

Kiki's Delivery Service

World Nature: Peaceful +0

Tech level: Modern +0

Magic level: Low +1

Cosmology: Planets/Vast Expanse +0

Survival Hazards: 0

Tally: +1

Description: A modern world with witches, who can fly on brooms, make potions, and converse with animals.

Groundhog Day

World Nature: Noblebright +1

Tech level: Modern +0

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Unstable Timestream +1

Tally: +2

Description: A guy gets stuck repeating the same day over and over again.

The Long Earth

World Nature: Neutral +2

Tech level: Modern +0

Magic level: None +0

Cosmology: Multiverse +2

Survival Hazards:

Tally: +4

Description: The blueprints for a machine that allows travel to parallel earths is released on the internet and large parts of humanity leave for untouched worlds. No metallic iron can be brought along. Also, a guy who has the ability to travel the multiverse naturally is hired by an AI to explore the multiverse in a blimp.

Red Dead Redemption

World Nature: Neutral +2

Tech level: Pre-Industrial +1

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Pervasive Disease +1

-Hammers of War +1

Tally: +5

Description: The tail end of the Wild West. Cowboys, Pinkertons, Outlaws, the army, Native americans, the whole shebang. And tuberculosis.

Tales of the Shire

World Nature: Noblebright +1

Tech level: Medieval +2

Magic level: Moderate +1

Cosmology: Side Realms +1

Survival Hazards:

Tally: +5

Description: Farming simulator in the Shire. What's not to love?

Disco Elysium

World Nature: Shaded +3

Tech level: Modern +0

Magic level: Low +1

Cosmology: Side Realms +1

Survival Hazards:

-Corruptive Forces +1

Tally: +6

Description: A shattered world, in many more ways than one. Islands in a sea of Pale mist, that affects matter and minds by unraveling them. Where wealth bends light and a hole in the world whispers of it's end, an amnesiac alcoholic cop tries to solve a murder and stay/avoid being sober.

Ghost in the Shell

World Nature: Neutral +2

Tech level: Near Future +1

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Green Tide +1

-Corruptive Hazards +1

-Esoteric Entrails +1

Tally: +6

Description: Almost everyone has a chip in their head, giving access to the internet, but also making them susceptible to hacking. Full body cyborgs are common and the AI demand rights.

Heroes

World Nature: Neutral +2

Tech level: Modern +0

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

-Coming Comet +1

Tally: +6

Description: People develop superpowers during eclipses, some much more powerful than others. Attempts are made to create them artificially.

Indiana Jones

World Nature: Noblebright +1

Tech level: Modern +0

Magic level: Low +1

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Green Tide +1

-Unstable Timestreams +1

Tally: +6

Description: Artifacts with actual magical powers exist, and the nazis want them. God is real, Aliens are real, Archimedes was a Time-Lord (or something, I didn't see the last one).

Kingdom Come: Deliverance

World Nature: Neutral +2

Tech level: Medieval +2

Magic level: Low +1

Cosmology: Planets +0

Survival Hazards:

-Hammers of War +1

Tally: +6

Description: It's 1403 in Bohemia, and there's war all over the place. Alchemy works, can make healing potions, see-in-the-dark potions, and turn-back-time-when-you-die potions.

Pacific Rim

World Nature: Neutral +2

Tech level: Near Future +1
Magic level: None +0
Cosmology: Side Realms +1
Survival Hazards:

-Endbringers +2

Tally: +6

Description: A portal appeared in the Pacific Ocean and huge monsters came out. The only way to fight them is with robots that are just as big and require two pilots.

Alien

World Nature: Shaded +3

Tech level: Spacefaring +3

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Green Tide +1

Tally: +7

Description: You're in space, so are aliens with acid for blood who need food/cocoons for their kids, and you're on the menu.

Horizon Zero Dawn

World Nature: Neutral +2

Tech level: Near Future +1

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Hammers of War +1

-Green Tide +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +7

Description: In the future, we made the robot-dinosaurs too good(or was it someone else?) and they took over. Now we're back to city-state politics with an endless stream of angry robots hunting us.

Jonathan Strange & Mr Norell

World Nature: Neutral +2

Tech level: Pre-Industrial +1

Magic level: Low +1

Cosmology: Side Realms +1

Survival Hazards:

-Designed Destiny +1

-Hammer of War +1

Tally: +7

Description: Napoleonic wars, and some magicians show up. They can command the earth, make illusions out of rain and fog, alter a map to alter the world, and scry to find what they're looking for. When they can't do something, they ask insane Faeries to do it for them. Really bad idea. Also a Magician from the olden days made prophesies that still affect the world.

