

World of Myth and Wonder v2.1.1

An Altering History CYOA DLC by acheld



*Boldly in the black
A world of myth and wonder
Spins a shining light*

Welcome to “World of Myth and Wonder”, an add-on to Altering History. If you’re looking to make Earth a bit more mystical, magical, or just plain weird, you’re in the right place! One warning: by implementing *any* of the options available here you will change the course of human history; the progress of civilization will be retroactively altered. The more you change, the more different it will be. Be sure you are prepared for that.

Note that this is a **World Building Tool**. It can theoretically be used to build a fantastical world even without Altering History, but it is intended to create a setting large enough to contain your character from Altering History CYOA. **If you are building a world for RP/multiplayer use**, then look for the **Multiplayer Note**: text in a few places, and disregard those notes otherwise.

First, **a note on balance**. This is a complicated document which prioritizes flexibility over everything else. And, as any good gamer knows, the more complex and flexible a system, the more loopholes/min-max opportunities you will be able to find. If you set out to take advantage of the rules of this to try to give yourself as much personal power as possible, especially in magic, I assure you: you will be able to do so if you try hard enough. If you would prefer to use this document as it was intended, however, you should treat this as though you were the game master creating a world for others to play in, replete with all manner of strange beast and race, and THEN turn your eye to Altering History, and unleash your min-maxer heart on that when creating YOU.

Now, you can’t have vampires without vampire hunters. Or elves without orcs. So it goes with World of Myth and Wonder. You will begin by selecting a **difficulty** below, which will determine your starting balance score. When you finish selecting all options, your balance score must be 0 or less. So, it **cannot** be positive. Adding “bad” things will lower your balance score, while adding “good” things will raise it.

Utopia (-20 balance): Easy mode. Starting far below zero, you have plenty of room to add good things and make your world a virtual paradise if you wish to.

Light World (-10 balance): Some free room to add nice things; humanity would likely do quite well in such a world, regardless of your presence. Though, you can certainly help things along.

Balanced (0 balance): You’ll need to balance the good with the bad to keep your balance score at or below zero. Without your influence, humanity in such a world would generally hold its own, and may or may not thrive, depending on your choices here. *If you’re uncertain about what kind of world you want, this is the recommended choice.*

Dark World (+10 balance): You’ll need to add negative elements just to get down to zero, and even more if you want to add anything nice. Humanity would likely dwindle in such a world, perhaps falling under the control of another species.

Apocalypse (+20 balance): The hardest difficulty; humanity is completely doomed without true heroes.

As you proceed to add elements to your world, you will add the listed balance value to your balance score. For example, if you started with 10 balance, and then choose an element with (-2) listed, your balance score is now 8. Now, proceed through the steps below; you can of course revisit your choices at any time to adjust your balance score as needed.

1. Form the Earth

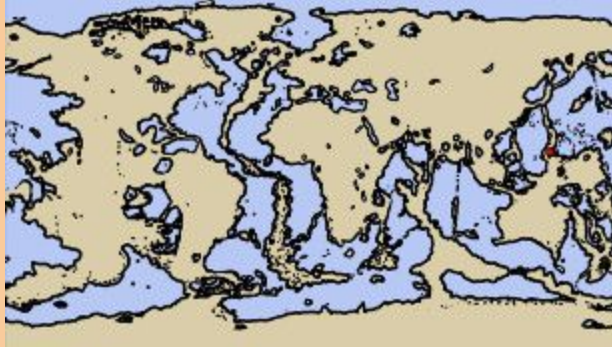
The choices in this section alter the world in major, but non-magical, ways. You may select **no more than one**, with the exception of **Giant/Small World**, and **Random World**, either of which, or both, may be combined with other options.

No intelligent species can be made “weaker” by choosing environments unsuited for them; you can assume they are adapted as necessary. Further note that some of these reduce or increase the population requirements to complete quest goals. “Pop.Req. Decreased 50%” means you only need half as many people to satisfy quest goals.

Extended Ice Age (-2): Sea levels are much lower, and habitable land is decreased by half, as the northern and southern reaches of the globe are largely too cold for any large degree of life. Pop.Req. Decreased 50%.

Water World (-2): The amount of water on earth is increased, raising the oceans, and halving the land surface of the earth. Terrestrial biospheres exist in roughly the same proportion as in standard Earth. Icecaps still exist. Pop.Req. Decreased 50%.

Rock World (-2): The amount of water on earth is decreased, halving the size of the oceans, and leading to vast areas of desert and generally uninhabitable terrain. The habitable area of earth remains the same, the increase in land balanced out by the increase in desert terrain.



Verdant Earth (+0): The earth has much more vegetation cover, and higher average humidity. This means there are very few deserts or inhospitable climates. On the downside, it also means less readily available arable land.

Habitable Earth (+3): The world is almost unnaturally fertile and habitable for humanoids. Extreme climates are rare, and the temperature remains remarkably temperate at all latitudes short of the arctic/antarctic circles. Seasons are generally mild, and natural disasters rare. Pop.Req. Increased 100%

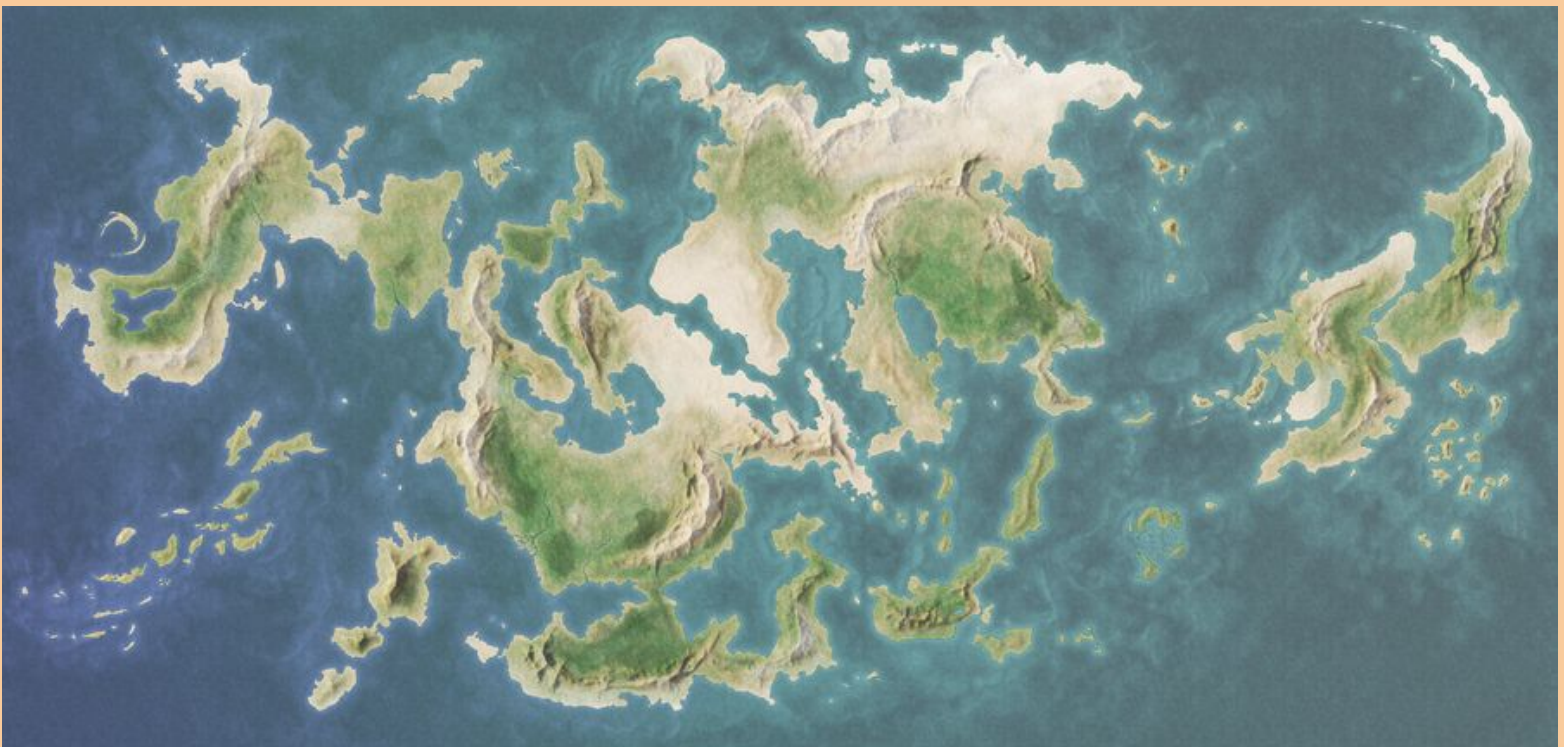
Desert World (-3): The weather system on earth is much less dynamic, with a great decrease in rain. While this does not change the amount of water, it does greatly decrease the availability of *fresh* water. On the whole, the Earth can only support about a quarter the life it could before, and large trees are much less common. Pop.Req. Decreased 75%

Ancient World (+0): The geography and terrain of the world is the same as in the OTL... but much farther back. Pick a point in time in the history of the world, such as the Jurassic. The world is as it was then, with the exception of the addition of humans (same population and technology as the starting time you select in the main CYOA), and any elements selected in this DLC.

The following two options can be selected in combination with any one, or none, of the above options.

