

the
Burning Wheel



Monster
Burner



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Monster Burner



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Favor et Caritas et Ardor

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And to my Mom: Long has she fostered in me an appreciation of monsters and otherness. Though I think she's loath to admit it, she's to blame for much of this madness. I love her for it.

A Special Nod

To Peter Dickinson whose imaginative work unknowingly set me on this path two decades ago, and who's curving prose inspires me to this day.

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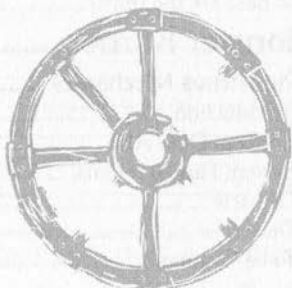
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This book is fondly dedicated to Chris Lineman. I would not have been able come this far without the safe haven and fertile ground he provided for my fragile imagination to grow in. Chris, you asked for monsters... this one's for you.

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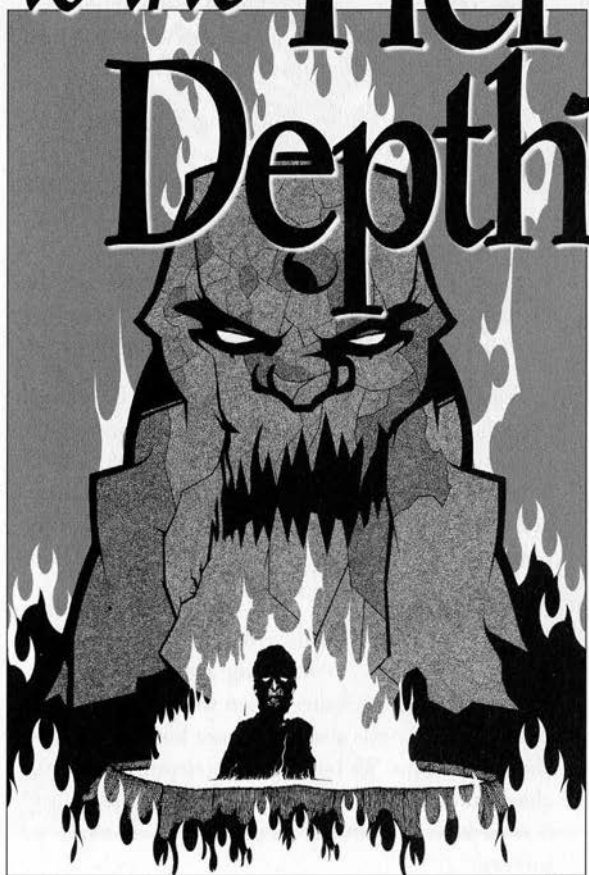
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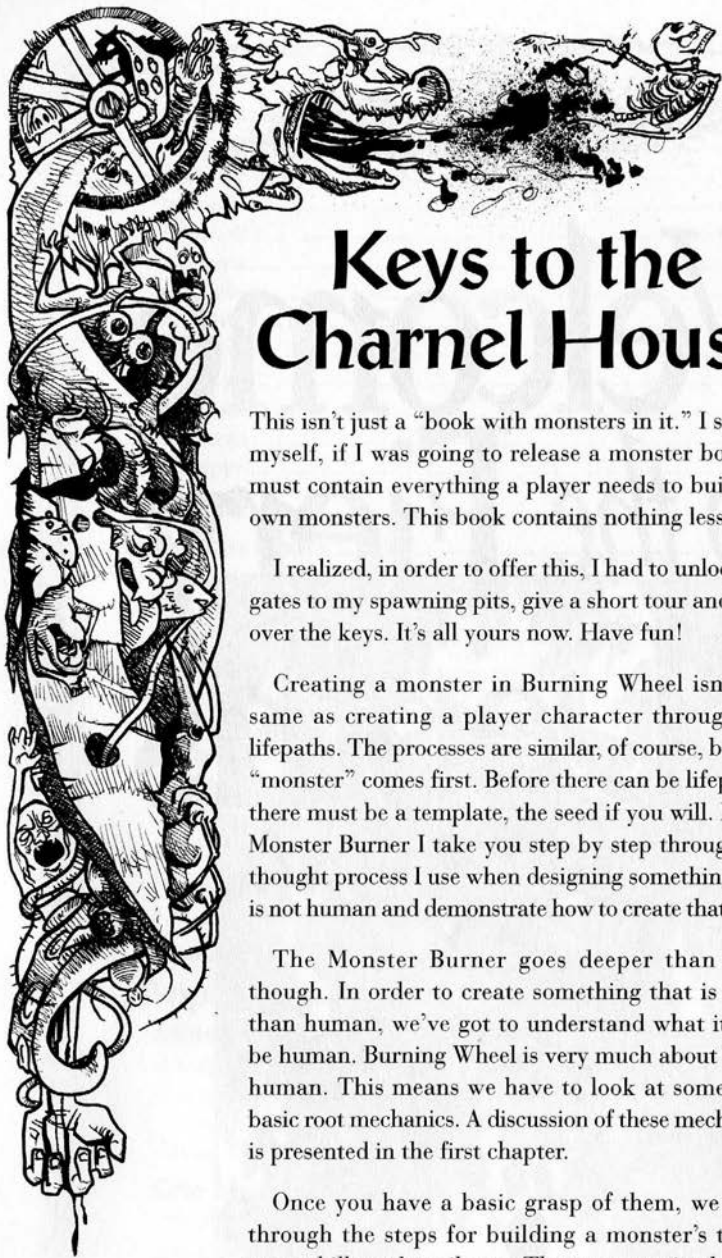
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Welcome
to the Fiery
Depths





Keys to the Charnel House

This isn't just a "book with monsters in it." I said to myself, if I was going to release a monster book, it must contain everything a player needs to build his own monsters. This book contains nothing less.

I realized, in order to offer this, I had to unlock the gates to my spawning pits, give a short tour and turn over the keys. It's all yours now. Have fun!

Creating a monster in *Burning Wheel* isn't the same as creating a player character through the lifepaths. The processes are similar, of course, but the "monster" comes first. Before there can be lifepaths, there must be a template, the seed if you will. In the *Monster Burner* I take you step by step through the thought process I use when designing something that is not human and demonstrate how to create that seed.

The *Monster Burner* goes deeper than that, though. In order to create something that is other than human, we've got to understand what it is to be human. *Burning Wheel* is very much about being human. This means we have to look at some very basic root mechanics. A discussion of these mechanics is presented in the first chapter.

Once you have a basic grasp of them, we walk through the steps for building a monster's traits, stats, skills and attributes. Then we examine how to use that template as a starting point for lifepaths and character stocks. We build and price traits, create age charts and determine if our monster is magical (and if so, if he needs natural magic, emotional magic or sorcery).

After that, it's all monsters—examples of these mechanics in action: Lifepaths, fully illustrated creatures, lists of baddies and critters; their traits, skills and even a couple of new spells.

Strap on your goggles and pull on your thick leather gloves. The keys to the charnel house are yours now, and it's about to get very messy in here.



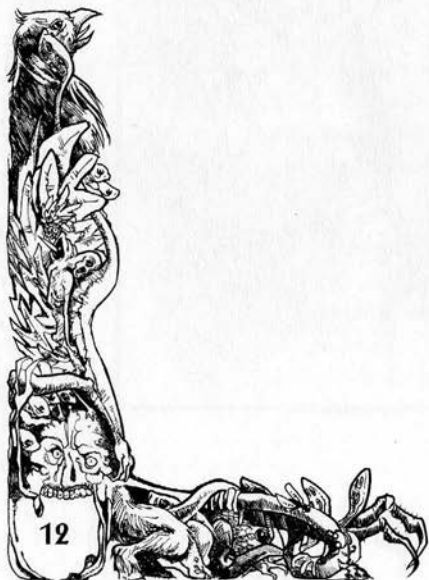
Why Monster Burner?

I deliberately chose the term “monster” to illustrate that these creations are not human. To be a monster is to be other than human. This book is very much about exploring that otherness and what it means to our game. As for the “burner,” that’s just how we create characters in Burning Wheel: We burn them. This is the fuel, you are the fire. Now burn.

Where are the Imps?

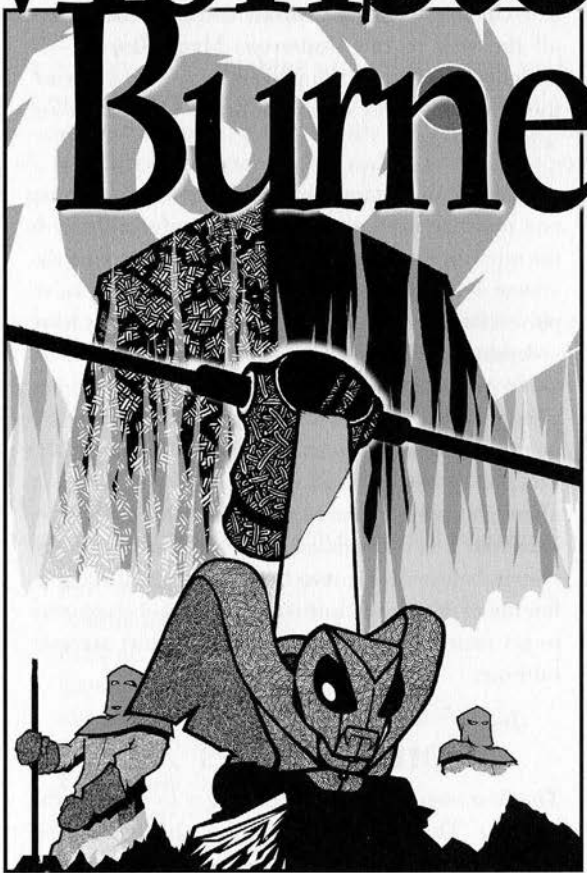


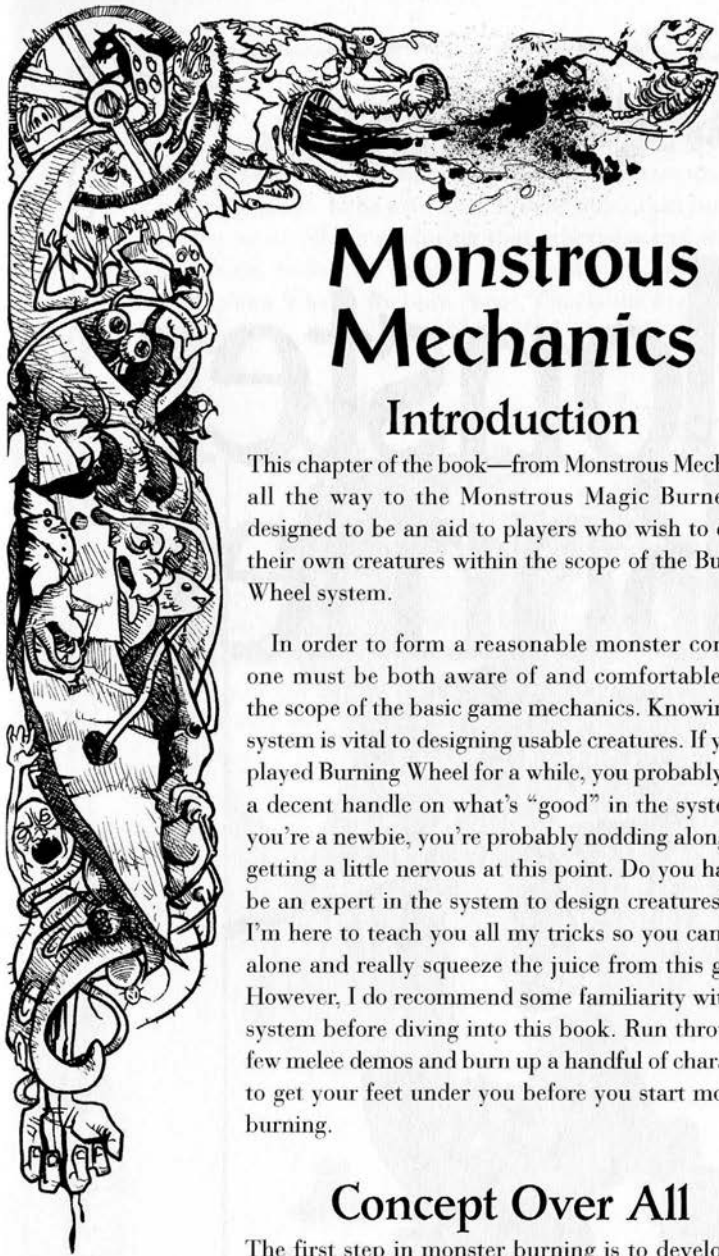
You may notice as you peruse this tome that there are no Imps present to guide you on your journey. Why is this? The *Monster Burner* is written in the Instructor Imp’s voice. So even though he isn’t present on every page, hold his image in your mind’s eye as you read and let his pointy finger and erudite tone aid you as you plumb these heretofore unfathomed depths.



the

Monster Burner





Monstrous Mechanics

Introduction

This chapter of the book—from Monstrous Mechanics all the way to the Monstrous Magic Burner—is designed to be an aid to players who wish to create their own creatures within the scope of the Burning Wheel system.

In order to form a reasonable monster concept, one must be both aware of and comfortable with the scope of the basic game mechanics. Knowing the system is vital to designing usable creatures. If you've played Burning Wheel for a while, you probably have a decent handle on what's "good" in the system. If you're a newbie, you're probably nodding along, but getting a little nervous at this point. Do you have to be an expert in the system to design creatures? No. I'm here to teach you all my tricks so you can go it alone and really squeeze the juice from this grape. However, I do recommend some familiarity with the system before diving into this book. Run through a few melee demos and burn up a handful of characters to get your feet under you before you start monster burning.

Concept Over All

The first step in monster burning is to develop the *concept*. Those of you familiar with the Burning Wheel will recognize that the game stresses concept as vital to good design. In character burning and abstraction, for example, concept is the key to creating a useful entity.

Likewise, concept pervades monster burning. In order to properly create anything in this system, a player must be able to form a clear idea of what his goals are before he sets out on the journey of design. Concepts can, of course, be vague, but the more focused the concept (to a point) the more rewarding the outcome will be.

System Fundamentals

Here's a quick review of the system: Burning Wheel is a d6 die pool system. Players roll a number of dice equal to their character's proficiency/skill rank (we call it "exponent") in order to generate successes to overcome obstacles and pass tests.

For us to reliably build anything using this system we have to understand essentially what is "good" and what's "crap"; what's competent and what's expert. And not only the *what's* but the *why* behind it all, too. To give a better understanding of what the numbers mean, I've got to explain the range of the system's difficulty.

Obstacle

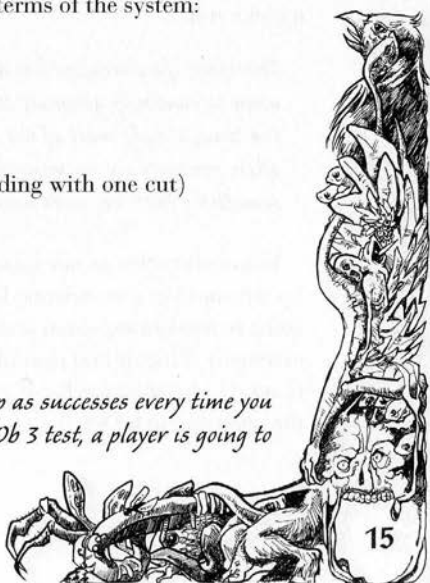
Obstacle numbers, the overall scale of difficulty, are based on players rolling a number of six-sided dice and needing a 4 or better on each die to generate a success. Understanding what the obstacles are helps us see which numbers/exponents are appropriate for our monsters. We can get an idea of what's needed to achieve success.

Difficulty by Obstacle

These concepts are what is intended in terms of the system:

- | | |
|-------|---|
| Ob 1 | Easy or simple tasks |
| Ob 2 | Routine everyday stuff |
| Ob 3 | Difficult |
| Ob 4 | Extremely difficult |
| Ob 5 | Master-level (ye olde beheading with one cut) |
| Ob 6 | Requires a heroic effort |
| Ob 7 | Ludicrously difficult |
| Ob 8 | Nearly impossible |
| Ob 9 | Phenomenally difficult |
| Ob 10 | Miraculous |

The system expects half the dice to come up as successes every time you roll. To roll three 4s, and reliably pass an Ob 3 test, a player is going to



need to roll six dice. To reliably pass Ob 10 tests, a player will need to be rolling twenty dice.

Dice

The dice are the method by which success is achieved. Dice are allocated and granted based on the type of obstacles we expect the monster to be able to overcome. Assigning the proper dice to your monster is crucial to making it a believable and palpable being in your game. The dice listed with an ability are called its *exponent*.

Expertise by Exponent

Just like each obstacle level, each exponent has a concept attached to it:

Exp 1 is naturally disinclined, crippled or utterly incompetent

Exp 2 is untrained, raw, weak or unpracticed ability

Exp 3 is nominally trained and practiced

Exp 4 is competent; everyday stuff doesn't pose a challenge

Exp 5 is expert

Exp 6 is near mastery

Exp 7 is excellence defined

Exp 8 is total mastery, complete understanding

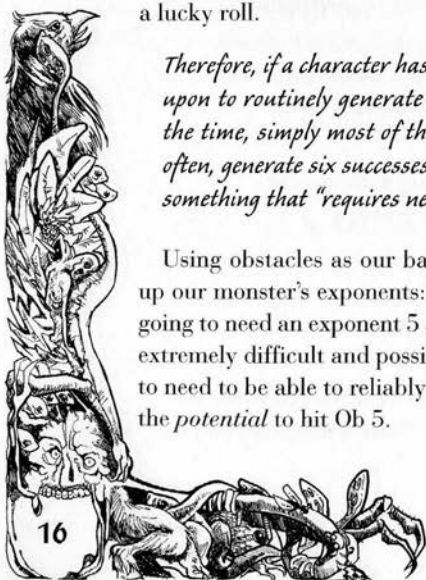
Exp 9 is uncanny and incomprehensibly good

Exp 10 is as near perfection as the system allows

What's the logic behind exponent concepts? They relate directly to the obstacles listed above. These numbers are based on what the dice listed can routinely achieve (on the average) and could potentially achieve on a lucky roll.

Therefore, if a character has a skill exponent of 6, that skill can be relied upon to routinely generate three successes. (It's not going to do it all the time, simply most of the time.) And that same skill will, every so often, generate six successes—enough successes to meet the obstacle of something that "requires near mastery" of the subject.

Using obstacles as our basis, we can begin to determine how to set up our monster's exponents: In any area where it deserves respect, it is going to need an exponent 5 ability. It's got to be able to handle difficult, extremely difficult and possibly master-level difficulty tasks—it's going to need to be able to reliably generate three successes, and at least have the *potential* to hit Ob 5.



Everything else—everything the monster simply uses on a routine, everyday basis—doesn't need to be higher than exponent 4. Routine and easy obstacles are 1 and 2. To reliably achieve those results, one only needs to roll four dice in Burning Wheel, so most folks squeak by with exponent 3 (or even 2!). In everyday life, all you ever get are obstacle 1 and 2 tests.

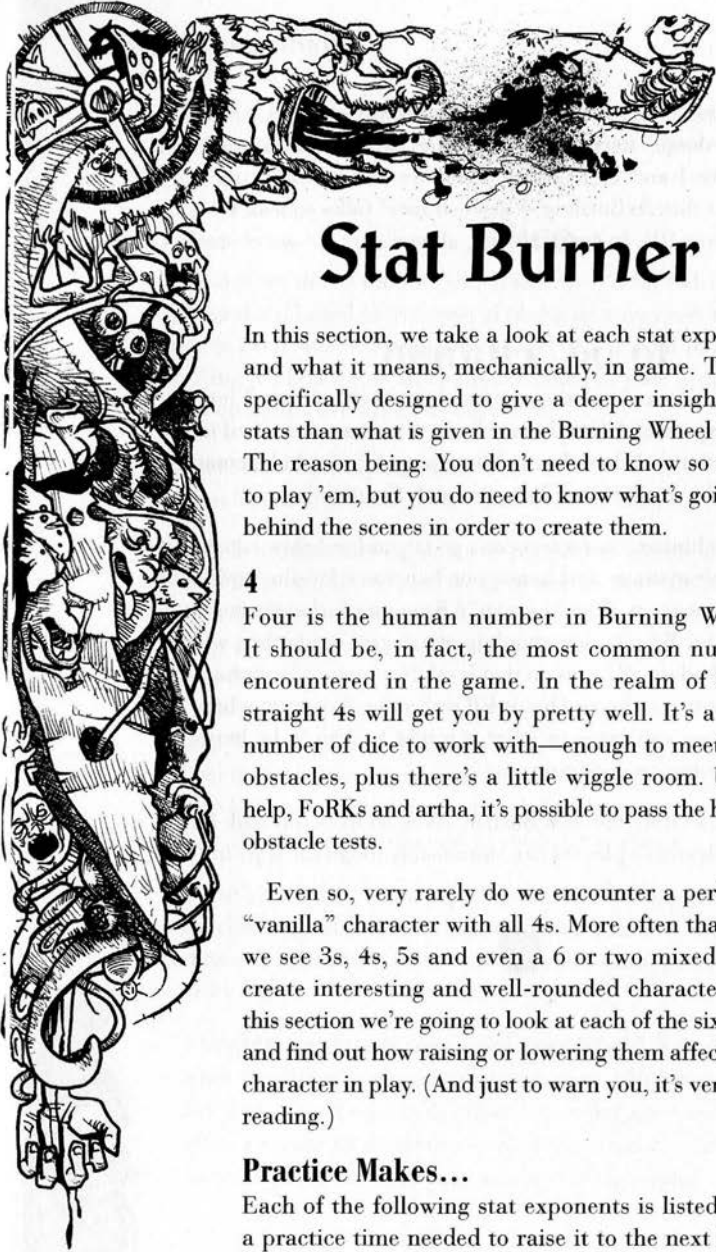
To be “Human”

When designing the scale of the system, I set the “average” level of competency at exponent 4 (for the mechanical reasons described in the two previous sections). I then decided that “exp 4s” would be common human stats. To have all 4s is to be very much “human.”

Not to say that human characters can't go beyond or below exp 4, but 4 represents *their* average and hence our benchmark—the middle of the road—for the system. Why “human”? Because it's the one common ground we all have. We all understand, to one degree or another, what it is to be human. And we all intuit on that level. Not many of us intuitively understand what it is to be an Orc or Elf or Spider. Knowing where *we* lie on the scale, we can guess at what it might be like to be better or worse than our common condition.

The following section, the Stat Burner, takes an in-depth look at the exponents of each stat so players can responsibly judge the stats of their monsters.





Stat Burner

In this section, we take a look at each stat exponent and what it means, mechanically, in game. This is specifically designed to give a deeper insight into stats than what is given in the Burning Wheel itself. The reason being: You don't need to know so much to play 'em, but you do need to know what's going on behind the scenes in order to create them.

4

Four is the human number in Burning Wheel. It should be, in fact, the most common number encountered in the game. In the realm of stats, straight 4s will get you by pretty well. It's a good number of dice to work with—enough to meet base obstacles, plus there's a little wiggle room. Using help, FoRKs and artha, it's possible to pass the higher obstacle tests.

Even so, very rarely do we encounter a perfectly “vanilla” character with all 4s. More often than not we see 3s, 4s, 5s and even a 6 or two mixed in to create interesting and well-rounded characters. In this section we're going to look at each of the six stats and find out how raising or lowering them affects the character in play. (And just to warn you, it's very dry reading.)

Practice Makes...

Each of the following stat exponents is listed with a practice time needed to raise it to the next level. These times are factored using the practice table on page 49 of the Burning Wheel. They assume that all tests for advancement are earned via practice rather than through active experience.

Will

Will is the social stat. Individual entries discussing the significance of each exponent follows the table.

Will	Social Skills Obstacles vs Char.	Social Skills Aptitude	Root Social Skills	Raw Social Ability
Will 1	1	9	0	1D at a double 0b penalty
Will 2	2	8	1	2D at a double 0b penalty
Will 3	3	7	1	3D at a double 0b penalty
Will 4	4	6	2	4D at a double 0b penalty
Will 5	5	5	2	5D at a double 0b penalty
Will 6	6	4	3	6D at a double 0b penalty
Will 7	7	3	3	7D at a double 0b penalty
Will 8	8	2	4	8D at a double 0b penalty
Will 9	9	1	4	9D at a double 0b penalty
Will 10	10	1	5	10D at a double 0b penalty

Will 1— The character is clay in the hands of his social peers—he may be molded into any shape or attitude they desire. Convincing him of anything is simply obstacle 1. He is susceptible to pain (-1D and he's unconscious), he takes forever to learn how to persuade, intimidate and even lie.

It takes two years of *practice* to raise Will from exp 1 to 2.

Will 2— This character is definitely easy to control and certainly does not learn social interaction quickly. He is weak of will, he'll submit quickly (-2D and he's out!), and he hesitates for eight actions!

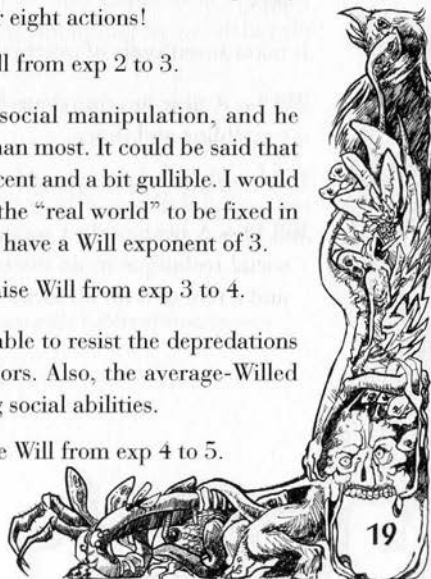
It takes three years of practice to raise Will from exp 2 to 3.

Will 3— The character is susceptible to social manipulation, and he learns social niceties a little bit slower than most. It could be said that characters with a Will of 3 are a bit innocent and a bit gullible. I would venture a (judgmental) guess that were the "real world" to be fixed in Burning Wheel terms, most of us would have a Will exponent of 3.

It takes four to five years of practice to raise Will from exp 3 to 4.

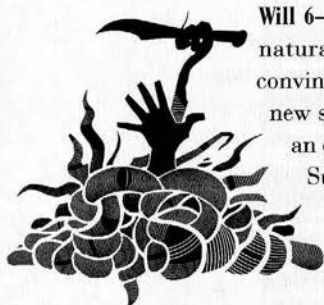
Will 4— With a Will of 4, the character is able to resist the depredations of all but the most skilled social predators. Also, the average-Willed character has a fair acumen for learning social abilities.

It takes five to six years of practice to raise Will from exp 4 to 5.



Will 5— The strong-willed among us possess a Will exponent of 5. They tend to be clever and tough enough to deceive by wit alone. This is also generally considered the minimum Will exponent for sorcerous spell-casters.

It takes four years of practice to raise Will from exp 5 to 6.



Will 6— This character is strong-willed, insightful and naturally adept at social interaction. They are able to convince by sheer force of Will alone, they quickly absorb new social skills. Most 5 LP Elves and Dwarves will have an exp 6 Will. Characters dependent on Will for Sorcery, Summoning and Abstractions will favor this stat. Also characters who wish to focus heavily on social skills will favor a starting exp 6 Will in order to maximize their roots.

It takes five years of practice to raise Will from exp 6 to 7.

Will 7— An ironclad will with an instinctual knowledge of social formula.

It takes six years of practice to raise Will from exp 7 to 8.

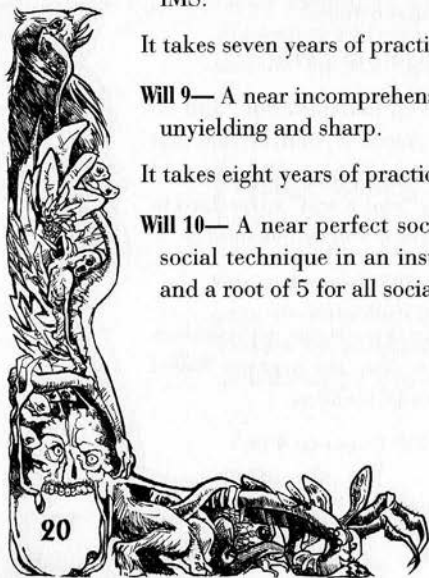
Will 8— This is the supreme attainment for the human will. With but a word, and little effort, a character with such a Will can convince his peers of the gravity of his ideas (without the benefit of skills!). He grasps new concepts nigh immediately. Spellcasters with a Will of B8 are extremely potent. Not only do they use a lot of dice to cast, but their Damaging Effect spells are powerful—they use Will to derive IMS.

It takes seven years of practice to raise Will from exp 8 to 9.

Will 9— A near incomprehensible strength of mind. Pliable, diverse, yet unyielding and sharp.

It takes eight years of practice to raise Will from exp 9 to 10.

Will 10— A near perfect social, empathic mind. Such entities absorb social technique in an instant—and instantly master it (Aptitude 1 and a root of 5 for all social skills).



Perception

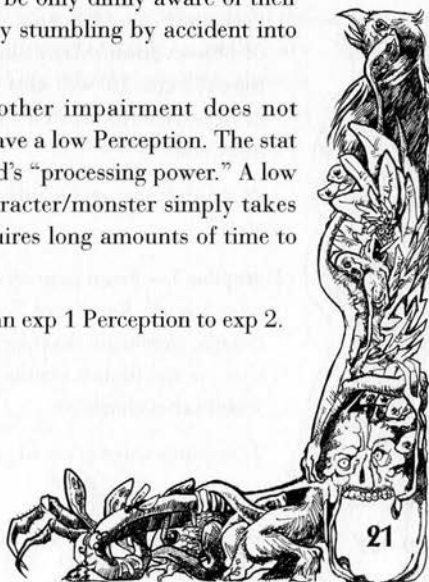
Perception is the “noticing” stat. In game terms, it is tested for the frequent “I look for...” requests by players. It is also a root for many skills. Perception is a tricky stat to judge because all rolls against it are open-ended. This can make it very unpredictable, and obviously a bit easier to hit high obstacles. However, since Perception is only advanced by successful tests, it advances slower than other stats (which advance more slowly than skills as it is).

<i>Perception</i>	Academic/Wise skill Aptitudes	Root Academic/ Wise Skills	Detecting Stealth, Incon., etc
Perception 1	9	0	1D at a double 0b penalty
Perception 2	8	1	2D at a double 0b penalty
Perception 3	7	1	3D at a double 0b penalty
Perception 4	6	2	4D at a double 0b penalty
Perception 5	5	2	5D at a double 0b penalty
Perception 6	4	3	6D at a double 0b penalty
Perception 7	3	3	7D at a double 0b penalty
Perception 8	2	4	8D at a double 0b penalty
Perception 9	1	4	9D at a double 0b penalty
Perception 10	1	5	10D at a double 0b penalty

Perception 1— Such a low stat is hard to justify for a player’s monster. The character or monster usually has a mitigating trait to describe why he/she/it is so impaired. An exponent 1 truly is a handicap, especially in Perception. Still some creatures may be only dimly aware of their surroundings—operating blindly, merely stumbling by accident into what they encounter.

On the other hand, blindness or other impairment does not necessarily mean the character has to have a low Perception. The stat encompasses all the senses and the mind’s “processing power.” A low exponent Perception indicates the character/monster simply takes little notice of his surroundings or requires long amounts of time to process what transpires in front of him.

It requires one year of *practice* to raise an exp 1 Perception to exp 2.



Perception 2— Such a stat will definitely limit a character. He'll utterly fail to notice all but the most obvious of phenomena; Reflexes will suffer, as will tolerance of pain (only two dice off before incapacitation!), and of course, aptitudes are through the roof!

It requires 18 months of practice to raise an exp 2 Perception to exp 3.

Perception 3— Characters with a Perception exponent of 3 can get by in game just fine. Perception's open-ended nature often compensates for the low amount of dice thrown and allows an exp 3 character to stay on the ball. If the character turns to academic life, however, he's going to have a tough time (aptitude of 7 for Academic skills). Also, a Perception 3 can often drag Reflexes down from 4 to 3. Watch out for that!

It requires two to two and a half years of practice to raise an exp 3 Perception to exp 4.

Perception 4— This character has a reasonable chance to notice anything with four open-ended dice, but is also far from perfect. Obstacle 3 Perception tests are doable, but 4 and 5 are definitely difficult.

It requires three to three and a half years of practice to raise an exp 4 Perception to exp 5.

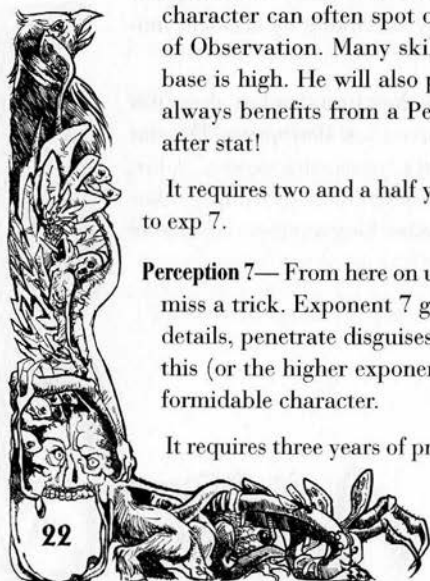
Perception 5— This character will be noticeably sharper than his exponent 4 brethren. Perception 5 really is a big jump from 4, perhaps a bigger gap than any other stat. It requires two years of practice to raise an exp 5 Perception to exp 6.

Perception 6— This is a very significant stat in Burning Wheel. The character can often spot other concealed characters without benefit of Observation. Many skills are rooted in Perception, thus his skill base is high. He will also pick up new skills quickly. Reflexes almost always benefits from a Perception 6 as well. This is a much sought after stat!

It requires two and a half years of practice to raise an exp 6 Perception to exp 7.

Perception 7— From here on up, it's unlikely that the character is going to miss a trick. Exponent 7 grants the ability to routinely notice minute details, penetrate disguises and pick out faces in the crowd. Combine this (or the higher exponents) with Observation and you have a *very* formidable character.

It requires three years of practice to raise an exp 7 Perception to exp 8.





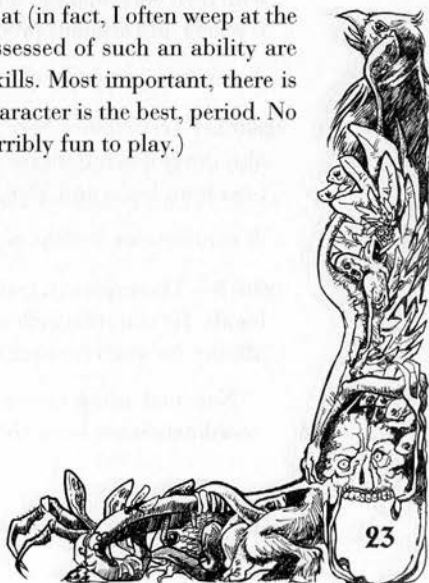
Perception 8— This is the ultimate for humans in Burning Wheel. The open-ended nature of Perception makes an exponent 8 in this stat incredibly potent. The character will routinely scoring 5-6 successes. He'll notice all but the most carefully disguised/hidden/concealed stuff. I can't stress enough how potent this is; use this stat with caution.

It requires three and a half years of practice to raise an exp 8 Perception to exp 9.

Perception 9— When dealing with characters with a Perception exponent of 9 it's important to recognize and accept how potent they are. Nothing is going to get by them. Players of such characters are going to gleefully toss mountains of dice to engage their radar-like senses. On average, expect 5-7 successes, but successes can go upwards of 10. Hell, I've seen 15 successes with such stats. (Almost) nothing can hide from those kinds of successes.

It requires four years of practice to raise an exp 9 Perception to exp 10.

Perception 10— This is the model of perfection in Burning Wheel terms. Ten open-ended dice is nothing to laugh at (in fact, I often weep at the thought). Characters and creatures possessed of such an ability are automatically experts in many, many skills. Most important, there is no improvement from this point. The character is the best, period. No place to go from here. (Oddly, it's not terribly fun to play.)



Agility

The Agility stat represents hand-eye coordination for the character. It comes into play most often as the root stat for martial skills. It is also the stat tested when throwing objects, and as Natural Defenses against throws and similar maneuvers. It isn't rolled terribly often. In fact, it's most often advanced via practice rather than in-game tests. Martial characters often feel the need for a high Agility exponent due to the many martial skills rooted from it.

<i>Agility</i>	Natural Defenses vs Throw	Martial skill Aptitudes	Root Martial Skills	Throwin' Rocks at 4p Range
Agility 1	1	9	0	1D vs 0b 2
Agility 2	2	8	1	2D vs 0b 2
Agility 3	3	7	1	3D vs 0b 2
Agility 4	4	6	2	4D vs 0b 2
Agility 5	5	5	2	5D vs 0b 2
Agility 6	6	4	3	6D vs 0b 2
Agility 7	7	3	3	7D vs 0b 2
Agility 8	8	2	4	8D vs 0b 2
Agility 9	9	1	4	9D vs 0b 2
Agility 10	10	1	5	10D vs 0b 2

Agility 1— This stat really should only be considered for crippled or bizarre creatures that have little in the way of limbs (or perhaps a newborn specimen). Such creatures will find it difficult interacting with their surroundings on a daily basis. Learning Agility-based skills is a long and arduous process.

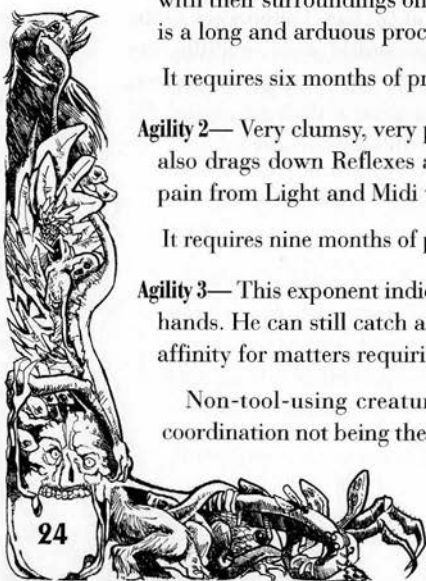
It requires six months of practice to raise an exp 1 Agility to exp 2.