X-Men (Movies)

World Nature: Neutral +2

Tech level: Near Future +1

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Green Tide +1

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +7

Description: A portion of humanity develop superpowers, and the rest fear them. Some of the Mutants want to live with humans in peace, some think that can't happen and want to go on the offensive.

Aberrant

World Nature: Neutral +2

Tech level: Near Future +1

Magic level: None +0

Cosmology: Planets +0

Survival Hazards:

-Hammers of War +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

-Coming Comet +1

Tally: +8

Description: Superpowers erupt among 1 in a million people, and they become celebrities. And terrorists. The governments are doing shady stuff.

Hyrule (Legend of Zelda)

World Nature: Noblebright +1

Tech level: Medieval +2

Magic level: Moderate +2

Cosmology: Side Realms +1

Survival Hazards:

-Green tide +1

-Unstable Timestream +1

-Endbringers +1

Tally: +9

An evil powerful wizard wants even more power, a princess and a brave peasant stand in his way. Time travel, magic swords and fairies abound.

Man in the High Castle

World Nature: Shaded +3

Tech level: Modern +0

Magic level: Low +1

Cosmology: Multiverse +2

Survival Hazards:

-Hammers of War +1

-Green Tide +1

Tally: +9

In an alternate reality, Nazis won WW2. Some films show other possible worlds, spread by people with the ability to cross the dimensional boundaries.

This Used to be About Dungeons

World Nature: Noblebright +1

Tech level: Pre-Industrial +1

Magic level: Moderate +2

Cosmology: Side Realms +1

Survival Hazards:

-Green Tide +1

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +9

Slice of life story about a bunch of teenagers forming an adventuring party in a world that follows MMORPG rules. Mostly wholesome, sometimes really dark.

Vampyr

World Nature: Shaded +3

Tech level: Modern +0

Magic level: None +0

Cosmology: Side Realms +1

Survival Hazards:

-Pervasive Disease +1

-Corruptive Forces +1

-Green Tide +1

-Endbringers +1

Tally: +9

A doctor during the outbreak of the Spanish flu is infected with vampyrism, must decide whether to eat people or not.

Amber

World Nature: Neutral +2

Tech level: Modern +0

Magic level: Moderate +2

Cosmology: Multiverse +2

Survival Hazards:

-Green Tide +1

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +10

In the center of the multiverse, the Royal family intrigues against each other while traveling to different Shadows of Earth for personal gain.

Howl's Moving Castle (Movie)

World Nature: Noblebright +1

Tech level: Pre-Industrial +1

Magic level: High +3

Cosmology: Side Realms +1 (Book is Multiverse)

Survival Hazards:

-Hammers of War +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +10

A woman is cursed by a witch with old age and goes to live with a wizard in his house on legs. Sentient demonic fires, wars, steampunk planes, and wishes made on fallen stars.

Vampire Chronicles

World Nature: Shaded +3

Tech level: Modern +0

Magic level: Low +1

Cosmology: Planets +0

Survival Hazards:

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +10

Dresden Files

World Nature: Neutral +2

Tech level: Modern +0

Magic level: Moderate +2

Cosmology: Side Realm +1

Survival Hazards:

-Designed Destiny +1

-Hammers of War +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +11

Eclipse Phase

World Nature: Neutral +2

Tech level: Spacefaring +3

Magic level: Low +1

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +11

In the Stacks (Scott Lynch short story)

World Nature: Neutral +2

Tech level: Medieval +2
Magic level: High +3
Cosmology: Side Realms +1
Survival Hazards:
-Green Tide +1
-Corruptive Forces +1
-Esoteric Entrails +1
Tally: +11

Shadow of the Colossus
World Nature: Shaded +3
Tech level: Medieval +2
Magic level: Low +1
Cosmology: Side Realms +1
Survival Hazards:
-Corruptive Forces +1
-Endbringers +2
Tally: +11

Tyranny
World Nature: Shaded +3
Tech level: Medieval +2
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Hammers of War +1
-Corruptive Forces +1
-Endbringers +1
Tally: +11

Eberron
World Nature: Neutral +2
Tech level: Pre-Industrial +1
Magic level: High +3
Cosmology: Side Realms +1
Survival Hazards:
-Designed Destiny +1
-Hammers of War +1
-Green Tide +1
-Endbringers +1

-Esoteric Entrails +1

Tally: +12

Creation (Exalted)

World Nature: Neutral +2

Tech level: Pre-Industrial +1

Magic level: High +3

Cosmology: Side Realms +1

Survival Hazards:

-Designed Destiny +1

-Hammers of War +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +13

First Law (Joe Abercrombie)

World Nature: Shaded +3

Tech level: Pre-Industrial +1

Magic level: Moderate +2

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Green Tide +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +13

Chrono Trigger (All times as one)