Giant/Small World (+0): Either double or halve the total surface area of the earth, by directly scaling up or down the size of the earth. Somehow this does not affect gravity. This correspondingly either doubles or halves population requirements for quests.

Random Earth (-1): The geographic composition of the earth is randomized to something wholly unfamiliar to you, though the general proportions of terrains remains the same. Rather than selecting a start location, you can specify what general type of geographic area you would like to begin in (e.g., “jungle, near the equator”).



2. Enchant the Earth

Caverns of the Expanse (+0): A vast network of caves interconnects most of the world. By default it is dark and uninviting. Like the caves of your Earth, but much, much larger and intertwined. If you selected **Water World** then the Caverns are still very extensive, but are separated in many places by oceans.

Fungus (+1; requires Caverns of the Expanse): The caves are host to many species of phosphorescent fungus, known to the people as “Avernumus”. This fungus exists in many sections of the cave, performing the essential functions of providing light, and producing oxygen as a byproduct. It’s not entirely clear how they have spread so far and so easily, but magic is likely. It is even edible! Essentially, this makes human colonization of the caves possible, and exploration much easier.

Isles in the Sky (+0): Vast land islands, unquestionably powered by great magic, float across the land. Their total surface area is between 2-3% that of the earth itself, and you can select any speed above human walking speed at which they move. They are generally low altitude, and most attract enough rain to ensure the verdancy of the terrain. You can assume these do not have environmental impacts on the rest of the earth.



The Living Forest (+0/-3; -6 with Verdant Earth; cannot be selected with Desert World): Natural vegetation seems to grow much larger in this world on average, and any dense concentration of vegetation, excluding human-planted areas such as crop-fields and orchards, develops a quasi-intelligence and locomotive ability that acts to protect itself against intrusion. Their ability to move is in direct proportion to the threat represented. A party of explorers can probably pass through unharmed... though they might want to avoid large fires. If you try to cut down a tree in a thick wood, though, expect the roots themselves to come alive to strangle you.

This is going to pose serious limitations to the ability to either clear farmland or gather wood as a resource. If there are other species that tend to live in forests or jungles, then they will have a bond with the woods such that it comes to their protection, and they to its. This option is usually worth -3, You can choose this option at +0 if you just want unnaturally large trees and vegetation without any quasi-intelligence or self-protection.

Creatures of the Deep (-3; -6 with Water World; cannot be selected with Rock World or Desert World) The seas and oceans of the world are not the domain of man. Things are generally fine if ships stick in the relative shallows near the coast, but even then sometimes a beast draws near. Whether these creatures are magical or biological is your decision, but regardless, they are in all oceans, and mankind has little chance of changing that without either a very high level of technological or magical development. Ship expeditions are fraught with peril. You should expect this option to cripple the development of seagoing vessels, as well as the exploration of the world.

Ravenous (-2): Even the shallows are not safe. Tiny fishing boats can sometimes brave the waters near the coast, with many men keeping watch, but deaths are not uncommon. Tales of tentacled beasts pulling themselves onto the beach to reach for a screaming child are known to all. Wooden ships in the open ocean are doomed.

Clever Beasts (-1): Animals are dramatically more intelligent, in proportion to the intelligence that they had before. Primates are just short of human level, and use numerous tools (you can expect to find crude “civilizations”). Elephants and dolphins are essentially just as smart, and are held back only by their lack of opposable thumbs. Most other mammals and birds are at least as clever as monkeys were, with similar intelligence boosts down the line. **Beastmaster** cannot make animals more intelligent than a human, regardless of how intelligent they begin as.

This may result in more advanced social structures among many creatures. This does not make animals inherently more aggressive, but it **does** mean they are much better at fighting back, cohesively or not, when threatened.

Arcanum Discors (-2; disallows Technophobe Quest): Technology and magic are generally incompatible. Anything advanced enough to have gears will do poorly in close proximity to magic, and something as complex as a steam engine can’t have a magic user within 100 feet without blowing up. This does not apply to Disjunctive magic.

Steampunk (+0; disallows Technophobe Quest): Select this to alter the path that technological advancement takes. The details are left up to you, but a general rule is that it should only allow technological *accomplishments* that are possible with “real world” science, and should not allow technology to advance *faster* than in reality. The *methods* through which things are accomplished need not be realistic, however.

If **Arcanum Discors** is *not* selected, then your “technology” can be quasi- or fully magical in nature, accomplishing the same things as modern technology, but via magical research, understanding and advancement.

That Which Has Past (+3/+0/-3): The world is filled with the ruins of a civilization that died before the rise of the current races. Some of the oldest races, such as dragons if you have them, may have memories of them if you wish. The exact nature of these ruins is up to you, but the balance value is:

- **(+3)** if the ruins have wonders or treasures which could help the advancement or magics of the civilized races in some way. There may be moderate danger included for the adventurous.
- **(-3)** if the ruins are dangerous in a way that can be released upon the world by the incautious; such as awakening armies of undead, or ancient, evil magicks, or even clockwork minions bent on “rebuilding” the lands for their masters who slumber.
- **(+0)** if there is a balance of both of the above elements.



Reality is Perception (+6, +3, 0, -3 or -6): This selection is somewhat nebulous in the form it takes. Essentially, this makes the belief of species affect the world in various ways. Small gods will be made real through worship, spirits will be real if enough believe, and creatures of myth will come bounding off the page.

This takes either a “weak” or “strong” form, and a “hope”, “fear”, or “balanced” form. If balanced, meaning an equal amount of forces helpful and harmful to civilization tend to be created, then the cost is +0, regardless of strength. If “fear”, meaning that the force tends to make fears manifest, then the balance value is either -3/-6 depending on strength. Similarly, “hope” means it makes things humans are hopeful or grateful toward more manifest, the value is either +3/+6.

An example of a “strong”, “fearful” manifestation is a plague of shadow creatures that steal souls descending on a village.

An example of a “weak”, “fearful” manifestation is belief that a man with schizophrenia is possessed resulting in him actually being possessed, and that possession having the possibility of spreading.

An example of a “weak”, “hopeful” manifestation is a guardian spirit that provides a one-time cure to a small village of a mundane sickness when they make the right prayers.

An example of a “strong”, “hopeful” manifestation is a holy ancestor appearing to repel a pillaging raid on a village.

This option will not transform people into gods, including you. Instead, if the strong form is chosen, it can create gods based on the image of the person, if the belief is strong enough. If enough people believe there is a god that looks like you, their belief can create a sort of projection of the image they have in their minds about you, which can do some limited portion of what you can, and acts the way they think you would act, not necessarily the way you actually would.

Supernatural Wildlife (+3, 0, -3 or -6): The world is populated by an array of *non-sapient* creatures beyond the mundane. This option functions much like **Reality is Perception** in that you have several options for balance:

- For **+3** balance, the wildlife is of a kind that is generally helpful to the advancement of humanity, without any significant impediments. For example, magical rams that can be herded and endure the cold better, or unicorns which fight against evil threats.
- For **+0** balance, there is a balance of helpful and harmful creatures; perhaps the above combined with dangerous manticores or aggressive slime monsters.
- For **-3** balance, the creatures are largely an impediment to the spread of the civilized races. They don’t actively threaten humanity’s existence, but they do make things much harder for it. Deaths are common, but not overwhelming.
- For **-6** balance, the variety of creatures are either numerous, powerful, or hostile enough to constitute a continual threat to the existence of civilized races, on par with a **Major Threat** species in the **Populate the Earth** section. Training to combat these creatures will be the norm in society, with those who do so successfully likely being given great honors.

Beastmaster does not work normally on such creatures. Instead, **Major Beastmaster** functions as **Minor Beastmaster** on them, and **Minor Beastmaster** does not work at all.

Veil of Ignorance (+0): Direct supernatural events have a tendency to slide off the memories of sentient beings that do not themselves possess supernatural powers. This will have relatively little effect in societies that are superstitious to begin with, because the supernatural is something they believe in regardless of whether it exists or not. In fact, the effect of this selection will only really be noticeable in post scientific revolution societies, in which case most will tend to come up with more mundane explanations for clearly supernatural phenomenon. This will have no impact on the tendency to believe in things that cannot be seen, like the influence of fate, or “god”.

Uncanny Parallels (+0; cannot be selected with **Random Earth):** The history of this mystical world seems to parallel that of your own Earth in eerie ways. There may be a “Roman” empire comprised of an alliance of men and dwarves, with barbarian hordes of centaurs raiding from the north. The Ugrish, if present, may play the role of the Mongols and/or Huns in the great migrations and invasions that ultimately led to its collapse.

In general, the less fantastical the world, the more closely the history will parallel, but even in the most fantastical realms, some analogues will remain the same, meaning knowledge of your former world’s history will find at least some purchase here. Of course, unless combined with the **Course of Human Events** drawback, your intervention can still throw things off course.

Periodic Elementalism (+2 / +4 / +6): This world is filled with naturally occurring metals and compounds that do not fit into our normal understanding of chemical or physical properties. This option counts as +2 if the elements are things like Mithril, an extremely hard and lightweight metal, or Arcanite, a mineral that gives a slight boost to magic when focused through.

It counts as +4 if the above elements are plentiful and abundant, or if there are truly revolutionary elements such as a fuel source that contains more energy than oil and burns cleanly, or crystals that provided high indestructible focuses for empowering spells, or metals that allow things that would not have been possible otherwise.

It counts as +6 if it includes plentiful and abundant amounts of the revolutionary elements.