Agility 2— Very clumsy, very prone to fumbling with the hands. Agility 2 also drags down Reflexes and makes the character susceptible to the pain from Light and Midi wounds.

It requires nine months of practice to raise an exp 1 Agility to exp 2.

Agility 3— This exponent indicates the character is a little clumsy with his hands. He can still catch a ball when he needs to, but he has no great affinity for matters requiring hand-eye coordination.

Non-tool-using creatures might have a lower Agility, hand-eye coordination not being their prime method of survival. Not to say that



such creatures can't be martially adept, but in Burning Wheel terms they are not predisposed to it. Their prowess would manifest in an actual skill, rather than be inherent due to their Agility stat.

It requires 12-16 months of practice to raise an exp 3 Agility to exp 4.

Agility 4— Can throw a ball and hit a target most of the time. Can pick up a weapon and use it without hurting oneself.

It requires 18-21 months of practice to raise an exp 4 Agility to exp 5.

Agility 5— Competent and agile. An Agility 5 is all but required for the precious Reflexes of 5. The character also learns pretty quickly (aptitude 5 for Agility-based skills).

It requires 12 months of practice to raise an exp 5 Agility to exp 6.

Agility 6— The minimum exponent of master martial artists and swordsmen. Allows quick assimilation of new skills and brings them in at a very reasonable root. Also helps to easily earn Reflexes of 6.

It requires 15 months of practice to raise an exp 6 Agility to exp 7.

Agility 7— Rarely seen, but very potent. Its real benefit comes in the form of the reduced Aptitude and increased Reflexes.

It requires 18 months of practice to raise an exp 7 Agility to exp 8.

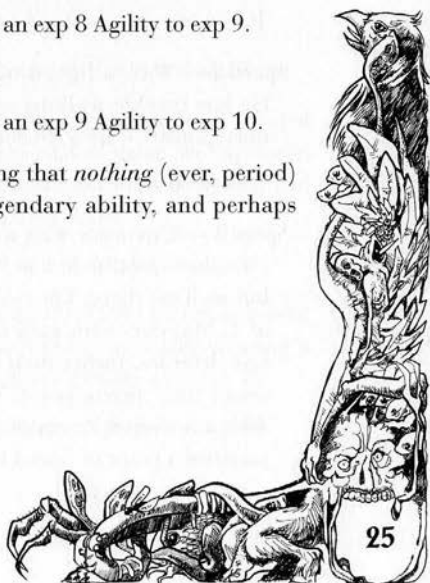
Agility 8— This exponent is “master grade” because of the obstacles it can reliably achieve, but the real secret is being able to open all martial skills at B4. That's mastery! Exponent 8 is the Agility max for Elves, Dwarves, Men, Roden and Orcs.

It requires 21 months of practice to raise an exp 8 Agility to exp 9.

Agility 9— Masterful and beyond compare.

It requires 24 months of practice to raise an exp 9 Agility to exp 10.

Agility 10— Assigning this stat rank is saying that *nothing* (ever, period) is more agile. This is a godlike and legendary ability, and perhaps more of an ideal than an actuality.



Speed

Speed is a complex stat. It represents rate of movement in game, but it also is rolled for “body coordination” and physical maneuvers. It is used as a root for such full-body skills as Climbing and Stealthy.

<i>Speed</i>	Natural Defenses vs Get Inside	Physical skill Aptitudes*	Root Physical* Skills	Divin' Through a Window
Speed 1	1	9	0	1D vs 0b 4
Speed 2	2	8	1	2D vs 0b 4
Speed 3	3	7	1	3D vs 0b 4
Speed 4	4	6	2	4D vs 0b 4
Speed 5	5	5	2	5D vs 0b 4
Speed 6	6	4	3	6D vs 0b 4
Speed 7	7	3	3	7D vs 0b 4
Speed 8	8	2	4	8D vs 0b 4
Speed 9	9	1	4	9D vs 0b 4
Speed 10	10	1	5	10D vs 0b 4

*Such as Stealth and Climbing.

Speed 1— Monsters with a Speed of 1 are largely *immobile*, possibly even limbless or crippled in some way. Also, because Speed affects Reflexes, these creatures are likely to be very sluggish. Infants, larvae and invalids generally have a Speed of 1.

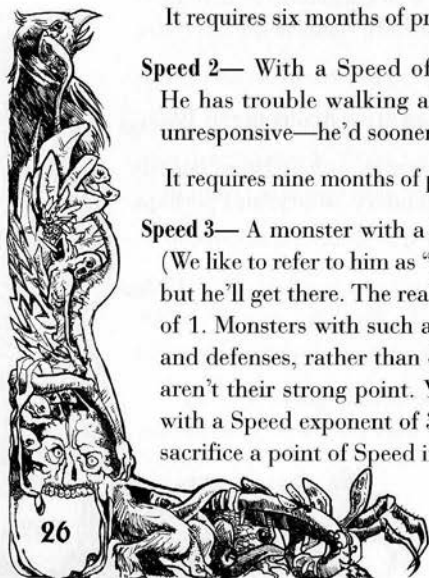
As with all exponent 1 stats, monsters with a Speed of 1 are highly vulnerable to incapacitation via loss of dice.

It requires six months of practice to raise an exp 1 Speed to exp 2.

Speed 2— With a Speed of 2, the monster is shambling and slow. He has trouble walking at the rate of a stroll, and is lethargic and unresponsive—he'd sooner stumble through a hedge than go around.

It requires nine months of practice to raise an exp 2 Speed to exp 3.

Speed 3— A monster with a Speed of 3 is a little on the plodding side. (We like to refer to him as “deliberate.”) It may take him a little longer, but he'll get there. The real drawback to a Speed of 3 is the root skills of 1. Monsters with such a Speed should focus on other-rooted skills and defenses, rather than dumping tons of points into skills that just aren't their strong point. You'll often see “old men” type characters with a Speed exponent of 3—they have lower physical points so they sacrifice a point of Speed in order to maintain another physical stat.



It requires 12-16 months of practice to raise an exp 3 Speed to exp 4.

Speed 4— With an “average” Speed the character is well-suited to daily life. He can walk a 20-minute mile, and even sprint at a good clip if need be. He’s also reasonably adept at physical skills like Stealth, Climbing and Swimming.

It requires 18-21 months of practice to raise an exp 4 Speed to exp 5.

Speed 5— A monster with a Speed of 5 is athletic and in control of his body. He definitely has an edge over a Speed of 4. He’s going to be faster than most when running full out, and he’ll really shine in close-combat where the Speed of 5 is crucial for Avoids and Natural Defenses.

It requires 12 months of practice to raise an exp 5 Speed to exp 6.

Speed 6— Monsters with a Speed of 6 are highly adept at physical skills and athleticism. They are comfortable in their skin and learn easily. The Aptitude of 4 and Root Skills of 3 really make a difference.

It requires 15 months of practice to raise an exp 6 Speed to exp 7.

Speed 7— At higher Speed exponents monsters do not become “hyper-fast.” That determination is really left up to the combination of Perception, Agility and Speed into Reflexes. What they do become is graceful, poised and controlled. Characters with a Speed of 7 are going to be able to perform physical feats that leave others with their jaws hanging open—acrobatics, flips, handstands, cartwheels, diving, running up walls are all a part of the routine.

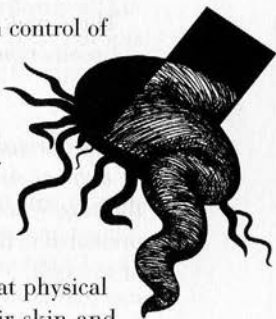
It requires six months of practice to raise an exp 7 Speed to exp 8.

Speed 8— Monsters with a Speed of 8 are highly inclined toward swimming, climbing, and being stealthy. All of these are mastered with little effort. A man with this Speed can run as fast as a wolf, and nearly keep pace with horses. Truly amazing stuff!

It requires 21 months of practice to raise an exp 8 Speed to exp 9.

Speed 9— With a Speed of 9, monsters can easily affect Ob 5 Speed tests: forward-flipping over other characters, running up walls, clearing a room with a single leap. Think Jackie Chan’s *Drunken Master 2*.

It requires 24 months of practice to raise an exp 9 Speed to exp 10.



Speed 10— This is the ultimate. No athletic feat is too difficult—and everything the monster attempts, he masters. He's fast, agile, and in complete control of where his body is at any given moment.

A Note on Speed and Rate of Movement

Speed does not necessarily equal rate of movement. Though Speed definitely weighs in heavily on how fast a character moves, it is the Speed Multiplier which determines how fast a character is. These multipliers are based on body type, and are discussed under Locomotion in the 100 Questions section.

Power

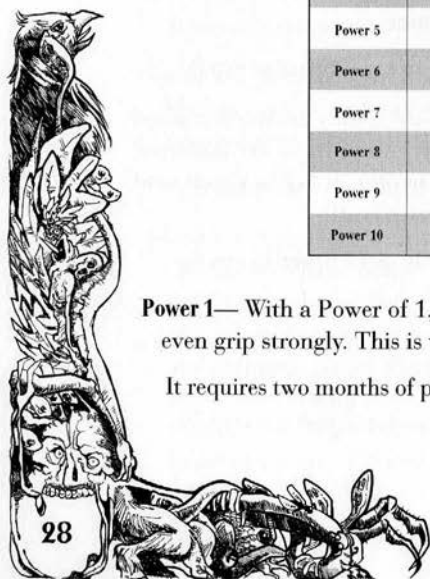
Power represents the character's ability to apply physical strength to a given situation. There are no "lifting capacities by weight" in Burning Wheel. Such tasks are judged on the obstacle scale and then presented to the player as a test to pass. One never knows the true limits of strength.

Power is always judged against the human norm. Thus an ant may be relatively stronger than a man, but when compared empirically, he really can't move a rubber-tree plant which would be a simple matter for the man to lift and move. (A man-sized ant is another story altogether.)

<i>Power</i>	Natural Defenses vs Charge/Push	Bare Fist DMS (black shade example)	Lifin' a Really Heavy Rock
Power 1	1	B1, B1, B1	1D vs 0b 4
Power 2	2	B1, B2, B3	2D vs 0b 4
Power 3	3	B2, B3, B4	3D vs 0b 4
Power 4	4	B2, B4, B6	4D vs 0b 4
Power 5	5	B3, B5, B7	5D vs 0b 4
Power 6	6	B3, B6, B9	6D vs 0b 4
Power 7	7	B4, B7, B10	7D vs 0b 4
Power 8	8	B4, B8, B12	8D vs 0b 4
Power 9	9	B5, B9, B13	9D vs 0b 4
Power 10	10	B5, B10, B15	10D vs 0b 4

Power 1— With a Power of 1, the monster is weak and feeble. Unable to even grip strongly. This is the Power of infants.

It requires two months of practice to raise an exp 1 Power to exp 2.



Power 2— This is the strength of decrepit old men. With a Power of 2, the monster can't lift heavy objects unaided, his Mortal Wound suffers and his damage with melee weapons is much less than even a man of average strength.

It requires three to four months of practice to raise an exp 2 Power to exp 3.

Power 3— Those who don't lead physically active lives usually have a Power of 3. Clerks, sorcerers, game designers and shopkeepers all fall into this category. There's no shame in having a Power of 3, but it is best to stay out of harm's way as resistance to Locks, Charges and Pushes is low, and melee IMS is pretty poor.

It requires five to six months of practice to raise an exp 3 Power to exp 4.

Power 4— This stat is for creatures who are naturally strong or who lead active physical lives. Those who hunt, climb, prowl and stalk, all generally have at least a Power of 4. With four dice to resist Locks and Charges plus a decent base for IMS, those with a Power of 4 can usually get by in the martial world without too much trouble.

It requires six to seven months of practice to raise an exp 4 Power to exp 5.

Power 5— With a Power of 5 the monster is physically potent. He's ropier, brawnier, or just plain tougher than most. Also, Power 5 has the potential to boost the Mortal Wound by one (with a high Forte or a trait). Orcs practically require a Power 5 in order to survive in the upper ranks of their legions.

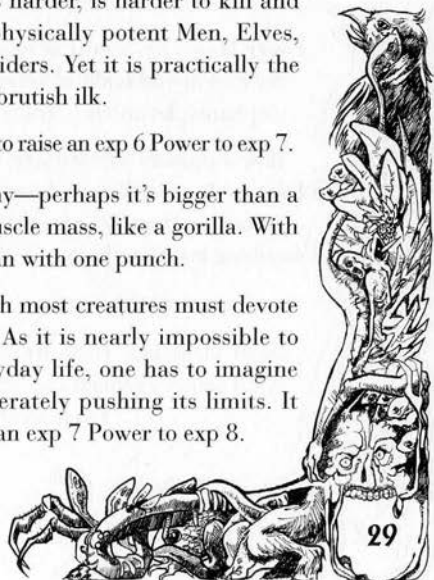
It requires four to six months of practice to raise an exp 5 Power to exp 6.

Power 6— A monster with a Power 6 hits harder, is harder to kill and can do more. This is the stat of *very* physically potent Men, Elves, Dwarves, Orcs, Roden, Wolves, and Spiders. Yet it is practically the *minimum* exponent for Trolls and their brutish ilk.

It requires five to seven months of practice to raise an exp 6 Power to exp 7.

Power 7— This creature is naturally brawny—perhaps it's bigger than a man, like an ox, or built with denser muscle mass, like a gorilla. With an exp 7 Power, a creature can *kill* a man with one punch.

In order to maintain this vast strength most creatures must devote much of their time to maintaining it. As it is nearly impossible to get Ob 6, 7 and 8 Power tests in everyday life, one has to imagine situations where the creature is deliberately pushing its limits. It requires six months of practice to raise an exp 7 Power to exp 8.





Power 8— Men, Orcs, Dwarves and Elves who have a Power this high are rippling muscle-bound lunatics. Likely they are svelte and hard-bodied, but it is also possible to have a Falstaff type character who is morbidly obese yet tremendously strong.

Regardless of their physical appearance, creatures with such a Power are dangerously physically potent. They can literally tear apart other creatures with their bare hands, and their mortal wound are substantially higher than other creatures. This isn't about being strong, it's about being cruel.

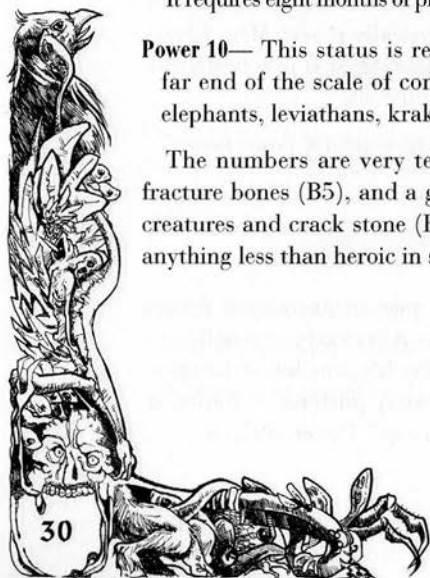
It requires seven months of practice to raise an exp 8 Power to exp 9.

Power 9— This is mythic strength. The might of powerful Trolls, giant squid, ogres, magic oxen, etc. For them, a Power 9 is right and good.

It requires eight months of practice to raise an exp 9 Power to exp 10.

Power 10— This status is reserved for physical potency that's on the far end of the scale of conception: Only Dragons, blue whales, bull elephants, leviathans, krakens or Giants can attain this level.

The numbers are very telling here—the merest touch is going to fracture bones (B5), and a good off-handed swat is going to kill most creatures and crack stone (B10). A well-delivered blow will obliterate anything less than heroic in stature (B15).



Forte

Forte represents the character's physical toughness. Fact of the matter, this stat is rarely tested in game. Though, characters who traffic in incantations or abstractions will find themselves rolling their Forte to resist Tax. Other characters might never actively test their Forte. (It's only got one skill rooted from it, Drinking.) However, it is a vitally important stat as it factors into two attributes: Health and Mortal Wound.

<i>Forte</i>	Drinking Aptitude	Forte vs Ob 3 Tax (for Sorcerers)
Forte 1	0	1D vs Ob 3
Forte 2	1	2D vs Ob 3
Forte 3	1	3D vs Ob 3
Forte 4	2	4D vs Ob 3
Forte 5	2	5D vs Ob 3
Forte 6	3	6D vs Ob 3
Forte 7	3	7D vs Ob 3
Forte 8	4	8D vs Ob 3
Forte 9	4	9D vs Ob 3
Forte 10	5	10D vs Ob 3

Forte 1—Fragile and unhealthy; a Forte of 1 is no blessing.

It requires four months of practice to raise an exp 1 Forte to exp 2.

Forte 2—Sickly and weak, a Forte exp 2 drags down Mortal Wound and Health.

It requires six to eight months of practice to raise an exp 2 Forte to exp 3.

Forte 3—Exp 3 Forte is passable for most characters. Though it will probably result in a Mortal Wound of B9, many characters don't find this a detriment at all. Often a point of Forte, the difference between exp 3 and 4, can be safely taken and applied in another stat.

It requires 10-12 months of practice to raise an exp 3 Forte to exp 4.

Forte 4—Most characters are going to have a Forte of B4. This is the basis of the Mortal Wound rules and the Health and recovery rules. It's a good stat that one doesn't often have to worry about.



It requires 12-13 months of practice to raise an exp 4 Forte to exp 5.

Forte 5—Characters worried about surviving brutal brawls or concerned with the effects of Tax, will favor an exp 5 Forte. It's the mark of a strong, athletic and healthy character!

It requires eight months of practice to raise an exp 5 Forte to exp 6.

Forte 6—Usually you'll only see powerful Dwarves and Orcs with a Forte of 6. It has the potential to bump up the Mortal Wound to B12! Very significant for bruiser-type characters. Also, a Forte exp of 6 sets the Superficial wound tolerance at B4. A nice perk.

It requires ten months of practice to raise an exp 6 Forte to exp 7.

Forte 7—Generally, only Trolls and heavy beasts like horses and oxen are going to be found with a Forte of B7. It allows for a very high Mortal Wound. Also, it can offset the low Will of such creatures, giving them a shot at a decent Health exponent.

It requires twelve months of practice to raise an exp 7 Forte to exp 8.

Forte 8—Creatures with a Forte of 8 don't feel pain like lesser-Forted characters. That same sword stroke that lays out a man is going to barely register on a character with a Mortal Wound of B13 or B14.

It requires 14 months of practice to raise an exp 8 Forte to exp 9.

Forte 9—Ho boy, this is serious stuff. Giants and dragons and krakens only! Potentially very high Mortal Wound and Health exponents.

It requires 16 months of practice to raise an exp 9 Forte to exp 10.

Forte 10— God-like toughness. Never tires, never gets sick, hard to kill. All around general ugliness!





Shade Burner

Probabilities In Disguise

In addition to the raw numbers, there is another factor that weighs heavily on the efficacy of abilities in Burning Wheel—the shade. This is the color attached to each exponent which indicates that ability's level of potential. (Exponents are the ability to *realize* that potential.) There are three shades—black, gray and white—which represent mundane, heroic, and supernatural level of potential.

I refer to it as potential, because everyone still has a chance to fail, but the heroic and supernatural shades have a better chance to maximize their success.

Mechanically (in case you've forgotten), black shade abilities need 4s for each die to count as a success, gray shade needs 3s and white shade needs 2s.

Mundanity

Nearly everything in Burning Wheel is (and should be) in the mundane shade. This is where you and I exist, and where we will likely exist for our entire lives. There is nothing wrong with this. The greatest achievements of culture and science have been accomplished by regular folks using mundane skills.

All of your monster's abilities are mundane—black shade—by default.

When you roll the dice for a mundane ability, half of the dice are going to come up successes (on average). So if you're rolling four dice vs Ob 2, you can be pretty confident you're going to hit it, whereas four dice vs Ob 4 is a long shot. I've built these handy tables to give some at-a-glance info about shades:



Black	Ob 1	Ob 2	Ob 3	Ob 4	Ob 5	Ob 6	Ob 7	Ob 8
1D	50/50	—	—	—	—	—	—	—
2D	3 in 4	1 in 4	—	—	—	—	—	—
3D	●	50/50	1 in 10	—	—	—	—	—
4D	◆	2 in 3	1 in 3	:(—	—	—	—
5D	★	●	50/50	1 in 5	:(—	—	—
6D	★	◆	2 in 3	1 in 3	1 in 10	:(—	—
7D	★	◆	3 in 4	50/50	1 in 5	:(:(—
8D	★	★	●	2 in 3	1 in 3	1 in 10	:(:(
9D	★	★	◆	3 in 4	50/50	1 in 4	1 in 10	:(
10D	★	★	★	●	2 in 3	1 in 3	1 in 5	:(

Key to shade vs obstacle table:

The coordinate number lists *rough* odds for gaining success with the indicated number of dice against the indicated obstacle. For example, for a 1 in 3 chance, say to yourself, “I am going to pass this test about once every three times I throw the dice.” Aside from the listed odds, the symbols equal:

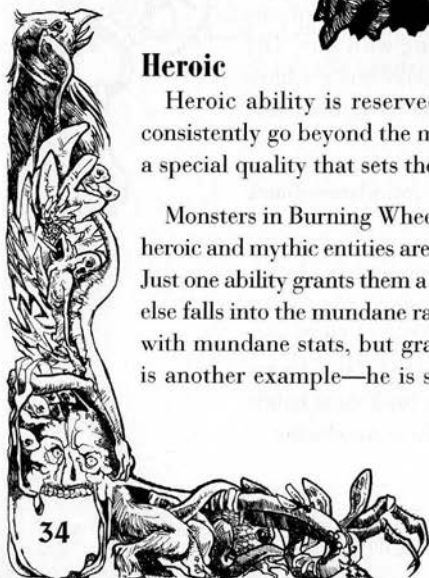
- :(= Not very likely (~1 in 20)
- = Very likely (~8 in 10)
- ◆ = Extremely likely (~9 in 10)
- ★ = Near-guaranteed success (better than 9 in 10)



Heroic

Heroic ability is reserved for those who possess the potential to consistently go beyond the mundane range, those who are imbued with a special quality that sets them apart from the rest.

Monsters in Burning Wheel do not have to be “all gray.” In fact, most heroic and mythic entities are identified by a single skill or stat in the gray. Just one ability grants them a quality of otherness, even though everything else falls into the mundane range. Bruce Lee is an example of a character with mundane stats, but gray skills. Ged from the *Wizard of Earthsea* is another example—he is simply a man possessed of heroic sorcery.



Some monsters—truly otherworldly beings—will exist entirely in the gray, though. These creatures will consistently outperform their mundane cousins, and find themselves unkillable by mundane methods. Anne Rice’s vampires fall into this category. They are simply better, stronger, faster and more perceptive than humans, and can only be killed by extreme circumstance; bullets may slow them down, but they can’t be *destroyed* by such mundane trifles.

Gandalf and the Balrog also exist in this shade.

What does gray mean mechanically? A gray ability tells the player that two-thirds of the dice rolled are going to come up successes (on average). So you can reasonably expect two successes when you roll three dice, or four successes on six dice. See the table below for the details:

Gray	Ob 1	Ob 2	Ob 3	Ob 4	Ob 5	Ob 6	Ob 7	Ob 8
1D	2 in 3	—	—	—	—	—	—	—
2D	●	50/50	—	—	—	—	—	—
3D	★	3 in 4	1 in 3	—	—	—	—	—
4D	★	●	2 in 3	1 in 5	—	—	—	—
5D	★	◆	●	50/50	1 in 10	—	—	—
6D	★	★	◆	2 in 3	1 in 3	1 in 10	—	—
7D	★	★	◆	●	2 in 3	1 in 4	:(—
8D	★	★	★	◆	3 in 4	50/50	1 in 5	:(
9D	★	★	★	◆	●	2 in 3	1 in 3	1 in 10
10D	★	★	★	★	◆	3 in 4	50/50	1 in 3

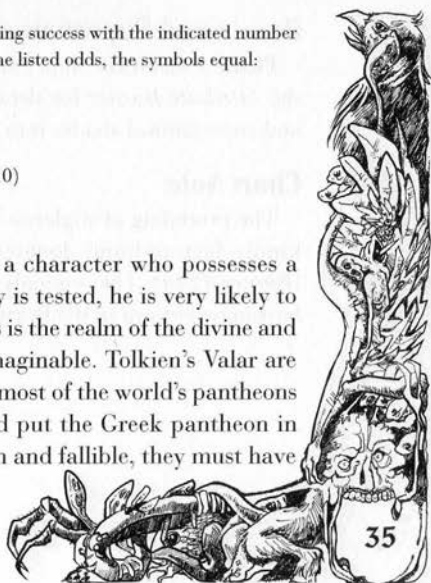
Key to shade vs obstacle table

The coordinate number lists rough odds for gaining success with the indicated number of dice against the indicated obstacle. Aside from the listed odds, the symbols equal:

- :(= Not very likely (~1 in 20)
- = Very likely (~8 in 10)
- ◆ = Extremely likely (~9 in 10)
- ★ = Near-guaranteed success (better than 9 in 10)

Supernatural

There is a deep confidence imbued in a character who possesses a supernatural ability. Whenever this ability is tested, he is very likely to succeed—in fact more likely than not. This is the realm of the divine and supernatural—the sphere of the barely imaginable. Tolkien’s Valar are white shade entities; Lovecraft’s gods and most of the world’s pantheons fall into this shade. Interestingly, I would put the Greek pantheon in the “light gray” range—they are so human and fallible, they must have



gray and white abilities mixed together. Thomas Covenant from Stephen R Donaldson's *Unbeliever* series is a mortal possessed of supernatural ability (that he doesn't know how to use, of course).

Mechanically this shade means that, when you roll the dice, 5/6ths of them are going to come up successes—nearly all of them, all the time. Five successes on six dice is commonplace. As I said, this shade is not about failure, but about degrees of success.

White	0b 1	0b 2	0b 3	0b 4	0b 5	0b 6	0b 7	0b 8
1D	●	—	—	—	—	—	—	—
2D	◆	2 in 3	—	—	—	—	—	—
3D	★	◆	3 in 5	—	—	—	—	—
4D	★	★	●	50/50	—	—	—	—
5D	★	★	◆	●	2 in 5	—	—	—
6D	★	★	★	◆	3 in 4	1 in 3	—	—
7D	★	★	★	★	◆	2 in 3	1 in 4	—
8D	★	★	★	★	★	●	2 in 3	1 in 5
9D	★	★	★	★	★	◆	●	50/50
10D	★	★	★	★	★	★	◆	3 in 4

Key to shade vs obstacle table:

The coordinate number lists a rough odds for gaining success with the indicated number of dice against the indicated obstacle. Aside from the listed odds, the symbols equal:

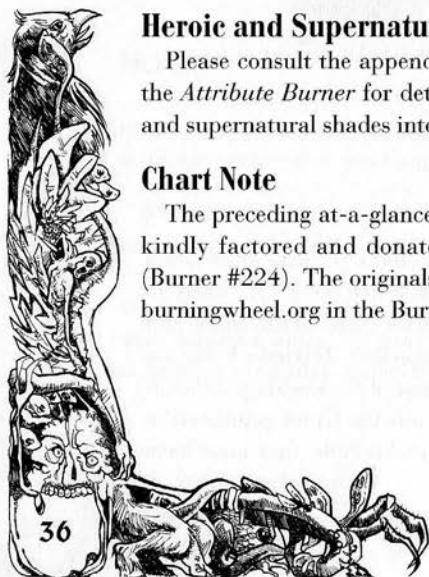
- = Very likely (~8 in 10)
- ◆ = Extremely likely (~9 in 10)
- ★ = Near-guaranteed success (better than 9 in 10)

Heroic and Supernatural Stats and Attributes Appendix

Please consult the appendices *Revisiting Gray and White Math* and the *Attribute Burner* for detailed information on incorporating heroic and supernatural shades into a monster's numbers.

Chart Note

The preceding at-a-glance charts were built using probability charts kindly factored and donated to Burning Wheel by Tony Hamilton (Burner #224). The originals can be found in the Downloads section of burningwheel.org in the Burning Wheel Info Sheet PDF's area.

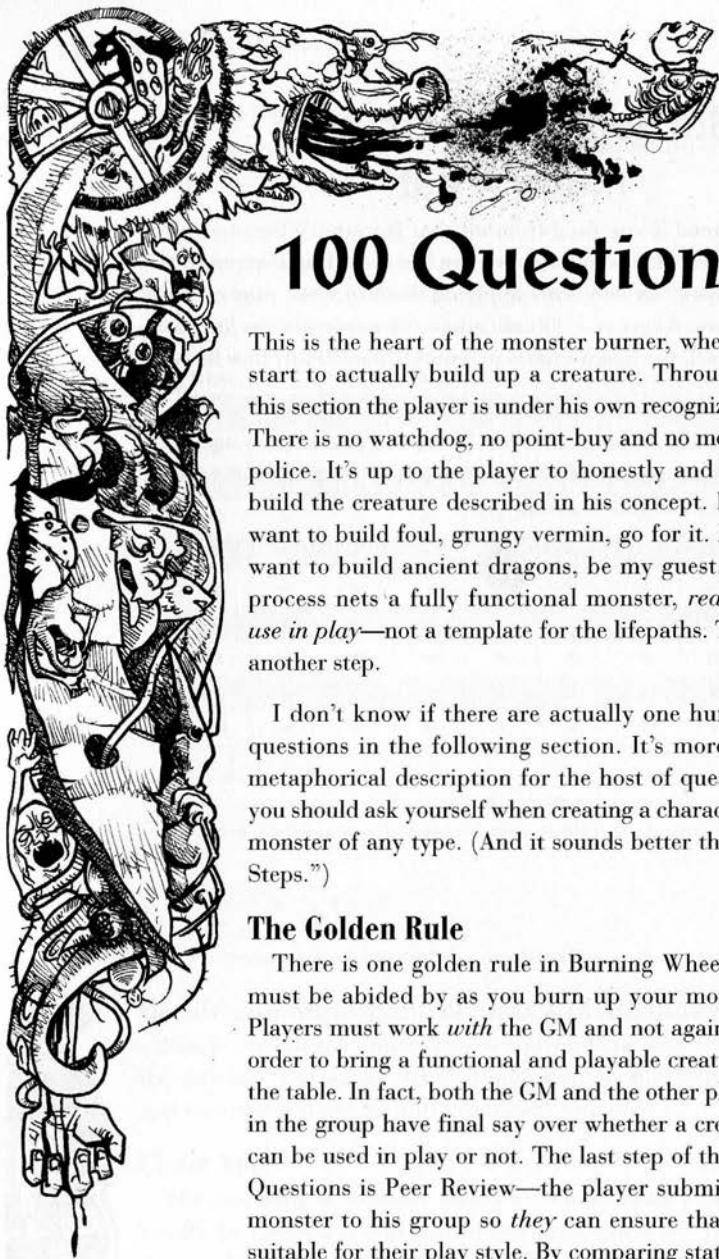


Burned on Mechanics: Now What?

So now your head is spinning from all that Burning Wheel technical information. What do you do with it? You know the implications of the numbers, and you can now start applying them to what your monster needs. And if you forget your “implications,” you can always just duck back in and check the handy charts to remind yourself just how bad-ass a B5 skill is.

Now we’re going to jump into the 100 Questions section and start putting some notes and numbers down on paper. So grab your concept and a worksheet and follow along.





100 Questions

This is the heart of the monster burner, where we start to actually build up a creature. Throughout this section the player is under his own recognizance. There is no watchdog, no point-buy and no monster police. It's up to the player to honestly and fairly build the creature described in his concept. If you want to build foul, grungy vermin, go for it. If you want to build ancient dragons, be my guest. This process nets a fully functional monster, *ready to use in play*—not a template for the lifepaths. That's another step.

I don't know if there are actually one hundred questions in the following section. It's more of a metaphorical description for the host of questions you should ask yourself when creating a character or monster of any type. (And it sounds better than "9 Steps.")

The Golden Rule

There is one golden rule in Burning Wheel that must be abided by as you burn up your monster: Players must work *with* the GM and not against, in order to bring a functional and playable creature to the table. In fact, both the GM and the other players in the group have final say over whether a creature can be used in play or not. The last step of the 100 Questions is Peer Review—the player submits his monster to his group so *they* can ensure that it is suitable for their play style. By comparing stat, skill and trait point totals with other characters, one can easily determine if a creature is going to fit into a campaign or not.

1. Monster Concept

Think of a concise idea that encompasses your monster, either a concept borrowed from another source, or make one up on your own.

*The cave troll from *The Fellowship of the Ring*, the gray man from the *Conan* stories, or a gigantic flying bug of venom-squirting doom are all valid concepts.*

The concept I'm going to use as an example is the dragon—inspired by the works of Tolkien and LeGuin; a child of Yevaud and Smaug.

When you form that concept, the first thought on your mind should be, “How is this creature going to behave in play?” Always think in terms of the game—it’ll help out in the long run, since *you are designing a monster for play in Burning Wheel!*

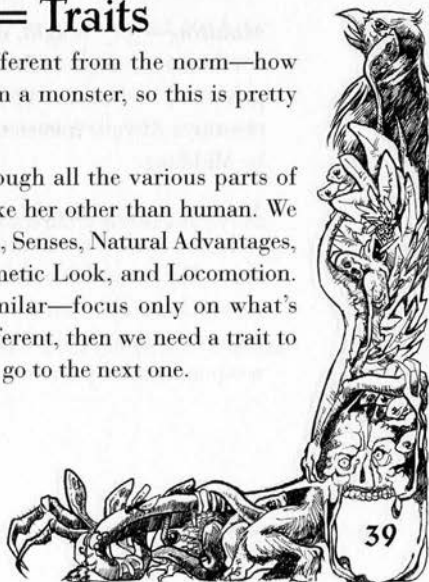
The Scope of Concept

The Monster Burner, though broad in scope, is not unlimited in possibilities. There are some edges to our conceptual horizon: The system is not designed to handle really small stuff like insects or little mice. In game, such creatures seem to be more of a vehicle for another agent—poison, disease, magic—and simply an obstacle to overcome. Nor can the system elegantly handle colossal creatures like Godzilla and other gargantuan monstrosities. Of course such beasts can be represented, but a host of special rules are needed to facilitate play—therefore such creatures fall beyond the scope of what we consider a playable character.

2. Otherness = Traits

Traits describe how the character is different from the norm—how he is not human. This is what makes him a monster, so this is pretty important.

In this section we go step by step through all the various parts of your monster, creating the traits that make her other than human. We describe: Stature, Form, Head, Arms, Legs, Senses, Natural Advantages, Natural Disadvantages, Personality, Cosmetic Look, and Locomotion. There is no need to describe what’s similar—focus only on what’s different. So if one of the categories is different, then we need a trait to describe it. If not, then we can skip it and go to the next one.



See the next section after 100 Questions—the Trait Burner—for details on how to actually create and price traits in Burning Wheel. Mechanical details aren't necessary yet. As you proceed just write down a short description of each trait.

Stature

How big is your monster? Is he smaller than a man? Bigger? About the same? The size estimations are fairly rough here. There are six basic size configurations in Burning Wheel, but only at the extremes do they really start to affect game mechanics. Choose one that fits. (Length and height are synonymous.)

Tiny— >1' height, >1lb-5lbs. Mortal Wound base 3

Tiny stature gives a -3 Mortal Wound modifier (Base 3 MW), and only uses three wound tolerances: Stunned (Superficial), Broken (Midi) and Squished (Mortal). Tiny stature reduces weapon length for positioning by two steps.

Small— 1-3' in height, >100lbs. Mortal Wound base of 5

Critters like cats, birds, rats, etc., have -1 to their Mortal Wound (Base 5 MW). Small stature reduces weapon length for positioning by one step.

Diminutive— 3-5' in height, 100-300 lbs. Mortal Wound base of 6

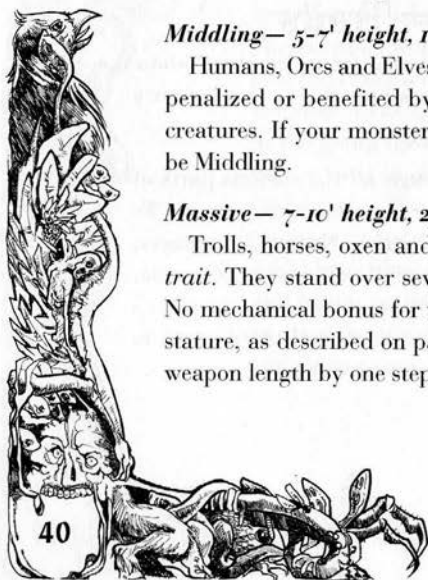
Dwarves possess *Diminutive Stature*. They are consistently “shorter” than five feet tall. This stature does not reduce the Mortal Wound tolerance, rather it creates other complications and benefits. For example, due to their stature, Dwarves also get the trait *Stout* which reduces their sprinting rate.

Middling— 5-7' height, 100-300 lbs. Mortal Wound base of 6

Humans, Orcs and Elves possess *Middling Stature*. They are neither penalized or benefited by their size. This size is the default for all creatures. If your monster doesn't have a size trait, it's considered to be Middling.

Massive— 7-10' height, 250-2000 lbs. Mortal Wound base of 6

Trolls, horses, oxen and giant spiders possess the *Massive Stature trait*. They stand over seven feet “tall” but not larger than 10 feet. No mechanical bonus for this, but it is always worth noting. Massive stature, as described on page 281 of the Character Burner, increases weapon length by one step.

