



# AT THE FEET OF THE MOIRAI



The Moirai are three sisters, Lachesis - The Allotter, who sings of things that were; Clotho - The Spinner, who sings of things that are; and Atropos - The End, who sings of things to come.

They oversee all the paths of human lives as they are spun and woven across the face of The World.

As the Moirai stand above a sea of threads below, their Weavers work to create the greatest tapestry ever known - that of all there is and will be.

As the sisters plan the patterns of the lives in front of them, their Weavers move each individual thread according to their grand plan.

So, The World is woven.



## THE WEAVERS



In At The Feet Of The Moirai, players take on the role of Weavers working for the Moirai. Each Weaver oversees weaving The Thread of a chosen Hero's story. Their weft and warp will drive their Hero's deeds and lead them on their allotted paths. Players speak for their Heroes, but may also speak as Weavers to discuss, plan or scheme the weaving of the Threads.

Play takes the form of three phases - Lachesis, Clotho, and Atropos:

LACHESIS is Character Creation, where a Hero is forged, their past written and their fate decided

CLOTHO is the adventure, where the Thread is spun, the story told, and rolls are made to determine the outcome of a Hero's actions

ATROPOS is The End - when the Thread is cut and a Hero dies

Not all players will experience these phases at the same time, though the majority of play will take place in Clotho. If a Weaver decides that it is time for their Hero to meet their Fate, then they can trigger Atropos and, should they wish, run through Lachesis to re-join the other Weavers in Clotho with a new Hero.



## PHASE ONE: LACHESIS - THE APPORTIONER



Lachesis is The Apportioner - she oversees all that will be. In her chambers, she dyes and measures each individual thread and imbues it with its destiny.

To create your Hero, give them a name and a personality. Your Hero can have any identity or gender you wish.

Then, roll 1d6 for the colour of their THREAD, this indicates an important event in their past and the recurring themes of their life.

Tell the story of the important event and the effect it had on your Hero.

Whenever your Hero's THREAD is relevant, roll an extra d12, as outlined in CLOTHO.

Next, roll 2d6 (one for each side of the table below). These are potential ENDS for your Hero. Whenever your Hero acts in a way that drives them to one of these ENDS, roll an extra d12, as outlined in CLOTHO. A Hero can only drive towards one END per action.



d6	1	2
1	A Peaceful End	A Violent End
2	A Glorious End	An Inglorious End
3	A Natural End	An Unnatural End
4	A Triumphant End	A Frustrated End
5	A Noble End	An Ignoble End
6	A Tender End	A Callous End

d6	COLOUR OF THREAD	NATURE OF EVENT
1	Red	Distance, Movement & Discovery
2	Blue	Sword, Steel, & Blood
3	Purple	Power, Wealth & Riches
4	Black	Loss, Pain & Sorrow
5	White	Purity, Wisdom & Virtue
6	Gold	Prophecy, Revelation & Favour

Once you have the colour of your Hero's THREAD and two potential ENDS, it is time to begin weaving their story - move on to Phase Two: Clotho.



## PHASE TWO: CLOTHO - THE SPINNER



Clotho is The Spinner - she oversees the spinning of the threads, the weft and the warp, from the birth to the death of a Hero. Her duty is ensuring the tapestry is woven.

CLOTHO is where your Hero's story is told, where the GM outlines the world and sets CHALLENGES and the Heroes react.

Your Heroes are powerful beyond the limits of normal humans. CHALLENGES range in difficulty from those which would frustrate a normal human to those which would be impossible for even the mightiest of Heroes without some form of divine intervention.

Whenever your Hero attempts something where the outcome is in doubt, roll a d12 and EQUAL or BEAT the target number for the CHALLENGE set by GM to score a HIT.

On a HIT, the action is successful and the Hero's intention is realised

On a MISS, there will be a REACTION from THE WORLD or THE MOIRAI

When your Hero acts towards their ENDS, or their THREAD would give them some advantage or insight in their current situation, roll an additional d12 for each relevant factor.

When you roll more than one d12, read the highest result. A Hero can only ever drive towards one of their ENDS at a time.