Whichever option you select, the materials are distributed throughout the world, and do not, by themselves, violate the basic laws of thermodynamics (e.g., no truly infinite fuel sources, just very high density ones).

Thaumaturgical Fault Lines (+0): The Earth is crisscrossed with some manifestations that alter the flow of magic in geographic proximity. Choose either or both of the following possibilities:

- **Wild Magic:** Certain areas, comprising between 1% and 10% of the earth, are prone to affect the working of magic in dramatic and unpredictable ways; this can range from making a spell a dud, to doubling its strength, to creating some entirely tangential and unrelated effect of similar power. These areas cannot be detected outside of attempting magic, though some of them may already be known to civilized races.
- **Harmonic Fluctuation:** The Earth has a mixture of ley lines and dead magic zones that vary the strength of magic between 0% and 200% depending on location. While it is not hard to determine the strength of magic where you are by testing out spells, these regions shift over time. If one were to map them out, the map would be entirely unusable in a century.

Spirits Manifest (+0): A number of more powerful nature spirits in this world are made manifest, taking the form of dryads, nymphs, naiads or elementals. The details of their form are up to you, but they have no allegiance except to the aspect of nature that they represent, and are bound to a relatively small geographic area. Eternal in form, they have difficulty understanding the concerns of a mortal, and are only even brought to wrath when their sphere is threatened.

These spirits have a variety of powers at their disposal, but never in excess of what a mastered **Minor** magic could do. Binding such a spirit is possible with **Major Binding**, but this will not allow them to venture beyond their limited sphere, and will earn their enmity, and the suspicion of other spirits. While fully sapient, they do not count as a species, and you cannot play as one.



The Shadow World (+0): Distinct from the flitters’ Mirror Realm, if such a thing exists, there exists a world parallel to our own. Portals to it exist in various states of repair throughout the world, their origin unclear. **Major Master of Motion** *cannot* open a portal between the normal world and the shadow world, but *can* open portals within the shadow world to other parts of it. The exact timeline is up to you, but any sapient creature who spends too much time in the Shadow World, years at most, is driven to madness. This prevents any permanent settlements from being established there.

Other than that, you can decide whether the Shadow World has a geography that parallels our own, or whether something different entirely. Distances may be relative there, making it convenient for travel between two points. Any elements that you purchase for the primary Earth in this section may also exist there, in twisted form if you wish. For just one example, you may have a balanced version of **Reality is Perception** on Earth, while only a fearful version exists in the Shadow World. Adding these elements to the Shadow World does not change your balance score. You can also decide whether the Shadow World is generally known of among the species, or less commonly so.

3. Populate the Earth

In this section you will pick any number of species to exist alongside humanity. Every species that you select fits into one of five categories: **Guardian**, **Friendly**, **Neutral**, **Hostile**, **Major Threat**. This diplomatic category represents not only what that species thinks of you, but also what humanity thinks of them, as a whole. Which categories a species is eligible for are listed under the descriptions of each, with the exception of **Guardian**: any species that can be **Friendly** can also be a **Guardian** species.

In terms of global overall strength, **Friendly**, **Neutral** and **Hostile** species are presumed to be roughly on par with each other in terms of overall strength, while **Guardian** and **Major Threat** species are significantly stronger. It may not make sense to select certain species as serious threats at late start dates, due to technological development; use your judgment. Otherwise, select as many of each as you want, adding up the balance values listed for each selection. If your total balance would be lowered by more than 12 from the addition of species, then it is only lowered by 12 instead.

- (+6) A **Guardian** species has the same disposition as the **Friendly** version, but is significantly stronger in numbers or power. Treat them as a **Friendly** species for most purposes, just on par with a **Major Threat** in terms of power. Use this option to have things like great and powerful Dragons who consider themselves the wise custodians of humanity.
- (+3) A **Friendly** species tends to be easier to get along with; meaning, as easy as other humans. They won't be pushovers, and may have their own requirements or lines in the sand. Integrated empires or countries involving this species are more than possible through diplomacy alone, and alliances are relatively easy to build.
- (+0) A **Neutral** species can generally go either way, in terms of allying with or opposing your species. Diplomacy and warfare can either build closer alliances, or tear them apart. Integrated empires or countries are possible, but challenging and fraught with unrest. If fully integrated, then uprisings of the discontent members of these species within an empire will be common, and prejudice from both sides an everyday occurrence.
- (-3) A **Hostile** species is almost always opposed to your species. Truly integrated empires are impossible, and they will only submit via force. Diplomacy can, at best, forge only very limited alliances in the face of mutual threats, and these break down at the slightest pretext. Warfare with them is a common state. A **Hostile** species is roughly on par with the strength of your species at the time you enter the world.
- (-6) A **Major Threat** represents an existential threat to your species. Even in the best cases, diplomacy will only delay inevitable war. In time, your species would either be extinguished or enslaved... barring your intervention. Two **Hostile** species may optionally be combined into a close and nigh-unbreakable alliance to form a **Major Threat**; use your judgment as to what makes sense.

For some species, the Major Threat option gives them additional enhancements or abilities. Feel free to add these boosts to a **Guardian**, **Neutral** or **Hostile** version as well, at no change in the balance costs.

Assimilation

It is possible for the category of relations between races as a whole to change over time. Improving diplomatic relations can be done slowly through assimilation, or diplomacy. This process takes, *at minimum*, a couple lifetimes of the species in question, and is likely to be much more than that in more ancient times where interactions are limited.

Circumstances can make this easier or harder, and it will take active efforts on the part of your species to make it happen. For an example, suppose that your world contains a hostile species. If one were to conquer their species in a war, and force them to be a protectorate species, then it would be possible for them to eventually transition to **Neutral** status, but *only* if your species was *generally* treating them with respect. Easier said than done. Alternately, if you were to forge a tenuous alliance with them in the face of a mutual threat, then over many ages of battling together, the species could grow more tolerance toward each other, and likewise improve relations to **Neutral**.

Improving relations a second category will take *ten times longer* than the first category change did. The category can also worsen, but generally won't do so unless your species acts particularly egregiously toward the other. For example, if you are constantly warring with a **Neutral** race to conquer their resources, they can become **Hostile**.

As a special case, a **Major Threat** automatically becomes **Hostile** upon having their power definitively broken to the point that they are essentially at the mercy of your species.



Species

Pick as many, or as few, of the species below as you would like to exist in your world. Select one of the listed diplomatic categories for each. The descriptions below are meant to give you suggestions, not to tie you in irons; as long as the threat level remains within the category you select, then altering small details is perfectly okay. For example, if you want to make the sylvans into more classical elves, or homo floresiensis into hobbits, that's perfectly fine.

Multiplayer Note: In a multiplayer game, only Hostile, Neutral, and Friendly races can be designated "playable".

Sylvans (cannot be selected with **Desert World**) The sylvans are a woodland race, somewhat shorter than homo sapiens. They thrive on a combination of sunlight (often sunning near the tops of trees), water, plants and hunted meat. They exist in large numbers in many of the vast woods of the world, zealously protecting their territory from intruders. Technologically they tend to be much more advanced in woodworking than humans, especially bowcraft, but lag behind in metallurgy.

On average, Sylvans are very slightly cleverer, and more agile, but weaker and less cohesive, than humans. Their lifespan is about thrice that of a human, but they breed more slowly. At the time you begin, their world population will be about half that of humans, and would maintain at about that ratio without intervention.

If they are **Friendly**, then you can expect great strides in the understanding and use of plants and animals, as well as woodworking technologies, as both races work together.

If they are **Neutral**, they will guard their forest realms protectively, and not shy from warfare with those who threaten them.

If they are **Hostile**, then they will consider themselves the protectors of all forest, everywhere, and consider anyone who cuts down a living tree to be an enemy to be destroyed.

If they are a **Major Threat**, then not only will they be the equal in number to humans, but they will consider humans a blot on nature that they have been called to exterminate.



Stonefolk The stonefolk are a mountain race, slightly shorter and squatter than homo sapiens. They have the ability to thrive in low oxygen environments if needed, making them masters of mountaintop and deep caverns alive. If you have **Caverns of the Expanse** along with **Fungus**, they will have a significant, though not dominating, presence there. Technologically they tend to be much more advanced in metallurgy than humans, but with little taste for agriculture or seafaring.

They are somewhat slower in gait, but much stronger, tougher and hardier than a human. Slow to breed and metabolize, they can thrive on lower food intakes than humans, with most of their food coming from their own breeds of domesticated animals, along with moss and lichen farms. Their population tends to be only 20% that of humans, but one of them is more than a match for a human even on an open field, and in their home terrain they are truly deadly.

If they are **Friendly**, then expect great strides made in metallurgy as human and Stonefolk cooperate and exchange ideas.

If they are **Neutral**, then Stonefolk will exist in an uneasy peace with neighbors, mastering their metal crafts, but brook no intruders, and tend to occupy many of the existing veins of metals and precious gems.

If they are **Hostile**, then they believe that metal exists to be worked by them, and will take action to ensure it falls under their control. If word of a new mine reaches their ears, they will take interest, leading to war if necessary.

If they are a **Major Threat**, then they are notably more technologically advanced than humans, for whatever age this is, and believe this gives them the right to dominate the Earth.