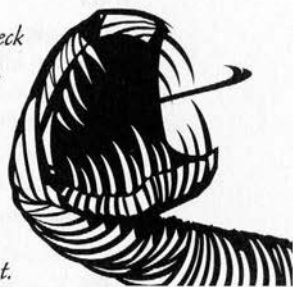


Gigantic— 10-50' height, weight in tons. Base Mortal Wound of 7

Giants, dragons and elephants stand over 10 feet tall and possess the *Gigantic Stature* trait. This trait grants +1 to the Mortal Wound (Base 7 MW). Gigantic stature increases weapon length by two steps.

Stature can be additionally described in character and die traits that enumerate the monster's condition and any bonuses or penalties conferred by size.

*I've got my worksheet out and my concept noted down. I check off Gigantic Stature—that's definitely my dragon's size. At this point, I actually went and did some research on my monster. I read Peter Dickinson's brilliant *The Flight of Dragons* (again). It challenged everything I ever thought about the creatures! Instead of reworking my concept into "Peter Dickinson's bull dragon," I decided to stick to my guns and see how this turned out.*

**Natural/Common Traits**

Describe how the monster's physical structure is different from that of a human. Anything left undescribed is considered to be like a human.

Form

Describe how your creature's form is different from human. Describe additional odd bits added onto the human form here—wings, spines, human torso and snake body, etc.

If you're building a crab-creature, you'd describe his shape here—flat, angular body with ten legs. If you're building a lizard man, there's no need to say anything about his body except to mention his tail. His basic structure is roughly the same as a human—arms, legs, torso, neck and head. More often than not the form category can be summarized by choosing a real-world analog to describe your monster's form—you can just write "crab."

My dragon has a slender and sleek form, arched like a greyhound (a nod to Ms LeGuin).

Head

Describe what traits would be associated with the structure of the head of the creature.



A spider doesn't have a head, per se. Its head is part of the structure of its torso, whereas D&D's Illithid would have a bulbous (cephalopod-like) head with tentacles sprouting from the mouth/chin area.

A lizard man has a lizard head perched atop a flexible neck.

For my dragon I wrote down: Lizard—Terrific Skull.

Arms

Does your creature have longer limbs, shorter limbs, tentacles, or no arms at all?

A fish type creature would have no arms to speak of—he'd have the Fins trait. A creature based on the ten-armed goddess Kali would have a trait to enumerate her limbs. A squid-like creature would have the Tentacles trait, replacing any and all arms.

Legs

How many legs, if any, does your creature have? This usually influences the creature's method of locomotion. If your creature is simply a regular ol' biped there's not too much to say in this category.

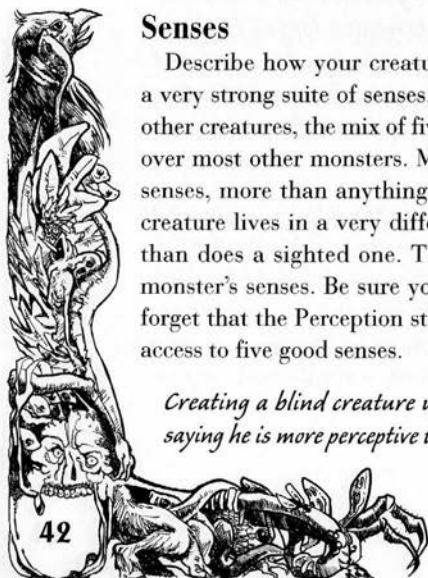
A spider has eight specially-jointed and clawed limbs—the Eight-Legged trait. An ophidian snake woman would have no legs, instead having a Snake Body.

For the dragon's arms and legs I noted that he has four reptilian legs (in addition to his wings).

Senses

Describe how your creature's senses differ from humans'. We have a very strong suite of senses. Though some are not as acute as those of other creatures, the mix of five good senses gives us a distinct advantage over most other monsters. More important, it is vital to recognize that senses, more than anything else, shape the world around us. A blind creature lives in a very different world, under different assumptions, than does a sighted one. Therefore, be cautious when altering your monster's senses. Be sure you're representing him properly, and don't forget that the Perception stat represents the abilities of creatures with access to five good senses.

Creating a blind creature with a special echolocation sense is fine—saying he is more perceptive than humans (+2D to Perception) is missing



the point. His extranormal ability balances his deficiency and allows him to maintain his Perception stat without penalty.

However, it is also fun and important to grant monsters special abilities due to their heightened senses. For the Roden, imagine that these creatures can see, touch, smell and taste as well as men, but also have exceptional hearing. Hence their bonus.

Senses can also reduce conditional penalties rather than grant bonus dice.

Using echolocation of bats or the lorenzini electrical senses of the sharks as examples: Creatures with such senses might not give a straight bonus to Perception. They might not be penalized as men are—in the dark, due to noise, or smoke, or bright light for example.

Dragon senses are legendary so I gave my creature the full suite—Keen Hearing, Keen Sight and Keen Touch. Come on, Smaug could detect the bearer of the One Ring where a ringwraith couldn't!

Natural Advantages

Describe any edges your creature has in the race for survival. Claws, teeth, armor, camouflage, armored skin, poisonous blood, etc. These are all evocative and fun traits to play with.

The dragon's natural advantages are plenty—Armored Skull, Scintillating Scales, Talons, Lizard's Bite and the three most important: Dragon's Blood, Dragon's Flight and Dragon's Breath.

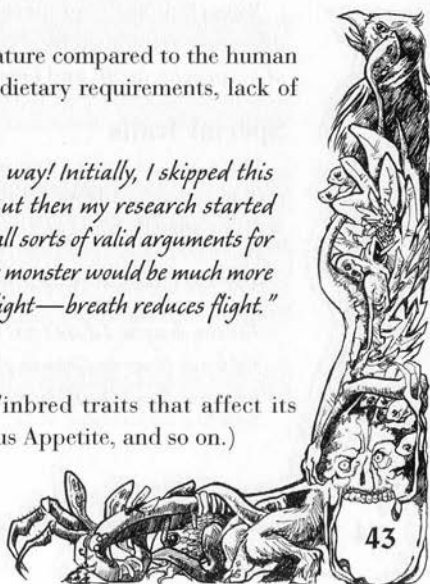
Natural Disadvantages

Describe the disadvantages of your creature compared to the human condition. Frail, slow, susceptible, blind, dietary requirements, lack of thumbs, etc.

Natural Disadvantages for a dragon? No way! Initially, I skipped this section and went on to Cosmetic Traits. But then my research started tugging at my brain. Dickinson brought up all sorts of valid arguments for a variety of Natural Disadvantages. Hm, the monster would be much more interesting if... I scribbled down "Limited flight—breath reduces flight."

Character Traits/Personality

Does your monster have any inborn/inbred traits that affect its personality? (Alien, Loathesome, Voracious Appetite, and so on.)



Cave-dweller, Gold Greed and Loner sprang to mind for the dragon.

Cosmetic Traits

For this creature, what features are different than human? Does he have pointy ears, fanged teeth, googly eyes, brightly-colored flesh, fur? These traits don't give bonus or penalties, but they serve to set your monster apart from the rest of the cruel world. *Most traits are simply cosmetic.*

For the dragon, I noted down: Scintillating Scales, Luminous Eyes and Stench. (His shape has already been described.)

When you really look into what your monster is and isn't, I think you'll find that most of the traits that make him different from humans—that give him his otherness—are cosmetic. The majority of our monsters still walk, talk, eat, breathe and sleep. They are simply a manifestation of an aspect of human psychology writ large and broad for us to explore and understand.

The Tolkien pantheon of Dwarves, Elves and Orcs are simply all cosmetically different humans—strong and stout, beautiful and lithe, misshapen and ugly, respectively. They embody recognizable facets of how we perceive greed, nobility and hatred.

Does this make them any less interesting? I don't think so. In fact, I think it makes them more engaging. These creatures are clearly not “us,” thus we can look at them with a bit of dispassion, but they are also easily recognizable in their behavior so we can still identify with them.

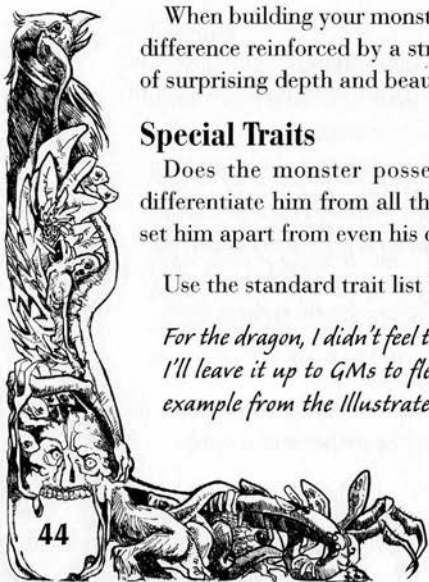
When building your monster, take into account that a simple cosmetic difference reinforced by a strong theme can sometimes create monsters of surprising depth and beauty.

Special Traits

Does the monster possess any odd, quirky or cool traits that differentiate him from all the rest? This would be the stuff that might set him apart from even his own people.

Use the standard trait list for inspiration.

For the dragon, I didn't feel the need to give him additional special traits. I'll leave it up to GMs to flesh him out to that degree. But by way of example from the Illustrated Bestiary, I gave one Satyr in every herd



Faith in Dead Gods and the option for a Grayman to take Aura of Horror rather than Aura of Fear.

Locomotion—Speed Multiplier

How does your creature move around? This quality is usually defined by the creature's body and limbs. On occasion a creature will have more than one way of getting about, or even have some special method of locomotion that needs to be described.

Choose the appropriate method according to your concept and the traits that have been defined up to this point. *This determines the Speed multipliers for movement for the creature.* The Speed multiplier determines how mobile the creature is relative to other types of monsters. The Speed exponent determines actual in-game speed and maneuverability. It is used in the positioning mechanics for Range and Cover and Fight!

Speed Multiplier by Body Type

Monster Body Type	Speed Multiplier	Notes
Arachnid and Decapoda	4x	Spiders and crabs
Avian Flight	14x	
Avian Hopping	2x	
Bat Flight	10x	
Bat Crawling	1x	
Biped	3.5x	Elves, Men and Orcs
Perfect Biped	4x	The mythical perfect form
Canine and Lupine	7x	
Elephantine	4x	
Feline	6x	
Fish	7x	
Floatie Jellyfish Thing	1x	Jellyfish and other strange creatures like them often are at the whims of the ocean currents. However, they do have some muscular control over their movement.
Froggie Leaping	6x	
Insect Crawling	3x	For six-legged, crawling insects.
Insect Flight	10x	Flying ants, beetles, flies and stuff.



Speed Multiplier by Body Type

Monster Body Type	Speed Multiplier	Notes
Porpoise and Whales	6x	
Rabbit	6x	
Reptilian	3x	For scaly critters that haul about on four legs.
Rodent	4x	
Serpent	3.5x	
Simian	3x	For apes and monkeys, bipeds that use their hands to aid walking.
Slugs and Stuff	.5x	
Tortoise	1.25x	
Ursine	5x	Bears and other creatures comfortable on four legs, but who can shamle about on two.
Ungulate	8x	Hooved, long-legged quadrupeds like elk, deer and horses.
Worm	.75x	These creatures move by contracting and expanding lengthwise segments of their body. It's a slow, painstaking form of movement, but effective for moving through confined areas. Creatures such as these tend to have vestigial limbs at best.
Weird	?	Make up your own using this category. Shivering shamblers, blinkers and man-eating corks fit into this category. Use the many examples listed above as guidelines.



Dragon Locomotion Example

My dragon has wings and legs. I chose Bat locomotion for his flight—I just don't think he's as fast a flyer as some might say (again, this is my research talking). For his land movement, the obvious choice was Reptilian. Once I do his stats, I will use these multipliers for his movement, that's it.

3. Stats Questions

Recall the deep knowledge of the Burning Wheel numbers that was bestowed upon you in the first chapter. Use that knowledge to accurately and impartially judge the stats of your monster.

The process for this adjudication? You're simply going to mark down the stats you think are appropriate to your concept. It's that simple.

The following section lists examples of stat exponents and the character types/stocks they are identified with. In addition, I've added some questions or comments that I associate with particular exponents.

Will

Exponent 1—Socially handicapped

Is the monster's Will moldable like soft mental clay?

Exponent 2—Goblins, Trolls

Is the monster susceptible to manipulation or simply dense?

Exponent 3—Dogs, Wolves

A little gullible like most of us?

Exponent 4—Human

Reasonably adept and socially able?

Exponent 5—Young sorcerer

Hard to deceive or manipulate?

Exponent 6—Elf and Dwarf

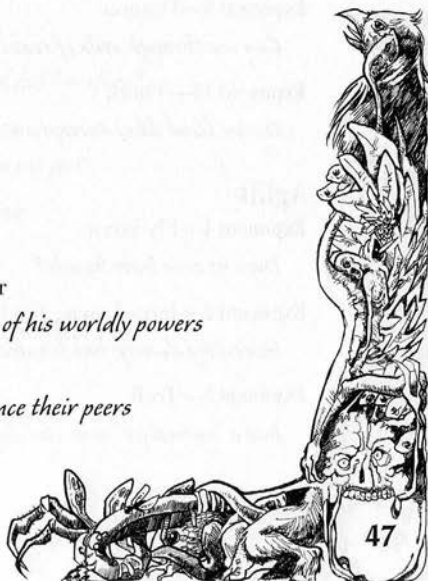
Strong willed and naturally adept?

Exponent 7—Veteran and powerful sorcerer

Adept and experienced, very near the peak of his worldly powers

Exponent 8—Valiant Dwarf king

With but a word such creatures can convince their peers



Exponent 9—Dragon

Nigh incomprehensible strength of mind

Exponent 10—Indomitable will

Is the monster a near-perfect social entity with an unbreaking will?

Perception

Exponent 1—Fungi

Almost unaware of his surroundings?

Exponent 2—Sick Cow

Does he notice things when prodded?

Exponent 3—Orcs, Trolls, Goblins

Plain, straightforward, nothin' special

Exponent 4—Human

Eventually he will have his moment of glory. Just a matter of time.

Exponent 5—Great Wolf, Dwarf

Keen in the mind

Exponent 6—Elf, Great Spider

Very sharp, rarely misses trick

Exponent 7—Crazy piercing eyes with spooky spirals

Deeply perceptive

Exponent 8—Aged Elf King

It's spooky how much he notices...

Exponent 9—Dragon

Can see through veils of reality without benefit of traits

Exponent 10—Thoth

Divine (God-like) Perception

Agility

Exponent 1—Fly larva

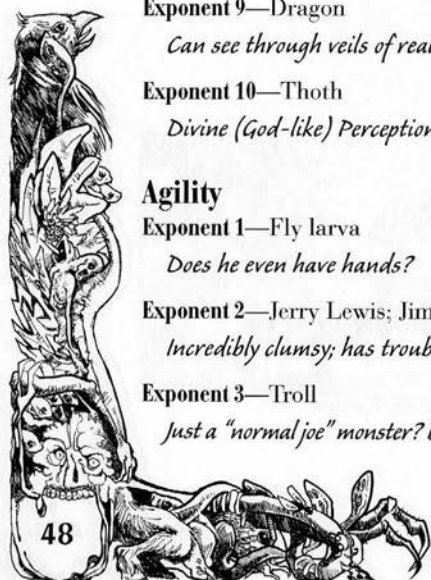
Does he even have hands?

Exponent 2—Jerry Lewis; Jim Carrey's klutzy roles

Incredibly clumsy; has trouble clapping

Exponent 3—Troll

Just a "normal joe" monster? Big hands, fat fingers and a little clumsy



Exponent 4—Human*We can get the job done***Exponent 5—Roden***Catch a fly on the first try?***Exponent 6—Elf***A born natural, oozing talent—never misses a catch or a throw***Exponent 7—Great Spider***Near perfect hand- (claw-) eye coordination***Exponent 8—Super Ninja!***He can run in a circle while juggling glasses, pouring wine and catching knives hurled at him***Exponent 9—Cat-god agile***Inhumanly agile***Exponent 10—Artemis, Apollo***Faultless hand-eye coordination***Speed****Exponent 1—Slug-like***Does not rely on natural prowess to catch prey, it can't keep up***Exponent 2—Turtle***Does he move like a reptile on a cold, cold day?***Exponent 3—Old man***A little pokey, but can keep up if need be***Exponent 4—Human, Troll, Orc***Does he move with the crowd, not slip and fall too often?***Exponent 5—Goblin, Roden, trained athlete***Is he graceful, coordinated or just quick on his feet?***Exponent 6—Elf, Great Wolf, Dragon, horse***Is he an athlete in peak physical form?***Exponent 7—Great Spider***Is he among the nimblest? The quickest on his feet?***Exponent 8—Cheetah***Without a doubt, no man is so fast and fluid*

Exponent 9—Eerie grace and movement

Like wind on a brisk day, rushing past

Exponent 10—Hermes, Sleipner

Flawless poise, motion and follow-through

Power

Exponent 1—Infant

Can the monster barely carry its own weight?

Exponent 2—Elderly human

Is the monster feeble?

Exponent 3—Is the monster simply a little weak?

Doesn't exercise, or even get out much; game designer Power

Exponent 4—Human, Elf, Roden

Is the monster as strong as a physically fit human?

Exponent 5—Dwarf, Orc, Great Wolf

Is he a practiced athlete or just a bad-ass?

Exponent 6—Draft Horse

If he had hands, could he toss a table across the room?

Exponent 7—War Horse

Forceful

Exponent 8—Troll

Muscle-bound and freakishly strong

Exponent 9—Giant

Superhumanly strong.

Exponent 10—Great Dragon, Rodan, Atlas

Is the monster as physically potent as they come? Like the God of Strength or a gigantic mutant pterodactyl?

Forte

Exponent 1—Infant

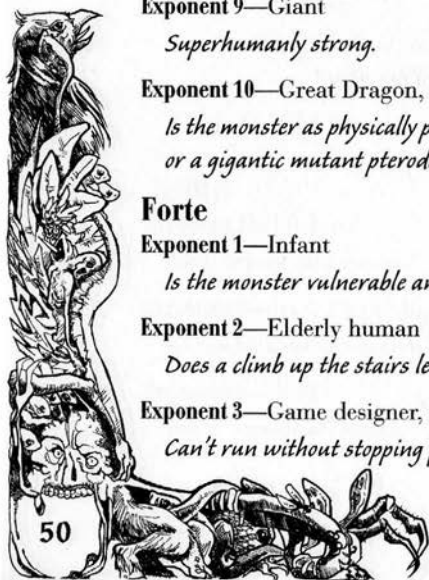
Is the monster vulnerable and frail?

Exponent 2—Elderly human

Does a climb up the stairs leave him winded?

Exponent 3—Game designer, angry store owner from movies

Can't run without stopping for breath



Exponent 4—Human

Not the toughest, but not noticeably frail or weak, either

Exponent 5—Orc

Tough

Exponent 6—Dwarf

Brutish, Solid

Exponent 7—Ox

Relentless

Exponent 8—Troll

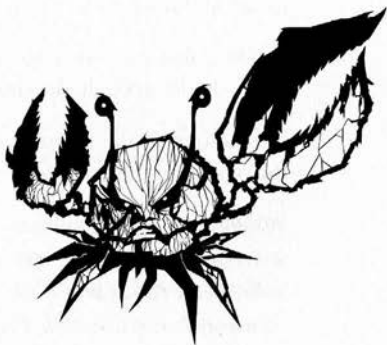
Incredibly durable

Exponent 9—Giant

Unimaginably potent, nigh unstoppable

Exponent 10—Dragon, Gajira

Like a god

**Dragon Stats Example**

In the end, contrary to myth and legend, I gave my dragon lower stats than I felt I could, given the source material: Will exp 6, Perception exp 7, Agility exp 4, Speed exp 6, Power exp 10, and Forte exp 10. Still considerably high, but not the straight 9s and 10s I expected myself to give. Why did I curtail the madness? It was my research kicking in again, combined with the GM in me. Was this dragon really so mentally superior to everything else? Honestly, no. He is definitely a smart creature, but not the pinnacle of insight or wisdom, and certainly not divine or near-divine in ability.

As for the Speed and Agility exponents: He's big and fast for his size, but not so much so that he can outmaneuver everything else out there. And with his use of flight and fiery breath, I felt that super-high Agility wasn't necessary—he relies on other defense mechanisms to keep him alive.

4. Shades

Once the stats are determined, we need to revisit the numbers and look at the level of potential of each ability in order to determine the shade of the stats. (Don't forget that the shade of stats determines the shades of root skills as well.) Ask these questions for each aspect/stat of the monster:



- In this area is the monster no more or less adept than what *all* of nature contains? Is he kin to most Men, Dwarves, Elves, Orcs, Trolls, Spiders and Wolves? Then note a black shade; this is the default shade for all abilities.
- Is this ability extremely special, unique, otherworldly or semi-divine? Then choose gray shade; this ability is heroic in nature.
- In this area, is the monster divine, demonic, supernatural or beyond the pale of human comprehension? Then choose white shade.

No matter what my research says, this child of Yevaud and Smaug is a heroic creature—no mere mortal can trifle with him. At least that's what I kept telling myself as I took revenge for his "low" stats by giving him gray Perception, Will, Power and Forte. I lost my nerve though and kept his Agility and Speed in the black. He's only a child and I followed my logic for the exponent assignments—he's formidable in the Will and Power departments, but Speed and Agility really aren't his strong suits.

5. Monstrous Beliefs and Feral Instincts

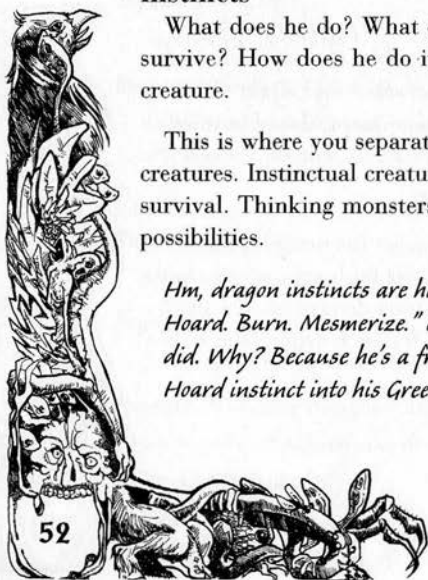
At this point, the basic framework of the monster has been described. There is an overall concept for him, but we still don't know exactly what he does. Beliefs and Instincts help narrow the concept and focus it into a playable entity.

Instincts

What does he do? What does he absolutely need to know or do to survive? How does he do it? Note three Instincts possessed by this creature.

This is where you separate "instinctual" vs "intelligent" or creative creatures. Instinctual creatures will have Instincts that revolve around survival. Thinking monsters have access to a much broader range of possibilities.

Hm, dragon instincts are hard! I came up with: "Always go head first. Hoard. Burn. Mesmerize." Did I just give him an extra instinct? Yes, I did. Why? Because he's a freaking dragon! And because we'll tie that Hoard instinct into his Greed trait.



Beliefs

We know what he's all about, but what makes him tick? What goes on in the monster's head? More important, *why is he here now?* What's his reason for being here? How will he be involved in the story? Note the creature's three Beliefs.

Dragon's beliefs: "I must have gold and gems for my bed; they comfort me. Nothing shall come between me and the satisfaction of my hunger." And, "I toy with them because I grow weary with boredom."

This dragon isn't intended for use as a PC, so his Beliefs are more passive than they would otherwise be. However, they still provide guidance as to how the dragon will react once he encounters player-characters and enters the game.

6. Skill Questions

In this section we look at the monster's occupation. I don't mean job, but simply the general role that he fills in the grand scheme of things.

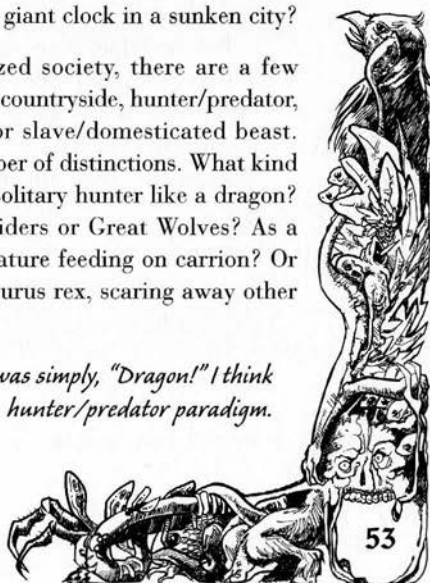
Occupations

Humans are tool users in a civilized society; we have many possible specialized occupations (in fact, every imaginable occupation is available to us in some capacity); whereas a wolf is a hunter, a golem is a tool, and a horse is a slave.

So what does your monster do? Is he a simple monster that finds, kills and eats people? Or perhaps he's a guardian of an ancient tomb or maybe built for some special task like winding a giant clock in a sunken city?

Barring the myriad options of civilized society, there are a few occupations for monsters: Ravager-of-the-countryside, hunter/predator, scavenger, forager, parasite/symbiote, or slave/domesticated beast. Within each category are of course a number of distinctions. What kind of society does the monster keep? Is it a solitary hunter like a dragon? Or is it a pack hunter like Sea Lord spiders or Great Wolves? As a scavenger, is it simply an hyena-like creature feeding on carrion? Or is the monster like a mean old tyrannosaurus rex, scaring away other predators and stealing their kills?

The occupation I wrote down for my beast was simply, "Dragon!" I think that falls into the ravager-of-countryside, hunter/predator paradigm.



Suggested Skills by Occupation

A monster's occupation largely determines what skills are available to it during monster burning. These are by no means definitive lists; use them as guidelines only. The following skill blocks assume "uncivilized" mostly non-tool-using possibilities:

The Hunter/Predator

Animal Husbandry, Brawling, Climbing, Conspicuous, Cooking, Foraging, Hunting, Intimidation, Observation, Orienteering, Running Training, Skirmish Tactics, Stealthy, Survival Training, Swimming, Throwing, Tracking, Trapping, Wises: Forest-wise, Tree-wise, Animal-wise plus additional wises as appropriate.

Tool-Using hunters would, of course, have access to weapon skills, Cooking, Mending and possibly even Field Dressing.

Scavengers and Foragers

Scavenging, Foraging, Inconspicuous, Stealthy, Camouflage, Survival Training, Climbing and Intimidation.

Tool-Using scavengers might have access to Mending,

Parasite/Symbiote

Animals like these tend to have very few skills on their own: Observation, Host-wise, Host Anatomy, Stealthy, Falsehood (who knows?) and Camouflage.

Slave/Domesticated Beast

Hauling, Rider Training, Begging, Foraging and Inconspicuous.

Functionary/Tool

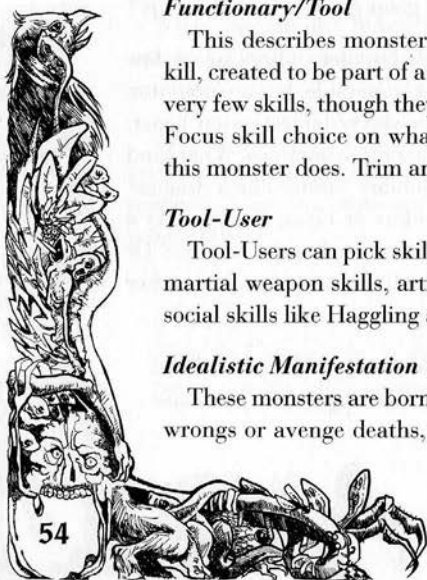
This describes monsters dedicated to a certain purpose—born to kill, created to be part of a machine, etc. Typically such creatures have very few skills, though they might be very good at them (B5s at least). Focus skill choice on what is *absolutely* necessary to describe what this monster does. Trim anything that looks like fat.

Tool-User

Tool-Users can pick skills from the following *categories*: craftsman, martial weapon skills, artist, medicinal, musical, peasant, seafaring, social skills like Hagglng and Persuasion.

Idealistic Manifestation

These monsters are born from a mystical purpose or ritual—to right wrongs or avenge deaths, for example. They are similar to the Tool



occupation in that they are very focused portraying their idiom—like destroying interlopers or asking riddles.

The difference between these creatures and Tools is that Idealistic Manifestations will usually have skills more associated with their idiom than with a specific function. Typically incorporating schools of thought, academic histories, appropriate social skills (depending on idiom), and of course a handful of ass-kicking skills, either martial or sorcerous.

Ravager of the Countryside

Stealthy, Conspicuous, Brawling, Intimidation and other appropriate martial skills. Also, include Wises of the local area or other stuff that's appropriate to the concept.

The Civilized Monster

Below is another group of skill packages, these are based on civilized archetypes. If you find martial skills missing, feel free to sprinkle them as needed.

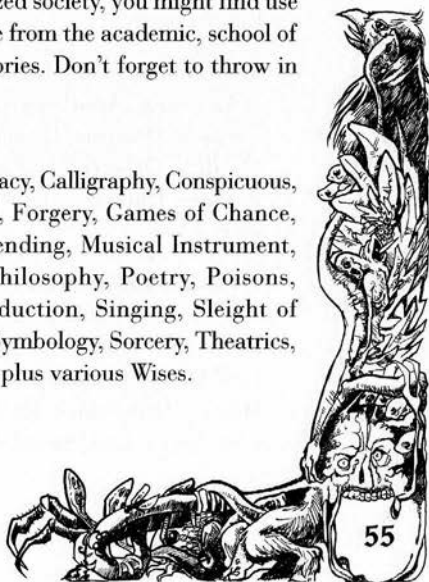
In the context of a civilized society of monsters like Orcs or Roden, one needs to look at society as a whole—its values, its technology, its religion, its food, etc.—and see where your monster fits in that scheme. Use human culture as an analog and go from there. If I wanted to make an Orc cook, for example, I know that I probably wouldn't even take a Cooking skill, as my Orcs eat their food raw. Instead, I'd probably take Intimidation and a Butchering skill.

Academic

If creating monsters as part of a civilized society, you might find use for scholars, sages and shamans. Choose from the academic, school of thought, social and military skill categories. Don't forget to throw in plenty of Wises, too.

The Social Beast

Acting, Appraisal, Astrology, Bureaucracy, Calligraphy, Conspicuous, Cooking, Dance, Etiquette, Falsehood, Forgery, Games of Chance, History, Inconspicuous, Lockpick, Mending, Musical Instrument, Observation, Oratory, Persuasion, Philosophy, Poetry, Poisons, Reading, Rhetoric, Riding, Write, Seduction, Singing, Sleight of Hand, Soothing Platitudes, Streetwise, Symbology, Sorcery, Theatrics, Throwing, Ugly Truth, Wine Appraisal, plus various Wises.



The Theocratic Device

Bureaucracy, Calligraphy, Command, Conspicuous, Doctrine, Demonology, Etiquette, Field Dressing, History, Illuminations, Interrogation, Law, Oratory, Suasion, Poetry, Reading, Riding, Ritual, Rhetoric, Write, Symbology, plus plenty of Wises like: Religion-wise, Temple-wise.

The Forest Creature

Animal Husbandry, Brawling, Carving, Climbing, Cooking, Farming, Firebuilding, Fishing, Foraging, Herbalism, Hunting, Intimidation, Mending, Observation, Orienteering, Poisons, Riding, Running Training, Stealthy, Survival Training, Swimming, plus Wises like: Tree-wise, Dead God-wise, Animal-wise, Path-wise, Weather-wise.

The Soldier

Armor Training, Axe, Bow, Brawling, Command, Conspicuous, Crossbow, Formation Fighting, Haggling, Hammer, Intimidation, Knives, Lance, Mace, Mounted Combat Training, Polearm, Spear, Staff, Strategy, Sword, Throwing, Wises: Guard-wise, Merc-wise, Soldier-wise, Armor-wise, Sword-wise.

The Mystic

Alchemy, Ancient/Obscure History, Apothecary, Astrology, Aura Reading, Automata, Calligraphy, Conspicuous, Demonology, Enchantments, Falsehood, History, Illuminations, Inconspicuous, Nigromancy, Philosophy, Persuasion, Reading, Research, Rhetoric, Riding, Write, Sorcery, Staff, Summoning, Symbology, Ancient or Obscure language skills and Wises: Spell-wise, Component-wise, Library-wise.

The Philosophical Warrior

Anatomy, Apothecary, Calligraphy, Climbing, Conspicuous, Cooking, Doctrine, Herbalism, Intimidation, Lockpick, Meditation, Mending, Observation, Painting, Philosophy, Poetry, Reading, Write, Running Training, plus Wises like: Saint-wise, Holy-day-wise, Relic-wise.

Creature of Holy Vengeance

Brawling, Command, Conspicuous, Doctrine, Etiquette, Field Dressing, Formation Fighting, Haggling, Hammer, Intimidation, Law, Mounted Combat Training, Strategy, plus Wises like: Holy-wise, Military Order-wise, Infidel-wise, Guard-wise, Merc-wise, Soldier-wise, Armor-wise, Sword-wise.



The Hunter or Forager

Animal Husbandry, Bow, Bowyer, Fletcher, Climbing, Cooking, Field Dressing, Firebuilding, Fishing (Line), Foraging, Herbalism, Hunting, Javelin, Knives, Knots, Mending, Observation, Orienteering, Running Training, Stealthy, Survival Training, Swimming, Throwing, Tracking, Trapping, plus Wises like: Forest-wise, Tree-wise, Animal-wise.

Gutter Dweller

Acting, Accounting, Appraisal, Brawling, Climbing, Cooking, Falsehood, Forgery, Games of Chance, Garrote, Hagglng, Inconspicuous, Interrogation, Intimidation, Knots, Lockpick, Mending, Poisons, Reading, Scavenging, Write, Sleight of Hand, Stealthy, Streetwise, Symbology, Throwing, Torture, plus Wises like: Sewer-wise, Guard-wise, Law-wise, Thug-wise, Fence-wise, Murder-wise, Caravan-wise.



Natural Magic

If you want to incorporate spells or natural magic like songs or howls into your character, use the guidelines described under the Additional Ability traits in the following section, the Trait Burner, and the more detailed guidelines in the last section of this chapter, The Monstrous Magic Burner.

How It Should Be vs What It Is

When determining your monster's skill set, take care not to dream too much and in the end write a laundry list of kewl skills that he *must* have. Try to keep it simple. Focus. Be honest with yourself. What does he absolutely need to be who he is?

A troll can be distilled down to two necessary skills: Brawling and Intimidation. He really doesn't need too much else to be a troll. But a wolf-like character needs more skills in order for him to fulfill his concept: Hunting, Tracking, Brawling, Intimidation, and Howling, I would say, are the bare minimum.

The actual skills I chose for the dragon were a mix of physical, social and a host of wises: Stealthy, Brawling, Intimidation, Persuasion, Obscure History, Dragon-wise, Gold-wise, Treasure-wise, Sorcery-wise and, just in case, Observation.



6b. Skill Point Totals = Experience

Neophyte vs Veteran

It is very difficult to make a blanket statement about how many skill points equals a veteran or a beginner. Due to the way skills are rooted off of stats, their rankings can vary widely. A single skill point to a character with an exp 7 or 8 stat is going to buy a lot more than it would for a character with an exponent 3 or 4 stat. Also many monsters have a small range of skills, but are reasonably skilled in those areas. Does this mean that they should get a Veteran 35 skill points? No, take only what the monster needs and check the skill points against the recommended number of skills:

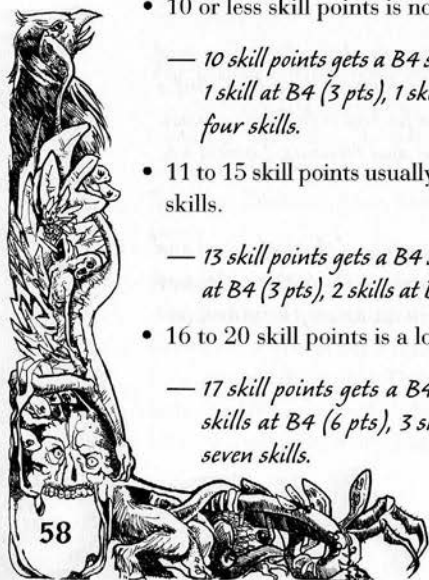
A Troll with an Agility of B4 has a Brawling root is B2. One point opens the skill at that rank. Two more points advances that to B4, a level of proficiency. Another point, 4 points total, and he's an expert brawler (B5).

Let's review, for a character with a root of 2 (stat exp of 4 or 5):

- 1 skill point opens skills at rank of "just enough to get you in trouble" (B2).
- 2 skill points gives a good place to start (B3).
- 3 skill points opens a skill at a level of proficiency (B4).
- 4 points dedicated to a skill with a root of B2 gets a B5 exponent.

Skill Point Total Summary

- 10 or less skill points is not a lot.
 - 10 skill points gets a B4 statted character: 1 skill at B5 (4 pts, costly!), 1 skill at B4 (3 pts), 1 skill at B3 (2 pts), and 1 skill at B2 (1 pt); only four skills.
- 11 to 15 skill points usually gets a nice range of moderately exponented skills.
 - 13 skill points gets a B4 statted character: 1 skill at B5 (4 pts), 1 skill at B4 (3 pts), 2 skills at B3 (4 pts), and 2 skills at B2 (2 pt); six skills.
- 16 to 20 skill points is a lot.
 - 17 skill points gets a B4 statted character: 1 skill at B5 (4 pts), 2 skills at B4 (6 pts), 3 skills at B3 (6 pts), and 1 skill at B2 (1 pt); seven skills.



- 21 to 30 skill points make an experienced veteran.
 - 25 skill points gets a B4 statted character: 1 skill at B6 (5 pts), 1 skill at B5 (4 pts), 2 skills at B4 (6 pts), 4 skills at B3 (8 pts), and 2 skills at B2 (2 pts); ten skills.
- More than 30 skill points generates a broad range of skills with competency (exp 4+) in nearly all of them.

