledge of the courts(+3)

Bad At: anything requiring physical strength (-3), performing magic beneficial to others (-2)

Stress: 2



The Ankou have spent so much time associating with Seelie and Unseelie alike that most people incorrectly assume they are from those Courts.

Ankou

Aspects: Servant of the Lord of the Dead, Unerring in their duties

Skilled At: Finding and “Taking Care Of” Their Quarry (+4), Moving About Silently (+3), Ankou Magics (+4)

Bad At: Being Kind or Approachable (-4), Going Against Promises (-3)

Stress: 4

Special: The ankou can take the form of an owl, or disperse into mist.