Ugrish The Ugrish are a muscular and hardy race, averaging at seven feet (2.1m) in height, and tending to have a mottled brown-green skin. Known as the First People among themselves, they are a race of horsemen, breeding great steeds and mastering them. The Ugrish are split into four distinct sub-races, which roam the great northern steppe of Asia, the open plains of India, the african savannah, and the plains of North America.

The Ugrish are not stupider than humans, but rather very focused in their intelligence. In strategic cunning they are the equal of humans, and if they find themselves uninterested by more cultural paths, they certainly don't feel they suffer for it. Strong and hardy, they breed quickly, but have a lifespan around $\frac{2}{3}$ that of humans. Two qualities that hold them back are a high degree of intraspecies aggression, the highest among the civilized races, and a high caloric requirement, which reduces the population that they can sustain in any given area.

If they are **Neutral**, then raids will tend to be relatively infrequent, and usually the result of upstarts. They are generally willing to engage in trade rather than pillage. Make no mistake, they will not brook challenges to their territory.

If they are **Hostile**, then the Ugrish are frequent raiders of other peoples, taking by tribute or force.

If they are a **Major Threat**, then powerful warlords have a tendency to arise with great frequency, organizing the Ugrish into nigh-unstoppable armies that ravage the lands that they cross.

Neanderthals It seems, in this history, the Neanderthals survived much longer than before, having developed a slightly more cohesive social structure in tribal units. They have dominated a large stretch of Northern Europe, or an equivalent area, and while outnumbered globally, are on par with the strength of homo sapiens in Europe as a whole. They have a superior ability to thrive in cold climates in general.

If they are **Friendly**, then Neanderthals and humans will live side by side in time; expect intensive interbreeding to the point where they eventually become indistinguishable. The resultant offspring will tend to carry a mixture of the qualities of both.

If they are **Neutral**, then tensions and warfare between the groups will remain frequent, though something that can be potentially overcome. Expect interbreeding, a lot of it involuntary.

If they are **Hostile**, then Neanderthals are as organized as homo sapiens, and actively seek territory.

Flitters In between doorways, in secret gardens, along rivers, in the rafters: Flitters can make their home anywhere. These tiny humanoids, around 6" (15cm) in height, most resemble winged Sylvans. They breed at a glacial pace, but seem to live for a very, very long time. While certainly more fragile than a human, they are far more physically resilient than their size would indicate. They inherently have a weak, but versatile, natural magic. Does it let them become human-sized? Does it let them blind their foes with flashes of light? I don't know.

If they are **Friendly**, then Flitters tend to be split between harmlessly mischievous sprites and actively helpful brownies, who enjoy helping the Bigfolk with the projects. They will want to learn from you, and in turn, they may teach you their magics.

If they are **Neutral**, then they aren't really interested in *helping*, but they are generally nothing more than mischievous. Occasionally they will wreak minor havoc, or harry humans intruding on a glade, or pelt someone with color changing spells because they think it is funny. They are fascinated by things they do not understand, most usually technological advances, and may be found bothering inventors. This can escalate into a serious problem if you have also taken **Arcanum Discors**. Their natural ability to mask themselves from all but the most powerful detection magics and telepaths makes them a persistent nuisance, but not one that represents any threat to humanity.

If they are **Hostile**, then there exists a mirror realm to the earth where the Flitters dwell, able to travel back and forth between them. They have a frequent tendency to lure mortals there to trap them, for their own amusement. Babies are sometimes snatched from their cribs, or switched out with a child of their own. Precautions can be taken to defend against these incursions, but any invasion of the mirror realm itself is doomed to failure due to the non-Euclidean nature of that place. They will be a regular presence of potential terror in communities, and may act in mass against potential threats to themselves.

If they are a **Major Threat**, then not only is everything under **Hostile** the case, but the Flitters plan to make this world an extension of their own; they work magic to extend the bizarre nature of their mirror realm to this one in places; magic that will ever so slowly spread if not stopped. The Flitters magic is also now considerably more deadly.

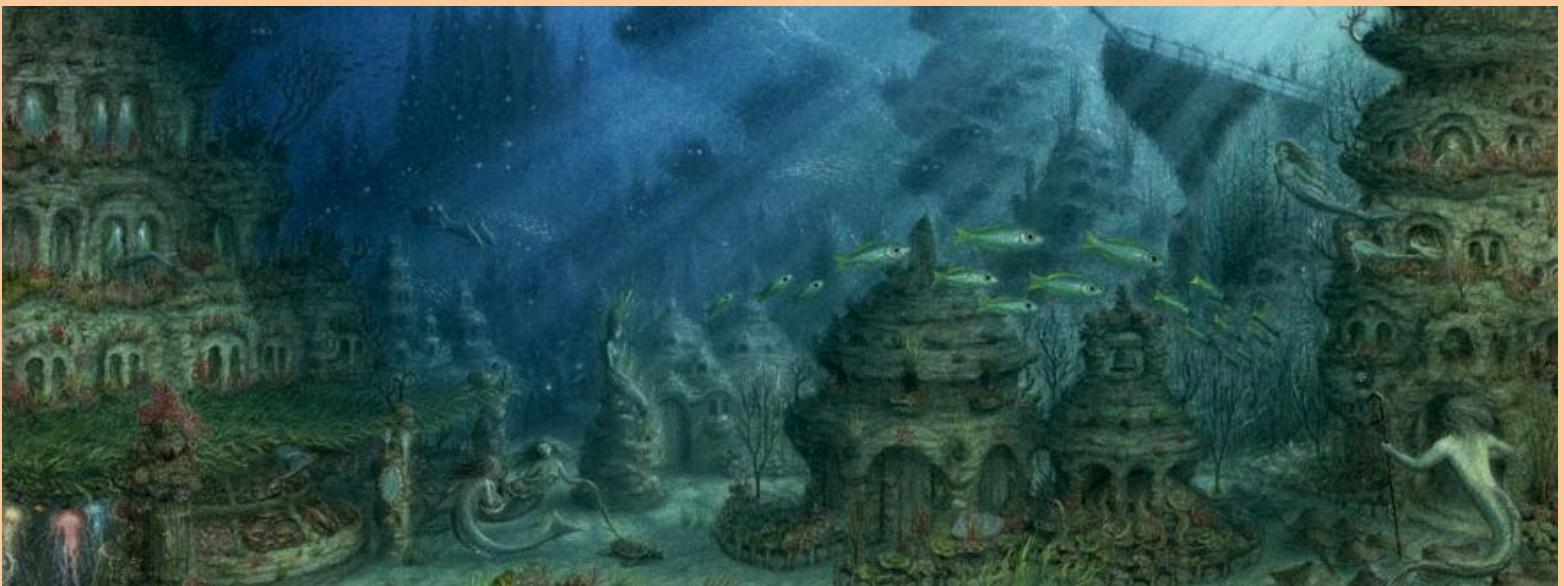
Merfolk Whether with the lower half of a fish, or simple webbed and scaled, these humanoids are well adapted to life in the ocean. They are technically amphibious, but their ability to process oxygen is inefficient and limited.

If they are **Friendly**, then you will often find them willing to share the secrets of the oceans with those who approach and treat with them respectfully.

If they are **Neutral**, then they will tend to be interested in exchanges with land dwellers, but will have a tendency to take offense to fishing vessels near their territory, especially when fishing is done in mass.

If they are **Hostile**, then they will organize regular raids on anything even close to the shore, and claim all the ocean as their domain. If the **Piskel** also exist, then ocean territory will be largely divided between them.

If they are a **Major Threat** (requires **Creatures of the Deep**; cannot be taken with **Piskel**), then they ride upon the Creatures of the Deep as great and monstrous steeds. Their complete mastery of the oceans gives them unparalleled mobility for attacking anything not far inland, and they have developed magics allowing them to walk on land and breathe air as easily as skillfully as a human.



Piskel Known as "Squiddles" to those who denigrate them, the piskel are another underwater race, evolved from cephalopods. Four of their many arms have adapted to greater strength, and the ability to form and use tools. They have natural camouflage abilities, and their color-changing also plays a large role in their language.

They cannot breathe air, but they *can* hold their breath for a long time (as a dolphin, but reversed, essentially).

If they are **Neutral**, then they will extract some tolls from ships passing through their "lands", but will be otherwise open to the idea of trade and exchange.

If they are **Hostile**, they relentlessly attack any ocean vessel that has not paid them tribute and deference. If Merfolk exist and are also Hostile, you can expect them to cooperate with one another in their respective assaults.

If they are a **Major Threat** (requires **Creatures of the Deep**; cannot be taken with **Merfolk**), then not only have they mastered the oceans, but the Creatures of the Deep have fallen under their sway and mastery. They have plans and rituals to pull much of the land beneath the waves, starting with the smaller islands. Plans now underway...

Avare Evolved to full sapience from either birds or bats, the Avare are a non-humanoid race. They have the ability to manipulate tools skillfully with their feet, allowing them to do so while in flight, but leaving them somewhat more awkward on the ground (due to having to balance on one foot to properly use tools). Their language consists of high-pitched chirps and clicks almost impossible for a humanoid to replicate without magic (**Polyglot** allows it to be learned, as will **Beastmaster** magic), though communication is still possible through the written form regardless.

If Sky Islands are present, and Sky Skimmers are not, then the Avare will make their homes there. Otherwise, their settlements will tend to occupy places of high altitude, especially those inaccessible by foot.

If they are **Neutral**, then they are somewhat Xenophobic but willing to engage in open trade.