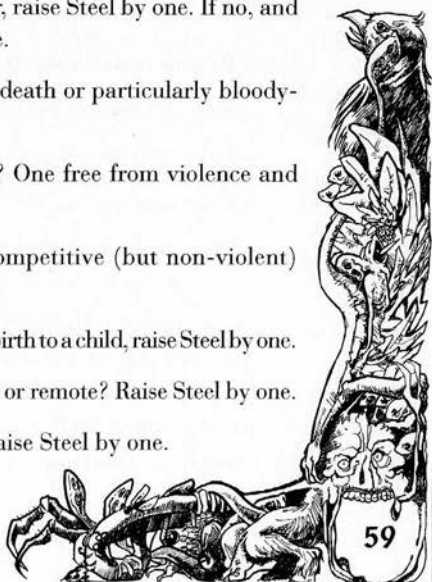
Dragon Skill Points Example

My dragon's skill points totalled at 51. His exponents are all really high. Most of his skills are gray because his root stats are gray. For one point he was opening most skills at G3. That's pretty good. If he had to pay for all those gray shades, he would have totalled about 76 skill points!

7. Steel Questions

Base monster Steel is B3, just like regular characters. However, Steel questions are different for monsters. Also, five "yes" answers can be used to buy a gray shade for Steel.

- Is it in the monster's nature to crush, kill, destroy, maim, rape and pillage? If so, raise Steel by one.
- Has the monster ever been severely wounded? If the monster is a killer (if he answered Yes to the first question), raise Steel by one. If the monster is not a killer, lower Steel by one.
- Has the monster been tortured, enslaved or beaten terribly over time? If yes and his Will is 5 or higher, raise Steel by one. If no, and Will is 3 or lower, reduce Steel by one.
- Is the monster murderous, injured to death or particularly bloody-handed? If so, raise Steel by one.
- Has the monster led a sheltered life? One free from violence and pain? Reduce Steel by one.
- Has the monster been raised in a competitive (but non-violent) culture? If so, raise Steel by one.
- If the monster is a mother and has given birth to a child, raise Steel by one.
- Is the monster particularly emotionless or remote? Raise Steel by one.
- If the monster is Gifted or Faithful, raise Steel by one.





—If the Will stat is exp 5 or higher, raise Steel by one.

—If the monster's Perception is exp 6 or higher, raise Steel by one.

—If the monster's Will is exp 7 or higher, raise Steel by one.

—If the monster's Forte is exp 6 or higher, raise Steel by one.

If a player answered Yes to eight questions, his monster would conceivably have a B11 Steel. That's not cool. Instead, the player may spend five of those "Yes" points to get a gray exponent. His monster's final Steel would be G6, rather than B11.

I answered yes to 7 questions and took a B10 Steel for the dragon.

7b. Other Attributes

Health, Mortal Wound and Reflexes are factored as per the standard Attribute rules in the Character Burner. Please see the Attributes Appendix at the back of this book to help you more quickly generate these numbers.

Health Questions

Average Will and Forte to determine the Health exponent. Add and subtract points per the answers to the following questions:

—Does the creature live in squalor and filth? Subtract 1.

—Is the creature frail or sickly? Subtract 1.

—Was the monster severely wounded in the past? Subtract 1.

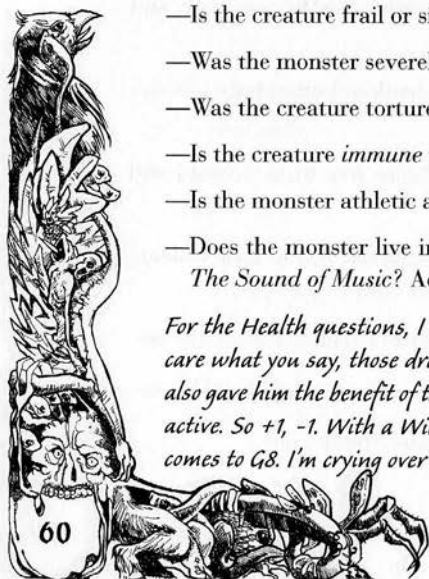
—Was the creature tortured and enslaved? Subtract 1.

—Is the creature *immune* to disease and illness? Add 2.

—Is the monster athletic and active? Add 1.

—Does the monster live in a clean and happy place, like the hills in *The Sound of Music*? Add 1.

For the Health questions, I answered that he does live in filth (I don't care what you say, those dragon caves are disgusting and slimy), but I also gave him the benefit of the doubt that as a young dragon he is pretty active. So +1, -1. With a Will of G6 and a Forte of G10, his Health only comes to G8. I'm crying over here!



Monstrous Circles

For some monsters, like the dragon or a lich lord, Circles is very important. For other beasts, like the B'hemah or other creatures of wrath and destruction, the Circles attribute isn't so important.

Reputations

- Is the creature known out in the sticks? Do the farmers say, "Yep, we had some trouble with something like that back in 'Ought Six." Give the creature a 1D reputation.
- Is the creature infamous or famous in the region? Do people know it by name? 2D reputation.
- Is the creature legendary? Do all fear to speak its name lest he hear and come forth to seek furious vengeance? 3D reputation.

Affiliations

Creatures who belong to clans and tribes or who are part of some great movement have affiliations.

- Small clans and tribes or local organizations are worth 1D.
- Groups that have influence in cities or across large regions of countryside are worth 2D.
- Organizations or networks of monsters that have pull and influence in other areas or that are particularly well organized are worth 3D.

Monstrous Resources

Exponent 0—Dependent or Destitute

This monster has no means of its own. It is either dependent on another creature for food and housing or it must live moment to moment, hunting, scavenging and foraging to survive its day to day life.

Exponent 1—Extreme poverty

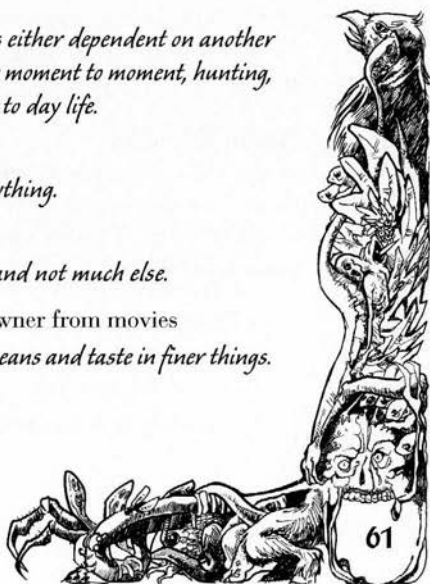
This creature is on the verge of losing everything.

Exponent 2—Poor

This monster has the means to feed itself and not much else.

Exponent 3—Game designer, angry store owner from movies

Destined to go into debt due to his illusory means and taste in finer things.



Exponent 4—Working class

A place to live, clothes, food on the table and maybe some presents at Christmas

Exponent 5—Well to-do small businessman

A shop and perhaps some employees

Exponent 6—Wealthy lesser noble

A nice manor and some land

Exponent 7—Scheming miser

Stacks of gold coins carefully arranged on an expensive mahogany desk.

Exponent 8—Evil Overlord

He's got quite a bit, but not quite enough to take over the world. Hence the evil schemes.

Exponent 9—Lich Lord

Castles full of minions

Exponent 10—Dragon

Hoard of treasure and fine baubles

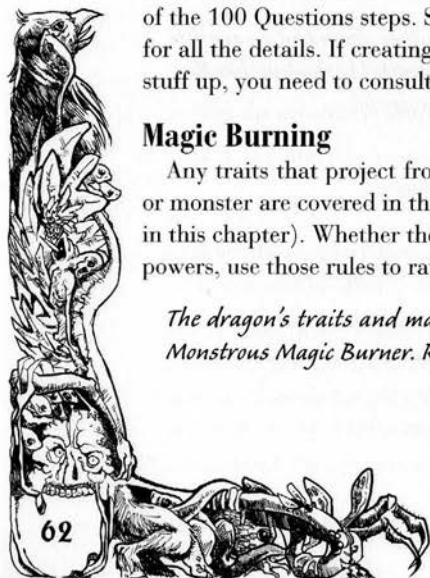
8. Trait Burner

One of the final touches for your monster is to take your notes for his traits and *create mechanics* for them. Using the Trait Burner, you decide which traits are character and cosmetic, which are call-ons and which are die traits. The method of building the mechanics and prices for a trait is a little more extensive than what can easily be contained in one of the 100 Questions steps. See the following section, The Trait Burner, for all the details. If creating a “magical” trait or a trait that just blows stuff up, you need to consult the Magic Burner section.

Magic Burning

Any traits that project from the monster to affect another character or monster are covered in the Monstrous Magic Burner (the last section in this chapter). Whether they are mind-influencing or super-destructo powers, use those rules to rate and qualify the powers.

The dragon's traits and magic are dissected in the Trait Burner and Monstrous Magic Burner. Read on!



9. Peer Review

Not so fast buddy! Where are you going with that white Speed? The final and most important step to monster burning is showing your peers your work. This is the rule: A monster cannot be brought to the table for play unless he has been reviewed and agreed upon by the current GM and the current players.

This rule is in place so that monsters are acceptable to the standards of individual groups. Hopefully, it will also make players think twice before creating munchkinned nonsense, since they must show this to their friends and waste everyone's time saying, "No, no and no."

For peer review we look at the three ways a monster might be used in game: Those for use by the GM, those for use by a player and those for use as a template for character stock. Each has its own review process:

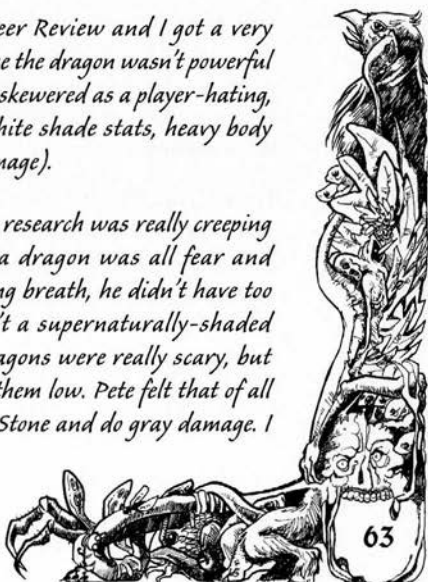
GM's Monsters

The GM is not obligated to reveal his secrets to the players. What fun would that be? However, he must, upon request, tell his players *in public* the totals of his latest creation's stat, trait and skill points. Players can then complain by comparing those totals vs their own character's.

Burning Wheel believes in the ability of a GM to fairly test his players and respects his right to inject monstrous elements as he sees fit. I know that GMs will be fair and judicious, and take the protests of their players into account when fielding the latest creation from the pit. A particularly good GM, however, will submit his creatures to the review for Player Designed Monsters described below.

So I submitted the dragon to Pete for Peer Review and I got a very interesting response. He yelled at me because the dragon wasn't powerful enough! Huh? I thought I was going to get skewered as a player-hating, munchkin GM. Instead, he argued for white shade stats, heavy body armor and Hands of Stone (to do gray damage).

I vehemently argued against it. I guess my research was really creeping into my design, because I posited that a dragon was all fear and intimidation and, aside from his terrifying breath, he didn't have too much to back it up. (He certainly wasn't a supernaturally-shaded creature!) From all the stories I read, dragons were really scary, but often a simple peasant managed to bring them low. Pete felt that of all monsters, dragons should have Hands of Stone and do gray damage. I



felt it was redundant considering the power of the fiery breath, and that changing him to this power level would significantly alter my concept.

Eventually, we compromised. I added in armor to the Scintillating Scales trait and Pete dismissed my dragon as a complete wuss. Can't win 'em all.

Player-Designed Monsters

If a player designs a monster to be used in game as a character, there is a two-step review process.

1. Players Get First Look

The players as a group may approve the monster and pass it to the GM. Or, if they find too powerful, they may do one of the following: reduce one stat by up to two points, nix one trait *or* reduce up to three skill points.

2. GM Gets Second Look

The GM may reduce or raise one stat by up to two points, nix or add up to three skills, reduce and raise skill exponents (never reduce below root), and remove or add a trait. He may also alter shades as he sees fit. Lastly, the GM may make strong suggestions regarding the monster's Beliefs and Instincts. Use these suggestions to better integrate the monster into play.

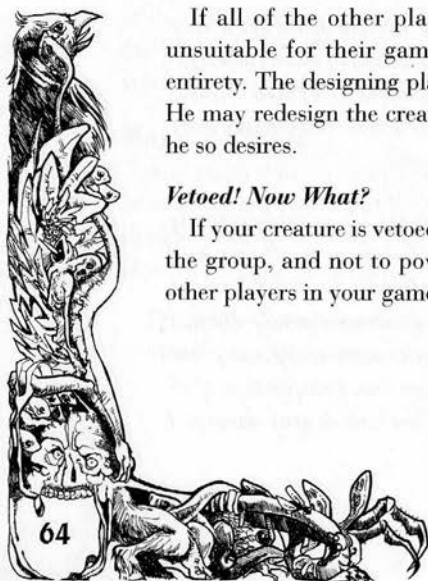
No one may alter the monster concept, but all should offer suggestions on how to better incorporate the monster into the game. *Do not remove traits and skills that are vital to the concept.*

Veto

If all of the other players and the GM deem a creature to be unsuitable for their game, then they may veto the creature in its entirety. The designing player cannot use that creature in this game. He may redesign the creature to better suit the needs of his group if he so desires.

Vetoed! Now What?

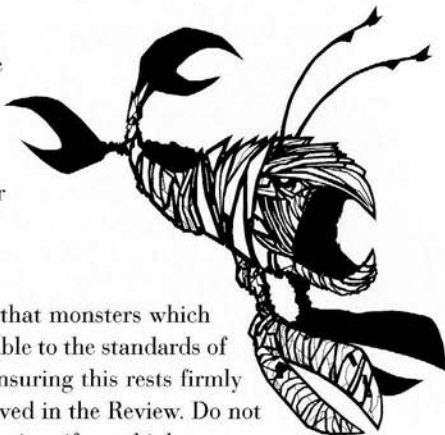
If your creature is vetoed, I advise you to discuss and negotiate with the group, and not to power-game. Figure out what is best for the other players in your game.



Character Stock Monsters

These monsters undergo the same review process as for player-designed monsters. However, be sure to review the beast twice in this case. Once before he's been through the Lifepath and Age Burners, and once after. It keeps players honest.

When designing monsters to be used as character stock, the GM is just another player—he gets no special privileges. Another player should be nominated to act as GM for the purposes of Peer Review.



Responsibility

Peer Review is in place to ensure that monsters which are brought to your table are acceptable to the standards of your group. The responsibility for ensuring this rests firmly on the shoulders of the players involved in the Review. Do not hesitate to make changes or raise objections if you think a monster is going to be disruptive to play. In the end, we all want an enjoyable experience.

Monstrous Gear and Things

As with all other aspects of the Monster Burner, Resources must abide by the initial concept. However, I am going to go out on a limb here and say: Give your monster exactly what he needs to get by and not one penny, spell or magic sword more.

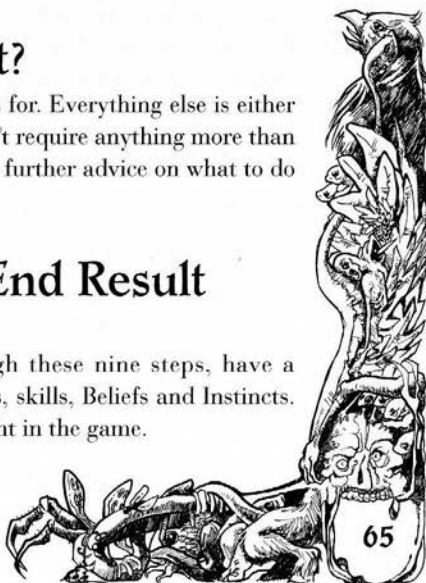
That's It?

That's all you really need these guidelines for. Everything else is either covered in the Character Burner, or doesn't require anything more than a simple judgment call to fix. Read on for further advice on what to do with your nascent creation.

Comparing the End Result

Point Totals

Players should, after walking through these nine steps, have a playable monstrous creature—traits, stats, skills, Beliefs and Instincts. This creature should be ready to jump right in the game.



Using the numeric results of the monster burning process, GMs can get an idea of just how much of an impact each monster will have on his game. Total each area of points—traits, stats, skills and resources—and compare them to the examples provided below:

Men: 0 common trait points, 24 stat points, 15 skill points. Average stat is B4.

Elves: 28 common trait points, 29 stat points, 20 skill points. Average stat is B5.

Dwarves: 13 common trait points, 28 stat points, 15 skill points. Typical stats are B5s and B4s.

Orcs: 20 common trait points, 19 stat points, 20 skill points. Average stat is B3.

Roden: 16 common trait points, 25 stat points, 17 skill points. Average stat is B4.

Trolls: 21 common trait points, 27 stat points, 9 skill points. Typical stats vary widely, ranging from 2-9.

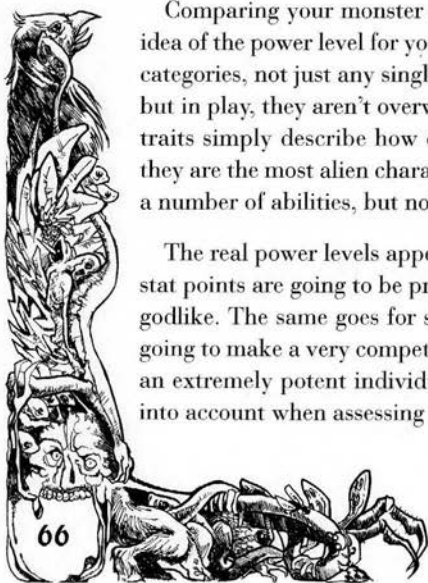
Wolves: 37 common trait points, 28 stat points, 21 skill points. Typical stats are B5s and B4s.

Spiders: 58 common trait points, 28 stat points, 16 skill points. Typical stats are B5s and B4s.

Dragon: 84 common trait points (see the next section, Trait Burner, for how I got that number), 63 stat points and 51 skill points.

Comparing your monster to the above numbers should give a rough idea of the power level for your creature. Remember to compare all three categories, not just any single one. Spiders have a bucket-load of traits, but in play, they aren't overwhelmingly powerful. Why is this? Spiders' traits simply describe how different they are from humanity—by far they are the most alien character stock described. Their traits give them a number of abilities, but nothing ridiculously powerful.

The real power levels appear in stats and skills. Monsters with 30-40 stat points are going to be pretty heroic in nature. 50-plus stat points is godlike. The same goes for skill points. Starting with 30 skill points is going to make a very competent character. 40 or more skill points make an extremely potent individual. So be sure to take all three categories into account when assessing the monster for play.



Obviously, just looking at the numbers, the dragon is going to be enormously potent in play. And we haven't even seen his natural magic/fire breath yet!

Monstrous Notes

Monstrous Intelligence

Whether your monster is an “animal” or whether he is “intelligent” is completely up to you when you design the creature. Neither choice has a significant impact on game mechanics. However, Burning Wheel is a fantasy game and I encourage all players to take license with their creatures and allow them the same intelligence evinced by all the grendels, dragons, wargs, bats, white whales and spiders present in literature.

Monstrous Speech: High vs Low

Can my monster speak? If so, how? What languages does he know? Personally, I think that all monsters should be able to speak on some level—as I said above, it’s a fantasy game. The wolves in *Princess Mononoke* are a stellar example of talking, bad-ass creatures.

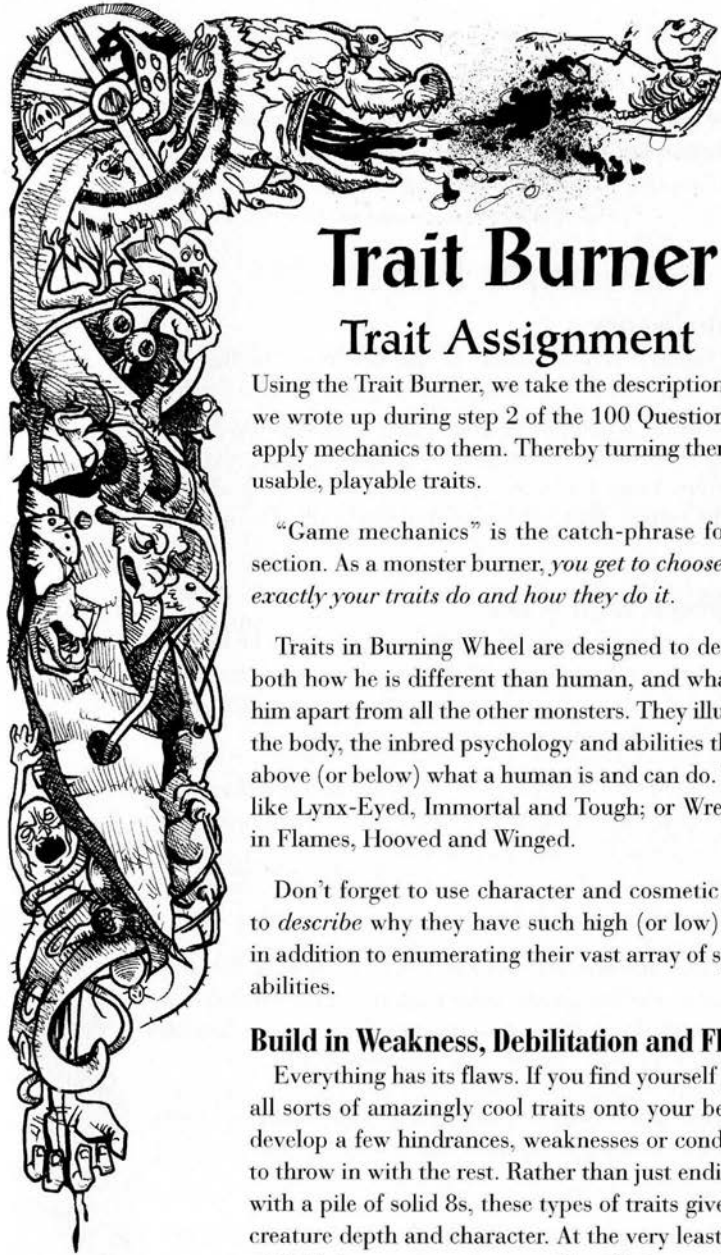
Burning Wheel makes two major distinctions in the type of speech available to creatures, High Speech and Low Speech. High Speech is the methods and patterns of communication used by Men, Elves, Orcs and all other civilized races. If you make an anthropomorphic speaking creature, it’s assumed he uses High Speech.

Low Speech is the communication of animals, birds, insects, fish and what not. Monsters who’ve sprung from animal origins—like Great Spiders and Great Wolves—utilize Low Speech to communicate with their lesser cousins.

Every creature starts with one of the above methods of communication, the other must be purchased as a character trait. Speech is not considered a priority in these rules.

These traits do not equal actual languages. Language and dialect are skills under the umbrella of speech and are determined by the players and GMs at the outset of the game.





Trait Burner

Trait Assignment

Using the Trait Burner, we take the descriptions that we wrote up during step 2 of the 100 Questions and apply mechanics to them. Thereby turning them into usable, playable traits.

“Game mechanics” is the catch-phrase for this section. As a monster burner, *you get to choose what exactly your traits do and how they do it.*

Traits in Burning Wheel are designed to describe both how he is different than human, and what sets him apart from all the other monsters. They illustrate the body, the inbred psychology and abilities that go above (or below) what a human is and can do. Traits like Lynx-Eyed, Immortal and Tough; or Wreathed in Flames, Hooved and Winged.

Don't forget to use character and cosmetic traits to *describe* why they have such high (or low) stats, in addition to enumerating their vast array of special abilities.

Build in Weakness, Debilitation and Flaws

Everything has its flaws. If you find yourself piling all sorts of amazingly cool traits onto your beastie, develop a few hindrances, weaknesses or conditions to throw in with the rest. Rather than just ending up with a pile of solid 8s, these types of traits give your creature depth and character. At the very least, they might help your monster pass Peer Review.

But you know what? *If you really don't want them*—if you're not going to play the weaknesses and flaws and use them to enhance your monster's playability—*then do not take them.*

Don't Double-Weight

One phenomenon to be aware of is double-weighting an advantage in your monster. For example, assigning a high exponent Power, and also giving him a trait that says he's really strong and gets +1D to all Power tests.

In Burning Wheel, +1D can really make a big difference. It may seem like an insignificant number, but in a system with such a tight scale (only ten numbers to work with) tossing around +1s like they're candy can really hurt your enjoyment of play.

With too many bonuses, players become bored and GMs frustrated—there is no challenge when you can breeze through every scene without a hitch, and it gets mighty irritating (for me at least) when I can't engage a player because he's hiding behind a big fat number on his character sheet.

It's almost always better to back way off on the bonuses and traits. Keep things simple and clean, and the game remains enjoyable—don't be afraid to tone your traits down a bit so that everyone can enjoy the monster in play.

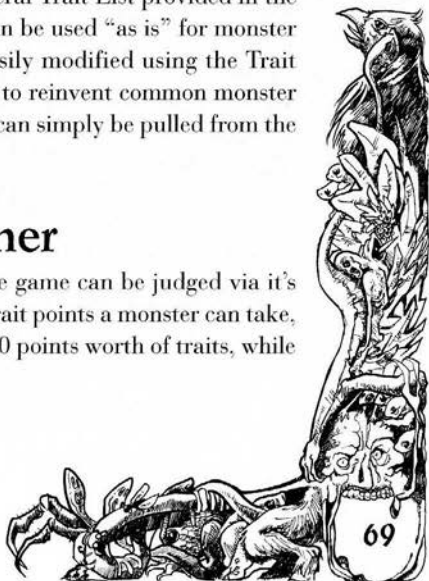
Most important though, remember that there is no such thing as "game balance" in Burning Wheel. What we want to do here is to describe your monster as it is—as it would be in your game reality.

Trait List

Players may find it helpful to use the general Trait List provided in the back of this book. The traits in this list can be used "as is" for monster concepts, or the existing traits can be easily modified using the Trait Burner. In many cases, it is not necessary to reinvent common monster traits, like Wings or Crushing Jaws. They can simply be pulled from the existing list and used as is.

Trait Burner

A broad measure of a traits impact on the game can be judged via it's cost. While there is no upper limit on the trait points a monster can take, it is useful to note that your monster has 50 points worth of traits, while your friends' monsters have 10 or 12.





There are three categories of traits in Burning Wheel: Character traits, call-on traits and die traits. Each modifies play in a different way.

Character Traits

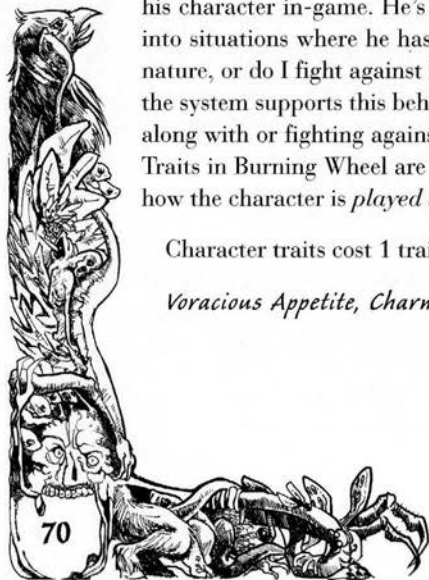
A character trait illustrates a prominent aspect of the monster's psychological or physiological make-up—something that affects how the monster will be roleplayed at the table. They say, "You're not just someone, you're *it*." Anyone can say his character is hairy, but unless he pays the trait point, it's hairy with a lower-case "h." Pay the point, and he's the Hairiest guy around.

Character traits, more than the other two types of traits, are guide posts that help the player navigate play with the monster. By setting

down these traits on the character sheet, the player is stating that he is going to do one of two things: He's going to play those traits to the hilt—he's going to exemplify them. Or he's saying that his character is starting with these traits, but he's about to change. In the second case, character traits are used as the crux for creating all sorts of problems for his character in-game. He's going to use his traits to get his character into situations where he has to make hard decisions. Do I go with my nature, or do I fight against it? This is fuel for some very fine play, and the system supports this behavior. Playing character traits, either going along with or fighting against them, is a great venue for earning artha. Traits in Burning Wheel are designed to grow and change according to how the character is *played* at the table.

Character traits cost 1 trait point (1 pt).

Voracious Appetite, Charming, and Cunning are character traits.



Cosmetic Traits

Cosmetic traits are character traits that describe how a monster looks. *If a feature of the monster has no game-mechanical function, then it is a cosmetic trait* and costs 1 pt like any other character trait.

The dragon has four character and cosmetic traits: Luminous Eyes, Stench, Insatiable Greed, and Arched, Greyhound-like Body.

Call-On Traits

This type of trait is powerful and subtle. When its conditions are met, traditional game mechanics are set aside to either give the character another shot after a failure or to break a tie (in the call-on-trait-having character's favor).

Call-ons cost 2 pts (base). Call-on traits may be given the More Powerful and PITA penalties described on page 74.

Fleet of Foot, Graceful, Iron Stomach, and Light Sleeper are call-on traits.

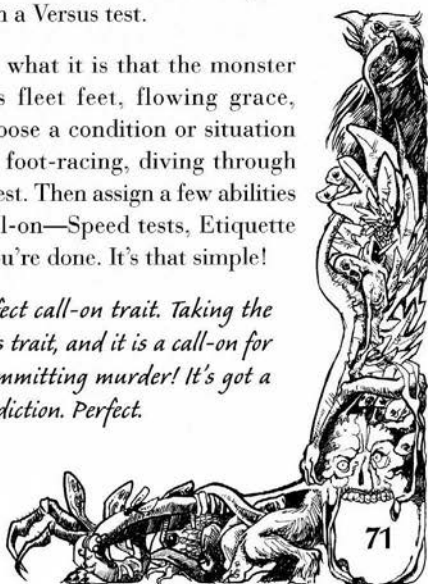
In this instance, the dragon doesn't have any call-ons. All his other traits are special die traits.

The difference between call-ons and other traits is simply mechanical. Where character traits have an infrequent role in the mechanics, and die traits always affect a certain kind of roll, call-ons allow the *players* to interpret their trait's usability and fit it into various situations.

The two best mechanical manifestations of a call-on I have seen to date are allowing the player to reroll his failures on a crucial (and applicable) roll or simply breaking a tie on a Versus test.

When designing call-on traits, decide what it is that the monster possesses that gives him an edge—his fleet feet, flowing grace, indomitable stomach, etc.—and then choose a condition or situation where that trait comes into play—when foot-racing, diving through windows, or in a life and death eating contest. Then assign a few abilities that fall under the jurisdiction of the call-on—Speed tests, Etiquette tests, or Forte tests. Name the trait and you're done. It's that simple!

The Roden trait Single-Minded is a perfect call-on trait. Taking the Murderer lifepath gains the character this trait, and it is a call-on for Steel tests when "on the job"—when committing murder! It's got a name, a reason to be, conditions and jurisdiction. Perfect.



Die Traits

Die traits modify an ability in the same way every time they are used. Either they add a die or two, change a game mechanical number—an obstacle, or Hesitation—or grant a new ability/new way to roll dice.

Remember that die traits must tweak an existing rule or game tenet.

Building Die Traits

Listed below are the possible modifiers a die trait can offer a character:

- **Bonus dice:** A trait can add +1 or +2D to an ability for a given situation. Adding +3 or +4D is very serious and strongly discouraged. If you're after that kind of bonus, consider just upping the stat or skill in question. This category also stands for traits that subtract dice.

All of the Keen Senses can be used to gain bonus dice to Perception.

- **Additional/Unnatural Ability:** The abilities to cast magic, to climb walls or breathe fire fall into this category. Natural weapons also fall into this category.

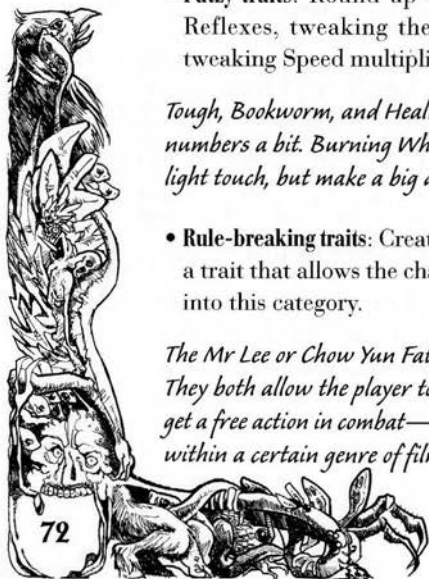
Gifted and Faithful are Unnatural Ability traits. As is adding a poison bite or armored skin to your monster.

- **Penalty-reducing traits:** Reducing Hesitation, reducing range obstacle penalties for shooting, reducing movement penalties, and reducing visibility penalties due to darkness all fall into this category.
- **Futzy traits:** Round up vs round down in calculating Health or Reflexes, tweaking the age chart for the character stock, and tweaking Speed multipliers fall into this category.

Tough, Bookworm, and Healthy are examples of traits that futz with the numbers a bit. Burning Wheel loves traits like this, because they have a light touch, but make a big difference in play.

- **Rule-breaking traits:** Creating a new rule for the character or building a trait that allows the character to circumvent a game mechanic fall into this category.

The Mr Lee or Chow Yun Fat traits are examples of the last type of trait. They both allow the player to "break" a rule—automatically go first, or get a free action in combat—in order to emulate the actions of characters within a certain genre of film.



Conditions

Die traits must have conditions as to how and when they work. Giving your monster the Really Strong trait (+1D Power), and simply stating, "He's really strong" doesn't cut it. A die trait must be more like: Steely Sinews, +1D to all *Versus* Power tests. If you need a monster to simply be strong, just put the dice into the stat and call the trait a character trait. If you need your monster to be cool, build a trait and a condition.

Pricing Die Traits

- **Bonus dice:** +1D type traits cost 4 pts, adding a second die costs two more points, this includes +1 MW. Also includes traits that raise obstacles for abilities being used against this monster/character. -1D and -1 IMS, etc. cost the same as positive bonus traits.

- **Additional/Unnatural Ability** traits cost 3 points.

— **Natural weapon traits** (claws, jaws, blades, bites, spikes, etc) cost as follows: 3 pts to open the trait and get +1 Power (to IMS), 4 pts for +2 Power, 5 pts for +3 Power, 7 pts for +4 Power, 11 pts +5 Power. +1 pt for +1 VA, (if the trait gives no Power bonus, 3 trait points is the minimum cost), +4 pts for VA 2, +16 pts for VA 3. +8 pts for Add 1. -2 pts for reducing Power by -1. -1 pt for reducing weapon speed from fast to slow. -2 pts for reducing weapon speed from fast to unwieldy. -1 pt for Shortest weapon length. 0 pts for Short weapon length. +1 pt for Long, +2 pts for Longest. +2 pts for futzing with the rules and adding effects to actions (simultaneously Lock and Strike, for example).

Bladed Tarsi (+2 Power, +1 VA, Slow, Add 2) cost 4 pts. Crushing Jaws (+3 Power, +2 VA, Fast, Add 2, Lock and Strike) cost a whopping 11 pts.

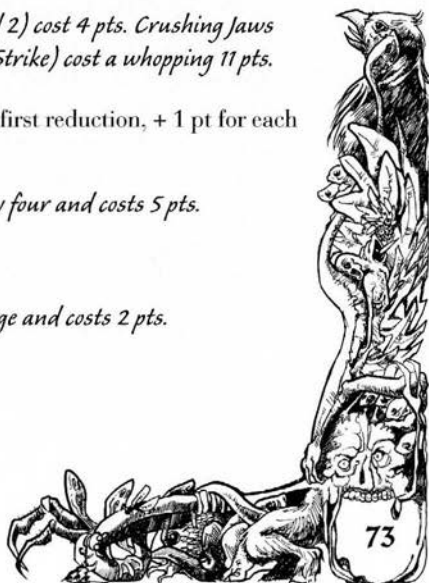
- **Penalty-reducing traits** cost 2 pts for the first reduction, + 1 pt for each additional "reduction."

The Unflinching trait reduces hesitation by four and costs 5 pts.

- **Futzy traits** cost 2 pts.

Tough rounds up the Mortal Wound average and costs 2 pts.

- **Rule-breaking traits** cost 5 pts base.



Rare Conditions, -1 pt

Traits that have very obscure conditions reduce their cost by one.

For example: "Desperate Strength, bonus to Power when backed into a corner, when losing or defeated." So for 5 trait points a player could purchase Desperate Strength at +2D for his monster.

More Powerful, +1 pt and up

Using the Unnatural Ability category, players can add a host of cool perks to their characters, some more powerful than others. Trolls for example, have Troll Skin, Scaly Skin and Stone Skin traits available to them. Each is an Unnatural Ability trait, but each one is more powerful than the last and therefore increases in cost.

Troll Skin costs 3 pts for the Unnatural Ability of armored skin. This grants the basic level for such an ability. In this case, leather armor is the most basic form of this ability. Increasing the protection level to plated leather, adds +1 trait point to the cost. Each subsequent protection increase adds +1. So Scaly Skin costs 4 pts, Stone Skin costs 5 pts, Brass Skin costs 6 pts.

Always On, +2 pts

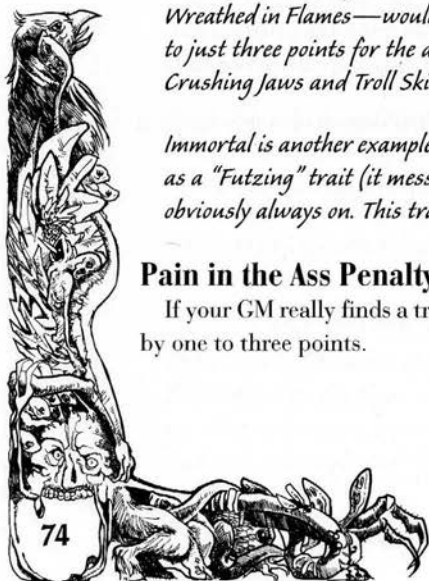
Traits that are always on—that essentially don't have conditions—cost two extra points. This cost penalty is meant to apply to "unnatural ability" traits. Additional *natural* abilities like stingers, jaws, and claws—natural adaptations, so to speak—don't have to pay for this.

