Flexible RPG systems like Fate Core are terrific if you have the time and energy to put into building a world. But we also realize that sometimes extensive prep just isn’t feasible. The good news? You can still experience the Fate awesomeness with the help of the Fate Worlds expansion.

Fate Worlds Volume 1: Worlds on Fire is the first in a two-volume set. In Worlds on Fire, you get six rich story settings. Each setting includes custom mechanics, NPCs, and story elements—all ready to go using the system provided in Fate Core. We’ve got you covered regardless of your flavor of RPG choice. Divest an evil cult of a powerful idol in Tower of the Serpents, or experience the small town supernatural in White Picket Witches. Explore the lives, loves, and losses of fire fighters in Fight Fire, or take on a horde of WWI mechanical monstrosities in Kriegszeppelin Valkyrie.

Whether you stick with one world or go on a grand tour, Fate Worlds will provide everything you need to develop your Fate Core adventure except the snacks.

Fate Worlds. All the worlds. Your stage.
This is a game supplement where people have made up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional, or in the case of those based on history, fictionalized.

Resemblances to real people, fantasy adventurers, power-mad cyborgs, enraged sorcerers, practitioners of witchcraft, werewolves, evil World War One era flying robots, mutants, superheroes, cowboys, politicians, or gorillas is purely coincidental, but kinda hilarious.

Except for the firefighters of Fight Fire. Because that one is about real heroes, yo.
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INTRODUCTION

The *Fate Core* Kickstarter campaign was nuts. Seriously nuts. The kind of nuts that makes the numbers seem like pure imagination and fireworks—until you start to get the chance to turn those numbers into something real.

The book you’re reading now is one of those real things.

With that in mind, let’s say then that the *mixed* nuts of that happy occasion were found throughout the project’s stretch goals in twelve delightful flavors of settings and adventures for *Fate Core*. Originally, these weren’t thought of as a unified whole. Each world-setting stands on its own to provide a brief, easily digested tour of one set of possibilities for the game.

The direction I gave to each author was simple: create a world, support it with *Fate Core* rules, and keep an eye out for doing something a little different with the mechanics—something an enterprising reader might steal for their own games. And deliver they did, as you’ll soon see, and as our project’s backers already have. In fact, they delivered too much to fit into one book.

And so, here we have *Worlds On Fire*, the first volume of *Fate Worlds*. Each of the settings offered here teeters on the verge of something explosive—or has already survived the explosion and is doing what it can to survive the burn, and maybe even master the flame itself. Here’s what you can look forward to:

In Brennan Taylor’s *Tower of the Serpents*, characters from the “implied” fantasy setting of *Fate Core* must survive the conflicting agendas of three separate factions—not to mention a quick-to-anger sorcerer—if they want to come out on top. It’s low fantasy like you’ve never seen it before!

In Filamena Young’s *White Picket Witches*, a sleepy island town hides dark secrets and old bloodlines brimming with witchcraft. It’s time to tune in to your favorite supernatural soap that never was.

In Jason Morningstar’s *Fight Fire*, you’ll play the realest heroes you ever could: the women and men who serve as firefighters in our own world. Explore their lives, loves, and losses outside of the firehouse, and strap on your gear to take on the inferno. Anyone who’s ever wondered how “On Fire” works in the Fate system will be thrilled with what they find in this one.

In Clark Valentine’s *Kriegszeppelin Valkyrie*, players are a motley crew of famous flying aces from the World War One era facing the cybernetically-piloted biplanes of a mad scientist as they jockey for top dogfighter status and a favorable report in tomorrow’s newspaper. And if they happen to save the world while doing it, why, that’s great too!

In Sarah Newton’s *Burn Shift*, the world is in ashes following the Burn. It’s up to the mutated, mechanical, and mundane heroes of this changed land to pick up the pieces, build communities anew, and fight for freedom and prosperity.

And in Brian Engard’s *Wild Blue*, fantasy cowboys and cowgirls with superpowers are the frontier law in a new land that isn’t all that happy to see them ride on in. Will they come to amicable terms with the Folk—or be crushed by them?