If they are **Hostile**, then they are daring raiders, especially by night, using their legs to wield weapons or carry away food or other bounty. Their high and fortified dwellings make direct assault on them nigh impossible.

Sky Skimmers (requires **Isles in the Sky**) Sky Skimmers are a race of winged humanoids comparable in size and form to the sylvans. Their only large settlements are on the sky islands that float across the land, but they will often build outposts in regions of high altitude on the “Earth Beneath”, as they refer to it.

If they are **Friendly**, then they reach out to peacefully contact species on Earth Beneath on their own initiative. They are interested in exchange in general, and limited numbers of other species will be allowed to visit their islands.

If they are **Neutral**, then they tend to be isolationist, taking little interest in the Earth Beneath. Their Sky Islands are self-sustaining, and while a few of the more inquisitive ones may venture down, raids are almost unheard of. Expect little contact that you do not initiate.

If they are **Hostile**, then their unparalleled logistical mobility and the impenetrability of their islands makes them intolerably damaging raiders. A community without formidable ranged defenses is going to be easy pickings.

If they are a **Major Threat**, then the Sky Skimmers will have a natural magic all their own, a intuitive and precise control over the winds in a bubble several feet around them. Not only does this make their flying all the more incredible, but perhaps more damagingly, it makes them practically immune to any lightweight projectile weapons of which they are aware. What is worse is that they have reached the point where they have decided that their sky islands are insufficient for their growing population.

Homo floresiensis (Littlefolk) (cannot be selected with **Rock World**) The Littlefolk (“People of the Band” among themselves) settled many lands in Indonesia, and into Australia. Depending on how far the ice sheets still spread, those lands may be more or less contiguous, or separated into many islands.

As the name implies, the Littlefolk are around a meter in height on average (3’3”), but proportional to humans in build. They breed quickly and easily, live about as long as humans do, and are just as clever. Though weaker individually, their cohesion puts homo sapiens to shame, and their intra-species conflict is incredibly low, allowing them to focus all their attention on protecting themselves from outside threats.

Technologically, they tend to have more advanced agricultural techniques than the rest of the world, and are master shipbuilders, and well adapted to swimming, skipping from island to island. If you selected **Creatures of the Deep**, the Littlefolk seem to have a knack for avoiding them more easily, though not without risk.

If they are **Friendly**, then expect great strides made in agriculture and shipbuilding as the minds of human and Littlefolk cooperate and exchange ideas. They will also be of aid as navigators if **Creatures of the Deep** was selected.

If they are **Neutral**, then they while their low aggressiveness makes them uninterested in expansion, they are particularly protective of their lands, and they will extract tolls from those who pass through “their” waters.

If they are **Hostile** (requires **Creatures of the Deep**), then they are known as “Seasingers” amongst your people. They tolerate no trespassers in their lands, including the waters around their islands. That would not be so bad, but they seem to have the ability to bond empathically with the creatures that lurk beneath the waves. They will not hesitate to use them against anyone daring to sail within 100 miles of their territory... which they seem to have decided is not quite large enough, after all.



Centauric Tribes The centauric tribes are a variety of half-man/half-animal species that live throughout the world. They take the form of having the upper body of a man, or sylvan, and the lower body of a four-legged mammal. They tend to live in the same areas that their respective lower half would, and so you will have deer-sylvan combinations roaming the forests, and horse-men in the great plains of the world.

If they are **Friendly**, then the centauric tribes are, for the most part, inclined to a peaceful disposition, though not above violence when needed. Safe passage for small parties is generally permitted through their lands, and they are generally happy to teach the secrets of the land to those races that can respect it.

If they are **Neutral**, then some tribes are prone to the occasional raid, and are they are slightly xenophobic as a whole, requiring negotiation and gifts to pass through their lands. Their presence may see the devastation of communities that arise too close to what they regard as “their territory”. Their physical superiority, combined with hit and run tactics, make them a serious foe if angered.

If they are **Hostile**, then they are much more xenophobic, and tend to be expansionary in outlook.

If they are a **Major Threat**, then they can channel and focus the strength and speed of the animals they represent and multiply it through rituals known to them. In simple terms, one of them now represents the threat that three did previously, making them tougher, stronger, faster. All land shall be theirs.

Taki (cannot be selected with **Extended Ice Age** or **Desert World**) The Taki are an insectoid, quasi-humanoid race, with two sets of legs and one pair of useable arms; each usually no bigger than a moderately sized dog. Individually weak, they can be a serious threat due to their collective nature, which allows them to coordinate with unfathomable grace, and strike with uncanny precision. The taki are most common in jungle terrain, and do not do well in very dry or cold climates. They exist in a firmly hierarchical society, and breeding practices vary from tribe to tribe.

The Taki possess a low-level telepathy connection within the tribe, allowing them to communicate basic thoughts and impulses over as much as a mile. Their intelligence is hard to quantify, due to the alien nature of their thought processes. One by itself is certainly less intelligent than any of the other humanoid races, but they cooperate on tasks so flawlessly, and build on each others thoughts, that it's not clear this holds them back at all. Telepathy will generally be much harder to use against Taki, due to how bizarre their thoughts are structured.

If they are **Neutral**, then they tend to be more inward looking, and focused on building very dense populations in specific areas, rather than being expansive. While still very alien, and territorial, they are willing to engage in peaceful exchange if approached properly.

If they are **Hostile**, then they have a strong expansionary tendency, spreading across environments hospitable to them. While each tribe coordinates perfectly internally, their external threat is mitigated by inter-tribal conflict and skirmishes.

If they are a **Major Threat**, then the Taki are united as one global tribe, fully connected. A conclave of high level "queens/kings" directs them with greater purpose, each of which has the equivalent of Major Telepathy that functions only with other Taki. Destroying these kings/queens will create some chaos, but they can be replaced. Though it may take millennia, they **will** overrun the earth if not stopped.

Giants An ancient race, the giants are twice the height of humans, incredible juggernauts with high toughness and resistance. They are somewhat slow, both in reaction and intellect, but are terrifying foes. Normally arranged in tribal units of fifty or so, they are more than capable of organizing in the face of threats to giant-kind. Giants are spread throughout the earth, generally in less hospitable climates. They seem to require less food than they ought to, but still more than a human.

If they are **Friendly**, Giants now consider humans, and those like them, as just a smaller version of themselves. They will generally be content to leave them alone, as long as they are not harassed nor their territory threatened, and are also open to agreements and trade.

If they are **Neutral**, then while they don't consider humans their equal, neither do they like the idea of eating them. Hence, Giants will tend to go to war when it suits their interest, but not engage in raids or pillage for its own sake.

If they are **Hostile**, then they consider humans and their like as nothing more than an uppity food source, having a taste for man, and splitting their time between raiding and herding their great mammoths and other beasts.

If they are a **Major Threat**, then they are the equal to mankind in intelligence, and consider the smaller races nothing more than pigs to slaughter. The Giants in this case will be much more organized and aggressive, having the goal of enslaving or exterminating all land-based humanoids.



Those Beneath (requires **Caverns of the Expanse**, **Fungus**) An intelligent species of some kind that has spread their civilization throughout the caverns beneath the earth. Regardless of what option you choose below, they are adapted to darkness, and are weakened by sunlight.

If they are **Neutral**, then while perhaps terrifying to look at or strange in behavior, there is no insurmountable obstacle to peaceful relations. They will be interested in trading for products from the Above Place, while offering many unique goods, such as fine silk that cannot be found elsewhere. Nonetheless, they are skittish, and their territory must be respected.

If they are **Hostile**, then they are a dark species of intelligent horrors. Born of hate and greed, they tremble at the sun, but perform frequent raids on human civilization for human and animal flesh.

If they are a **Major Threat**, then they are as the **Hostile** option, except that they are notably more powerful than humans in form, and practice dark magics binding demons to their service. It is the sun alone that has prevented them from spilling onto the surface, and conquering all under their banner, and they actively work to create new tunnels to the surface, expanding their reach.

Monkeymen (requires **Clever Beasts**; cannot be chosen with **Desert World**): 'Monkeymen' is how outsiders refer to them; how they refer to themselves varies from tribe to tribe. These apes are nearly as intelligent as men, and just slightly behind in technological advancement. Stronger than men, and nearly as numerous in many areas, they are most comfortable in forest climates, and tend to consider other species intruders.

If they are **Friendly**, then the Monkeymen will tend to be openly curious, in a friendly way, toward human culture, and wish to learn from it as much as possible. They can act as excellent allies within the forested world.

If they are **Neutral**, then they are neither particularly xenophobic, nor particularly welcoming. They are willing to engage with human culture, but consider theirs superior, and will react with brutal hostility to any violations of their sovereign territory.

If they are **Hostile**, then the Monkeymen are as intelligent as men, and stronger besides. Filled with a startling superiority complex, they might not be strong enough to make a Planet of the Apes, but they'd certainly like to try.

Dragons Beasts of myth and legend, dragons take many forms. What exactly they look like is up to you, but what is universal is that they are an unparalleled threat as enemies, combining great cunning with great might. Scales the strength of steel with unique magic, or breath of fire, or both. Dragons may also have other natural magic at their command.

When you select this option, you should decide whether there are a relatively small number of great dragons, massive in size, or a relatively large number of smaller dragons, perhaps as small as only 20 feet in length, or somewhere in between. How social and cooperative they are is likely tied to their population size; a large number of small dragons are likely to have a fairly cohesive social structure, while solitary great wyrms may exist in isolation. Regardless, the total threat level should be proportional to their diplomatic value. Use your best judgement.