An additional ability that stated the character was constantly on fire—Wreathed in Flames—would have to pay the extra two points, as opposed to just three points for the ability to light himself on fire every so often. Crushing Jaws and Troll Skin don't pay this penalty.

Immortal is another example of an Always On trait. I'd classify Immortal as a "Futzing" trait (it messes with the math on the age chart) and it's obviously always on. This trait would cost 4 pts base.

Pain in the Ass Penalty (PITAP), +1-3 pts

If your GM really finds a trait obnoxious, then he can up the point cost by one to three points.



Mr Lee always acts first in the volley. This is a serious pain in the ass. Therefore Mr Lee costs at least 8 pts (5 for Rules Breaker, +3 Pain in the Ass points, for 8 pts total).



Cool Beans, -1 pt

If the GM particularly likes a trait, he may reduce the cost by one.

Ouch, -1 pt

If a trait really (really) penalizes a monster, then the CM may reduce the final cost by one.

Shading Traits

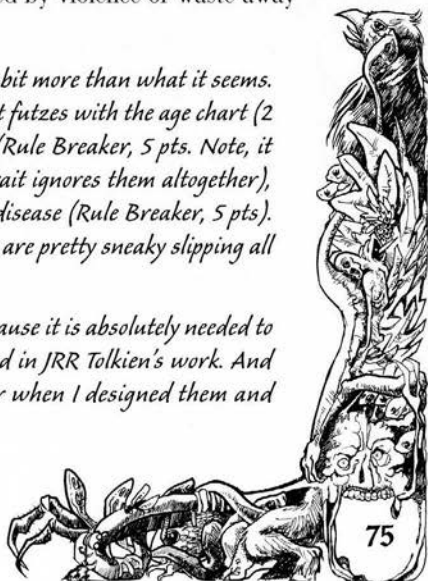
If a trait grants gray shade ability, add five points (+5 pts) to its cost. If it grants white shade ability, add ten points (+10 pts).

Elves and Immortality: An Example

From page 82 of the Character Burner: “**Essence of the Earth**— Elves do not feel the effects of earthly cold and heat as do Men; they do not fall ill; they are ageless and will only pass on when the Earth ends. However they are not deathless. Elves may be killed by violence or waste away due to Grief.”

The Essence of the Earth trait costs a little bit more than what it seems. According to the guidelines I've set down: It futzes with the age chart (2 pts), obviates penalties for heat and cold (Rule Breaker, 5 pts. Note, it doesn't reduce them or tweak them, the trait ignores them altogether), and bypasses Health tests for illness and disease (Rule Breaker, 5 pts). So it's actually a 12 point trait. Those Elves are pretty sneaky slipping all that into one common trait!

Why is it there in the first place, then? Because it is absolutely needed to accurately characterize the Elves presented in JRR Tolkien's work. And that characterization is what I was after when I designed them and that trait.



Dragon Traits—Building and Pricing Example

Gigantic Stature. Bonus die trait, +1 MW, 4 pts.

Lizard-Like Skull. Adds +1 Power to bite, Long weapon, 5 pts.

Membranous Wings. Additional ability trait, allows flight, 3 pts.

Talons. Natural weapons trait, +2 Power, +1 VA to bare-fisted attacks, Long, $4+2+2+1=9$ pts.

Scintillating Scales. Natural armor, chain mail equivalent. Additional ability plus two levels of more powerful, plus PITAP +2: $3+2+2$ pts = 7 pts.

Keen Sight (4 pts), Keen Hearing (4 pts) and Keen Touch (5 pts): 13 pts.

Dragon's Blood. Additional ability, more powerful (additional corrosive effects), pain in the ass, always on: $3+1+2+1=7$ pts.

Dragon's Breath. Additional ability, pain in the ass, plus gray shading: $3+1+5=9$ pts.

Dragon's Flight. Additional ability: 3 pts. (Note that the Dragon's flight ability has been divided into two traits for a total cost of 6 pts.)

Mesmerizing Gaze. Additional ability, pain in the ass, gray shading: $3+1+5=9$ pts.

Armor-Plated Skull. Additional ability, four levels of improvement, gray shading, PITAP +2: $3+4+5+2=14$ pts.

Total Dragon trait points: 79 + 4 character/cosmetic traits = 83 pts.





Skill Burner

Using the guidelines in this section, players can develop custom skills for their monsters.

What's a Skill?

A skill, in *Burning Wheel*, is an area of specialized learning, technique or natural talent that a character possesses and uses to accomplish tasks.

Skills are mechanically useful because they eliminate the double obstacle penalty for attempting complicated tasks with raw stats.

What's a Good Skill Exponent?

By now, you're probably familiar with the exponent ranks, but I think they bear discussing one more time in relation to skills.

In order to create rich and interesting creatures, shoot for having a range of skills from exponent 3-5. In the section below I give a brief rundown on the facets of the range of skill exponents.

Exponent 1 skills—Essentially, you're incompetent. You don't know what you're doing, and you weren't really born to do this. The only way to get an exponent 1 skill is to open from a root stat of 2 or 3. But hey, at least you're past your aptitude requirement! The best thing about a skill of 1 is that it advances quickly (two tests!).

Exponent 2 skills—This is what we refer to as "just enough to get yourself in trouble." With two dice you can safely do the routine stuff, but the harder stuff (obstacle 3 and up) is beyond reach. Exponent 2 skills seem to breed ill-founded confidence in players, "I can beat him." "Wait, you've only got a B2 Brawling!" "So?"





Exponent 3 skills— This is the level of basic competency. With three dice you can get nearly anything done, especially if you take your time or use help. Most folks have skills at exp 3. Why? Look at the advancement table. To *advance* a skill of 3 you need obstacle 2 and 3 tests. If you're doing the same easy old routine every day—Ob 1 stuff—you don't ever need to hit those obstacles.

Exponent 4 skills— Exponent 4 skills lay in the realm of proficiency. Four dice go a long way in Burning Wheel, and characters tend to plateau here because of the advancement obstacles—3 and 4—required to take the skill to exp 5. It can be done, but you've got to push it.

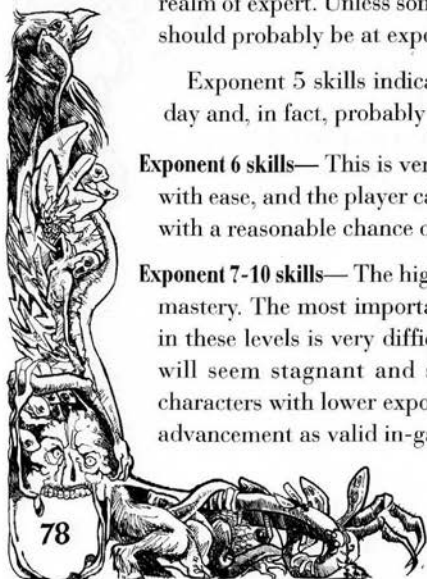
These are skills you use everyday, but are never truly challenged.

Exponent 5 skills— Exponent 5 is the sweet spot in this system. This is where a character wants to be in his fields of expertise. With five dice for skill tests, characters can routinely pass obstacle 3 tests. Since most obstacles are 1-3, five dice really puts the character firmly into the realm of expert. Unless somewhat incompetent, a monster's main skill should probably be at exponent 5.

Exponent 5 skills indicate that the monster uses this ability every day and, in fact, probably practices to refine it.

Exponent 6 skills— This is very good. With six dice most tests are passed with ease, and the player can confidently attempt higher obstacle tests with a reasonable chance of success.

Exponent 7-10 skills— The higher skill exponents are really just shades of mastery. The most important thing to note here is that advancement in these levels is very difficult. A monster in play with these abilities will seem stagnant and static compared to the rapid growth of characters with lower exponents. Practice is all but a requirement for advancement as valid in-game tests will be few and far between.



Skill Burner

No list of skills is going to be able to cover the beautiful madness conceived by the myriad users of the Monster Burner. It will often be necessary to develop skills on the spot to better evoke the role of your creature in the world.

Building Skills from Scratch

There is very little to this process: Develop a concept, find a middle ground between specific and general—Sorcery and Summoning are appropriate, *Magic* is not; Blacksmith and Carpenter, not *Craftsman*; Sword and Axe, not *Melee Combat*. Give it a name, and come up with some examples of how you use it and some obstacles for those examples. Also, a list of suggested FoRKs really helps others get a handle on what it is you're after.

If you get stuck, use the Burning Wheel general skill list as examples and inspiration.

For example, a new skill from the Great Wolf lists:

Escape Artist _____ ROOT: Perception/Agility _____

Wolves can learn nearly anything. When trapped or caged they quickly learn the mechanics of their captivity and devise a method of escape.

Sample Obstacles: Traps, Ob 3. Cages, Ob 4 and up. Collars, Ob 1. Leashes, Ob 2.

Suggested FoRKs: Cage-wise, Trap-wise

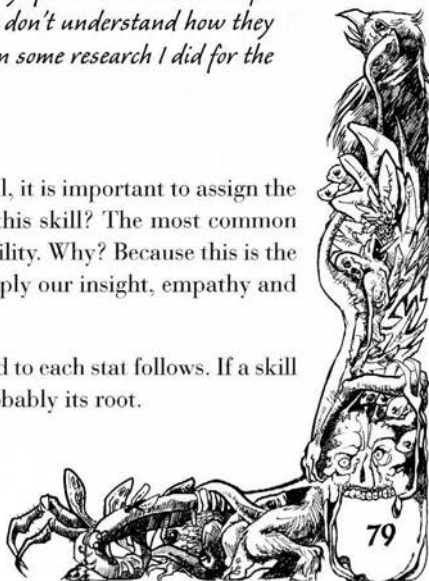
Skill Type: Special **Tools:** No.

The Escape Artist skill encompasses the ability of wolves to learn to escape from traps and cages. Though I definitely don't understand how they do it, I developed this skill concept based on some research I did for the Great Wolf chapter.

Roots for Skills

After developing the concept for the skill, it is important to assign the skill proper roots. What really goes into this skill? The most common roots for skills are Perception, Will and Agility. Why? Because this is the kind of creature human beings are. We apply our insight, empathy and manual dexterity to solve problems.

A short list of various concepts attributed to each stat follows. If a skill relates to one of these ideas, the stat is probably its root.



Perception

Insight, mental acuity, academic ability

Will

Empathy, willpower

Agility

Manual dexterity, hand-eye coordination

Speed

Body control, body coordination

Power

Physical strength

Forte

Physical endurance

Roots by Skill Type

Suggested Roots

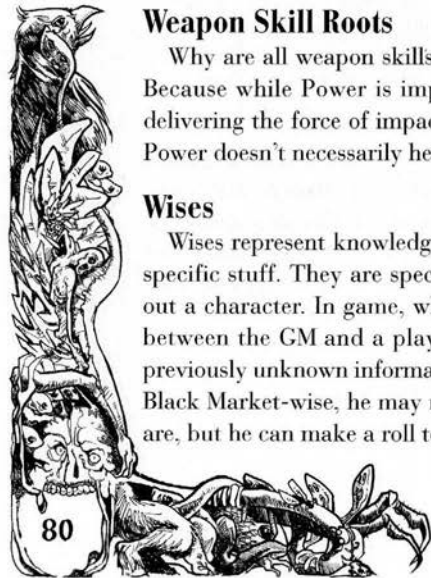
Academic	Perception
Artist	Perception/Agility, Will
Craftsman	Perception/Agility
Forester	Perception, Perception/Agility, Speed
Martial	Agility
Medicinal	Perception, Perception/Agility
Military	Perception, Will
Musical	Will
Peasant	Perception/Agility
Physical	Speed, Power, Forte, Agility
School of Thought	Perception, Will
Seafaring	Perception/Agility
Social	Will, Perception
Sorcerous	Perception
Special/Misc	Your call

Weapon Skill Roots

Why are all weapon skills rooted off Agility and not Agility/Power? Because while Power is important, its real role in Burning Wheel is delivering the force of impact after Agility has managed to score a hit. Power doesn't necessarily help land that blow.

Wises

Wises represent knowledge of the who's who and what's what about specific stuff. They are special knowledge-based skills that help flesh out a character. In game, what they really do best is create a channel between the GM and a player regarding the narration of obscure or previously unknown information. If a player is running a character with Black Market-wise, he may not know himself where the black markets are, but he can make a roll to exact that info from the GM.



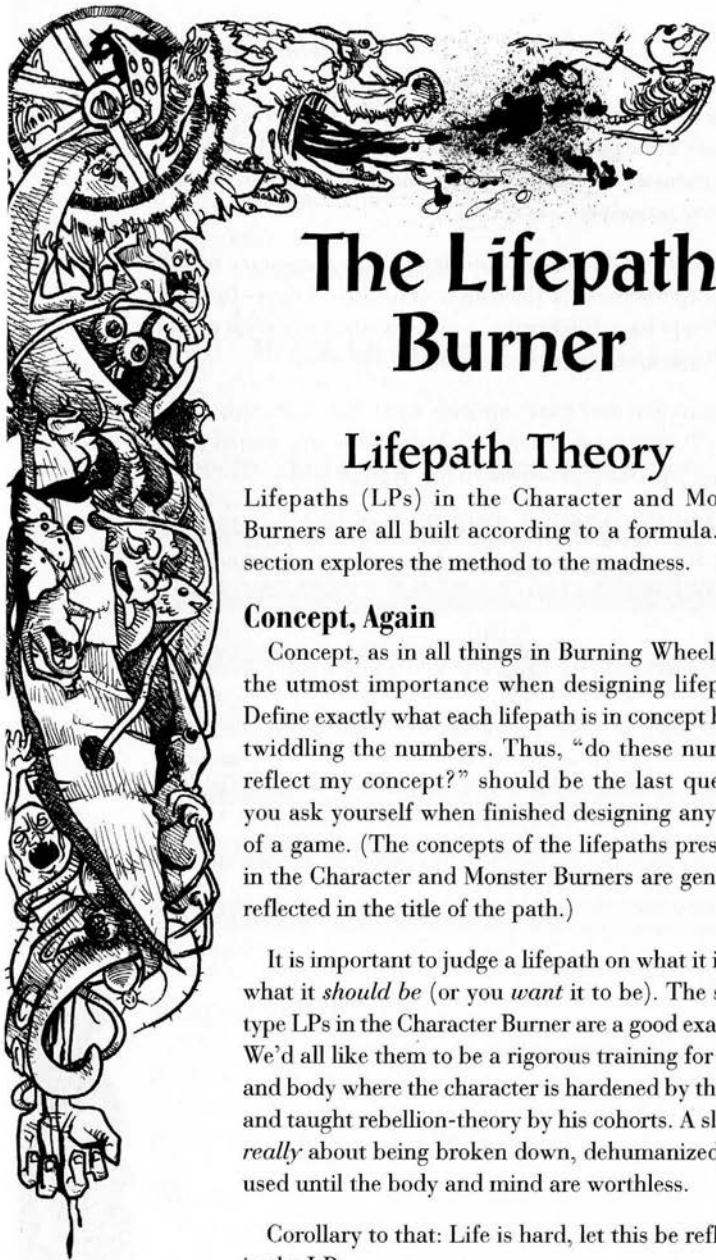
The reverse is true as well. A player with Black Market-wise may want to make some illicit purchases, the GM hadn't planned for a black market in this particular city, but the player with such a skill *can narrate the existence of one based on a successful roll.*

Wises should be nichey areas of knowledge that a monster would have gained via experience over the course of his life. A cave-dwelling monster would likely have Cave-wise. A city-dwelling gargoyle would probably have Roof-wise and even New York City-wise.

Use your imagination and come up with some fun ones; you never know when they'll save your character's butt. Wises are rooted from Perception and are opened and advanced like regular skills.

Sword-wise, Cart-wise, Road-wise, Jungle-wise, Weather-wise, Stone-wise, Sea-wise, Ship-wise, Sam-wise, Ritual-wise, Poison-wise, Knight-wise, Church-wise, etc. and so on!





The Lifepath Burner

Lifepath Theory

Lifepaths (LPs) in the Character and Monster Burners are all built according to a formula. This section explores the method to the madness.

Concept, Again

Concept, as in all things in Burning Wheel, is of the utmost importance when designing lifepaths. Define exactly what each lifepath is in concept before twiddling the numbers. Thus, “do these numbers reflect my concept?” should be the last question you ask yourself when finished designing any facet of a game. (The concepts of the lifepaths presented in the Character and Monster Burners are generally reflected in the title of the path.)

It is important to judge a lifepath on what it is, not what it *should be* (or you *want* it to be). The slave-type LPs in the Character Burner are a good example. We’d all like them to be a rigorous training for mind and body where the character is hardened by the lash and taught rebellion-theory by his cohorts. A slave is *really* about being broken down, dehumanized, and used until the body and mind are worthless.

Corollary to that: Life is hard, let this be reflected in the LPs.

Lifepaths are for building characters who have *not* done the truly hard stuff. In the lifepaths, they haven’t yet clawed their way to the furnace-mouth of hell’s gate, fought demons with their broken swords on the edge of a bottomless pit and closed the gate

with nothing more than a pick and mallet. That's what game play is for. Lifepaths don't reflect the *real* adventures we put our characters on. They are meant to represent a sort of boring old "real life" for the characters. Not the crazy stuff.

Listed below are guideline criteria for creating lifepaths.

Building the Lifepath Numbers

Stat

Ask yourself the following questions: Is the lifepath in any way beneficial to mind or body? Does the body or mind itself learn from performing the role of the lifepath? If so it grants a stat point. See, for example, *Apprentice* on page 128 of the Character Burner.

Is the lifepath mentally or physically draining? Is this fatigue to the point where the character can not think while on the job and when off the job is too tired for other endeavors? If so, the LP does not grant any stat points. See *Vagrant* on page 145 of the Character Burner.

Is the lifepath horribly physically or mentally taxing? Is the character broken or tortured on this path? If so, consider the path for a negative stat point modifier. This is a *heavy* penalty in Burning Wheel. Consider it carefully. See *Born Slave* on page 144 of the Character Burner.

Does the lifepath rigorously train mind and body? Is the role of the lifepath designed to increase the character's mental and physical capacity? Does the character live by wits alone on this path? If so consider giving stat bonuses to both mental and physical pools. See *Hunter* on page 119 of the Character Burner, for example.

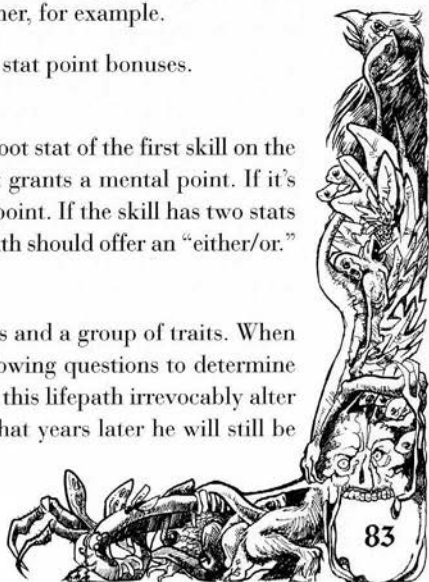
Also, *Born* lifepaths should never grant stat point bonuses.

Root Skills on the Lifepaths

If the path grants a stat point, note the root stat of the first skill on the lifepath. If it's Will or Perception, the stat grants a mental point. If it's any other stat, the path grants a physical point. If the skill has two stats as its root, like craftsman skills, then the path should offer an "either/or."

Lifepath Traits

Most lifepaths come with a few trait points and a group of traits. When building a path, first ask yourself the following questions to determine if it should have lifepath traits at all: Does this lifepath irrevocably alter the character in some way? So much so that years later he will still be



twitching from it, even though he is technically past it all? Does this lifepath teach nothing but a hard life lesson? If so this path should include lifepath traits.

Galley Slave is a good example of an affecting lifepath. The character may not like eating maggots, but he's learned to do what he must to survive. Such lifepath traits are entirely subjective, but a fantastic way to give the characters and their experiences color.

If the lifepath also drills some special, non-skill ability into the character, this should be added as a lifepath trait. The Orc Astride the Beast lifepath gives *Cry of Doom*. This is a wolf-rider's special badge. It strikes terrible fear in the enemies of the Black Legion! Alternately, if a lifepath essentially requires a trait—Mark of Privilege for Born Noble or Gifted for Arcane Devotee—the trait should be offered on the path.

The first lifepath trait listed is the required trait on this path. Don't put the really meaty traits up front. Always lead with a nice character trait, and put the heavier die traits as secondary options, not requirements.

Court Priest, for example, has Royal Favorite as his required trait. It's a character trait and required. At one point, he was the royal favorite. Ah, the good ol' days. Faithful is also offered on this path, but it comes second. Why? So the player can take this path without having to rack up a heavy die trait that might not be a part of his character concept. Character traits are much easier to play with or against than a trait like Faithful.

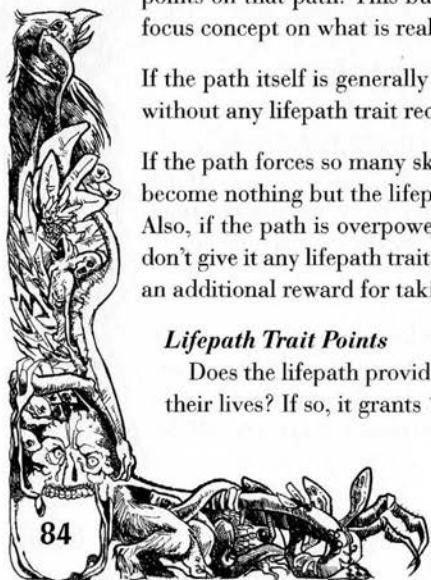
Placing the juicy traits second forces a player to spend at least two trait points on that path. This builds investment in the character and helps focus concept on what is really important.

If the path itself is generally special or unique, it can grant trait points without any lifepath trait requirements. This is a rare condition.

If the path forces so many skills on the character that, for a while, they become nothing but the lifepath, it should not grant any lifepath traits. Also, if the path is overpowered in the skill department or just uncool, don't give it any lifepath traits. This de-emphasizes it and does not create an additional reward for taking what could be a problematic lifepath.

Lifepath Trait Points

Does the lifepath provide room for the character to grow and shape their lives? If so, it grants 1 trait point.



Does the lifepath allow the character to experience many different walks of life? Many different cultures? Does the lifepath drive the character a little crazy? If so, this path grants two trait points.

Does the lifepath drive the character *really* crazy? Does the lifepath open the character to previously unknown mysteries of the universe (and subsequently drive them insane)? If so this path grants three trait points.

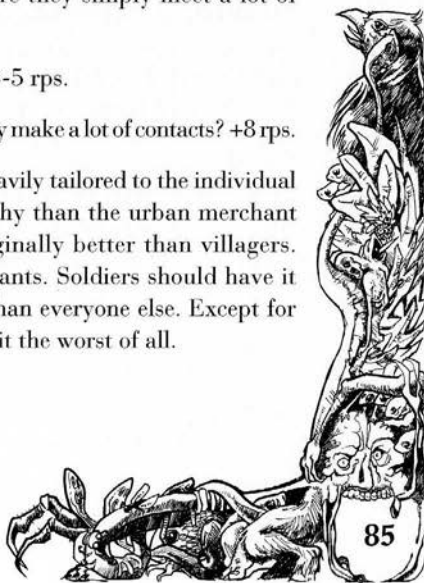
Races with many powerful common traits should receive fewer trait points via lifepaths, they've already got a huge edge on other characters. Hedge back with the lifepath traits in order to keep them in check.

Resources

Resources should be distributed as a measure of how much personal wealth the character can *leave* that path with, in addition to measuring the opportunity to make lasting friends.

- Does the character live in poverty on this lifepath? 4-5 rps. Laborers are a good example.
- Is the character “working for a living?” 7 resource points is a good start.
- Is the character in a profession that typically earns a lot of money? 15 rps.
- Noble or landed gentry lifepaths add 15 rps plus about 15 rps per noble rank.
- Is the character in a profession where they simply meet a lot of people? +1 rps.
- Is the lifepath in an urban setting? +3-5 rps.
- Is the character in a profession where they make a lot of contacts? +8 rps.

These are guidelines which should be heavily tailored to the individual LPs. Lower nobility should be less wealthy than the urban merchant class. City-dwellers should have it marginally better than villagers. Villagers should have it better than peasants. Soldiers should have it slightly better than peasants, but worse than everyone else. Except for slaves and prisoners, of course, who have it the worst of all.



Leads

Leads are the story builders. They force a character to exist within a “real” framework, rather than just being a conglomerate of points. Leads allow the environment to shape the character. Life doesn’t always go the way the players would like it to, and Leads represent this.

Leads are determined by the quality of opportunity in the society you are trying to recreate. Is it an open and fluid society? If so, there are many Leads to other opportunities. The Lifepaths of Man are very open in this regard. Is the society rigidly structured? This makes it difficult to travel from one setting to the next. So Leads are restricted. For example, Dwarven and Orcish lifepaths are strictly organized around an unforgiving social code. People who buck the system are either killed or exiled.

Even in the fluid Lifepaths of Man, there is a social structure. It is nearly impossible for a peasant child to be inducted directly into the nobility. A path must be built to achieve this status. For example, a child could be born into the fields, given to a monastery (Lead to the Religious Sub-Setting), become a Zealous Convert, and by age 14 find himself entertaining the court with his religious diatribes.

Required Skill

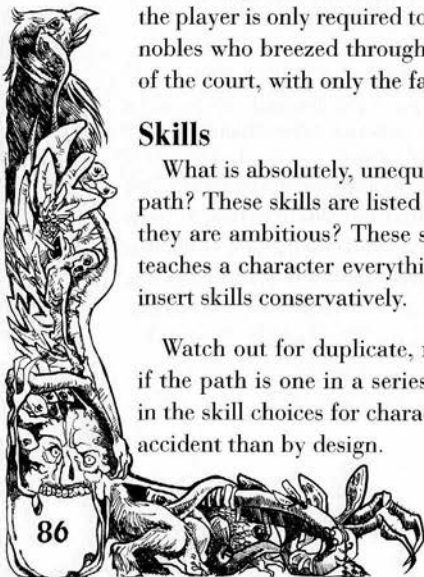
Is there something that a character who took this lifepath could not have avoided learning? A Torturer who hated his job would have some knowledge of interrogation, even from just watching his cohorts and superiors work on their victims.

The required skill forces a little history on the character. However, the player is only required to open it, not advance it. Thus you can have nobles who breezed through their squire training and are now dandies of the court, with only the faintest memory of how to ride and fight.

Skills

What is absolutely, unequivocally taught to characters who walk this path? These skills are listed first. What is available for them to learn if they are ambitious? These skills should be listed last. No one lifepath teaches a character everything he needs to know about life and love—insert skills conservatively.

Watch out for duplicate, repeating and redundant skills. Especially if the path is one in a series of requirements. However, provide room in the skill choices for characters who wandered into this path more by accident than by design.



The soldier Captain is a good example. The path offers no weapon skills. If a character has been a soldier all his life and been promoted to captain, then likely he won't need any more weapons skills. But a captain who has risen through the ranks via an alternate route, could have got to where he is without any weapons training—it's all Intimidation!

Some paths only teach one thing, teach it rigorously, and are so specialized that the characters are only involved in one type of activity. The *Engraver* on page 128 of the Character Burner is a good example of this.

Some paths are highly specialized, but provide a wealth of opportunities to travel and learn from a variety of cultures. The *Master Craftsman* on page 128 of the Character Burner, for example. His skills are in great demand and he often travels across the countries and kingdoms performing his great feats of engineering for an equally great price.

Skill Points

Is the path a taxing one that doesn't teach much except for life's hard lessons? Is the character often told *how* to do his job? Count 1 skill point for each skill on the LP. This is the total skill points for the path. Thus if the path has 4 skills, it gives 4 points.

Is the path tough, but teaches a lot? Is one skill stressed over all others? Two points should be given for the stressed skill, while other skills add a point each.

Page is a good example. There are six skills on the lifepath, but horsemanship is stressed and it counts for two skill points. Thus the path gives 7 points.

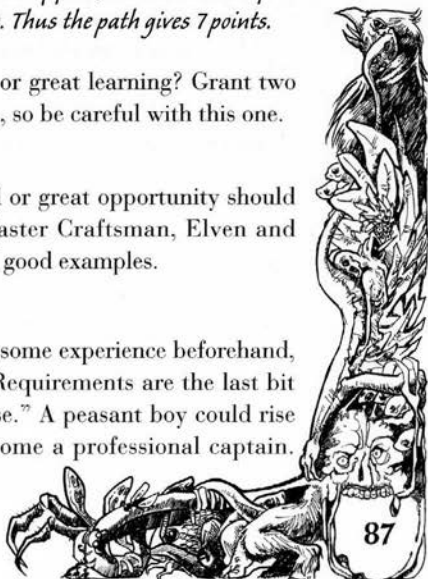
Is this a path of growth, specialization or great learning? Grant two skill points per skill. This is very generous, so be careful with this one.

General Points

Lifepaths that provide wealth, travel or great opportunity should grant a *general* skill point or two. Master Craftsman, Elven and Dwarven Prince, Orc Great Ones are all good examples.

Requirements

If a profession or station would require some experience beforehand, be sure to give it a proper prerequisite. Requirements are the last bit of insurance that everything "makes sense." A peasant boy could rise through the ranks over ten years to become a professional captain.



But, it stretches the imagination a little to think of an eight-year-old boy actually leading a band of hardened, professional soldiers on a determined military campaign. There are other ways to represent this. Zealous Convert is a fine answer. With the Demagogue trait, by the time he is thirteen, the boy could become the heart and soul of a regiment of seasoned soldiers. He leads them in spirit, but he is wise enough to consult his captains and sergeants on matters military.

Time

Time is the great balancer. Sure a lifepath might teach you the secrets of the universe, but if it takes your entire life it isn't going to do you much good. (Unless you're a frickin' elf or something.) Anyway, when deciding on the time required to walk a lifepath consider this: Is it a skilled profession or is it mindless work? And is the skill required highly specialized, does it require a lot of time and resources to use? Or can you learn it and use it on the fly?

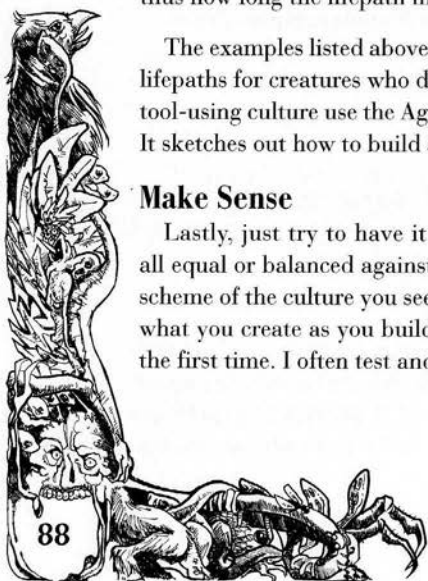
Mindless work type lifepaths should take no more than three years (in the human span). Laborer, for example. Skilled professions should take four to six years. Tailor, for example. Whereas highly skilled professions take seven plus years. The Scholar is an example of such a specialization.

Also, consider the time it takes to utilize the skills granted on the path. Are they quick and deadly, like soldier's skill or a hunter's? Then the path should be shorter. Are the tests long and arduous, like a Sorcerer's? Then the path should be longer. Use the skill practice intervals for reference to judge how long the skills on the lifepath take to learn and thus how long the lifepath might be.

The examples listed above are in the human scale. When determining lifepaths for creatures who do not live about 75 years in a highly social, tool-using culture use the Age Burner described in the following section. It sketches out how to build age charts for lifepaths.

Make Sense

Lastly, just try to have it all make a little sense. Lifepaths are not all equal or balanced against one another, but they should all fit in the scheme of the culture you seek to recreate. And don't be afraid to tweak what you create as you build characters with them. I rarely get it right the first time. I often test and revise lifepaths multiple times.





Burning Stock

After you've created a few monsters, creating a character stock to be used as a "Born" option in character burning is rather simple. *This process uses a completely burned up creature*, which we dissect to see what really makes him what he is. Then we strip away what isn't necessary, a few more screws are tightened and we're done.

Optimal Average

Take a creature you've burned up. We call him the *optimal average*. "Optimal" because he likely has a bit of an edge over his brethren creatures of the same type. He's probably got *everything* he needs to complete the core concept of this creature. "Average" because he is now the sole example we have of his people and thus all his monstrous descendents shall be based from his template.

What we are going to do next is strip away anything remotely unnecessary to the concept. By doing so we create room for variance across a wide range of similar creatures. We've got to allow for sub-optimal and uniquely powerful specimens of the same type of monster—a beautiful and complex culture as expressed through their lifepaths, traits and the various points.

Common Traits

Look over all of the traits you've used to describe your creature. Discard any abilities or character traits unique to the this particular specimen. Stuff

that you added on as cool extras should go, too. The only thing he should be left with is what he was born with. The other traits become lifepath traits and special traits.

Again, I encourage you to strip the monster to down the bare-minimum traits that describe his otherness. The more you strip down, the more options you create for other players to work with.

Lifepath Traits

Some of the traits that were discarded in the Common Traits step should be sprinkled throughout the lifepaths as *lifepath traits*. These represent hard life lessons forced on the character. Look at Orcs. They have tons of lifepath traits, very few of them are favorable. Elves have no lifepath traits at all, because they are not part of their concept—Tolkien's elves tend to be very fixed in their immortal personalities, often maintaining the same outlook over thousands of years.

Special Traits

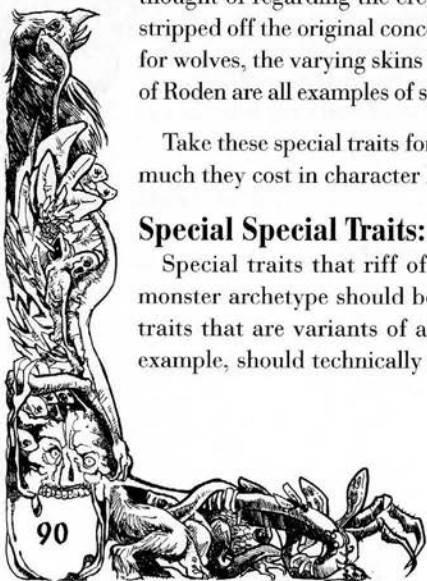
Most character stocks have a small range of special traits that are available to them at a discount. (I hesitate to say such traits are unique to a type of creature, because this is the Monster Burner and all creatures are possible.)

Make a list of traits that this type of monster could possibly develop. These are not standard to every specimen of this kind. Include mythological attributes here—dump in everything that you've ever heard about or thought of regarding the creature and its ilk. Also, any traits that were stripped off the original concept go in this category. The special fur coats for wolves, the varying skins of the Trolls, the venom of Spiders, the tails of Roden are all examples of special traits "unique" to the character stock.

Take these special traits for a run through the trait burner. This is how much they cost in character burning.

Special Special Traits: Discount!

Special traits that riff off of inherent aspects and abilities of the monster archetype should be made available at a discount. Especially traits that are variants of a common trait. Scaly and Stone Skin for example, should technically cost 4 and 5 points respectively. However,

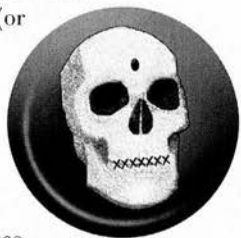


Trolls all have Troll Skin as a common trait, and upgrading to the thicker skins is definitely part of the troll concept. Therefore the better grade troll skins have been made available at a discount.

Player-designed stocks can offer special traits at a 50% discount. The acting GM for Peer Review may discount them further (or raise their price) if he sees fit.

Age Burner

Age is a tricky thing to determine, but creating an age range is vital to building rich, deep and unique characters in Burning Wheel. In this system a character's age determines his base stat pools.



In order to create the stat pools by age for a new character stock, we need to determine five points in the monster's development: functional maturity, full physical maturity, full mental maturity, the old age cliff and the age cap.

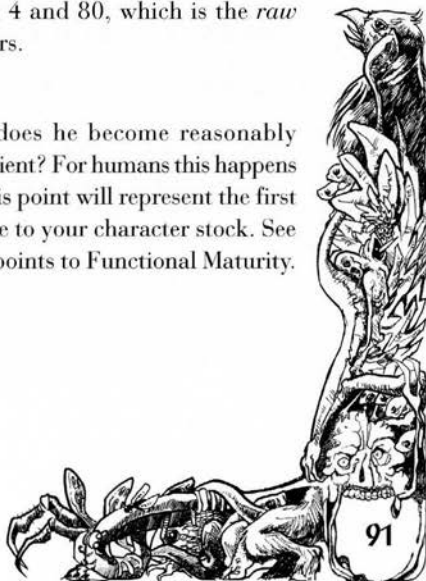
Raw Stat Pools

Before we set the age tolerances for the pools, we need to take one last look at the burned up example of the monster at hand. Total his Perception and Will stats, include five points for any Gray shades and ten points for White. Do not include any bonuses from traits. This should give you a number between 2 to 40. *This is the raw mental pool.*

Total Agility, Speed, Power and Forte. Add five points for each Gray and ten points for White shade, do not include any bonuses from traits. This should generate a number between 4 and 80, which is the *raw physical pool*. Hold onto the those numbers.

Functional Maturity

At what point in the monster's life does he become reasonably independent and capable of being self-sufficient? For humans this happens somewhere between 8-12 years of age. This point will represent the first step in your stat pool chart. Assign this age to your character stock. See the Age Steps section below for assigning points to Functional Maturity.



Full Physical Maturity

Determine the point in his life at which the monster is fully physically developed. This indicates they are able to safely reproduce, and have reached full physical stature. For humans this would be between 15-20 years old. This point will represent the largest concentration of physical stat points on the age chart.

Optimal Physical Stat Pool

Take your raw physical stat pool and subtract the number of lifepaths required to achieve full maturity. *Do not* include any *Born* lifepaths in this total.