If it is narratively appropriate to do so, you may let your Hero AID another Weaver's Hero with a CHALLENGE. When a Hero lends AID another Hero, they reduce the Hero's CHALLENGE by 1 level - if a Hero lent their AID to a CHALLENGE rated at Odysseus, then it would be reduced to a CHALLENGE rated at Perseus.

CHALLENGE	TARGET	DESCRIPTION
Heracles	12+	A task that is nigh on impossible for a Hero, without assistance from a Weaver
Odysseus	10+	A task that pushes a Hero to their limits
Perseus	8+	A task that is achievable only by a Hero
Theseus	6+	A task that would be nigh on impossible for a normal human
Jason	4+	A task that pushes a normal human to their limits

## DEEDS

DEEDS are the lasting resonance of your Hero's actions on this world.

When you trigger ATROPOS for your Hero, these DEEDS will contribute to how your Hero's story is remembered when their Thread is finally cut.

When your Hero scores a HIT in a CHALLENGE, mark down a DEED, write the nature of your DEED and the TARGET of the CHALLENGE they overcame (12, 10, 8 etc).

# FATE POINTS

As Weavers, you work for the Moirai, but you are also capricious and have your own plans and favours that you may wish to bestow upon your chosen Heroes, should you believe the path allotted to them is unfair.

Whenever you roll a MISS for your Hero in a CHALLENGE, you trigger a WORLD REACTION from the GM, which will have some form of negative consequence for what your Hero was attempting to do. The GM outlines how the WORLD REACTION pans out and, if you accept it, play continues with this new narrative direction.

If you refuse to accept the outcome, you may spend FATE POINTS to attempt to twist the weave to your Hero's advantage, though this may invoke the ire of the Moirai.



FATE POINTS	FATE DICE
1	d4
2	d6
3	d8
4	d10
5	d12



Whenever you spend FATE POINTS, roll the appropriate dice for the amount of FATE POINTS spent and add it to the result from your Hero's original roll for the CHALLENGE. If the combined result equals or beats the CHALLENGE, it is a HIT.

On a HIT, the GM will roll a d12 + the number of FATE POINTS spent to see if your interference is noticed by The Moirai, potentially triggering a MOIRAI REACTION. On a MISS there is an automatic MOIRAI REACTION.

Each Weaver begins with 6 FATE POINTS, which recharge whenever they run out or when they trigger a MOIRAI REACTION from the GM. FATE DICE can only be spent once per CHALLENGE.

# STRIFE & WOUNDS

Throughout their interactions with The World, your Hero will put themselves in physical danger and potential social difficulty. Whenever there is a WORLD REACTION from the GM, your Hero could receive STRIFE or WOUNDS.

When a Hero receives STRIFE or WOUNDS, they are affected by them until they find a way to recover.

When a Hero has STRIFE, they take a -1 penalty to any standard d12 roll during a social interaction.

To recover from STRIFE, a Hero must make amends with someone they have wronged or perform a feat to win back favour.

When a Hero has WOUNDS, they take a -1 penalty to any standard d12 roll during a physical or combat situation.

To recover from WOUNDS, a Hero must rest for at least one night, or seek medical assistance.

Once a Hero receives STRIFE or WOUNDS, they cannot receive further STRIFE or WOUNDS as a result of a WORLD REACTION. They can become STRIFE-RIDDEN or MORTALLY WOUNDED. If a Weaver's intervention is noticed and calls down the ire of the Moirai, then a Hero can become STRIFE-RIDDEN or MORTALLY WOUNDED through a MOIRAI REACTION from the GM.

When a Hero is STRIFE-RIDDEN, they suffer great shame because of their actions - they always read the lowest number rolled on a standard d12 in a social situation.

A Hero that is STRIFE-RIDDEN can only recover with a great act of Heroism, saving many people, or impressing the most powerful people in the land.

When a Hero is MORTALLY WOUNDED, they are brought to the brink of Death - they always read the lowest number rolled on a d12 in a physical or combat situation.

A Hero that is MORTALLY WOUNDED can recover through years of rest or by seeking the favour of The Gods.