If they are **Friendly**, then dragons consider themselves dispensers of Wisdom among the people. Provided they are shown the proper deference and respect that is their due, they will be willing to act as guides, teachers, even guardians of the weaker species. Regardless, this does not mean they consider humanity their equal.

If they are **Neutral**, then dragons consider humanoids far beneath them, but mainly wish to be left alone. They will occasionally steal cattle, but are not interested in eating sapient creatures, unless those creatures threaten them. Dragons of this kind will be prone to “warn off” humans trying to settle too close to their lairs, and won’t hesitate to eliminate those who fail to heed the warning.

If they are **Hostile**, then dragons are actively contemptuous and violent toward humans. Some are content to accept yearly tribute, others wish to raid and pillage. They take an especially dim view of mortal-kind that seek beyond their station, almost offended by great architecture projects, for example.

If they are a **Major Threat**, then the dragons actively seek to dominate the globe, and are coordinated in a way that **Hostile** dragons are not. While humanity could exist indefinitely in the presence of dragons, it would be a position of servile humility.

As a special case, you may select **Dragons** as an option twice, if you wish to, for example, have “good” dragons and “evil” ones. You cannot have both choices be negative balance, or both be positive balance, however. For example, pick **Guardian** dragons and **Major Threat** dragons to create a land of an ongoing war of dragonkind, with humanoids eeking out a living in their shadow.



Xlitzza The Xlitzza are a species evolved from the reptilian kingdom; if your world includes **Dragons**, they may instead be a humanoid species descended from them. It may be that they have the lower bodies of large snakes, or walk on two legs as a man, but in any case they are slightly smaller than a human, and have two arms with four fingers each. Their skin is twice as tough as a man’s to penetrate, and their bite contains a strong poison (which they are immune to).

If they are **Neutral**, then the Xlitzza have something of a superiority complex, but are not above mutually beneficial arrangements and trades. They are more than willing, however, to take advantage of weakness.

If they are **Hostile**, the Xlitzza believe that they are the first and most rightful of the humanoid species to walk on the Earth. Mammalian creatures are regarded as weak, fit only as chattel and slaves.

The Xlitzza have no **Major Threat** option on their own, but could, as one of many possibilities, be combined with **Hostile** Dragons, to create a Major Threat in which they acted as the mass footsoldiers of a Dragon offensive.

Humans Choose this option in one of two cases. First, if you are playing as something other than human, pick this to still include humans in your world, and define their relations to you.

Second, if you are human yourself, you may pick this to create an extreme ideological, political or religious divide among humanity itself, placing yourself on one side of that divide. Whatever the difference is, it’s not one that will be reconciled without much blood and death. In this case, you may not choose **Friendly** as an option. The other humans count as a separate species for the purposes of assigning magic and blessings in later sections. You can use this to create a massive magical war between humanity, for example, with each side using different gifts.

Specific descriptions are not given for various diplomatic categories; you should be familiar with humanity.

Other The above races are intended to be pre-packaged ones that you use. There is no reason that you can’t design your own race or races for your world, based on mythologies, or just invented out of whole cloth. Any race you invent should be assigned to one of the five diplomatic categories, and should have an overall global power proportional to other races of that category. Use common sense: it’s super effective.

Compatibility

You may optionally select which species from above are genetically compatible with others. Humans and Neanderthals ARE genetically compatible. Species that are of dramatically different sizes are NOT genetically compatible (unless they have an alternate form of appropriate size, in which case it is your decision). For the rest, you can decide for yourself, though the more different the species are, the more complications you are going to see in birth, especially if the father is the larger species.

Genetic compatibility is a mixed bag from a diplomatic standpoint. On the one hand, it makes the races seem closer, on the other, there will inevitably be race “purists” who find it an abomination.

Species Choice

By default, you are human. You may optionally choose to play as any of the species above, with the exception of **Dragon** (the only way to become a dragon is via quest reward). If you invented new races then you can only play as them if they are similar in power to other playable races. If you do, follow the following special rules.

1. Use your common sense.
2. You do not “purchase” the race that you want to be; your race will automatically start at a “standard” level of strength: one equal to base humanity. Instead, you can purchase humanity as one of the diplomatic classifications: **Friendly**, **Neutral**, **Hostile**, **Major Threat**. If you do not pick humanity as an option, then there are no humans on this Earth.
3. Any relation descriptions of other races that address their relations with humanity are reoriented, in a way that makes sense, to apply to your race. For example, if the Sylvans are a **Major Threat**, then they think *your* race is a blot on nature that needs to be exterminated.
4. Quest population win conditions are changed to count your race, and any races incorporated with you.
5. Abilities you purchase for yourself via Altering History are relative to humanity, *not* your new race. So, if you are an Ugrish, and you purchase Strength & Speed 1, then you have the same strength as a human with that ability. In other words, choosing an alternate race cannot be used to make you, personally, more powerful.
6. Keeping in line with #5, certain races *require* that you purchase certain upgrades via the Altering History CYOA, or have certain special rules that apply to them. These are not free; purchasing them is a prerequisite for becoming that race; your companions must have them as well if you wish them to share your new race.
 - If you are a Giant, you must purchase at least Impervious 1 and Strength & Speed 1.
 - If you are a race capable of flight, you must purchase at least Flight 1.
 - If you are a Merman or Piskel, you must purchase Born in the Water.
 - If you are a Piskel, you can breathe water, but forgo your ability to breathe air (Endurance 2 bypasses this).
7. **Multiplayer Note:** The creator of the world designates any number of hostile, neutral and friendly races to be “playable”. Participants in the RP can select from those races, following rules 4-6 above. Any references to “your species” in the balance costs are ignored, and instead humanity is treated as either Hostile/Neutral/Friendly. This diplomatic categorization now represents a general disposition toward other races, rather than being geared toward humanity in particular.

It is also certainly possible to become a vampire or werewolf, presuming those exist in the world, though not to start as one, and you cannot be both. Just RP how it happens. Rules on the effects of this change are in the respective sections below.

4: Magic of Species

Defining Magic

For each *school* of magic (e.g. Enchanting, Stormsage) that you want to exist among species at the time you enter the world, pick one of the following two categories, Learned or Innate. This decision affects **all** species who have that magic. The definitions give you details, but they mean pretty much what you think the word means.

Learned: This magic involves rituals, incantations, or simply internalizing knowledge to function. Tools and focuses (e.g. wands) may be required at your discretion. Any sapient creature is theoretically capable of learning this, though the knowledge may begin with, and be closely guarded by, a limited number. This is likely magic that has been built upon and studied for thousands of years, with the species who have the knowledge slowly adding to it. If that knowledge were to be wiped out, they would have to “start from scratch”, so to speak. You can choose to cap learning of this magic to the Minor properties only, but that applies to everyone who learns it.

If a magic is designated “Learned”, but is not assigned to any species, that means it *can* be discovered and mastered in the world, but it will be a slow process of millennia to discover all of its uses from scratch. Fully mastering the minor form of this magic takes a full decade of full-time study and use, while another decade is needed to master the major form; teaching or instructional materials are required. Particularly intelligent creatures can master it as quickly as half the time.

The laws of magic make it difficult for any mind to contain multiple types of learned magic. For every *school* of magic that a creature learns after the first, the time required doubles. So, the third school of magic takes a base of 40 years for the minor, and 40 years for the major. Needless to say, only the most clever or long-lived ever master more than two schools of Learned magic. This applies to you too, though you of course have a much more elastic lifespan, and this limit does *not* apply to or count magics that you purchase with Fate Points, only magic that you attempt to learn in-world.

Innate: The magic is innate to the nature of the beings in question; those who have the magic do not need to be taught it. Conversely, species who do *not* have this magic will never gain this magic innately, though this restriction does not prevent *you* from buying it or imbuing others. Tools and focuses (e.g. wands) may enhance the magic at your discretion, but they are not required. You can also decide whether it manifests randomly, or runs in bloodlines; regardless of which you choose, the population proportion will not change over time.

Someone learning on their own can master their magic in about a decade for the Minor form, and another decade for the major. Intelligence has no great effect on this mastery speed. On the other hand, having a regular mentor can as much as double the speed at which the magic is mastered.



Assigning Magic - Worldwide (Simple)

If you wish to assign magic to the whole world at once, then it is a relatively simple affair.

Select any number of species whose total balance score is not positive (e.g., two friendly, one neutral, one major threat). Your species counts as +6 balance for this purpose. Now, pick any school that you assigned as Innate or Learned, and select to what degree that magic manifests among those species. It can be any amount or degree, but it has to be the same for all selected races.

Repeat for as many schools / groups of races as you would like. You can add **Optional Extras**, a bit later on, to any of these if desired, but those extras apply to all species with the magic.

Multiplayer Note: It is advised that playable races are roughly equivalent with each other between magic and blessings (next section), though some races may favor magic over blessings, or vice-versa.

Assigning Magic - Individual Species (Complex)

Next, it is time to assign specific magic to the different species. This is optional, and can be combined with the Worldwide option above. It's most important to use when you want to assign a specific magic to just one species. Each species has their own *magic rank* (MR) which begins at 0 by default, and will increase as magic is added to that species; this magic rank ignores any magic assigned via **Assigning Magic - Worldwide**. To see how this will affect your balance score, look ahead to **Magic Balance** below.

