

BBTTCC Creature Design Brief

Qliphothic Foes & Natural Fauna

“Where attention goes, energy flows.”

1. The World Assumption (Core Mental Model)

BBTTCC operates on a single metaphysical rule:

Attention shapes reality. Repetition stabilizes it. Neglect lets it rot.

Creatures are not just *animals*—they are **feedback loops** between:

- environment
- behavior
- belief
- and consequence

Your job as a creature designer is to answer:

“If this thing existed here, what would the world look like because of it?”

2. Two Broad Creature Families

A. Natural Fauna

These are *biologically coherent* creatures:

- evolved
- adapted
- ecological
- internally consistent

They may be strange, mutated, irradiated, or magical—but they **belong**.

Think:

- predators
- grazers
- scavengers
- parasites
- symbiotes
- migratory megafauna

They obey *cause and effect*.

B. Qliphothic Creatures (Corruption Lifeforms)

Qliphothic beings are **anti-ecological**.

They:

- feed on distortion, not calories
- grow stronger where systems break
- destabilize reality simply by persisting

They are not “evil animals.”

They are **symptoms that learned to walk**.

3. Creature Design Axes (What to Define)

Every creature—normal or Qliphothic—should be described along these axes.

1 Habitat & Range

- Where does it live?
- Why *there*?
- What conditions does it require or avoid?

Example prompts:

- High radiation?
- Leyline proximity?

- Dense population?
- Abandoned infrastructure?
- Social unrest?

2 Behavior Loop (This Is Your Superpower)

Describe:

- daily activity cycle
- social structure
- mating / reproduction logic
- migration or territoriality

Especially important:

What does this creature do when unobserved?

BBTTCC assumes the world runs *even when players aren't looking*.

3 Energy Source (Literal or Metaphorical)

Every creature feeds on *something*:

Creature Type	Energy Source
Normal fauna	Calories, radiation, minerals, heat
Mutants	Radiation + food
Leyline creatures	Magical flow, resonance
Qliphothic	Fear, secrecy, repetition, despair, denial

If it feeds on **attention**, describe:

- what kind
- how much
- and what happens if it doesn't get it

4 Environmental Impact

Creatures *change the map*.

Ask:

- What happens if they overpopulate?
- What happens if they vanish?
- What signs appear before players ever see one?

Tracks affected in-game:

- Morale
- Loyalty
- Darkness
- Territory stability
- Travel risk
- Local legends

4. Qliphothic-Specific Guidance

Qliphothic creatures are **not apex predators**.
They are **conceptual parasites**.

Key rules:

✗ What They Are NOT

- Random chaos monsters
- Mindless killers
- Just “demons”

✓ What They ARE

- Corrupted echoes of once-stable patterns

- Things that should not reproduce—but do
- Feedback loops made flesh

Design them around:

- obsession
- denial
- purity taken too far
- order without mercy
- survival without meaning

If it can be ignored safely forever, it isn't Qliphothic.

5. Normal Fauna Philosophy

Normal creatures should feel:

- **predictable**
- **learnable**
- **exploitable**
- **understandable**

Players should be able to say:

“Ah. That's why it does that.”

Even horrifying animals should still feel *right*.

If Qliphothic creatures break ecosystems,
normal fauna reveal ecosystems.

6. Why This Matters

BBTTCC is a world where:

- creatures are clues
- monsters are consequences

- ecosystems tell stories

You don't just add monsters—
you help the world **explain itself**.

BBTTCC World Biomes & Hex Reality Model

“The map remembers. The land improvises.”

1. The Hex Is a Memory, Not a Snapshot

In BBTTCC, a **hex is not a fixed biome tile**.

A hex represents:

- a **remembered identity** of a region
- a **dominant environmental narrative**
- a *stable shorthand* used for navigation, planning, and faction logic

But *inside* the hex?

Anything that plausibly belongs there may exist there.

A hex labeled “*River*” does **not** mean:

- continuous water
- uniform banks
- consistent climate
- a single ecosystem

It means:

“This place is remembered as being shaped by water.”