If your Hero becomes STRIFE-RIDDEN or MORTALLY WOUNDED, you may decide that their recovery is too far out of reach or that it would be best for them to die in battle. At this point, you can choose to end your Hero's story and, should you wish, create a new Hero.

When it is time for your Hero's story to end, move on to Phase Three: Atropos.



## PHASE THREE: ATROPOS - THE END



Atropos is The End - it is she who cuts the Thread, oversees the final steps, hears the final breaths, and counts the final heartbeats on a Hero's journey.

When it is time for your Hero's story to end, either because they have become STRIFE-RIDDEN or MORTALLY WOUNDED, or because you feel that the narrative has placed them in a position where one of their ENDS can be achieved, then you can ask the GM to trigger ATROPOS. When you trigger ATROPOS, you describe how your Hero meets their end - be it in their bed with their family around them, or choking on their own blood on the field of battle - and prepare to roll their FINAL ROLL to see how their story will be remembered when their Thread is cut.

The FINAL ROLL is a pool of dice that represents your Hero's story. It is made of their THREAD, their END and their DEEDS.

When you prepare for your FINAL ROLL, take one D12 for the colour of your Hero's THREAD.

Take another D12 if they are moving towards one of their potential ENDS - if they are not moving towards one of these ENDS, tell the GM.

Next, INVOKE THEIR DEEDS. When you INVOKE THEIR DEEDS, refer to the DEEDS you have marked for your Hero. For every DEED marked, take a dice of the appropriate CHALLENGE target - if the DEED was HERACLES, take a D12, if the deed was ODYSSEUS take a D10 etc.

When you have your pool ready, turn to the GM and fill in the sentence below:

“My Hero, [Name], whose beginnings were forged in [THREAD], faces [END]. The deeds of their life were many, they... [VOKE THEIR DEEDS].  
Tell me, O Moirai, will they be remembered?”

You will then roll all of the dice in your pool and add up the total. The GM will also roll a pool of dice. If your total equals or beats the GM's roll, then your Hero is raised to Olympus and their song is sung through the ages. If your FINAL ROLL does not equal or beat the GM's roll, then your Hero descends into Hades to walk amongst the other glorious dead, but their story is forgotten on the world above.

Once you have completed ATROPOS, you may decide to return to LACHESIS to oversee the birth of a new Hero and re-join the other Weavers' Heroes in CLOTHO.

# THE WORLD & THE MOIRAI - FOR GMS

In At The Feet Of The Moirai, the GM acts as both The World and The Moirai. As well as weaving the story in which the Weavers' Heroes find themselves, the GM's role involves countering against the Heroes when things do not go their way.

When a Weaver's Hero attempts something where the outcome is in doubt, the GM sets a CHALLENGE (a number based on how difficult the action the Hero is attempting is) and asks the Weaver to roll. Heroes are powerful beyond the limits of normal humans. CHALLENGES should be set with this in mind. If a task would be achievable generally by any member of the population, then there is no need to set a CHALLENGE.

The lowest level of CHALLENGE should be one that pushes a normal human to their limits and the highest level of CHALLENGE should be a task that would be impossible for a Hero without intervention from a Weaver. This scale is outlined in CLOTHO, but some examples for CHALLENGES are listed below.

Succeeding in a CHALLENGE is called a HIT. A HIT is when a Weaver rolls EQUAL TO or ABOVE the number for the CHALLENGE set by the GM.

CHALLENGE	TARGET	DESCRIPTION	EXAMPLE
Heracles	12+	A task that is nigh on impossible for a Hero, without assistance from a Weaver	Winning the favour of the gods, slaying a Titan, outwitting a God
Odysseus	10+	A task that pushes a Hero to their limits	Winning the favour of a nation, slaying a mythical beast, ending a war
Perseus	8+	A task that is achievable only by a Hero	Winning the favour of a region, slaying another Hero, travelling to Hades
Theseus	6+	A task that would be nigh on impossible for a normal human	Winning the favour of city, slaying a mighty champion, navigating a Labyrinth
Jason	4+	A task that pushes a normal human to their limits	Winning the favour of a town, slaying a wild beast, writing an epic

## REACTIONS

Rolling below the target number for a CHALLENGE is called a MISS. Whenever a MISS is rolled, the GM takes a REACTION.