To add a school of **Learned** magic to add to a species, add **+2** to that species' magic rank for the minor version, or **+4** for the major version. This means that that species will start with the knowledge of that magic.

To add the minor version of an **Innate** school of magic to a species, select one of the following options. You may then select an option for the major version as well, if you wish, adding both numbers. You cannot have *more* people know the major level than the minor. See below for an example.

- **(+4 MR)** **Everyone** in the species has access to that magic inherently.
- **(+2 MR)** The magic is fairly **Common**; about 1 in 100 or so have it.
- **(+1 MR)** The magic is fairly **Rare**; about 1 in 10,000 or so have it.

Example: I want every Sylvan to have Minor Beastmaster, and 1% of them to have Major Beastmaster. I decided that Beastmaster was **Innate**. This increases their magic rank by +4 and +2, or +6 total. I also want to give them access to Minor enchanting, which I selected to be **Learned**. This adds another +2 to their magic rank, for a total of MR 8.

Optional Extras

If you've had enough complexity, feel free to ignore this section. You can make use of these options to customize magic further.

- **Insanity:** You can choose to make the use of a specific school of magic drive the practitioners slowly, but inevitably, insane. You are not immune. This affects any species that have the magic, and adding that school to any species does not affect their magic rank at all. This can only be applied to **Common** or **Rare Innate** magic.
- **Magic-Born:** Select one species that has an **Innate** magic that **Everyone** in that species has access to. By the time members of that species finish puberty they have fully mastered the minor form of that magic, and even children have small aspects of it. Use of the magic is extremely intuitive for them, and requires less focus. If they also get the major form, then they master that in just a few years further. Add **+1** to that species' magic rank for just the minor, of **+2** if they have major.

Magic Balance

This section applies only to the Individual Species' Magic Rank. If you did only the **Assigning Magic - Worldwide**, then skip this section entirely. Otherwise, adjust your balance score as follows. Note that **Neutral** species' magic does not affect balance.

- Add the magic ranks of your species, and any **Guardian** species, to your balance score.
- Add half the magic rank of any **Friendly** species to your balance score.
- Subtract half the magic rank of any **Hostile** species from your balance score.
- Subtract the magic rank of any **Major Threat** species from your balance score.



How does this affect you and your companions

If a magic is **Learned**, then you can of course learn it in world, provided you find someone to teach you, and subject to the time limitations described under the Learned entry above. For Innate magic:

- Whatever magic is **Innately** available to everyone of your species, you get for free.
- If a minor (major) magic is **Innately** available to 1 in 100 members of your species, you can buy it for 2 (4) fate points.
- If a minor (major) magic is **Innately** available to 1 in 10,000 members of your species, you can buy it for 3 (6) fate points.

Buying the ability to **Imbue** magic is not discounted. However, it has a very important role to play. If you Imbue Minor magic of a school to a creature that normally has/is able to learn Minor magic of that kind based on the properties of magic defined by the world, then that creature now has/is able to learn, MAJOR magic of that kind. In essence, your ability to **Imbue** "stacks" with the power of magic that is inherent to the world. You can't go beyond "Major", though.

Assigning Blessings - Worldwide (Simple)

Use this option to enhance the base abilities of different species. All increases here are relative to the baseline of the species they are applied to, so every enhancement is useful to every species. In general, try to think about how each addition will benefit the species receiving it. Things seemingly “weak” at first like Diet 0 or Disease Resistance, for example, are going to lead to a much higher population. These powers do not “stack”, for example if a being has the same power from another source.

Simply pick any number of species whose total balance score is not positive.

Then, assign them any of the following powers defined by Altering History CYOA: **Super Senses 0; Impervious & Implacable 0** (may choose to apply only the temperature effect if desired); **Strength & Speed 0; Reflexes & Reaction 0; Regeneration 0; Diet 0; Extended Lifespan, Limited Genius, Limited Disease Resistance**. All species selected receive the boosts.

You may do this multiple times, assigning different groups of species, some of which may overlap, different powers.

Assigning Blessings - Species Specific (Complex)

This option is intended to allow you to have more control over which races get which abilities, but it is fully optional.

Pick **one** of the multipliers below, and as many of the blessings as you would like. Together they determine the the total effect on your balance score. For example, giving Impervious 0 to a **Major Threat** lowers your balance score by 2. As above, all increases are relative to the baseline of the species they are assigned to. You may repeat the steps here as many times as you like, but your overall balance score cannot be *decreased* by more than 10 from this section.

Multipliers

- (x1) One **Guardian** or two **Friendly** species, or your species.
- (x0) One **Neutral** species; OR one **Hostile** & one **Friendly** species;
- (x-1) Any **Major Threat**, OR two **Hostile** species

Blessing

- (+1) **Super Senses 0, Impervious & Implacable 0** (temperature control only) or **Disease Resistance, Limited**
- (+2) **Strength & Speed 0, Reflexes & Reaction 0, Regeneration 0, Diet 0, or Impervious & Implacable 0**
- (+3) **Extended Lifespan or Genius, Limited**



5. Darken the Earth

Vampires (-2): At the base level these vampires are slightly stronger than the maximum human potential, with the standard weaknesses to sunlight, fire, decapitation, holy magic, and wood through the heart. Add quirky cultural weaknesses like garlic if you like, but nothing too debilitating. These vampires are bad, obviously, but they're not really a threat to humanity, because they have a tendency to self regulate their population. You should still expect a noticeable amount of people to die if they aren't dealt with.

In Altering History terms, vampires have Strength & Speed 0, Super Senses 1, Reflexes & Reaction 0, Regeneration 1, Temperature Tolerance 0, Impervious 0, do not need to breathe, and only need to eat/drink blood. They also inherit any abilities of their base species. Some abilities mentioned under **Note on becoming a vampire** below are lost from the transformation.

The First (-1): Vampires cannot "create" new members of their kind, but those that live have been around since the dawn of mankind, making them ancient and cunning. If they know how they came to be, that is not information they share with mortals. If you select this option, then vampires count as a **Hostile** race independent from others. If combined with **Twilight**, the vampires are a **Major Threat** which actively seeks to bring the world under their dominion.

Twilight (-3): Okay, no sparkles, but these vampires? They are *tough*. A mortal team of vampire hunters has zero chance against them. It's going to take the truly great heros to stand a chance. Vampires are as above, except: Strength & Speed 1, Super Senses 2, Reflexes & Reaction 1, Regeneration 2, Impervious 1.

Soulless (+0): By default, vampires kill humans because they are food, but they aren't inherently cruel (though many of them are). By choosing this option you get Buffy style vampire attitudes, where they are completely without remorse or conscience. It is +0 because while this makes the vampires more ruthless, it also makes them much less able to cooperate with each other.

Without Weakness (-1): These vampires have no special weaknesses to anything but sunlight, and that only slows them down. Decapitation or immolation is needed to kill them. Alternately, they lose only their weakness to sunlight.

Vampire Hunters (+1/+2): Once into every generation... okay, no. One is ridiculous. These vampire hunters are slightly more powerful than the base kind of vampire. They are born randomly, and while they are not compelled to do so, all feel a calling to seek out and destroy creatures of darkness. For +1 you get 20% as many vampire hunters as vampires, with that ratio being self-regulating (meaning if all the vampires are wiped out, no more will be born). For +2 you get an equal number of hunters to vampires. Note that if you have Twilight vampires, you will need multiple hunters to take on one vampire, or at least have considerable magical support.

Curable (+1, some species must have Blessed One or Spirit Singer; cannot be selected with The First): There exists magic that can remove the curse of vampirism from the willing, or the bound unwilling.

Note on becoming a vampire: If **The First** is selected, you cannot become a vampire. If **Soulless** is selected, then becoming a vampire is personality death. Otherwise, if you become a vampire, your abilities increase to the levels of a vampire if you do not already have at least that high a value. You will need to sustain yourself on human blood, and have a much harder time controlling your base instincts. If you have Wellspring of Harmony, Blessed One, Spirit Singer, or Firedancer you lose access to those powers as long as you remain a vampire. Additionally, Non-Reactor ceases to protect you from the sun or from fire.

Werebeasts (-2): Werebeasts are members of humanoid mammalian species that have been infected (or blessed, depending on your perspective) with the spirit of a wild beast. Wolves are the most common, but lions, bears, or any other carnivorous mammal are possible. When you select this option, determine what the distribution of types of werecreatures is. By default, they have the ability to transform between a fully humanoid form, and a bestial half-humanoid. Their fullest strength is reserved for the latter form.

Comparable to vampires in power, werebeasts channel the power of the beast within. Whether they are created by infectious bites, or dark rituals in your world, werewolves have a strong pack mentality and tend to live apart from humans in tribes. Like vampires, they represent no real threat to humanity as a whole, but are unhesitating to take what they want when they want, and leave death in their wake. On three nights a month they become bestial in instinct, unable to control their rage at anything not one of them. This is when they are the most dangerous.

In Altering History terms, werebeasts have Strength & Speed 0, Super Senses 1, Reflexes & Reaction 0, Regeneration 2, and Temperature Tolerance 0. They are particularly vulnerable to silver and holy magics; wounds made by silver or blessed weapons do not regenerate. They also inherit any abilities of their base species. Some abilities mentioned under the **Note** below are lost from the transformation. Werebeasts need to breathe, eat and drink normally, and need a primarily meat diet.