2. Internal Hex Variability (Design Freedom)

Within any single hex, you can freely include:

- dry riverbeds

- flooded caverns
- delta marshes
- industrial spill zones
- ritual pools
- underground aquifers
- overgrown ruins
- irradiated oxbows
- floating biota
- impossible geometry

As long as it does **not contradict the hex's remembered identity**, it is valid.

The hex label constrains theme, not content.

Feel free to get creative with your own custom:

- micro-biomes
- niche adaptations
- localized aberrations
- transient ecosystems

3. Canonical Biome Families

These are **anchor categories**, not hard borders.



River / Water-Shaped

Defined by:

- erosion
- flow
- seasonal movement

- sediment
- memory of water

Includes:

- rivers, canals, aqueducts
- floodplains
- dried basins
- drowned cities
- subterranean waterways

Creature emphasis:

- migratory behavior
- ambush predators
- filter feeders
- rhythm-based life cycles

Plains / Open Lands

Defined by:

- exposure
- visibility
- wind
- distance

Includes:

- grasslands
- dust seas
- agricultural ruins
- steppe

- abandoned infrastructure corridors

Creature emphasis:

- herd dynamics
- speed vs endurance
- territorial markers
- horizon awareness



Forest / Overgrowth

Defined by:

- accumulation
- concealment
- layered life

Includes:

- forests
- fungal zones
- vine-choked cities
- bioluminescent growths
- parasitic ecosystems

Creature emphasis:

- vertical movement
- camouflage
- symbiosis
- ambush and retreat



Highlands / Broken Terrain

Defined by:

- elevation
- fragmentation
- scarcity

Includes:

- mountains
- mesas
- collapsed megastructures
- floating debris fields
- shattered earth

Creature emphasis:

- nesting
- resource guarding
- gravity exploitation
- low-population dominance



Wastes / Scar Zones

Defined by:

- historical trauma
- contamination
- instability

Includes:

- radiation zones
- battlefield remains
- magical fallout

- failed experiments
- dead infrastructure

Creature emphasis:

- mutation
- opportunism
- scavenging
- short lifecycles or immortality

4. Hex Memory vs. Present Reality

Each hex has **three layers**, whether explicitly stated or not:

Layer	Meaning
Remembered	What the world <i>calls</i> this place
Actual	What exists right now
Emerging	What it is becoming

Qliphothic creatures often *hijack* the Emerging layer.

5. Leylines: The Hidden Organ System

Leylines are **subterranean / metaphysical flows** that:

- predate current geography
- ignore political borders
- warp probability and growth

They are not just “magic lines.”
They are **circulatory systems of meaning**.

Key Properties

- Leylines pass *through* biomes without obeying them

- They can surface, submerge, knot, or fracture
- They intensify whatever already exists

Leylines do not create themes.
They **amplify them**.

6. Leylines & Creature Design

Leylines enable:

For Normal Fauna

- unusual migration paths
- breeding hotspots
- oversized or undersized variants
- seasonal population booms
- ritualized behavior tied to pulses

These creatures may not *understand* leylines—but evolve around them.

For Qliphothic Entities

Leylines are:

- wounds
- arteries
- megaphones

Qliphothic creatures may:

- nest at knots
- dam or reroute flows
- metabolize purity/corruption
- anchor themselves to a line to persist

A Qliphothic creature on a leyline is harder to kill—not because it's stronger, but because it is *fed*.

7. “Anything Goes” — With One Rule

Within a hex:

- genre bending is allowed
- scale inconsistency is allowed
- surrealism is allowed

As long as it feels like a consequence, not a joke.

Ask:

“What pressure made this necessary?”

If you can answer that, it belongs.

8. Designer Permission Statement (Explicit)

You may assume:

- overlapping biomes
- contradictory evidence
- unreliable maps
- local myths being true
- ecosystems forming around ruins, not despite them

The world is *remembering itself imperfectly*.

That imperfection is fertile ground.

9. Why This Matters for Creatures

Creatures in BBTTCC:

- explain terrain
- warn of unseen forces

- foreshadow political or metaphysical shifts
- turn hexes into stories, not squares

A river hex is not water.

It is **the idea of flow, remembered badly, and lived with anyway.**