All in all these are some of the strangest, most exciting settings I’ve ever seen in gaming. I can’t wait to play them myself—and more to the point, I can’t wait for you to play them. When you do, please email us about it at fatestories@gmail.com!

— Fred Hicks
TOWER OF THE SERPENTS
They say the Palace of Hadrin is one of the seven Wonders of the World. It rises 300 feet, its sheer porphyry walls without seam or mortar, its walls overtopped by minarets and domes made of crystal. Constructed in ancient times by methods lost to modern craftsmen, the Palace was once home to the Satrap of Sarnac. Travelers from all corners of the world come to the city of Riverton just to gaze upon it. In the days since Sarnac’s destruction it became home to the local Governor. The bulk and height of the Palace leaves a whole district on the north side in permanent shadow, a place where the sun never touches. They call that place Darkside, and no travelers come here. Or if they do, they never come out again.

Darkside is a sprawling slum, a shantytown where a life can be bought and sold for only a few copper coins. The Governor’s men do not go there unless in numbers. Darkside’s streets are occasionally convulsed with gang warfare, and in those times blood runs ankle deep in the muddy streets. This, however, is not one of those times. Hugo the Charitable rules there now, his Scar Triad thugs walking unopposed. None dare challenge him; and even the Governor seems content with Hugo’s rule over this den of thieves.

At the very center of this vile cesspool stands a tower, the Tower of the Serpents. Older than the Palace, older than the city, it is made of an unknown material, white and hard as steel. The tower’s single spire rises nearly as high as the Palace walls, twin entwining serpents carved curling up the tower’s sides. A sorcerer lives there, they say, and this rumor seems likely true. The tower has a garden around it that grows despite the lack of sun, and strange lights shine from its upper rooms at night. No one is ever seen entering or leaving the place and the single gate in the garden wall never opens. Darksiders say that on moonless nights you can hear the loathsome flutter of unholy wings from the top of the tower, and perhaps it is by this conveyance that the sorcerer comes and goes.

They also say the tower holds a treasure of incalculable value.
PART I: ANGELS FEAR TO TREAD

Darkside is a dangerous place. Where better for rogues such as yourselves to rest your feet? Besides, coin can be hard to come by these days, and a Darkside flophouse costs practically nothing. Mama Sabba’s is where you find yourself, a grim little dive with a low ceiling and rank straw on the floor, with what passes for rooms in the back. This tiny hole is big enough for maybe 20 people.

Darkside Aspects:
• The Sun Never Shines
• Hive of Villainy

Mama Sabba’s Aspects:
• No Murder at Mama’s
• A Rough House for Rough Custom

These situation aspects are on two different scales. One set applies to the whole area of Darkside. They can be used wherever the adventurers are within Darkside. The other set applies only to Mama Sabba’s. While they are within that establishment, these aspects may be used.

Now that you have some situation aspects, how do you use them? Let’s look at one in particular and give some examples. In Darkside, The Sun Never Shines. A player might want toInvoke this aspect when attempting to shadow someone through the streets. She can call on the aspect by pointing out the darkness hides her movements and spending a Fate point. She then may make a Stealth roll, adding a +2 to her roll. Or, if she rolls extremely poorly, she may choose to reroll all of her dice. If she doesn’t have Stealth, she can use the aspect to create a Fair (+2) obstacle for her quarry to spot her moving through the streets.

Of course, The Sun Never Shines is an aspect, so it can work against the adventurers, too! You can use this to compel a player, telling him that the darkness hides numbers far above his original estimate and giving him a Fate point. Then six more thugs step out of the dark alleys to surround the adventurer.

Your group of adventurers may be just passing through, in which case they gravitated to Darkside because there no one asks questions. If this is your first adventure, it may be that the city of Riverton is the group’s home base. If you already came up with a setting, and it has a slum where a mysterious sorcerer’s tower could be placed, feel free to do so! Any of the NPCs in this adventure can easily be renamed or replaced with some that were developed when you built your setting.
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