Natural (-1): Werebeasts are a naturally occurring species, and cannot "make" more people into werebeasts. In this case, they count as a **Hostile** species, are far more numerous, and have a more extensive social organization. They also have full control over their transformation (full moons are not relevant).

Animal (-1): Werebeasts can transform between a fully humanoid, hybrid, and fully animal form (in which they are completely indistinguishable from a normal animal. Their enhanced strength and speed applies fully to all forms.

Note on Becoming a Werebeast: First, if **Natural** is selected, you cannot become a Werebeast. Otherwise, your physical stats increase to those listed above, if you did not already have at least that level. You lose access to **Blessed Child** magic if you had it. Silver will burn you severely, regardless of **Non-Reactor**, and weapons made of silver OR blessed weapons treat your **Impervious** trait as 1 level lower for purposes of harming you. The biggest disadvantage is the three nights a month where your bestial instincts call. With much discipline you may learn to control it, but gathering the focus to use magic will be incredibly difficult during this time. Having **Beastmaster** magic will make it much easier to reconcile your two natures.

The Restless Dead (-3): Where there is pain, misery and death, the dead do not find true peace, but return to walk again. With this selection, the sites of battles, slaughters, and plagues become infused with necromantic magics. The dead rise again to become shuffling armies of skeletons and ghouls, adding to their ranks as they overrun villages.

This curse can never be fully gone from the world; the best that can be done is to burn the dead, but when it comes to great battles, that may be harder than it seems.

Virulent (-2): Burning the dead is not enough, even if their bodies are destroyed, hungry spirits take their place. NOT recommended unless giving humanity access to either Spirit Singer or Blessed One.

6. Additional Quests

The quests below add some additional options to the goals you can pursue in your world. These quests do NOT count against your quest limit from the main CYOA. However, you can only receive the rewards from exactly ONE of the below quests.

Vampire Lord In spite of humanity's strengths, you will raise up the vampires of the world to dominance.

Prerequisites: **Vampire Hunters** at +2 level, plus one of the following: **Firedancer**, **Minor** for at least 1% of world population; **Blessed One**, **Minor** for at least 1% of world population.

Goal: By the time the present day is reached, you must have become a vampire, and:

- United 95% of vampires under you, of which there must be at least 1,000,000;
- There must be sufficient non-vampire population to sustain those numbers indefinitely. Whether your vampires kill, or take a little from multiple victims, is up to you.
- There must exist no remaining viable threat to vampire dominance of the world.

Reward: You become an unaging vampire god, losing all weaknesses associated with vampires, and regaining any abilities you lost upon becoming one. You no longer need to feed, but still may if you wish. You may make anyone you wish a vampire free of these weaknesses, or need to feed, as well.

The Frontier Beneath the Earth With your guidance, humanity has mastered the depths of the earth.

Prerequisites: **Those Beneath** selected as a **Major Threat**

Goal: By the time the present day is reached, all of the following must be true:

- The dark civilization that once dominated the caverns must be either eliminated or continue to exist only at the forbearance of your species.
- 90% of the caverns large enough to habitate must be settled by your species, and the underground population must be 10,000,000 or more.
- Whether biologically, technologically, or magically, you must find a way to create artificial sunlight within the caverns (I won't specify how; consider this more a roleplaying element than anything else)

Reward: You become unaging permanently. You gain the **Map Maker** ability if you do not already have it, and five points if you do. Your species, and any allied species that you wish to, develops a lesser version of **Map Maker** with the complete mental map and flawless sense of direction, though not the ability to remotely see their surroundings.

The Frontier Above the Earth Humanity has mastered the Sky Islands that float above the earth.

Prerequisites: **Sky Skimmers** selected as a **Major Threat**

Goal: By the time the present day is reached, all of the following must be true:

- The ruthless masters of the air that once dominated the skies must be either eliminated or continue to exist only at the forbearance of your species.
- 90% of the sky islands large enough to habitate must be settled by humans, and the sky island population must be 10,000,000 or more.
- Whether biologically, technologically, or magically, you must find a way to create easy travel between the sky islands and the land (I won't specify how; consider this more a roleplaying element than anything else).

Reward: You become unaging permanently. You gain the **Flight 2** ability if you do not already have it, and five points if you do (or **Flight 2** and 3 points if you have **Flight 1**). You will discover a magical innovation that allows your species (and any allied species if you wish) to develop wings that work as **Flight 1**.

Cosmopolitan World The diverse races of the world have been united under one banner.

Prerequisites: Three or more non-human races.

Goal: By the time the present day is reached, all of the following must be true:

- 50,000,000 or more each of four different species.
- Of the above, 90% or more exist in a state of peace with each other, and no real threat of armed conflict.
- Any outside threats to the peoples, vampires, dark creatures, etc., are effectively contained or neutralized.

Reward: The power of peace propels you to eternity! Gain permanent agelessness, along with any companions who aided you in meeting your goals. You gain **Wellspring of Harmony** if you do not already have it, and five points if you do. Additionally, all members of the peaceful species permanently gain a lesser version of **Wellspring of Harmony**, which greatly decreases feelings of depression, despair, rage or hopelessness among the people.

Dragon Lord You are the lord of dragons, and dragons the lords of the earth.

Prerequisites: Dragons

Goal: By the time the present day is reached, all of the following must be true:

- 100,000,000 intelligent humanoids alive on earth
- 90% of these are under the direct or indirect control of dragons who, in turn, are under the direct or indirect control of you. A dragon is considered under your control if it has acknowledged your superiority and proclaimed allegiance.

Reward: Having become a dragon by right, you become a dragon in truth. Transforming into a dragon mightier than the greatest on earth, you will now live unaging forever. You retain the ability to transform into your humanoid self, and back, at will. You may teach any companions that you wish the ability to transform into an unaging dragon, though they will be more on par with the dragons that exist already in power. There are no points for powers gained here; that is intentional: you're a dragon.

FAQ/Miscellaneous

- The effects of Minor Shapeshifting are generally restricted to be within species, but a master can do at least a passable job of imitating another species with similar mass, e.g. a human passing as a short Ugrish.
- Major Shapeshifting will allow one to take on the form of other species perfectly.
- **The Course of Human Events** drawback is still allowed in combination with this DLC, even though the history will be unrecognizable to you. As the drawback specifies, you will not be able to influence history in any lasting way, such as building a civilization.
- The population requirements for quests count any species that has been successfully incorporated into the civilization of your species.
- **An Empire Eternal** requires an empire of *your* species; incorporated other races can be included as well.
- For Sorcerer Supreme quest, while you still have to master two forms of magic, the teaching requirement can be satisfied by helping students learn ANY form of magic. You must either be able to imbue magic, or if one of the magics is **Taught**, you can use that to satisfy the teaching requirement.
- If you have the **Beastfoe** drawback then it tends to influence the behavior of members of the centauric tribes, and werewolves, though less dramatically than normal animals. If you have the **Beastfoe** drawback and *are* a centaur or werewolf... well, expect to have a terrible time.
- If you have the **Region Locked** drawback, then the radius allowed scales up or down with **Small World/Giant World** proportionally.
- If you purchased a **Pocket Dimension**, it is reasonably adjusted to accommodate your species in the same level of comfort that the original accommodates a human.

Changes for 2.0

- Smaller font
- Lots of little grammar fixes/tweaks.
- Notes on creating a multiplayer world spaced throughout.
- Vampire “without weakness” allows an option to remove weakness to sunlight, per request.
- Imbuing amplification. If you have the ability to imbue minor magic, and you use it on a creature that has minor magic of that kind due to the properties of the world (not from you or another player), then those things stack to become Major magic. So, if all Ugrish have Minor Beastmaster, and you can Imbue Minor Beastmaster due to your character build, when you imbue an Ugrish they can now master Major Beastmaster.
- Someone asked for a fairy race, but it’s already there: Flitters.

Changes for 2.1

- MUCH simpler options for assigning magic and blessings to species now available, based on a good suggestion from anon.
- Disjunctive magic does not disrupt technology in Arcanum Discors, to allow the possibility of a species who masters only that disjuncting magic in order to protect their technology from magical disruption.
- Other Races section emphasizes that you can create any race that you like, and assign it a diplomatic category.
- many textual clarifications
- Can choose to cap a Learned magic to only be Learnable up to Minor.
- Learned magic can be assigned to no species, in which case it can eventually be discovered over millenia.
- Note in FAQ about pocket dimension adjusting to accommodate other species.
- Expanded on notes for building races under multiplayer: no such thing as “your species” for balance purposes, since players will be many different species.

Notes/Responses for 2.1:

- One anon asked about methods to live in cold climates: There is a cheap blessing which gives only the temperature control aspects of Impervious 0 to an entire race.
- Catfolk/animal ears, both of which have been requested, are doable either through the “cosmetic” features adjustment options, or through the Other Races option. Neither now requires explicitly adding them to the pdf.

Changes for 2.1.1:

- Not in Beta anymore
- Added note on min-maxing to beginning, and got rid of it elsewhere.
- More pictures

Suggestions I might still do

- Making Mecha more viable - currently you could do this with Steampunk and Binding magic = Evangelion
- The Elder Gods.../ Invasions from beyond
- Djinn, Gnomes, Denisovians, Genasi (crosses between elementals and humans), River People
- “demons/angels”
- Mutagenic pools/organic technology.