An "optimal average" human has roughly 18 points in his physical pool. Humans need three lifepaths to reach "maturity," so subtract two points from that total (three paths, but don't include Born...). This gives us 16 points as our base starting physical pool.

Full Mental Maturity

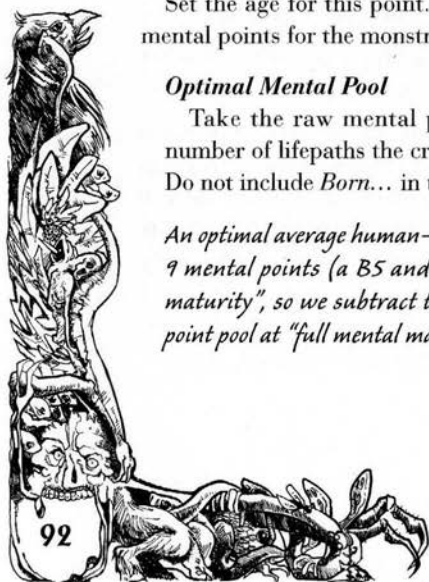
It is important to separate Full Mental Maturity from accumulated wisdom. This point primarily represents the mental functionality of the monster and secondarily the lessons imparted to him in his cultural upbringing. Humans could be said to be mentally developed by age 7, but culturally they are not considered full-fledged until at least age 16, if not older. Orcs are not naturally mentally handicapped, but their culture is so harsh and oppressive, they earn fewer mental points than nearly any other race. Even Great Wolves, who share some culture with Orcs, are not so oppressed by their masters as the Orcs are by each other.

Set the age for this point. It represents the highest concentration of mental points for the monstrous stock.

Optimal Mental Pool

Take the raw mental pool as factored above and subtract the number of lifepaths the creature needs to take to reach full maturity. Do not include *Born...* in the lifepath total.

An optimal average human—created using the Monster Burner—has 9 mental points (a B5 and a B4). He needs three LPs to reach "full maturity," so we subtract two from his mental point pool. His mental point pool at "full mental maturity" would be 7 points.



The Old Age Cliff

The old age “cliff” is the point where a creature’s abilities start to fall into stark decline. For humans, I gave the benefit of the doubt and set this late in life—66 years old! On the age chart, a character who reaches this cliff should receive no more physical points than he had when he reached *functional maturity*. Mental ability begins to decline one point per step for each subsequent age category.

The Age Cap: Death by Old Age

Elves and Orcs are immortal, sure, but I strongly advise making monstrous races mortal. Set a point at which an average specimen of that monstrous archetype would simply drop dead due to the toll of years. This is the final tolerance on your age chart.

Age Steps

An age step equals the number of years between a loss or gain in one or both of the stat pools. The length of each Age step is determined by the span of the monster’s life, his rate of maturity and the culture he evolves in (in other words, the lifepaths available). Generally, one lifepath per age step is a good guide. Two LPs per age step allows characters to quickly accumulate stat points without risk.

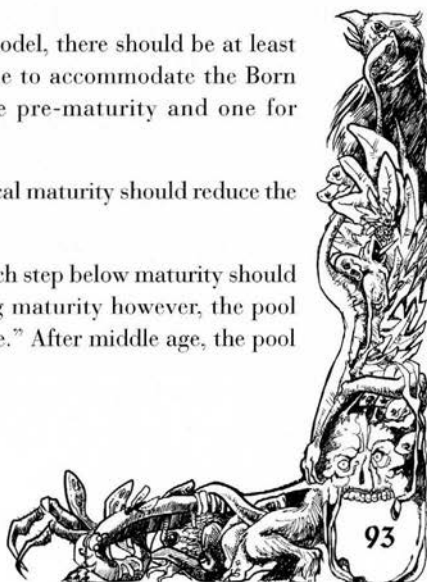
For example, middle-aged Dwarves can accumulate quite a few stat points by taking shorter lifepaths. There are only three age steps from 77 to 199 years old—122 years time. Since many Dwarven paths are 20 years long, it’s possible for a player to rack up many stat points for their characters in this period.

Stretching the Points

Based on the one step per lifepath model, there should be at least three age steps to get to maturity. One to accommodate the Born lifepaths alone, one to accommodate pre-maturity and one for maturity.

Each age step above and below physical maturity should reduce the physical point pool by one.

Mental maturity is a little trickier. Each step below maturity should reduce the pool by one. After reaching maturity however, the pool should hold steady through “middle age.” After middle age, the pool should decline one per age step.



Starting Age	Mental Pool	Physical Pool
01-10 years	5 pts	10 pts
11-14 years	6 pts	13 pts
15-16 years	7 pts	16 pts
17-25 years	7 pts	16 pts
26-29 years	7 pts	15 pts
30-35 years	7 pts	14 pts
36-40 years	7 pts	13 pts
41-55 years	7 pts	12 pts
56-65 years	7 pts	11 pts
66-79 years	7 pts	10 pts
80-100	6 pts	9 pts

Born

The “Born...” lifepath is a little deceptive. It includes, of course, the moment of the character’s birth, but also most of what could be considered the character’s childhood. Once the character/monster could feasibly fend for themselves in the chosen setting, the Born... lifepath should end and the normal age progression should begin. This upper limit to childhood is set by culture as much as it is by biology.

Dead

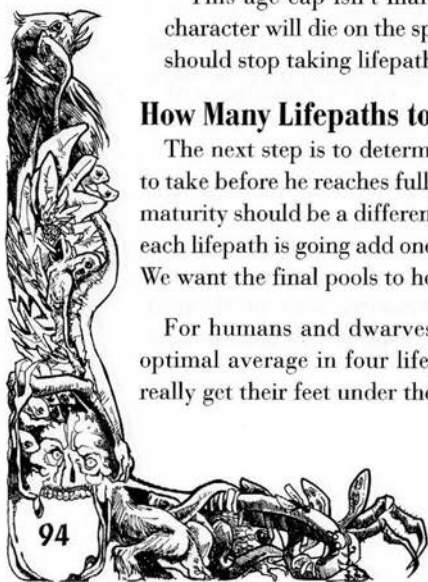
At some point, the madness has got to end. When designing the age chart for a character stock, pick a point at which it would be extremely unlikely for the character to be out and about, a point when most specimens of this people would be dead of old age. This point only exists to demonstrate the possible extremes, not the typical average. Thus human ages are set to 100 years, whereas Great Wolves have a much shorter lifespan, capping at only 15 years!

This age cap isn’t marking the point in time at which a player character will die on the spot, but where the character-creating player should stop taking lifepaths.

How Many Lifepaths to Full Maturity?

The next step is to determine how many lifepaths the creature needs to take before he reaches full maturity. In this case, mental and physical maturity should be a different number of paths. Figure that, on average, each lifepath is going add one point to either the mental or physical pool. We want the final pools to hover near our original optimal average.

For humans and dwarves, that’s three lifepaths. Elves reach their optimal average in four lifepaths. Orcs usually need five lifepaths to really get their feet under them.



Human characters can achieve full maturity in 2-5 lifepaths. The average, however, is three LPs to hit the 15-25-year-old sweet spot. If chosen wisely, two of the three lifepaths can grant stat bonuses. This usually grants 7 or 8 mental points, and 16 or 17 physical points.

Orc lifepaths are generally the same length as human (perhaps slightly longer by a year or two over all). Their start pools are very low. With three lifepaths, putting them at the 17-22-year-old Age Step, they only have 5-6 mental points and 12-13 physical. Not many points to play with at all. Given more room to breathe, they can scoop up a few more physical points and with five lifepaths start with 6-7 mental points and 17-18 physical points—a very fine starting character there.

Test it!

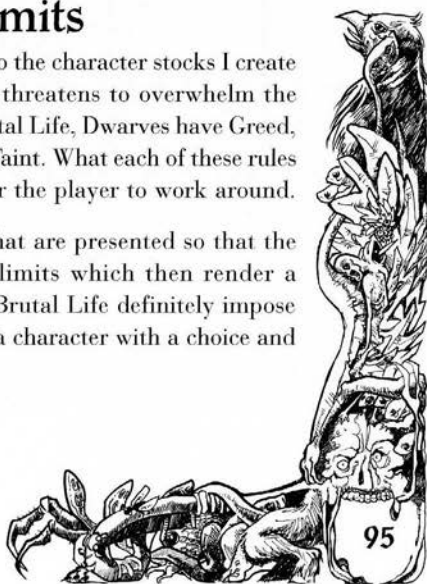
Once you've come up with all these various points and parameters, the most important step in the age burner is to combine it with some lifepaths and test it out. Do quick burns of 3, 4 and 5 LP characters and double check to make sure they come out in accordance with your concept.

One point can make a big difference. If characters are coming out over-powered, don't be afraid to go in and strip a point out of the relevant pool. Ultimately, what you're after is to build a vehicle for satisfying play, so tweaking is an important and necessary part of the process. I rarely get it right the first time; usually I have to tweak the age burner two or three times to get it perfect.

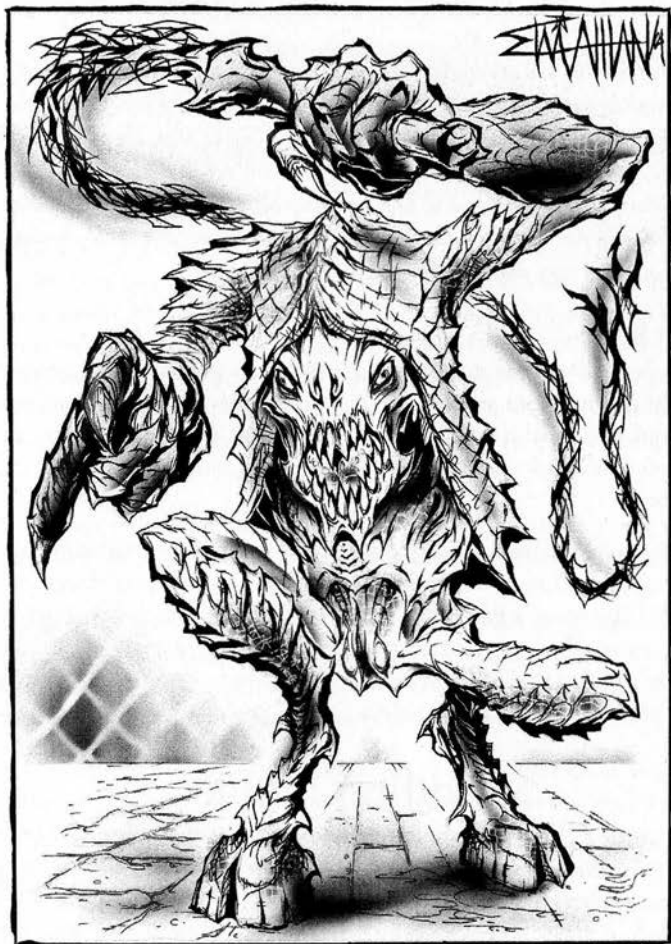
Adding Limits

One of the techniques I use to add depth to the character stocks I create is the inclusion of some fatal flaw that threatens to overwhelm the character. Orcs have their Hatred and Brutal Life, Dwarves have Greed, Elves have Grief, and Spirit Wolves have Taint. What each of these rules does in play is present a complication for the player to work around.

It's important never to create limits that are presented so that the player cannot navigate around them; limits which then render a character unplayable. Greed, Grief and Brutal Life definitely impose limits, but what they really do is present a character with a choice and the consequences of that choice.

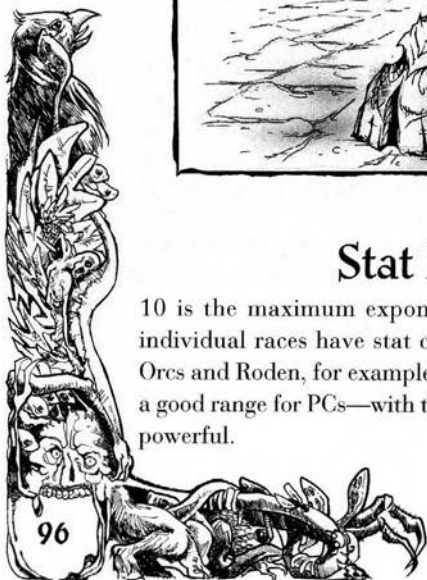


Lastly, don't ever kill or render a character unplayable via a random die roll in character burning. Burning Wheel is a game of player control and choices. You can present dire consequences, but never random death.



Stat Maximums

10 is the maximum exponent for any stat in Burning Wheel, but individual races have stat caps somewhat lower than that. Humans, Orcs and Roden, for example, have 8s as maximums. This is considered a good range for PCs—with the exponents going from weak to extremely powerful.



Dwarves and Elves both have max exponent 9 stats (Forte and Perception, respectively). This additional point lends them a mythic quality and represents a significant potential increase in power for these characters when they are at the height of their abilities.

Setting Maximums

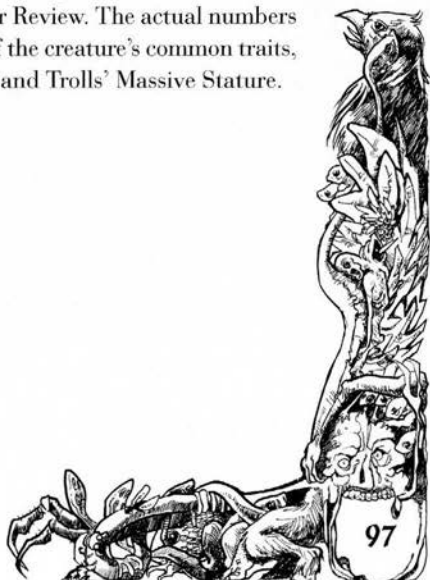
All maximums are based on the human 8s—8 is consider the baseline stat maximum. Altering these maximums adds to the creatures otherness. Therefore, stat maximums should also be tied into the monster concept.

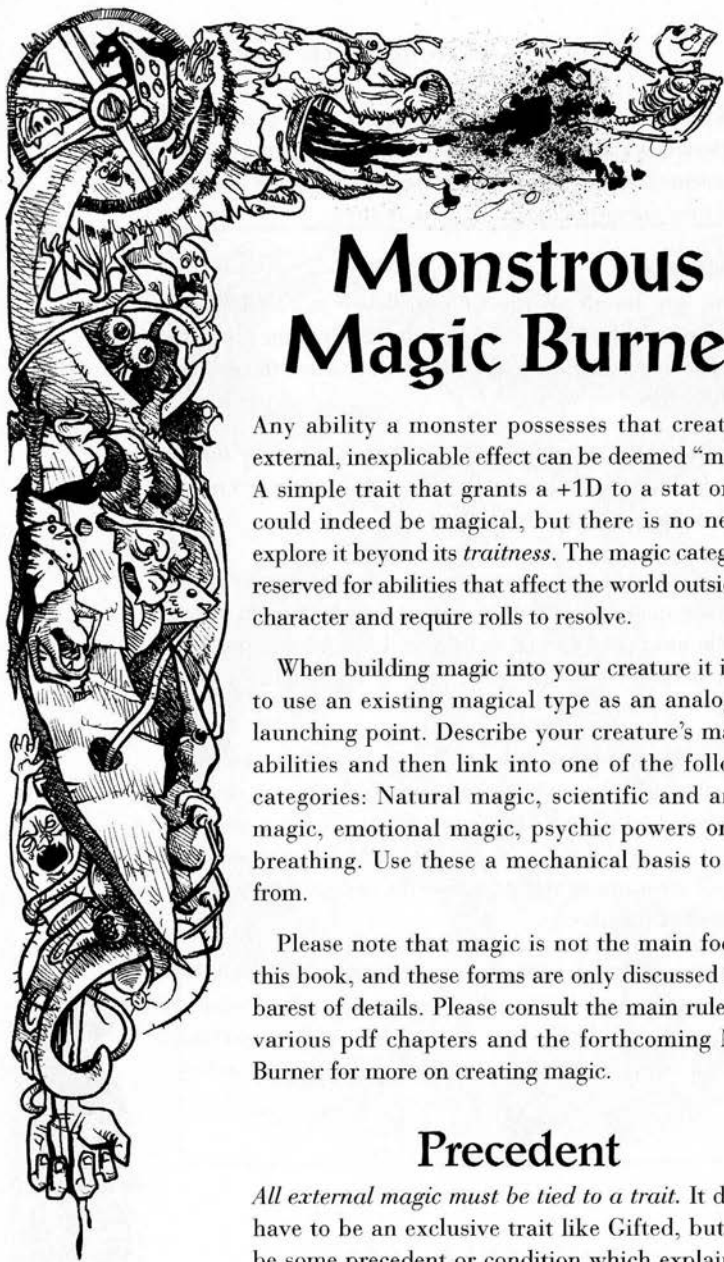
Tolkien's elves were highly insightful people, and at the height of their powers they could see across their entire kingdoms. Thus I felt exp 9 max Perception was suitable for their concept.

I strongly recommended that every stat maximum which is raised from 8 to 9 be accompanied by another stat maximum lowered from 8 to 6. A stat maximum raised from 8 to 10 should be accompanied by four points in reductions from other stats (players may divide these as they see fit).

However, certain creatures are going to need some pretty sick stats. Dragons and demons come to mind. Such manifestations of divinity and nightmare often do not come with accompanying deficiencies. This is acceptable, but strongly cautioned against. Including too many of these supernatural creatures in the game has the potential to seriously frustrate enjoyment of the players.

The stat maximums may be set at the judgment of the monster-burning player, but they are subject to Peer Review. The actual numbers and reasoning must be described via one of the creature's common traits, like the Elves' First Born, Dwarves' Stout and Trolls' Massive Stature.





Monstrous Magic Burner

Any ability a monster possesses that creates an external, inexplicable effect can be deemed “magic.” A simple trait that grants a +1D to a stat or skill could indeed be magical, but there is no need to explore it beyond its *traitness*. The magic category is reserved for abilities that affect the world outside the character and require rolls to resolve.

When building magic into your creature it is best to use an existing magical type as an analog and launching point. Describe your creature’s magical abilities and then link into one of the following categories: Natural magic, scientific and artistic magic, emotional magic, psychic powers or fire-breathing. Use these a mechanical basis to work from.

Please note that magic is not the main focus of this book, and these forms are only discussed in the barest of details. Please consult the main rules, our various pdf chapters and the forthcoming Magic Burner for more on creating magic.

Precedent

All external magic must be tied to a trait. It doesn’t have to be an exclusive trait like Gifted, but must be some precedent or condition which explains the manifestation of magical ability. Such a trait focuses and grounds a player in the portrayal of his wyrding beast.

Beyond that basic Burning Wheel condition, I also demand that magic have a mythological or folklore precedent in order to be made manifest in the game. Read a few myths or tales, pull out spells and abilities that interest you, use them in your games.

In Egil's Saga, Egil duels with another warrior, Atli, who is protected by Turn Aside the Blade (of course they don't call it that). Egil's sword is useless and he is forced to find another way to defeat his opponent. In the end, he tackles Atli and bites his throat out. Seeing this example of the magic within folklore roots helps set the precedent for its use.

These sources help us discover and describe the internal logic of the magic we are recreating. All magic has an internal logic, even if we don't understand it: The power can only be used under certain conditions, it takes a certain amount of time, it requires special materials, it can only be activated by chosen individuals, etc.

GMs are absolutely free to veto magic that has no precedent and/or no logic.

Ramifications and Limits

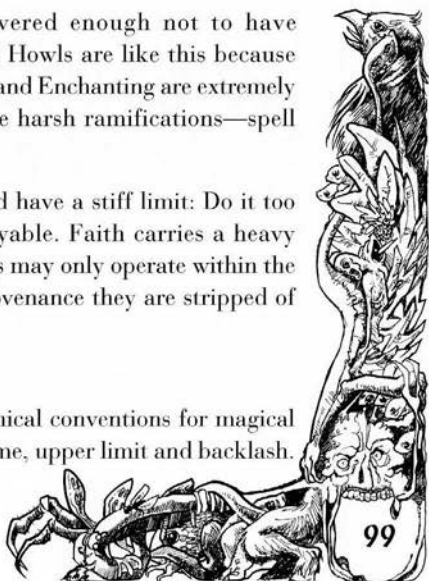
Ramifications are born from precedent—they are the price of using powerful magic that can bend and distort reality. All magic has ramifications and limits. The basic limits for magic in Burning Wheel are: The more powerful it is (the more dice you roll), the more it hurts; magic takes time to activate in accordance with its concept; and magic is dangerous—the more powerful, the more dangerous.

There are magics that are low-powered enough not to have overwhelming ramifications—Songs and Howls are like this because they use so few dice. Sorcery, Summoning and Enchanting are extremely potent (piles of dice are rolled) and have harsh ramifications—spell failure and tax.

Emotional magic like Grief and Hatred have a stiff limit: Do it too much and the character becomes unplayable. Faith carries a heavy limit and drastic ramifications: Characters may only operate within the provenance of their deity, failing that provenance they are stripped of their magical ability.

List of Ramifications and Limits

Burning Wheel abides by a few mechanical conventions for magical ramifications and limits: High obstacle, time, upper limit and backlash.



Spells have a higher obstacle than most other skills. This limits their ease of use.

Spells take time to manifest, or only last for a limited duration.

Emotional attributes create an upper limit of playability for the character, forcing the player to make decisions about when is the best time to use the ability in question. Use it too much, and the character is going to get pulled out of play quickly. Best to save it for dramatic moments, but if you don't push it enough, you won't have enough dice to roll in those dramatic moments. Decisions, decisions!

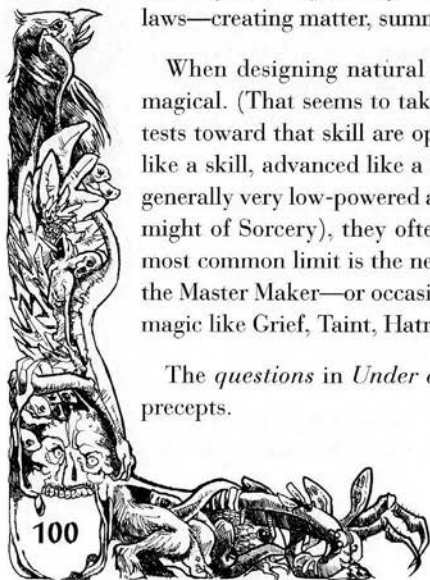
All magic takes a toll in one way or another. The more powerful the magic, the more visible and drastic its price. Tax and spell failure are the two most obvious examples. Spirit retribution from Summoning was added on top of tax and failure, because summoning is very powerful and dynamic. Also because it fits the mythological and folklore precedents for summoning. There are many stories about demons and spirits exacting their revenge from the unwary and the greedy. This had to be incorporated in the system!

Natural Magic

If your creature possesses innate magical ability that grants him small extranormal powers or the ability to occasionally exceed human norms, they are possessed of *natural magic*. Elven Songs, Wolf Howls, and Dwarven Crafts are examples of natural magic. Natural magic is named thusly because it is meant to act in accord with the powers that be—bending or manipulating the elements. It is not meant to break natural laws—creating matter, summoning elements, destroying outright, etc.

When designing natural magics, simply design a skill and call it magical. (That seems to take the magic right out of it, doesn't it?) All tests toward that skill are open-ended. Each magical ability is learned like a skill, advanced like a skill and rolled like a skill. Since these are generally very low-powered abilities (when compared with the awesome might of Sorcery), they often have small ramifications or limits. The most common limit is the necessity of a key trait—First Born, Child of the Master Maker—or occasionally the developing of adjunct emotional magic like Grief, Taint, Hatred or Despair.

The questions in *Under a Serpent Sun* were designed using these precepts.

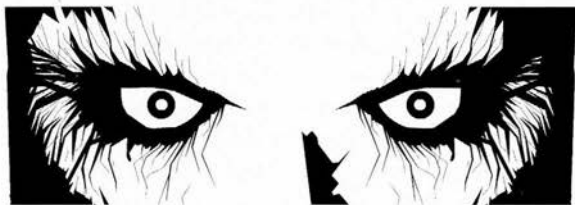


Artistic and Scientific Magic

Artistic or scientific magic describes magic which requires intensive study of a small skill set. Each skill opens a broad range of power (aka spells). Incantations, Rituals, Abstractions, Summoning, Enchanting, and Web Wyrds fall under this heading.

These types of magic always combine skill plus stat to determine the resolution, always require some modicum of time to use, and always potentially fatigue the caster when used (hence Tax). Personally, I think that scientific and artistic magic should also be unpredictable—which is why I have enforced the garbled transmission rules in Incantation, Abstraction and Summoning.

Under the umbrella of the master magical skill, you'll then have to design a number of spells available to users of this type of magic. Use the Burning Wheel Abstraction rules for creating spells.

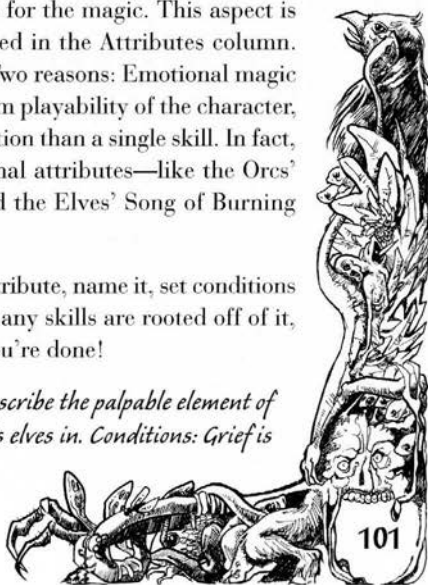


Emotional Magic

Grief, Hatred, Despair, Spirit Taint and Faith all fall under the category of *emotional magic*. This category is so called because a part of the character's very being is used as a vehicle for the magic. This aspect is assigned a shade and exponent and placed in the Attributes column. Why is this an Attribute and not a skill? Two reasons: Emotional magic has ramifications which affect the long term playability of the character, and usually has a broader range of application than a single skill. In fact, certain skills can be rooted off of emotional attributes—like the Orcs' Brutal Intimidation rooted in Hatred and the Elves' Song of Burning Bright rooted in Grief.

Develop a concept for your emotional attribute, name it, set conditions for its advancement and its use. Decide if any skills are rooted off of it, or if it is rolled on its own as an ability. You're done!

Elven Grief. Concept: To develop a way to describe the palpable element of sadness and tragedy that Tolkien steepes his elves in. Conditions: Grief is



an attribute that is tested whenever the character encounters tragedy—murder, deception, betrayal and death being the prime instances. Abilities: Grief serves as a marker of how intense and sorrowful the character's life has been. However, according to the source material, the Elves occasionally channelled their Grief into a terrible rage which they then used to defeat their enemies. Thus, Grief is used as the root for elven songs of death and fear.

Faith

Despite its “miraculous magic” trappings, Faith is simply another emotional attribute. This one is firmly rooted in the beliefs of the character. The conditions for Faith are slightly different than other emotional attributes. First, the character (and player) must *believe* in that which empowers the character. Lack of belief indicates a loss of faith. Second, the powers of Faith are limited to the idiom of the deity. A character cannot manifest power outside this idiom.

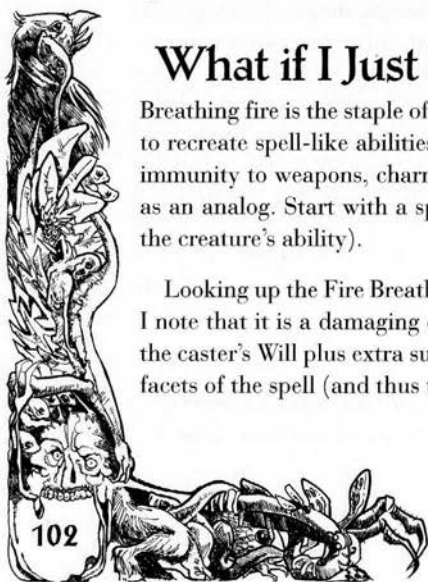
Faith is earned through belief—there are questions on page 170 of the Character Burner to help determine Faith's exponent. Monsters begin the game the same way as characters in this regard—a B3 base plus answers to the questions. GMs are within their rights to tweak Faith up or down by two points if they believe the monster is particularly faithless or faithful.

Faith-based powers should be difficult to enact. They start at minimum Ob 3 and go to Ob 10. Use the Faith section on page 232 of the Burning Wheel as your guideline. Remember, prayers require speech and sometimes action on the part of the monster.

What if I Just Want to Breathe Fire?

Breathing fire is the staple of any good monster laboratory. When trying to recreate spell-like abilities in a creature—fire breathing, invisibility, immunity to weapons, charm powers, etc.—use sorcerous incantations as an analog. Start with a spell as a base (or even abstract one to suit the creature's ability).

Looking up the Fire Breath spell on page 177 of the Character Burner I note that it is a damaging effect spell. Base damage is determined by the caster's Will plus extra successes. Area of effect is determined by the facets of the spell (and thus the obstacle) plus extra successes.



I want to create the fire breath ability for my dragon. The first step is to set the precedent. Dragons breathe fire in many of the folklore stories they appear in, that's a good start. I tie that precedent to a trait—in this case, Dragon's Blood and Dragon's Breath.

Referring back to the spell, I see that dragon's breath damage should be based on one of his stats. How about Forte since it comes from within his guts and is part of his fiery blood? To determine actual damage, he'll still roll on the DOF for IMS like other missile/projectile/magic weapons.

In order to pull it off, it looks like the dragon is going to need a Fire Breathing "natural magic" ability. Thus I assign him a natural magic skill like Air of Gates or Silencer. Since I think dragons would be fairly skilled in Fire Breathing, I give him a B5.

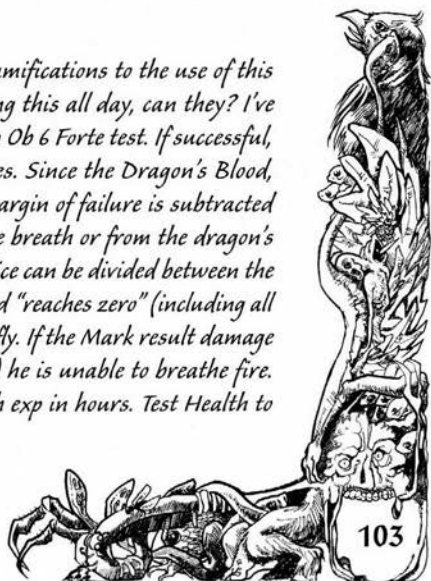
When the dragon wants to use this ability he rolls his B5 rating against obstacle 1 base plus modifiers for range and movement. Extra successes go toward hitting the obstacle and/or increasing range.

We need to determine a base range. How about 5 paces per point of Forte? (Dragons tend to have a pretty high Forte.) +5 paces per extra success.

So a dragon with a G6 Forte and a B5 Fire Breathing is going to shoot flames for 30 paces (5 paces per Forte die) and do G6 damage base. DOF/IMS is I: G3, M: G6, S: G9. Nasty.

Even a fire drake with a B7 Forte is going to hammer out some serious heat: DOF/IMS is I: B4, M: B7, S: B10.

Seems to me that there need to be some ramifications to the use of this awesome might. Dragons can't go on doing this all day, can they? I've decided that each gout of flame requires an Ob 6 Forte test. If successful, the dragon can continue spewing flames. Since the Dragon's Blood, Flight and Breathe are all intertwined, margin of failure is subtracted from either the Mark result damage of the breath or from the dragon's Speed for purposes of flying. Multiple lost dice can be divided between the two effects at the player's discretion. If Speed "reaches zero" (including all other penalties), the dragon can no longer fly. If the Mark result damage equals zero (including all other penalties) he is unable to breathe fire. Lost dice are recovered in 10 minus Health exp in hours. Test Health to reduce time by ten percent per success.



To recap, build your monster's powers using abstractions to determine effect, but have them act like natural magic spells and abilities—even to the point of ignoring the abstraction obstacle in order to make it happen. Most monsters' powers should simply “work”—the base obstacle should be 1. There's no need for the monster to summon the magical might in order to wield his natural abilities. Sorcery is bending powers that a caster would not otherwise be able to control—that aren't natural to him. Natural magic is simply using what he already has!

Powers based on physical acts like this generally require two actions.

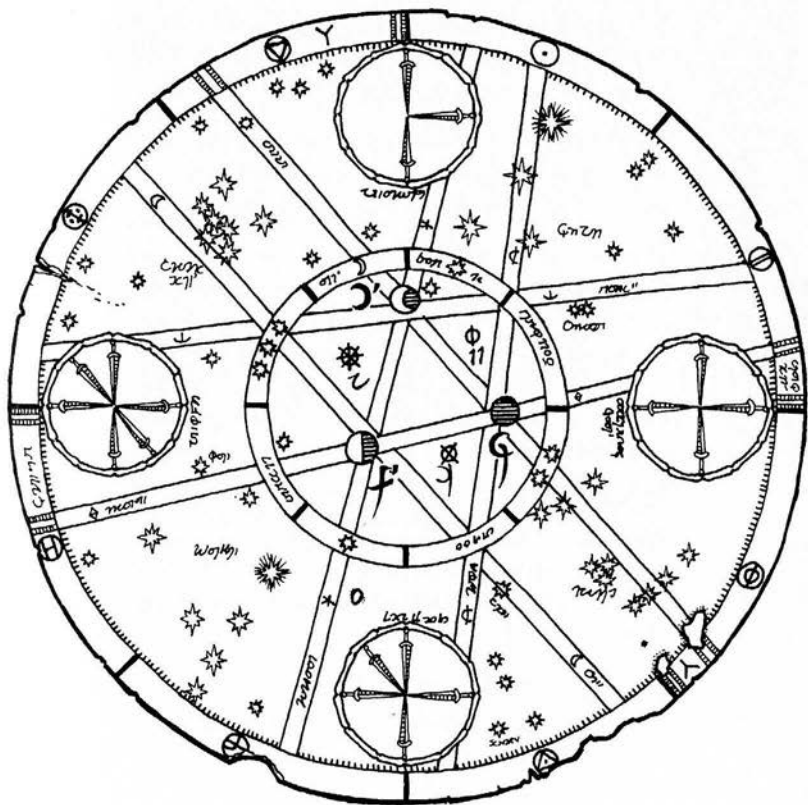
Psychic Powers

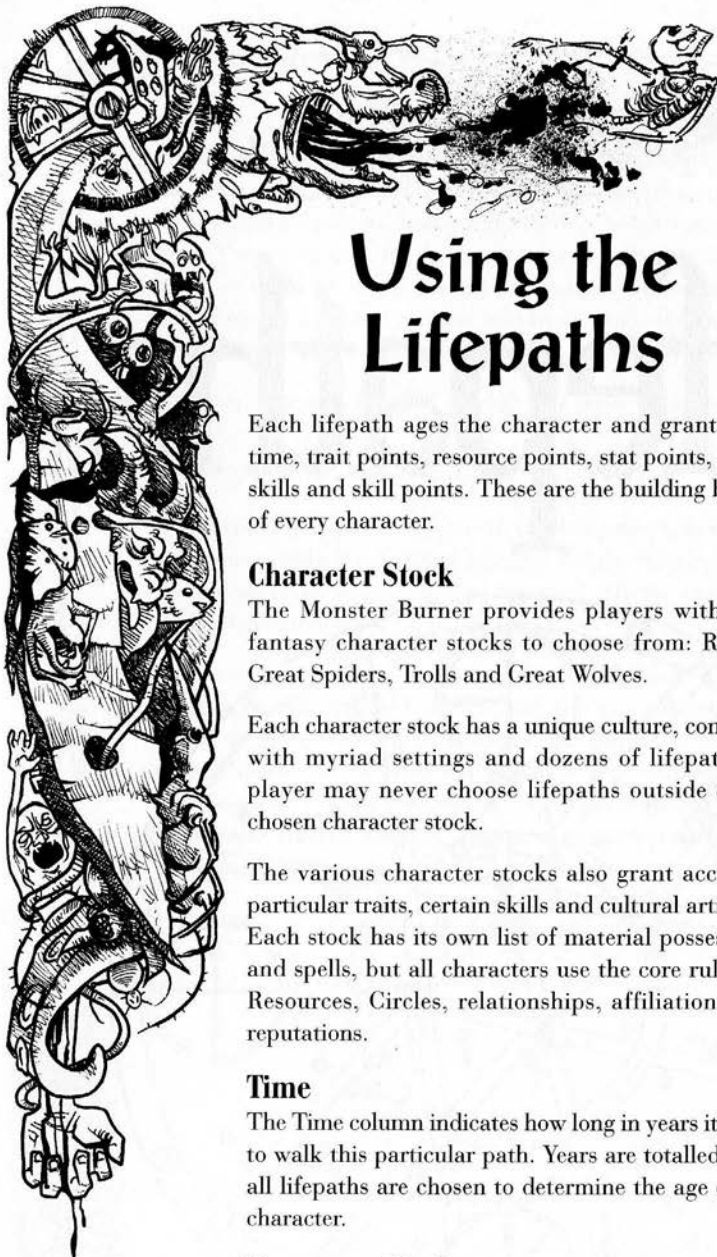
There are two directions to go with psychic powers. In *Under a Serpent Sun*, we simply made them natural magic. They ended up being individual skills with their own “magical effects” and of course they were all open-ended.

The other direction to go in is to make them based off of an emotional attribute like Faith or Grief. Such an ability grants access to a host of powers at varying obstacles. The latter method is much more potent, mainly because with a single ability being tested constantly, advancement is much more rapid. Thus I recommend enforcing a Tax-type ramification of their use, much as I suggested in the dragon's breath example above.



Lifepaths





Using the Lifepaths

Each lifepath ages the character and grants him time, trait points, resource points, stat points, leads, skills and skill points. These are the building blocks of every character.

Character Stock

The Monster Burner provides players with four fantasy character stocks to choose from: Roden, Great Spiders, Trolls and Great Wolves.

Each character stock has a unique culture, complete with myriad settings and dozens of lifepaths. A player may never choose lifepaths outside of his chosen character stock.