World Nature: Noblebright +1

Tech level: Near Future +1

Magic level: High +3

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Green Tide +2

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

-Coming Comet +1

Tally: +13

Dishonored

World Nature: Shaded +3

Tech level: Pre Industrial +1

Magic level: Low +1

Cosmology: Side Realms +1

Survival Hazards:

-Pervasive Disease +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +13

Mother of Learning

World Nature: Neutral +2

Tech level: Pre-Industrial +1

Magic level: Moderate +2

Cosmology: Side Realms +1

Survival Hazards:

-Designed Destiny +1

-Green Tide +1

-Corruptive Forces +1

-Unstable Timestream +1

-Endbringers +1

-Esoteric Entrails +1

-Coming Comet +1

Tally: +13

Solasta

World Nature: Neutral +2

Tech level: Medieval +2

Magic level: Moderate +2

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1
-Esoteric Entrails +1
-Coming Comet +1
Tally: +13

Eora (Pillars of Eternity 1+2)
World Nature: Shaded +3
Tech level: Pre-Industrial +1
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Designed Destiny +1
-Hammers of War +1
-Corruptive Forces +1
-Endbringers +1
-Esoteric Entrails +1
-Coming Comet +2
Tally: +14

Darkest Dungeon
World Nature: Grimdark +5
Tech level: Pre-Industrial +1
Magic level: Low +1
Cosmology: Side Realms +1
Survival Hazards:
-Green Tide +2
-Corruptive Forces +1
-Endbringers +2
-Esoteric Entrails +2
Tally: +15

Harmundia (Agone)
World Nature: Shaded +3
Tech level: Medieval +2
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Designed Destiny +1
-Corruptive Forces +2
-Endbringers +1

-Esoteric Entrails +1

Tally: +15 (2 from 4 Hazards in Shaded)

Planescape: Torment

World Nature: Neutral +2

Tech level: Pre-Industrial +1

Magic level: High +3

Cosmology: Multiverse +2

Survival Hazards:

-Pervasive Disease +1

-Designed Destiny +1

-Hammers of War +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

Tally: +15

Chronicles of Darkness

World Nature: Shaded +3

Tech level: Modern +0

Magic level: High +3

Cosmology: Side Realms +1

Survival Hazards:

-Hammers of War +1

-Green Tide +1

-Corruptive Forces +1

-Endbringers +1

-Esoteric Entrails +1

-Coming Comet +1

Tally: +16 (+3 from 6 Hazards in Shaded)

Athas

World Nature: Shaded +3

Tech level: Medieval +2

Magic level: High +3

Cosmology: Planets +0

Survival Hazards:

-Unhinhabitable +1

-Hammers of War +1

- Green Tide +1
- Corruptive Forces +1
- Endbringers +1
- Esoteric Entrails +1

Tally: +17

Starcraft

World Nature: Shaded +3
Tech level: Spacefaring +3
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Hammers of War +2
-Green Tide +1
-Endbringers +2
-Esoteric Entrails +1

Tally: +17

Diablo

World Nature: Grimdark +5
Tech level: Medieval +2
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Hammers of War +1
-Green Tide +2
-Corruptive Forces +1
-Endbringers +2
-Esoteric Entrails +1

Tally: +19

God of War

World Nature: Shaded +3
Tech level: Medieval +2
Magic level: High +3
Cosmology: Side Realms +1
Survival Hazards:
-Designed Destiny +1
-Hammers of War +1
-Green Tide +1

-Endbringers +2
-Esoteric Entrails +1
-Coming Comet +1
Tally: +19 (+3 from 6 Hazards on Shaded)

Cthulhutech
World Nature: Grimdark +5
Tech level: Spacefaring +3
Magic level: High +3
Cosmology: Side Realms +1
Survival Hazards:
-Hammers of War +1
-Green Tide +1
-Corruptive Forces +1
-Endbringers +1
-Esoteric Entrails +1
-Coming Comet +1
Tally: +21 (+3 from 6 Hazards in Grimdark)

Dark Souls
World Nature: Grimdark +5
Tech level: Medieval +2
Magic level: Moderate +2
Cosmology: Side Realms +1
Survival Hazards:
-Pervasive Disease +1
-Designed Destiny +1
-Green Tide +2
-Corruptive Forces +1
-Endbringers +2
-Esoteric Entrails +2
-Coming Comet +1
Tally: +23

Dungeon Crawler World: Earth (Dungeon Crawler Carl)
World Nature: Grimdark +5
Tech Level: Spacefaring +3
Magic Level: High +3
Cosmology: Side Realms +1
Survival Hazards:

- Hammers of War +1
- Green Tide +2
- Corruptive Forces +1
- Endbringers +2
- Esoteric Entrails +2
- Tally: +24