Whenever a Weaver rolls a MISS on a CHALLENGE and no FATE DICE are rolled, the GM makes a WORLD REACTION.

A WORLD REACTION is a setback, an inconvenience, or a lessening of the Hero's action. They are not major crises, but they are intended to create additional drama or drive the narrative in a direction that means the Hero will have to overcome something more or deal with a situation in the near future.

### WORLD REACTIONS

Remove an object of use, an avenue for escape, or an opportunity for advantage

Inflict WOUNDS, introduce impending peril or invite further danger

Inflict STRIFE, weaken a bond of friendship, or alienate a potential ally

Introduce a new challenge, a troublesome twist of fate, or an unfortunate side-effect

Diminish the Hero's impact, frustrate the Hero's intention, or protract the Hero's Challenge

Whenever a Weaver rolls a MISS on a CHALLENGE, outline the WORLD REACTION that will happen as a result and ask them if they accept the outcome, or if they wish to intervene.

If they choose to accept the outcome, then the WORLD REACTION stands and the narrative continues from there.

If a Weaver chooses to intervene, they attempt to twist the Fate provided to their Heroes by The Moirai by spending FATE POINTS and rolling FATE DICE to attempt to overcome the CHALLENGE.

Although the GM's tools are reactionary, they should be a fan of the Weavers' Heroes. Together, you're spinning the threads of a colossal story of beings that are capable of incredible feats. Your use of REACTIONS should be ones that drive the narrative forward and make for interesting narratives going forward.

Whenever a Weaver triggers a MOIRAI REACTION, mark a DEED UNDONE for their Hero. When you mark a DEED UNDONE, write down the FATE DICE that the Weaver rolled as part of the CHALLENGE - if a Weaver rolled a d12, then mark down a DEED UNDONE with d12. More on this is covered in ATROPOS below.

When a Weaver spends FATE POINTS and the combination of their Hero's dice and their FATE DICE result in a HIT, then the Hero succeeds.

Whenever a Weaver spends FATE POINTS and scores a HIT, roll a d12 and add the number of FATE POINTS spent to the result. If this number exceeds the Weaver's total on their Hero's dice and FATE DICE, the action is still a success, but there is a MOIRAI REACTION.

Additionally, when a Weaver spends FATE POINTS and the combination of their Hero's dice and their FATE DICE still results in a MISS, then there is a MOIRAI REACTION.

A MOIRAI REACTION is a major setback, a catastrophe, or a nullifying of the Hero's action. They are major crises and are intended to create new drama or drive the narrative in a direction that means the Hero will have to overcome a far greater challenge than originally envisaged or face immediate danger.

### MOIRAI REACTIONS

Destroy an object of use, remove the possibility of safe escape, or disadvantage the Hero

Leave the Hero MORTALLY WOUNDED, introduce immediate peril, or increase the current danger

Leave the Hero STRIFE-RIDDEN, break a bond of friendship, or make an enemy of an ally

Introduce new challenges, a cruel twist of fate, or a tragic side-effect

Nullify the Hero's impact, thwart the Hero's intention, or exacerbate the Hero's Challenge



## ATROPOS - THE CHALLENGE

When a Weaver feels that their Hero's story has come to an end, the Weaver asks to trigger ATROPOS.

At this point, they will collect a pool of dice for the FINAL ROLL, made up of their Hero's THREAD, their DEEDS and their END, and then ask a question of The Moirai.

This roll is a direct contest between the Weaver's FINAL ROLL pool and the GM's CONTEST POOL to elevate their Hero to Olympus or have them forgotten and lost in Hades.

The CONTEST POOL is made up of every marked DEED UNDONE dice from CLOTHO. These are rolled all at once and their total added up. If the Hero is not meeting one of their two ENDS which were generated in LACHESIS, then roll an additional 3d12.

Compare the result from the CONTEST POOL to the Weaver's FINAL ROLL. If their FINAL ROLL does not equal or beat the total from the CONTEST POOL, then their Hero descends into Hades to walk amongst the other glorious dead, but their story is forgotten on the world above.