The various character stocks also grant access to particular traits, certain skills and cultural artifacts. Each stock has its own list of material possessions and spells, but all characters use the core rules for Resources, Circles, relationships, affiliations and reputations.

Time

The Time column indicates how long in years it takes to walk this particular path. Years are totalled after all lifepaths are chosen to determine the age of the character.

Resources (Res)

Players use resource points (rps) to purchase material possessions, land and spells, and to build relationships and acquire affiliations and reputations.

Statistics (Stat)

Stat points are garnered from two sources: lifepaths and age. Once all of a character's lifepaths have been chosen, his age is determined and used to find his Starting Stat Pool. Also, many lifepaths give the character a bonus point toward either a mental or physical stat.

Leads

A lead indicates a setting that the player may jump to from his current lifepath. If, for example, the current lifepath lists Exile and Society under leads, the player may choose his next lifepath from the Exile or Society settings, or he may remain in his current setting. For each lead chosen, add one year to the character's age.

Skill

Each lifepath presents a set of skills that may be learned. The player may only choose skills from the lifepaths his character has walked. If a player wants different skills for his character, he has to choose lifepaths that offer those skills.

Skills not described in this book may be found in the Character Burner.

Trait

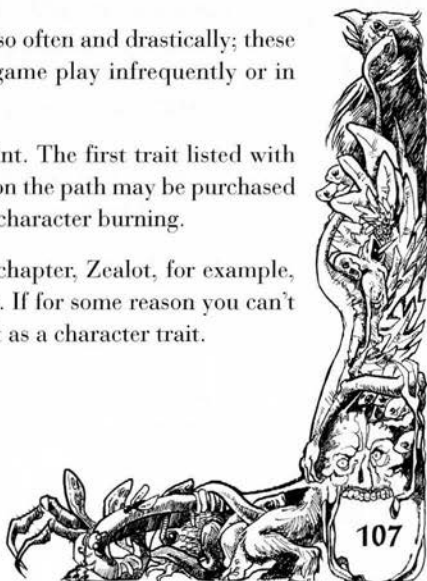
Traits are details that differentiate characters—quirks, affectations and odd abilities. Burning Wheel is designed so that players can take on heroic personae—traits help to give them depth and life.

Roden, Spiders, Trolls and Wolves all have certain traits that all members of their race must take. They are free and mandatory. They are listed in the Common Traits section of each lifepath set.

Traits will affect game play. Some will do so often and drastically; these cost the most points. Others will affect game play infrequently or in subtle ways; these are less expensive.

All traits listed on a lifepath cost one point. The first trait listed with each path is mandatory. Additional traits on the path may be purchased (for one point each) by the player during character burning.

If a trait is not described in the relevant chapter, Zealot, for example, check the Character Burner for the listing. If for some reason you can't find the trait listed in either book, count it as a character trait.



A Race Divided

"I have had a vision," preached Possett the White, "the way is revealed! I have seen the paths to the Fields of Paradise. I know the route to the Ever-Ripe Plains and Sea of Golden Harvest!"

And so, the Roden split. The followers of Aecer remained behind, waiting for a sign from the Great Gatherer. Those under the spell of Possett left their homes without regret. These became known as the Leavers.

Possett led his believers to the east for many months, over mountains and through dark forests. Many were lost along the way—either they gave in to exhaustion and weakness or were separated from the rest.

Finally, on the Day of the Long Light, they crossed over to the Great Plains that Possett had promised. However, all was not as he prophesied. There were already creatures inhabiting the field—taller than the Roden and devoid of fur.

When his followers realized the error in his vision, they became restive and discontent. It was then that Possett proclaimed a second revelation.

"It is a test. A test to determine if we are worthy!" Possett declared. "Paradise will be ours, but first we must remove these interlopers."

Possett again swayed his believers with his words and will. With determination, those Roden loyal to him came into conflict with Men. However, Men wielded sharp metal weapons; they were clever and cunning. The conflict was brief and brutal.

Possett disappeared during this time. None know what became of the white-furred mystic.

Routed and without guidance, the Leavers scrambled and hid from the Men, who hunted them. Some fled and returned to the Fields of Gega, our true paradise.

Most were trapped within the lands of Men. They were forced to seek safety in what would become known as the Below. Beneath the vast cities

of Men were forgotten labyrinths of darkness. In the hills were carved caves of pitch-black nothingness. Into such places the Leavers fled. There they found refuge, and corruption.

The betrayal of Possett must never be forgotten, but we forgave the Leavers long ago. Some day, they will return to Aeceer's Nest and the Roden will be whole once more.

—The Tome of Volen, Lord Abbot of Gega

Roden Father

Lifepaths: Born to the Fields, Farmer, Brother, Father

Age: 26 years old

Wi: B6, Pe: B4(5), Ag: B3, Sp: B3, Po: B3, Fo: B6

Hea: B6, Ste: B5, Ref: B4, MW: B10, Cir: B3, Res: B1

Speed Multiplier: x4. Hesitation: 5 actions

PTGS: Su: B4 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Aeceer's Likeness, Coat of Fur, Communal, Enlarged Incisors, Quick-Blooded, Tail, Larger Ears, Pack Rat, Skittish, Vegetarian, Hoarder, Slow, Humble, Patient, Friendly Face, Portly, Trustworthy and Faithful

Skills— Farming B2, Doctrine B4, Suasion B5, Mending B2, Read B2, Write B2, Meditate B3, Oratory B5, Singing B4

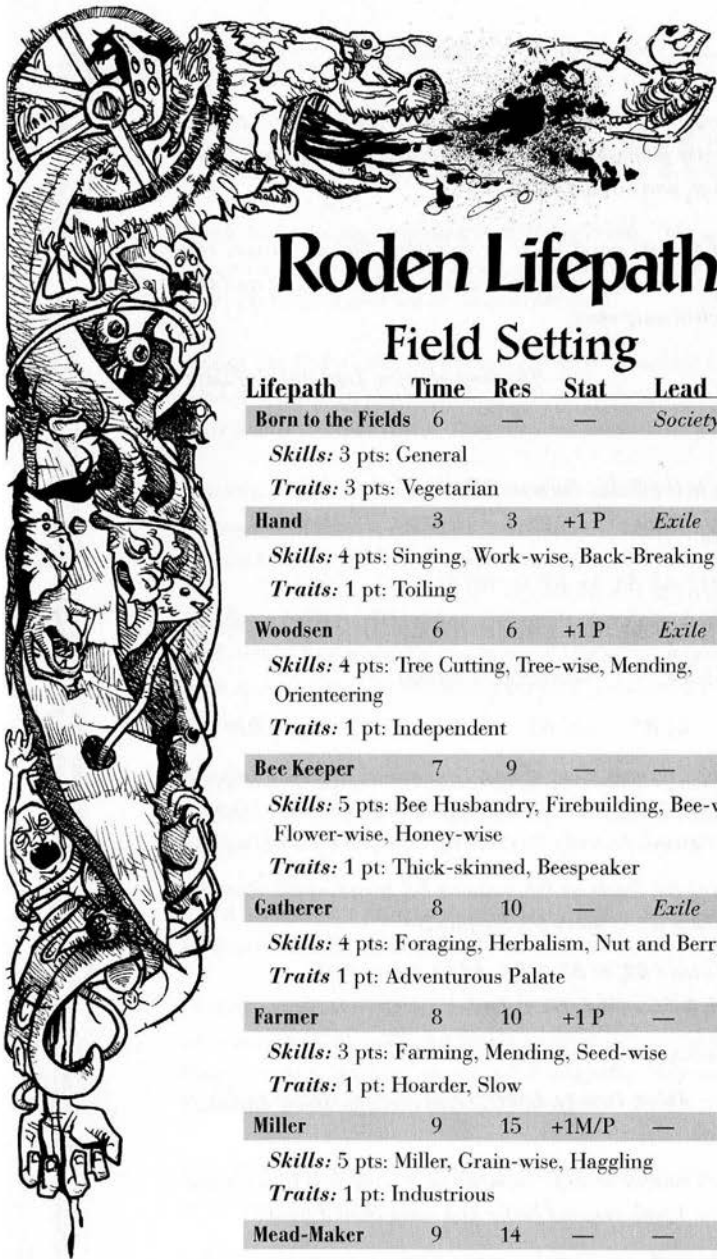
IMS— Bare-fisted I B2, M B3, S B4. Add 2, VA —, Fast; Bite I B2, M B4, S B6. Add 2, VA —, Fast.

Resources— Robes, Honey Cakes, a Cell in the Abbey

Relationships— Abbot, Deputy, Baker, Loyal Acolyte, Healer and Wife, Cousin and Uncle.

Beliefs— Aeceer's balance must be maintained. It is my duty to guide and serve the laymen. People respond better to a smile than a frown.

Instincts— Never throw anything away. Begin every sermon with a joke. Defer to the abbot's authority.

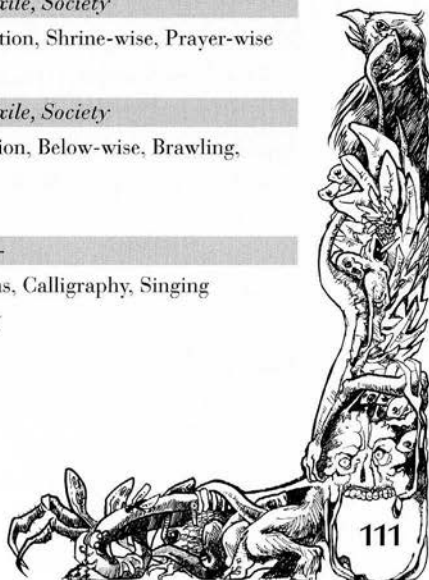


Roden Lifepaths

Field Setting

Lifepath	Time	Res	Stat	Lead
Born to the Fields	6	—	—	<i>Society</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> 3 pts: Vegetarian				
Hand	3	3	+1 P	<i>Exile</i>
<i>Skills:</i> 4 pts: Singing, Work-wise, Back-Breaking Labor				
<i>Traits:</i> 1 pt: Toiling				
Woodsen	6	6	+1 P	<i>Exile</i>
<i>Skills:</i> 4 pts: Tree Cutting, Tree-wise, Mending, Orienteering				
<i>Traits:</i> 1 pt: Independent				
Bee Keeper	7	9	—	—
<i>Skills:</i> 5 pts: Bee Husbandry, Firebuilding, Bee-wise, Flower-wise, Honey-wise				
<i>Traits:</i> 1 pt: Thick-skinned, Beespeaker				
Gatherer	8	10	—	<i>Exile</i>
<i>Skills:</i> 4 pts: Foraging, Herbalism, Nut and Berry-wise				
<i>Traits:</i> 1 pt: Adventurous Palate				
Farmer	8	10	+1 P	—
<i>Skills:</i> 3 pts: Farming, Mending, Seed-wise				
<i>Traits:</i> 1 pt: Hoarder, Slow				
Miller	9	15	+1M/P	—
<i>Skills:</i> 5 pts: Miller, Grain-wise, Haggling				
<i>Traits:</i> 1 pt: Industrious				
Mead-Maker	9	14	—	—
<i>Skills:</i> 5 pts: Brewer, Mead-wise, Haggling, Cooper				
<i>Traits:</i> 1 pt: Beloved				
Baker	7	12	—	—
<i>Skills:</i> 4 pts: Cooking, Firebuilding, Bread-wise				
<i>Traits:</i> 1 pt: Keen Sense of Taste, Fragrant, Sweet-tooth				

Weaver	8	15	—	
<i>Skills:</i> 6 pts: Weaving, Sewing, Embroidery, Soothing Platitudes, Singing				
<i>Traits:</i> 1 pt: Calloused Fingers				
Apprentice	4	9	+1 P	<i>Exile, Society</i>
<i>Skills:</i> 4 pts: Mending, Blacksmith, Carpenter, Potter, Mason				
<i>Traits:</i> 1 pt: Gopher				
Crafter¹	10	20	+1M/P	—
<i>Skills:</i> 8 pts: Hagglng, Jargon, Instruction, Apprentice-wise				
<i>Traits:</i> 1 pt: Serious, Diligent				
Healer	8	10	+1 M	—
<i>Skills:</i> 6 pts: Herbalism, Field Dressing, Apothecary, Ugly Truth, Hurt-wise				
<i>Traits:</i> 1 pt: Compassionate, Bedside Manner				
Trader	8	16	—	<i>Exile</i>
<i>Skills:</i> 6 pts: Hagglng, Appraisal, Accounting, Conspicuous, Village-wise				
<i>Traits:</i> 1 pt: Opportunist				
Deputy	4	6	+1 P	<i>Exile, Society</i>
<i>Skills:</i> 7 pts: Spear, Bow, Brawling, Shield Training ² , Trouble-wise				
<i>Traits:</i> 1 pt: Alarmist				
Sheriff	8	8	+1M/P	—
<i>Skills:</i> 7 pts: Law, Command, Intimidation, Interrogation, Sword				
<i>Traits:</i> 1 pt: Suspicious				
Mayor²	10	20	—	—
<i>Skills:</i> 8 pts: Oratory, Persuasion, Law, Etiquette, Hagglng, Petitioner-wise				
<i>Traits:</i> 1 pt: Hand-shaker, Practiced Smile				
Brother/Sister	5	14	+1 M	<i>Exile, Society</i>
<i>Skills:</i> 6 pts: Doctrine, Read, Write, Meditation, Shrine-wise, Prayer-wise				
<i>Traits:</i> 2 pts: Humble, Ordained, Faithful				
Missionary³	5	5	+1 M, P	<i>Exile, Society</i>
<i>Skills:</i> 5 pts: Suasion, Preaching, Intimidation, Below-wise, Brawling, Man-wise				
<i>Traits:</i> 2 pts: Tough, Zealot, Righteous				
Father/Mother⁴	7	15	+1 M	—
<i>Skills:</i> 5 pts: Suasion, Oratory, Illuminations, Calligraphy, Singing				
<i>Traits:</i> 3 pts: Patient, Friendly Face, Portly				



Abbot/Abbess³ 10 30 +1 M —

Skills: 10 pts: Oratory, Conspicuous, History, Research, Cartography, Poetry, Etiquette

Traits: 1 pt: Revered, Wise

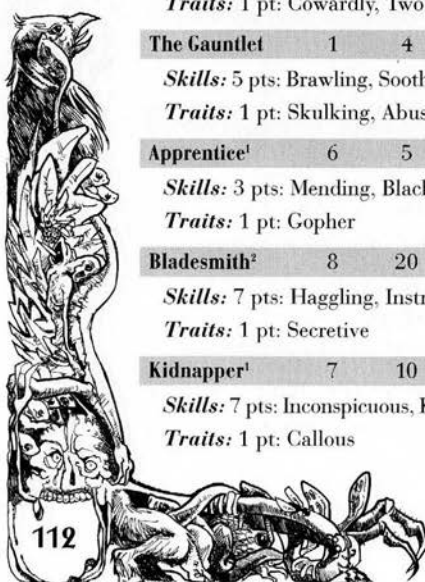
FIELD NOTES

1: Crafter requires Apprentice. 2: Mayor requires the character to be at minimum 17 yrs old before taking it. 3: Missionary requires Brother/Sister. 4: Father/Mother requires Brother/Sister. 5: Abbot/Abbess requires Father/Mother.

† Indicates the skill is a training skill. It costs two points to open and may not be advanced.

Below Setting

Lifepath	Time	Res	Stat	Lead
Born Below	6	—	—	<i>Society</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> 3 pts: Tunnel Vision				
Pinky	2	2	-1 M	—
<i>Skills:</i> 3 pts: Soothing Platitudes, Below-wise				
<i>Traits:</i> 2 pts: Confusing Rant, Distracted, Clumsy, Lucky				
Scavenger	4	3	—	<i>Exile, Society</i>
<i>Skills:</i> 6 pts: Inconspicuous, Survival, Appraisal, Brawling, Junk-wise				
<i>Traits:</i> 1 pt: Greedy, Iron Stomach, Callous				
Scratcher	6	4	+1 P	—
<i>Skills:</i> 5 pts: Tunneling, Tunnel-wise, Mending				
<i>Traits:</i> 1 pt: Deep Sense, Hacking Cough				
Snitch	4	3	—	<i>Exile, Society</i>
<i>Skills:</i> 4 pts: Inconspicuous, Falsehood, Haggling, Secret-wise				
<i>Traits:</i> 1 pt: Cowardly, Two-Faced				
The Gauntlet	1	4	+1 P	<i>Society</i>
<i>Skills:</i> 5 pts: Brawling, Soothing Platitudes, Hazing-wise, Pecking Order-wise				
<i>Traits:</i> 1 pt: Skulking, Abused				
Apprentice¹	6	5	+1 P	<i>Exile, Society</i>
<i>Skills:</i> 3 pts: Mending, Blacksmith, Bribe-wise				
<i>Traits:</i> 1 pt: Gopher				
Bladesmith²	8	20	+1M/P	<i>Society</i>
<i>Skills:</i> 7 pts: Haggling, Instruction, Blacksmith, Knife-wise, Sword-wise				
<i>Traits:</i> 1 pt: Secretive				
Kidnapper¹	7	10	+1 M	<i>Exile, Society</i>
<i>Skills:</i> 7 pts: Inconspicuous, Knots, Haggling, Cudgel, Intimidation, Child-wise				
<i>Traits:</i> 1 pt: Callous				



Fingers¹	6	5	+1 P	<i>Exile, Society</i>
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Skills: 4 pts: Sleight-of-Hand, Inconspicuous, Knives, Streetwise

Traits: 1 pt: Light Touch, Cocky

Sneak-Thief¹	7	6	—	—
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Skills: 5 pts: Stealthy, Lockpick, Knives, Roof-wise, Window-wise

Traits: 1 pt: Cool-Headed, Soft Step

Burglar²	8	10	+1 M/P	—
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Skills: 8 pts: Observation, Climbing, Throwing, Knots, Interrogation, Locksmith, Loot-wise

Traits: 1 pt: Quiet, Confident

Bruiser¹	6	8	+1 P	<i>Exile, Society</i>
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Skills: 7 pts: Weapon of Choice*, Intimidation, Extortion, Crossbow, Shield Training[†]

Traits: 1 pt: Mean, Brutal, Dumb

Fence	7	20	+1 M	—
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Skills: 7 pts: Appraisal, Hagglng, Falsehood, Antique-wise, Fake-wise

Traits: 1 pt: Poker-Faced

Sawbones	8	15	—	<i>Exile</i>
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Skills: 6 pts: Field Dressing, Apothecary, Surgery, Poisons, Hagglng

Traits: 1 pt: Practical, Impersonal

Negotiator	8	15	+1 M	<i>Society</i>
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Skills: 6 pts: Persuasion, Deal-wise, Hagglng, Intimidation, Oratory

Traits: 1 pt: Calm Demeanor, Good Listener

The Brain⁴	9	13	+1 M	<i>Society</i>
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Skills: 13 pts: Soothing Platitudes, Read, Write, Research, Astrology, Strategy, Logistics, Falsehood, History, Obscure History, World Domination-wise

Traits: 2 pts: Genius, Condescending, Academic, Frustrated

Mastermind⁵	10	30	+1 M, P	—
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Skills: 13 pts: Intimidation, Persuasion, Oratory, Falsehood, Command, Below-wise, Sword, Clique-wise, Nest-wise, Traitor-wise

Traits: 3 pts: Ambitious, Ruthless, Suspicious

NOTES FROM BELOW

1: These Lifepaths require the Gauntlet. 2: Bladesmith requires Apprentice. 3: Burglar requires Sneak-Thief, Sheriff or Shadow. 4: The Brain requires one completely mundane lifepath like Bee Keeper, Scavenger or Hermit. 5: Mastermind requires the Gauntlet, and either Negotiator or the Brain.

* Weapon of Choice: The player may choose one melee weapon skill appropriate to his character and his campaign. This choice is subject to GM approval.

† Indicates the skill is a training skill. It costs two points to open and may not be advanced.



Exile Sub-Setting

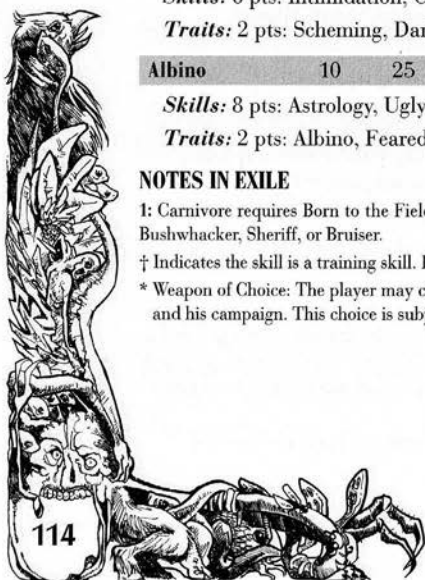
Lifeopath	Time	Res	Stat	Lead
Carnivore¹	4	5	+1 P	<i>Below, Society</i>
<i>Skills:</i> 6 pts: Hunting, Cooking, Tracking, Trapping, Bow, Spear, Forest-wise <i>Traits:</i> 1 pt: Gnawing Hunger, Aggressive				
Scrub²	3	3	-1 M, P	<i>Field, Society</i>
<i>Skills:</i> 5 pts: Inconspicuous, Soothing Platitudes, Kick Me-wise, Bully-wise, Nest-wise, Below-wise, Village-wise, Cat-wise <i>Traits:</i> 3 pts: Abused, Non-Confrontational, Meek				
Diseased	3	3	-1 P	—
<i>Skills:</i> 5 pts: Survival, Foraging, Disease-wise, Lynch Mob-wise, Hospital-wise <i>Traits:</i> 2 pts: Contagious, Bitter				
Hermit	10	2	—	<i>Field, Society</i>
<i>Skills:</i> 9 pts: Philosophy, Astrology, Rhetoric, Oratory, Foraging, Books-wise, Lost Secret-wise <i>Traits:</i> 3 pts: Philosophical, Boring				
Bushwhacker	5	5	+1 P	<i>Field, Below, Society</i>
<i>Skills:</i> 4 pts: Weapon of choice*, Intimidation, Stealthy, Bow, Ambush-wise <i>Traits:</i> 1 pt: Desperate				
Corsair	7	15	+1M/P	<i>Field, Below, Society</i>
<i>Skills:</i> 8 pts: Rigging, Knots, Navigation, Mending, Appropriate Weapons, Intimidation, Ship-wise, Bay-wise <i>Traits:</i> 1 pt: Ruthless, Sea-Legs				
Bandit King³	7	15	+1 M/P	<i>Field, Below, Society</i>
<i>Skills:</i> 6 pts: Intimidation, Command, Sword, Bandit-wise, Caravan-wise <i>Traits:</i> 2 pts: Scheming, Daring				
Albino	10	25	+1 M, P	—
<i>Skills:</i> 8 pts: Astrology, Ugly Truth, Read, Write; Sorcery or Spirit Binding <i>Traits:</i> 2 pts: Albino, Feared, Gifted, Misunderstood				

NOTES IN EXILE

1: Carnivore requires Born to the Fields. 2: Scrub requires Born Below. 3: Bandit King requires Bushwhacker, Sheriff, or Bruiser.

† Indicates the skill is a training skill. It costs two points to open and may not be advanced.\

* Weapon of Choice: The player may choose one melee weapon skill appropriate to his character and his campaign. This choice is subject to GM approval.





Society Sub-Setting

Lifepath	Time	Res	Stat	Lead
Initiate	3	2	—	<i>Exile</i>
<i>Skills:</i> 3 pts: Doctrine, Society-wise				
<i>Traits:</i> 2 pts: Broken				
Cultist ¹	4	4	+1 M	—
<i>Skills:</i> 5 pts: Rhetoric, Suasion, Cudgel, Conversion-wise				
<i>Traits:</i> 1 pt: Zealot, Defensive				
Shadow ¹	6	6	+1 P	—
<i>Skills:</i> 6 pts: Stealthy, Observation, Inconspicuous, Climbing, Tail-wise				
<i>Traits:</i> 1 pt: Cautious				
Arsonist ¹	6	6	—	—
<i>Skills:</i> 6 pts: Firebuilding, Inconspicuous, Firebombs, Lockpick, Arson-wise				
<i>Traits:</i> 1 pt: Pyromaniac				
Murderer ¹	6	7	+1 P	—
<i>Skills:</i> 8 pts: Knives, Stealthy, Intimidation, Inconspicuous, Garrote, Anatomy, Crossbow, Murder-wise				
<i>Traits:</i> 1 pt: Murderous, Cold-Hearted, Single-Minded				
Willard ¹	5	5	—	—
<i>Skills:</i> 5 pts: Animal Husbandry, Inconspicuous, Command, Ratiquette				
<i>Traits:</i> 2 pts: Rat-Squeak, Bitter, Weird				
Perverter ²	8	10	+1 M	<i>Field, Below, Exile</i>
<i>Skills:</i> 6 pts: Disguise, Preaching, Inconspicuous, Falsehood, Dupe-wise				
<i>Traits:</i> 1 pt: Scheming				
Poisoner ¹	6	7	—	—
<i>Skills:</i> 6 pts: Poisons, Inconspicuous, Apothecary, Toxin-wise, Rat Poison-wise				
<i>Traits:</i> 1 pt: Sadistic, Nauseous				



Guardian¹ 6 9 +1 P —

Skills: 8 pts: Weapon of Choice*, Brawling, Armor Training[†],
Shield Training[†], Intimidation

Traits: 2 pts: Merciless, Loyal

Preacher² 8 15 +1 M —

Skills: 6 pts: Preaching, Conspicuous, Symbology, Obscure History

Traits: 2 pts: Obsessed, Righteous

Visionary⁴ 10 30 +1 M *Exile, Below*

Skills: 13 pts: Command, Astrology, Research, Interrogation, Torture,
Observation, Poetry, Cult-wise, Inner Workings-wise, Undermining-wise

Traits: 4 pts: Megalomaniac, Imperious Demeanor, Visionary Faith, Dreamer

SOCIETY NOTES

1: These lifepaths require Initiate. 2: Perverter requires Cultist or Missionary. 3: Preacher requires Initiate and either Brother/Sister or Cultist 4: Visionary requires Preacher.

* Weapon of Choice: The player may choose one melee weapon skill appropriate to his character and his campaign. This choice is subject to GM approval.

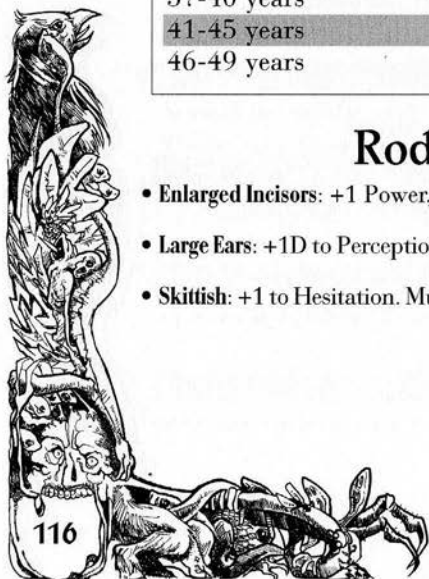
† Indicates the skill is a training skill. It costs two points to open and may not be advanced.

Stat Points for Roden by Age

Starting Age	Mental Pool	Physical Pool
1-5 years	6 pts	10 pts
6-9 years	7 pts	13 pts
10-15 years	7 pts	14 pts
16-24 years	8 pts	15 pts
25-30 years	8 pts	14 pts
31-36 years	7 pts	13 pts
37-40 years	7 pts	12 pts
41-45 years	7 pts	11 pts
46-49 years	6 pts	10 pts

Roden in Brief

- **Enlarged Incisors:** +1 Power, Add 2, VA —, Fast.
- **Large Ears:** +1D to Perception tests. Add this when determining Reflexes.
- **Skittish:** +1 to Hesitation. Must flee if hesitating for more than one action.





Roden

Common Traits

Aecer's Likeness

Char

Roden are, in essence, upright and acutely intelligent rodents. Their defining feature is their pronounced incisors curving down from their extended snouts. Covered in fur, Roden bear large ears and long tails. Their feet are long and thickly padded, making shoes unnecessary.

Coat of Fur

C-O

All Roden have a short coat of fur. While Field Roden coloration ranges from sawdust to chocolate, those Below tend to be deep, dark brown, gray, or black. Roden fur offers them protection from the elements. They can withstand rain and cold with little worry. This trait acts as a call-on for Health or Forte tests related to weather or wet.

Communal

Dt

Roden prefer the company of others and safety of numbers. They live in close-knit villages made up of large, extended families, and refer to their homes as "nests." It is quite rare to find one alone, and usually such loners are exiles. All Roden start with a 1D affiliation with their family and their nest. Name the nest and its location.

Enlarged Incisors

Dt

Roden incisors grow continually through life and need to be filed regularly. These incisors are often quite sharp, and can be used to bite opponents if the situation becomes desperate. +1 Power, Add 2, VA -, Shortest, Fast Weapon.





Quick-Blooded *Dt*

Roden have fast metabolisms that take their toll on them over time. Roden live shorter lives than Men, reaching old age by 40. They have a Speed multiplier of x4.

Tail *Char*

Roden tails range from 1/2 to 1 pace long. Field Born often have furry tails, while those Below often have bald ones.

Large Ears *Dt*

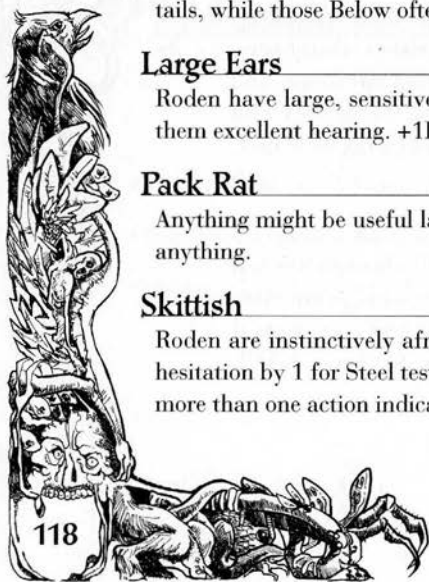
Roden have large, sensitive ears that sit atop their heads. These give them excellent hearing. +1D to Perception rolls.

Pack Rat *Char*

Anything might be useful later on, so Roden are loathe to throw away anything.

Skittish *Dt*

Roden are instinctively afraid of loud noises and surprises. *Increase* hesitation by 1 for Steel tests caused by fear or surprise. Hesitation for more than one action indicates the Roden must flee.



Lifepath Traits

Aggressive *C-O/Dt*

A Carnivore's blood runs hot, and he is quick to anger. He relies on confrontation to deal with most problems. Call-on for Intimidation. Must enter combat in Aggressive Stance.

Alarmist *Dt*

Deputies aren't necessarily cowards, but they know the best way to deal with trouble is to bring in reinforcements... fast! "Shout when surprised or hesitating" must be added as an additional Instinct.

Broken *Dt*

His spirit is gone and he is ready to accept whatever is offered. Reduce by one any obstacles to motivate this character via Preaching, Oratory or Suasion.

Confusing Rant *Dt*

Pinkies are a bit "off" in their thinking and tend to be socially retarded. Those that speak to one often come away dazed by a bombardment of trivia, non sequiturs, and bad jokes. During a Duel of Wits, this trait grants the character +3D to Incite. The only hesitation option is to "Stand and Blink." All attempts to Intimidate or Command a Confusing Ranter are at +2 Ob. Also, Ranters are at a +2 Ob to all Oratory and Rhetoric tests.

Defensive *Char*

Those that malign the Society misunderstand the Society. They've got it completely wrong, and here's why....

Feared *Dt*

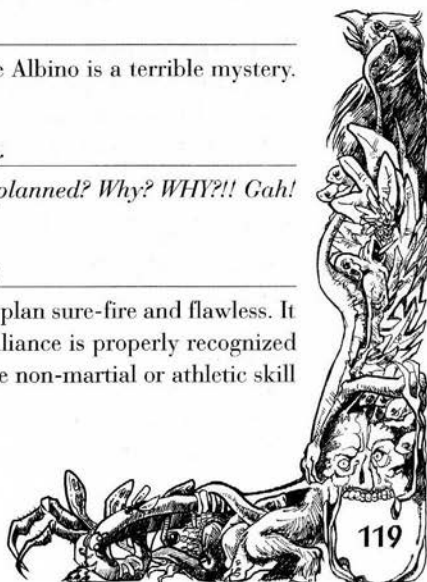
The ignorant fear the unknown, and the Albino is a terrible mystery. Choose a 1D infamous reputation.

Frustrated *Char*

Why can't anything go the way it was planned? Why? WHY?! Gah! You're all imbeciles!

Genius *C-O*

Every idea is unique and brilliant, every plan sure-fire and flawless. It is only a matter of time before such brilliance is properly recognized and rewarded. Genius is a call-on for one non-martial or athletic skill of the player's choosing.



Good Listener *C-O*

The Negotiator seems to pay attention to and understand what people say. This encourages others to continue speaking and open up to him. May be used as a call-on for Hagglng, Persuasion, and Seduction.

Gopher *Char*

What's a gopher do? He goes for this; he goes for that. He fetches water; he fetches tools.

Hand-Shaker *C-O*

The tools of the politician's trade. May be used as a call-on for Oratory or Persuasion when he's shaking hands.

Humble *Dt*

All are equal before Aecer, and the wise continually remind themselves of this fact. 1D reputation among the faithful as exceptionally humble.

Impersonal *Char*

The opposite of Bedside Manner. Dull the pain, collect payment, say goodbye. Too many faces, and they're not worth the trouble.

Light-Touch *C-O*

The key to a successful "lift" is in the fingers. May be used as a call-on for Sleight of Hand.

Megalomaniac *Dt*

The Visionary is a gift from Heaven to the mortal world. It is his destiny to lead and shape the future in his image. +2D to Conspicuous and always add an extra die when helping or FoRKing with Conspicuous.

Misunderstood *Dt*

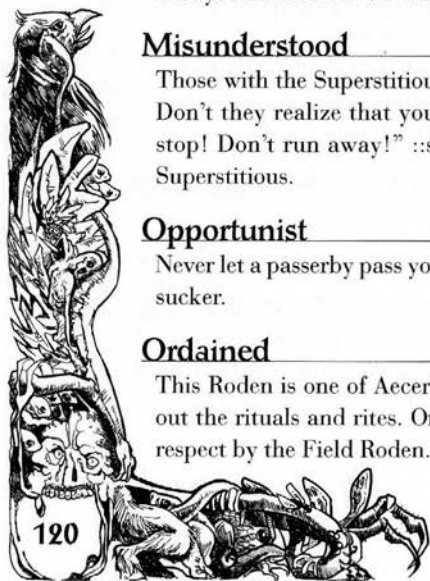
Those with the Superstitious trait will not deal kindly with an Albino. Don't they realize that you are just trying to help? "Just listen! No, stop! Don't run away!" ::sigh:: 1D infamous reputation among the Superstitious.

Opportunist *Char*

Never let a passerby pass you by. Never ignore a good deal or a potential sucker.

Ordained *Dt*

This Roden is one of Aecer's Ordained. He is responsible for carrying out the rituals and rites. Ordained characters are always treated with respect by the Field Roden. 1D affiliation with the Roden faithful.



Practiced Smile _____ *Char*

Smile for all the pretty people!

Pyromaniac _____ *C-O*

The fire is lovely and pure. It cleanses and purifies and burns and sings and calls out in waking dreams. Call-on for Firebuilding.

Rat-Squeak _____ *Char*

This character can talk to and understand rats and mice.

Revered _____ *C-O*

The Abbot is a pillar of piety and virtue in the community. May be used as a call-on for Oratory or Suasion.

Sadistic _____ *C-O*

Causing pain and suffering in others is a highly entertaining and enjoyable pastime. May be used as a call-on for Torture.

Serious _____ *Char*

A Crafter takes his skill very seriously. A joke or song at the tavern is fine, but keep it outside the workshop or else!

Single-Minded _____ *C-O*

Once a Murderer sets his mind, there is very little that can redirect him. Call-on for Steel when "on the job."

Soft-Step _____ *C-O*

The Burglar walks in a particular fashion, feeling each step before putting his weight on it. May be used as a call-on for Climbing and Stealthy.

Toiling _____ *C-O*

Laborers are used to working long hours doing the same mindless, repetitive tasks. Call-on for Back Breaking Labor when doing mindless, repetitive tasks.

Tunnel Vision _____ *Dt*

The Below is a dark place and those who live there have adapted. May see as normal in low-lit areas, but not in complete darkness. Those looking directly into these eyes will see glowing, green orbs staring back. Reduces penalties for dim light by one step.

Vegetarian _____ *Char*

Field Born are naturally vegetarians, consuming grains, fruits, berries, and nuts.



Special Traits

Clawed *Dt* 2 pts

This Roden's hands are typically like a man's but with longer fingers. The Clawed trait results in hard, elongated fingernails that can be used as tools or weapons. +1 Power, Add 2, VA -, Fast, Shortest.

Club Tail *Dt* 2 pts

This tail is thicker and stiffer than most. It can be a surprising weapon during a melee. +2 Power, Add 2, VA -, Slow, Long. May not be combined with Whip Tail.

Coat of Darkness *Dt* 5 pts

Some of those Below have adapted almost supernaturally to the dark. When attempting to Stealth in areas of darkness and shadow, this fur adds +2D to the roll. May not be combined with Fur of the Fields.

Extra-long Fur *Char* 1 pt

Fur that normally is no deeper than a finger's length now grows up to four times longer! Knots, tangles, and clumps require extra time to manage.

Fur of the Fields *Dt* 5 pts

Roden with this trait have a wondrous coat of fur that allows them to blend into any field or woodland terrain. When attempting to Stealth in such areas, this fur adds two dice (+2D) to the roll. May not be combined with Coat of Darkness.

Naked *Char* 1 pt

Roden with this trait have no fur, and their pink skin is laid bare, though whiskers still poke out from their muzzles. Sunburn is common and clothing is required.

Night Eyed *Dt* 4 pts

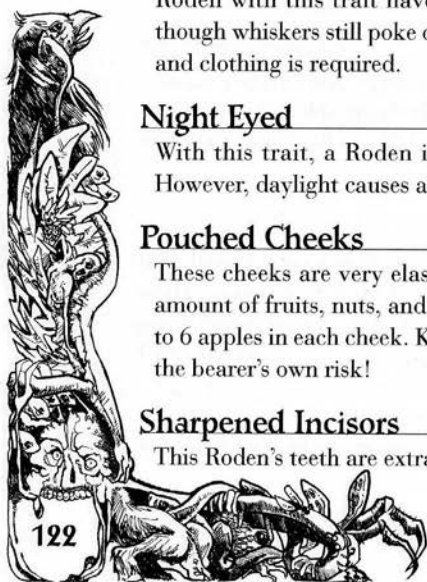
With this trait, a Roden is able to see even in complete darkness. However, daylight causes a +1 Ob to all tests.

Pouched Cheeks *Dt* 2 pts

These cheeks are very elastic and may be used to carry a surprising amount of fruits, nuts, and vegetables. Consider it feasible to place up to 6 apples in each cheek. Knives and other sharp objects are carried at the bearer's own risk!

Sharpened Incisors *Dt* 5 pts

This Roden's teeth are extra sharp. Add 1, VA 1, Fast, Shortest.



Visionary Faith Dt 5 pts

Visionaries draw their power from their followers, not divine favor. This trait grants a B3 Faith attribute. The attribute may not be increased with the Faith questions. Instead, it is increased by purchasing a Visionary Cult (see page 130). *Any miracles performed with Visionary Faith only affect the believers and nothing or no one else.*

Whip Tail Dt 4 pts

These tails are typically one or two paces longer than most others and tend to be slender. Power 0, Add 1, VA -, Fast, Longer. May not be combined with Club Tail.

Roden Skills

Firebombs ROOT: Perception/Agility

The Arsonist learns how to mix ingredients to create incendiary bombs. The Mark result damage is listed with each type. If the explosion hits a character, roll the DOF to determine IMS (like a spell). This skill does not cover the distribution of such bombs. That would come from Agility, Throwing, Artillery or simply inconspicuous placement. When igniting such a device, roll the DOF. On a 1 the bomb malfunctions: Odds, it detonates in the hand; evens, it's a dud.

Suggested FoRKs: Alchemy, Herbalism

Sample Obstacles: Small, bottle-sized incendiaries, B6, Ob 1.

Incendiary bomb, B8, Ob 4. Fat Boy, B10, Ob 6.

Skill Type: Craftsman

Tools: Yes.

Preaching ROOT: Will

As per Suasion, except Preaching relies upon religious doctrine, real-life anecdotes, and folk wisdom. Preaching counts as Oratory in the Duel of Wits.

Suggested FoRKs: Intimidation, Falsehood, Doctrine, Sooth Platitudes

Skill Type: Social

Tools: No.

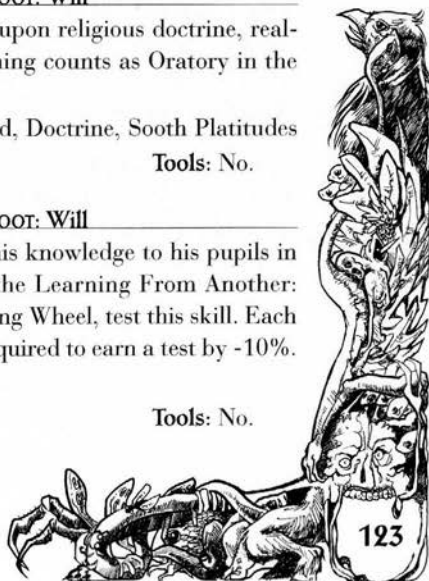
Instruction ROOT: Will

This skill allows a character to impart his knowledge to his pupils in a more efficient manner. When using the Learning From Another: Instruction rules on page 52 of the Burning Wheel, test this skill. Each success after the first reduces the time required to earn a test by -10%.

Suggested FoRKs: Aura Reading

Skill Type: Social

Tools: No.



Garrote

ROOT: Agility

A garrote is a two to three foot length of cord strung between two small wooden handles. It is used to throttle victims to death. To use this skill, the character must be on the Inside. Once there, a 2D (or greater) Lock must be established around the neck with the garrote. If such a Lock is achieved, the victim loses 1D Forte every two exchanges thereafter. If Forte reaches zero, the victim falls unconscious.

Suggested FoRKs: Brawling, Throttling Training

Skill Type: Martial

Tools: Yes.

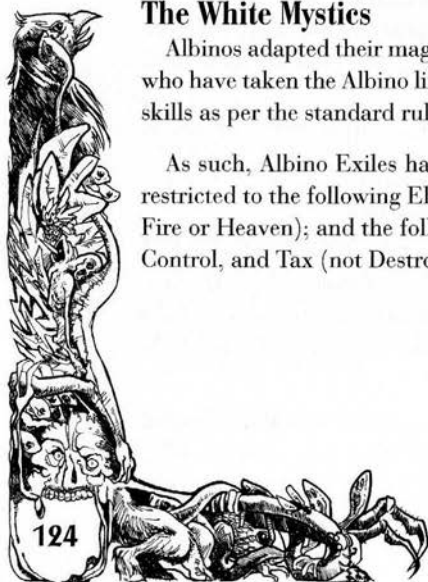


Magic and the Roden

The White Mystics

Albinos adapted their magical forms from those of Men. Gifted Roden who have taken the Albino lifepath may open Sorcery and other magical skills as per the standard rules in the Character Burner.

As such, Albino Exiles have access to the Abstraction rules, but are restricted to the following Elements: Anima, Earth, Air, and Water (not Fire or Heaven); and the following Impeti: Create, Enhance, Influence, Control, and Tax (not Destroy or Transfigure.).



Fields of Faith

The Great Gatherer, Aecer, is the benevolent deity of the Field Roden. Through her grace and love, the fields are fertile, the children are strong, and lives are peaceful. Aecer is the Lady of the Harvest and the Seasons. She maintains the proper cycles of day and night, planting and gathering, and birth and death.

All Field Roden are brought up with a great respect for Aecer. Piety is the greatest virtue, supported by humility and patience. Services are held weekly, and it is very embarrassing to miss one.

Guiding and governing the Field Roden according to Aecer's will are the ordained: Abbots and Abbesses, Fathers and Mothers, and Brothers and Sisters. These are holy men and women blessed directly by the paw of Aecer. To be so honored is a wondrous gift, but with it comes a heavy responsibility for the welfare of all those among the Fields.

Finally, all of the ordained are taught to look forward to the return of the Leavers to Aecer's Nest. Such is their duty to their lost kin, that missionaries regularly depart for the Lands of Men, hoping to find and return with those from the Below.

Vows of Aecer

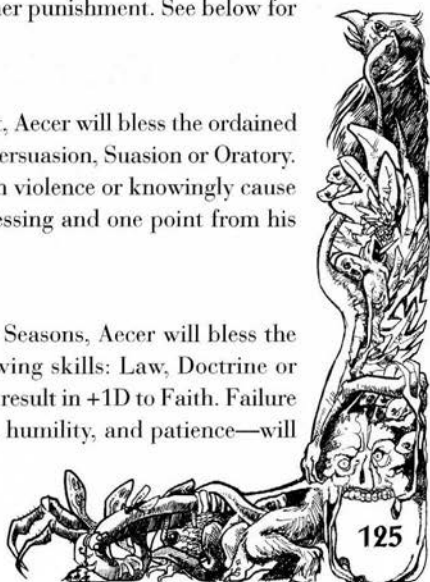
During character burning, any ordained Field Roden may choose one of the following Sacred Vows for free if he has the Faithful trait. Only the most zealous and devout should consider this option. A Vow must be written as one of the character's Beliefs. One cannot take another Vow of Aecer if he has broken a previous Vow. Broken Vows result in an immediate loss of any blessings, plus further punishment. See below for the specifics of each Vow:

Vow of the Pacifist

In exchange for the Vow of the Pacifist, Aecer will bless the ordained with +2D to one of the following skills: Persuasion, Suasion or Oratory. However, should the priest participate in violence or knowingly cause injury to others, he will lose his this blessing and one point from his Faith attribute.

Vow of the Four Seasons

In exchange for the Vow of the Four Seasons, Aecer will bless the ordained with +2D to one of the following skills: Law, Doctrine or Meditation. Optionally, the blessing may result in +1D to Faith. Failure to live up to the tenets of Aecer—piety, humility, and patience—will



result in disgrace for the ordained. Failures include neglecting to pray at morning, noon, and night; putting oneself above Aecer; acting in rashness; or disregarding the welfare of the Roden. The result of any failure is an immediate loss of the Faith attribute entirely.

Harvest Vow

The Fields are an essential part of the Roden's Faith. By taking this Vow, Aecer shares with the ordained secrets of life and death. Her blessing results in +1D to the following skills: Farming, Foraging, Herbalism, and Field Dressing. Breaking the cycles of Aecer by either wantonly destroying fields, forests, or crops; or failing to heal the injured will result in the breaking of this Vow. Punishment includes loss of benefits as well as loss of one point of Faith.

Vow of Poverty

Poverty instills humility, one of the pillars of Aecer. In exchange for the Vow of Poverty, the ordained gains +1D to all Suasion and Oratory tests. However, if the ordained should show signs of greed or avarice, he will find himself shunned by Aecer. The Vow is broken, and he receives both the Suspicious and Greedy traits.

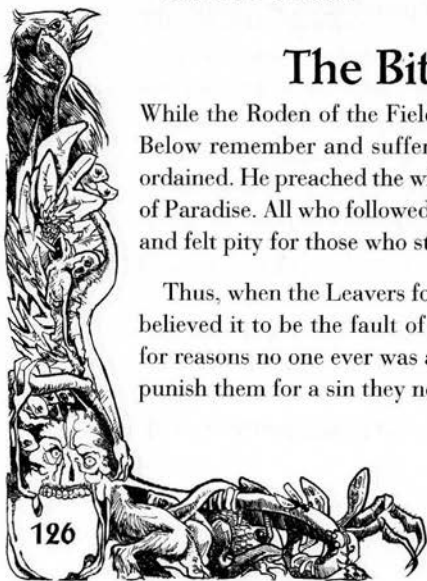
Missionary's Vow

The role of the missionary is to return the Leavers to Aecer's Nest. Aecer supports those who take the Missionary's Vow by blessing them with an Aura of Holiness trait. In return, the missionary must successfully convert at least two Leavers per season. Should he fail to live up to his end, the Missionary will lose this trait and instead be granted the Untrustworthy and Guilty Conscience traits, as well as a loss of 1D of Faith.

The Bitterness Below

While the Roden of the Fields recall stories of Possett's betrayal, those Below remember and suffer from it each day. Possett was one of the ordained. He preached the will of Aecer and led the Leavers to the Fields of Paradise. All who followed him believed his words to be true and holy, and felt pity for those who stayed behind.

Thus, when the Leavers found themselves forced into the Below, they believed it to be the fault of Aecer. She betrayed and abandoned them for reasons no one ever was able to explain. She sent them a prophet to punish them for a sin they never understood.



Long years in the dark allowed much time for thought. Minds turned in on themselves as those in the Below sought answers to twisted riddles. Yet they only came up with twisted answers. Their faith warped with their culture.

Those Below no longer have faith. What remains are bitterness, conspiracy, and doubt, along with empty souls. They blame Aecer for their misery and wretched condition. Contrary to the beliefs of the Society, those Below blame her for committing them to a vision that they never had a chance of completing.

The Cult of the Visionary: The Society

There are those that still believe fervently in the promise of Aecer, the vision of Possett, and the Fields of Paradise. It is talked of constantly among the cultists and leaders of the Society. Leading them all in their dreams are the Visionaries.

The Visionaries promise that when the Roden recover what was lost to Men, Aecer will welcome them back into her nest and fill them with her love once again.

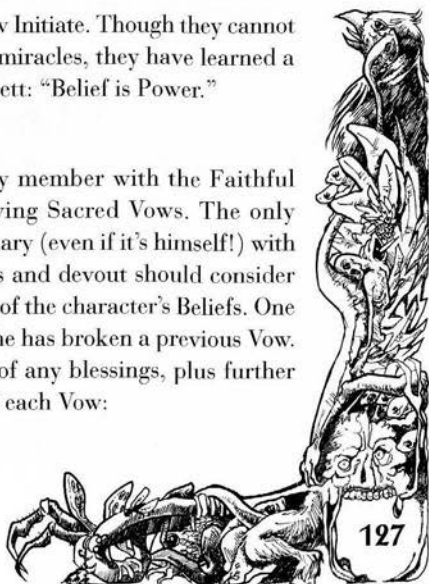
Thus, the Society works toward the downfall of Men. They toil in secrecy, fueled by doctrine perpetually spouted by the Preachers. A murdered merchant here, a torched village there, the Society pulls one brick at a time away from the foundations of human civilization.

Society members are found throughout the nests of the Roden. While there are exclusive settlements, most of the Society live and work among their kindred in the Fields and especially Below.

The Visionaries gain power with each new Initiate. Though they cannot call upon Aecer directly for blessings and miracles, they have learned a dark secret from their ancient leader, Possett: "Belief is Power."

Vows of the Society

During character burning, any Society member with the Faithful trait may choose from one of the following Sacred Vows. The only requirement is that he must follow a Visionary (even if it's himself!) with at least a B4 Faith. Only the most zealous and devout should consider this option. A Vow must be written as one of the character's Beliefs. One cannot take another Vow of the Society if he has broken a previous Vow. Broken Vows result in an immediate loss of any blessings, plus further punishment. See below for the specifics of each Vow:



The Vow of Darkness

In exchange for plucking out a single eye and promising a life of servitude to the cult, the devotee is granted the Second Sight trait. The devout must do as the Visionary demands and fulfill his commands without hesitation. Such servants suffer +1 Ob to all sight-based tests due to their missing eye. Failure to serve the Visionary with absolute loyalty will result in the loss of the Second Sight, and subsequently, permanent blindness.

The Vow of Secrecy

The completion of Possett's vision requires utmost secrecy. To reveal another Society member to the outside would mean the loss of years of work. To fortify himself against interrogations and suasion, the member may take the Vow of Secrecy. This will cause a +4 points to the body of argument in a Duel of Wits to interrogate, persuade, or otherwise question the member in regards to the Society. Willingly revealing such information will break the Vow and the member will be cursed. His tongue will rot and dissolve in a matter of hours, rendering the former devotee mute.

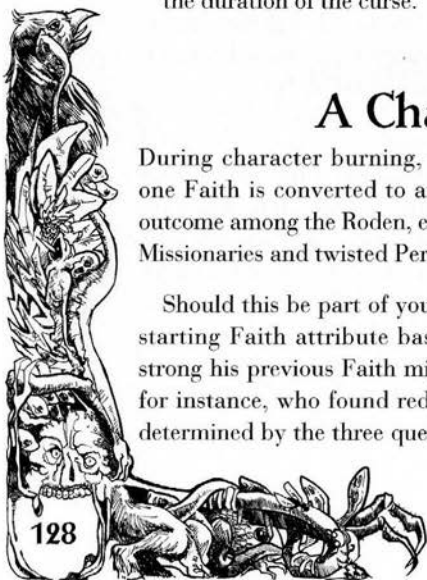
The Twisted Vow

Recruiting new members into the Society is essential to the completion of its goals. Thus, the Visionary may bless those who take the Twisted Vow by granting them +1D to any Falsehood or Persuasion tests when trying to recruit new initiates. Should the cultist fail to convert his target, punishment comes swiftly. He is wracked in a constant pain for an amount of days equal to his margin of failure from the Persuasion test. This pain equates to a +1 Ob to all tests for the duration of the curse.

A Change of Faith

During character burning, there is the possibility that a devotee of one Faith is converted to another Faith. This is certainly a possible outcome among the Roden, especially considering the amount of zealous Missionaries and twisted Perverters who travel abroad.

Should this be part of your character concept, factor the character's starting Faith attribute based on his current belief, no matter how strong his previous Faith might have been. If he was once a Preacher, for instance, who found redemption in the eyes of Aecer, his Faith is determined by the three questions found on page 170 in the Character



Burner (+1D of Faith for each correct answer). If he was a Missionary who found his own answers and forsook Aecer in favor of his own "vision," then his Faith is determined by the amount of Cultists that he purchased with resource points.

A Roden character may change faiths in play as well. Rewrite the necessary Beliefs. Of course, once the anchor Belief for Faith or Visionary Faith is rewritten, the trait is lost. Faith or Visionary Faith may be earned or transformed in play via a trait vote. Also, beware the penalty of any vows you've taken!



Roden Resources

Resources	Rp Cost		
Arms	5	Traveling Gear	1
Roden Throwing Blades	15	Shoes	3
Wooden Shield	2	Tool Kit.....	9
Leather Armor	10	Firebombs.....	20
Plated Leather Armor	15	Robes of the Ordained	1
Chain Armor	20	Honeyed Oatcakes	5
Workshop	20	Dandewine	5
Animal herd.....	10	Blood Blossom	5
Clothes	1	Roden Property .See Description	
		Visionary Cult .See Description	



Roden Throwing Blades—This category includes a number of weapons designed for throwing, including knives, darts, and discs. The balance of these blades is superb and adds +1D to the Throwing Skill when used. Power 1, VA 1, DOF 1-2/3-4/5-6, Range: Optimal 1D, Extreme 1D, a throwing knives. Players may take as many pieces as they think will comfortably fit on their character's body. These are meant to be rare and expensive.

Wooden Shield—While armor might be very rare for Roden, they often use shields to protect themselves in battle. These shields are made from strong wood and offer 2D of protection.

Roden Property—Rat's Nest property, 2 rps; a hideout for a single Roden. Den, 7 rps; a dwelling for small family of Roden. Above or Below, Roden call their homes "nests," 10 rps. Apiary, for the beespeakers, 10 rps. Fields, 15 rps, include any combination of farmland, forest, or prairie.

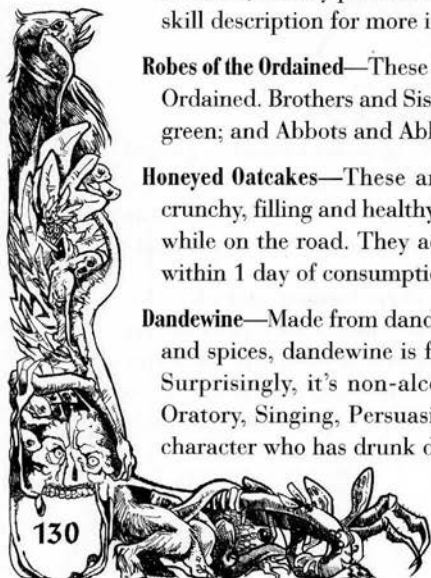
Visionary Cult—The devotees of the Visionary, they follow his guidance and do his bidding. Most are clever and work inconspicuously among the Field and Below, being very careful to avoid suspicion. Only a Visionary may purchase a Cult. A Cult is an affiliation as described on page 27 of the Character Burner. Each die spent in the affiliation also grants +1D to the Visionary Faith trait. If the cult is lost or destroyed or abandoned, the Visionary loses access to these dice.

Firebombs—In order to purchase firebombs, the character's last lifepath must be in the Society. Players may purchase six bottle-sized bombs or one straight up incendiary bomb. If a player's last lifepath was Arsonist, he may purchase the firebombs for 6 rps. See the Firebombs skill description for more information.

Robes of the Ordained—These are the humble wool robes worn by Aecer's Ordained. Brothers and Sisters wear brown; Fathers and Mothers wear green; and Abbots and Abbesses wear pumpkin.

Honeyed Oatcakes—These are a delight for any traveler! Sweet and crunchy, filling and healthy, they last forever and make for good meals while on the road. They add +1D to any Forte or Health tests made within 1 day of consumption.

Dandewine—Made from dandelions and infused with other secret liquids and spices, dandewine is featured at every Field Roden social event. Surprisingly, it's non-alcoholic, but it has wondrous effects. Any Oratory, Singing, Persuasion, or Seduction tests add +1D against a character who has drunk dandewine in the last few moments.



Blood Blossom—Known in the Fields and Below for its great healing powers, blood blossoms have been the staple of Roden healers for ages. Harvested only at the Summer Equinox, they are prepared immediately and stay usable for up to a full year. These flowers will add +1D to or act as tools for any Herbalism or Field Dressing tests. After using, roll the Die of Fate. On a 1-2 the blossom is expended.

Animal Herd—Although the Field Roden do not keep animals, their kin Below have long known the taste of flesh. A herd may include goats, pigs, or chickens. This counts as property for the purposes of factoring Resources.

Roden in Play

Faith makes a good central theme for a Roden campaign. Their history is based upon the tragedy of misplaced belief and a vow that could never be fulfilled. Their various cultures straddle the fracture this deluded promise created. The Field Roden desire to return the wayward and reunite the race; the Society will never look back and won't rest until the prophecy of the White Seer is realized; those Below have lost all faith and mock those who rely on any power aside from their own.

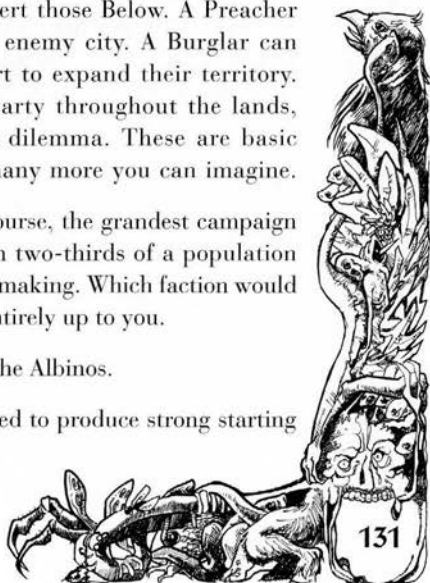
Use this conflict to fuel your campaign. A theme as strong as faith provides fertile ground for conflict and roleplaying. Of course you can also look to our own history for inspiration: Crusades, genocides, and terrorist acts. Look also to the examples of missionaries and pacifists.

Incorporating Roden with other races to create a campaign can be great fun as well. A Missionary can join Dwarves in an attempt to reclaim lost mines and convert those Below. A Preacher can recruit humans to help topple an enemy city. A Burglar can join a band of outlaws and in an effort to expand their territory. An Albino can quest with a worldly party throughout the lands, looking for an answer to the Roden's dilemma. These are basic campaign goals, and there are surely many more you can imagine.

The reunification of the Roden is, of course, the grandest campaign a Roden could participate in. To reclaim two-thirds of a population scattered across the lands is an epic in the making. Which faction would succeed—if success is even possible—is entirely up to you.

It is rumored that the answer lies with the Albinos.

In all cases, Roden lifepaths are designed to produce strong starting characters in 3-4 LPs.





Ssyszik's Story

The wind raced through the craggy rocks, dropping from a howl down to a humming whine. Ssyszik scuttled from his lair out onto the rocky cliff face. The rain storm had ruined his web. It hung like a wounded limb between two broken and dead trees. After assessing the damage, he set to work quickly repairing the structure. The storm had lasted quite a while, and he was hungry.

Hurriedly he wove the last strands of the complicated, zigzagging pattern, and climbed down from his perch. The wyrd-weaver felt the very tenor of the wind change. Passing through the wyrd-web, it took on bizarre pitches and cadences—strains of voices, snatches of bird calls, and howls of beasts all streamed from the unlikely pattern.

The great spider sighed in relief. Dinner would arrive soon; the web never failed to bring in at least a morsel. He scanned the skies for potential prey, but his vision had never been good. Only the dim light of the rising sun in the east, burning through old, disused clouds, was visible to him. The sky was a blank haven of gray. Ssyszik sighed and settled in to wait for his dinner.

The spider's legs creaked and his claws detected a slight vibration—he felt something approaching along the steep cliff. Just his luck! It was rare that the four-leggeds came down this way, but every so often one wandered down the steep traverse, beckoned by the wyrd-call. He would be full and sated this morning! Quietly he crept to the mouth of his lair, two claws on his trip-lines.

Suddenly both trip lines hummed. Two meals heeding one wyrd-call—the wyrd-weaver was dizzy with the prospect of his good fortune! His fangs began to drip venom in anticipation. It'd been a good number of years since he'd eaten so well. Wiping his chelicera absentmindedly, he sang along with the web song. Nothing to do now but wait!

"Blind fool." Whispered words from above startled Ssyszik from his reverie. What had appeared to be a rocky outcropping on the cliff face sheltering the opening to his lair, detached itself and slid nimbly down toward the mouth of his den. Ssyszik hissed to himself, "A web-stalker." Without wasting a moment, he slid from his den and dashed into the protective folds of his wyrd-web.

As he did so, another arachnoid shape emerged from the broken terrain. Neither of these were dinner! The wyrd-weaver could smell and sense them now: Women. His mind raced: "From the Undernest; most likely hunter-seekers;

two of them." Not losing a moment, the young weaver began spinning a new web. But he had to buy himself time to finish it.

"Welcome to my humble home. To whom do I speak and to what do I owe the pleasure of this delightful visit?" With his hind legs, he began to reconfigure the web into a new wyrd. Strand by strand, he began to wrap himself in it. As he did so, the two hunter-seekers spread out around him.

The leader ignored his polite inquiry and hissed, "It's time to come home Ssyzsik, your Queen-Mother calls. You are beckoned to the Undernest to perform your service." The hunter issued that last word as if it were the most holy of rituals profaned by his cowardly reticence. She was a low-slung spider with long legs, a stony carapace, and wicked looking fore-claws.

To his right, a flash of silver arched through the damp morning light. The second hunter-seeker lobbed a ball of adhesive with expert precision. It landed squarely on Ssyzsik's back. His heart fluttered at this new misfortune. What terrible luck that one of them was a strand-hunter! He'd have to dislodge her line if he hoped to survive.

"Mother calls," finished the lead hunter. "Your seed shall be used to propitiate eternity, and your blood shall flow in the veins of our children."

"A delightful proposition, sister. Allow me to gather up this web of mine and I will be right along." He was nearly done with the wyrd. But the handmaiden was impatient, she gave the signal, and the strand-hunter hauled on her line—the one attached to his back. She was strong! Ssyzsik was torn from his web and landed in a heap between them. Fortunately, most of his web had come with him. Crossing the final pattern, he completed the wyrd. The webbing he had subtly covered himself with faded from sight, and he along with it.

Instinctually a hunter, the handmaiden pounced on where his form had lain. Fortunately for him, her companion was working on her own instincts. The strand-hunter knew quite well that Ssyzsik was still on her line and she towed him toward her and out of the grasp of the handmaiden!

Desperate, Ssyzsik flailed, trying to grasp the line attached to his carapace. Rolling over and curling himself into a ball, he managed to get a hold of it with four of his legs. With his other four legs, he dragged at the ground trying to stave off the inevitable. The strand-hunter was much stronger than he, and she steadily reeled him in. But the web-wyrd knew a trick or two. He bent the line with his palps, pressed it against his mouth, and regurgitated a little bile onto it. When the strand-hunter yanked him closer again, the weakened web snapped. Free of his entanglement, Ssyzsik scrambled onto his claws and dashed

away as the strand-hunter leapt blindly toward him. She could no longer see him, but she was no fool—she knew he was there somewhere.

Narrowly, he made his escape. The pair of hunter-seekers went as still as death as they reached out with their senses, searching for him. Remaining absolutely silent, Ssyszik painstakingly crept away from his old den. He was hungry and tired; his wyrd-web had taxed him.

"All that before breakfast!" he sighed to himself. The wyrd-webbing began to crack and dry as the magic took its toll. The weaver let the spell drop. "It seems I'll have to find a new home, one quite a bit more out of the way. But I'm also terribly hungry. I'll just drop down into that forest to collect some nourishment for the long journey."

Ssyszik picked his way down the rocky face of his old mountain home and descended into the valley below. Smoke streamed from the chimneys of an outlying mannish settlement, and dogs barked a warning to interlopers. But no matter, Ssyszik would just come quietly and soon be gone again.

Ssyszik

23 year old Wyrd Weaver

Pe: B4(5), Wi: B5, Ag: B5, Sp: B5, Po: B3, Fo: B4

Hea: B4, Ste: B5, Ref: B5, MW: B9

Skills: Stealthy B2, Climbing B4, Orienteering B4, Forest-wise B2, Weaving B5, Wyrd-Weaver Training.

Web-Wyrds: Wyrd Call, Wyrd Cloak.

Traits: Alien, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom and Wall Crawler plus Strand Runner, Silent, Dull Fangs and Paralytic Venom.

Instincts: Drop a drag line. Weave the Wyrd Cloak when in danger. Stall for time with witty banter.

Beliefs: Nothing satisfies like a good meal. Neighbors are bothersome—I need peace and quiet to think on the mysteries of life. All my life I've got the short end of the web, and only wyrd-weaving can balance the equation.

Lifepaths: Hatched in Air, Webling, Wandering Star, Fate-Spinner and Wyrd Weaver.



Great Spider Lifepaths



Masters of Orb Setting

Name	Time	Res	Stat	Leads
Hatched in Air	2 yrs	—	—	<i>Hunter, Sea Lord, Undernest</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 3 pts: Diminutive Stature, Sleek				
Webbling	4 yrs	2	+1 P	<i>Undernest, Web-Wyrd, Outcast</i>
<i>Skills:</i> 2 pts: Climbing, Silk Sailing				
<i>Traits:</i> 1 pt: Strand-Runner				
Orb-Weaver¹	8 yrs	4	+1 M, P	<i>Outcast, Servant, Undernest</i>
<i>Skills:</i> 5 pts: Weaver, Orb-Wise, Tree-Wise				
<i>Traits:</i> 1 pt: Orb-Walker, Web-Sense				
Web-Mate	2 yrs	4	+1 M	<i>Outcast, Hunter, Sea Lord</i>
<i>Skills:</i> 3 pts: Mate-wise, Strand Ritual, Rearing				
<i>Traits:</i> 1 pt				
Arch-Weaver²	16 yrs	8	+1 M, P	<i>Outcast, Web-Wyrd, Servant</i>
<i>Skills:</i> 5 pts: Observation, Camouflage; 2 pts: General				
<i>Traits:</i> 2 pts: Patient				

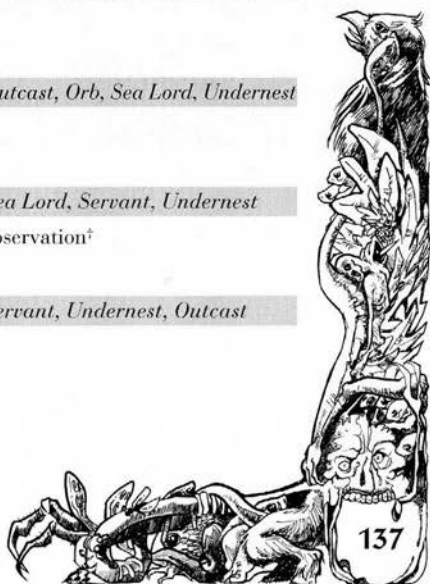
ORB NOTES

1: Orb-Weaver requires Webbling, Fate Spinner, or Hand-Maiden. 2: Arch-Weaver requires Orb-Weaver, Handmaiden or Wyrd-Weaver.

‡ Indicates a training skill. These skills cost two points to open and may not be advanced.

Masters of the Hunt Setting

Name	Time	Res	Stat	Leads
Burrow Hatched	2 yrs	—	—	<i>Orb, Sea Lord, Undernest</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 1 pt: Middling Stature, Bristles				
Clinger	4 yrs	2	+1 P	<i>Outcast, Orb, Sea Lord, Undernest</i>
<i>Skills:</i> 3 pts: Prey-wise, Spider-wise				
<i>Traits:</i> 1 pt: Memories of Mother				
Stalker¹	4 yrs	2	+1 M	<i>Sea Lord, Servant, Undernest</i>
<i>Skills:</i> 6 pts: Snares, Stealthy, Brawling, Observation‡				
<i>Traits:</i> 1 pt				
Strand-Hunter	8 yrs	2	+1 M, P	<i>Servant, Undernest, Outcast</i>
<i>Skills:</i> 4 pts: Lariat, Luring				
<i>Traits:</i> 1 pt: Patience, Stillness				



Wolf 8 yrs 4 +1 M, P *Servant, Undernest*

Skills: 7 pts: Hunting, Burrowing, Silken Construct, Intimidation, Orienteering

Traits: 2 pts

Burrow-Mate 2 yrs 1 +1 M *Outcast, Servant*

Skills: 3 pts: Hunter's Dance, Mate-wise, Rearing

Traits: 1 pt

HUNTER NOTES

1: Stalker requires Clinger, Webbing, Wall-Crawler or Skimmer. 2: Wolf requires Stalker or Web-Stalker.

† Indicates a training skill. These skills cost two points to open and may not be advanced.

Sea Lord Setting

Name	Time	Res	Stat	Leads
Hatched to the Sea	2 yr	—	—	<i>Orb, Hunter, Undernest</i>
Skimmer	2 yrs	2	+1 P	<i>Any except Orb</i>
Fisher ¹	4 yrs	2	+1 M/P	<i>Hunter, Undernest</i>
Great Fisher ²	8 yrs	4	+1 M, P	<i>Hunter, Undernest, Servant</i>
Wave-Mate	2 yrs	1	+1 M	<i>Outcast, Hunter, Servant</i>

Skills: 1 pt: General: 2 pts: Water-wise, Sea-wise

Traits: 1 pt: Diminutive Stature, Coat of Fur

Skills: 4 pts: Water-Walking, Bubble-Breather[†]

Traits: 1 pt: Salt Burned

Skills: 6 pts: Stealthy, Brawling, Swimming[†], Intimidation

Traits: 1 pt

Skills: 5 pts: Weather-wise, Predator-wise, Climbing, Navigation

Traits: 2 pts: Middling Stature

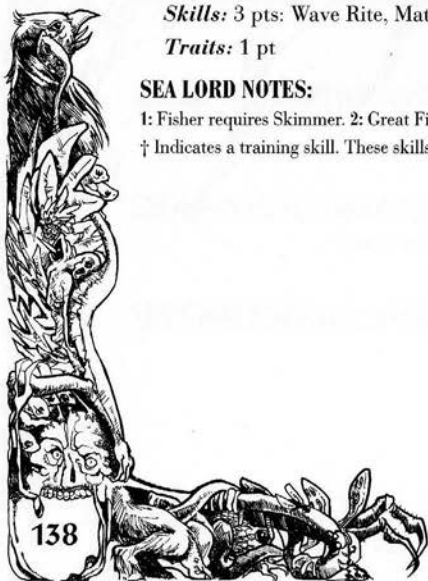
Skills: 3 pts: Wave Rite, Mate-wise, Rearing

Traits: 1 pt

SEA LORD NOTES:

1: Fisher requires Skimmer. 2: Great Fisher requires Fisher.

† Indicates a training skill. These skills cost two points to open and may not be advanced.



Great Undernest Setting

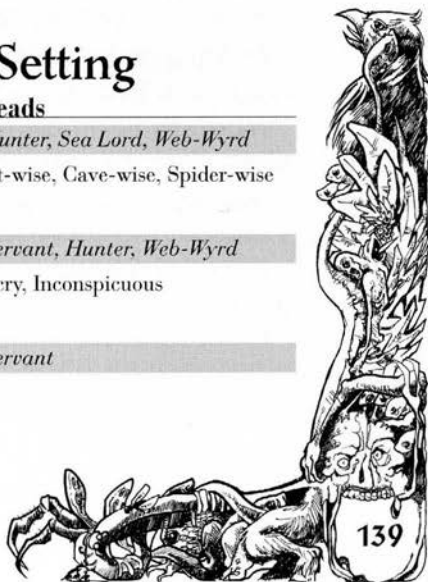
Name	Time	Res	Stat	Leads
Broodling	2 yrs	—	—	<i>Any</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 1 pt: Middling Stature, Vile Language, Chitinous, Touch of the Devil				
Wall-Crawler	2 yrs	1	+1 P	<i>Orb, Hunter, Sea Lord</i>
<i>Skills:</i> 3 pts: Climbing, Cave-wise				
<i>Traits:</i> 1 pt: Strand-Runner, Orb-Walker				
Devourer¹	4 yrs	2	+1 P	<i>Outcast, Hunter, Servant</i>
<i>Skills:</i> 5 pts: Stealthy, Hunting, Burrowing				
<i>Traits:</i> 1 pt				
Lurker²	4 yrs	2	+1 M/P	<i>Outcast, Orb, Web-Wyrd</i>
<i>Skills:</i> 4 pts: Snares, Camouflage				
<i>Traits:</i> 1 pt				
Hunter-Seeker³	8 yrs	4	+1 M, P	<i>Servant, Outcast</i>
<i>Skills:</i> 7 pts: Male-wise, Spider-wise, Track, Brawl, Intimidation, Interrogation				
<i>Traits:</i> 2 pts: Single-Minded				
Handmaiden⁴	16 yrs	1	+2 M, P	—
<i>Skills:</i> 7 pts: Culling, Weaving, Etiquette, Way of Eight, Rearing: 1 pt: General				
<i>Traits:</i> 1 pt: Massive Stature				

UNDERNEST NOTES

1: Devourer requires Wall-Crawler, Clinger, Webling or Skimmer. 2: Lurker requires Wall-Crawler, Clinger, Webling or Skimmer. 3: Hunter-Seeker requires that the character be female and have taken either Lurker or Devourer. 4: Handmaiden requires that the character be female and have taken Hunter-Seeker or Web-Wyrd.

Outcast Sub-Setting

Name	Time	Res	Stat	Leads
Wandering Star	4 yrs	2	—	<i>Hunter, Sea Lord, Web-Wyrd</i>
<i>Skills:</i> 5 pts: Orienteering, Climbing, Forest-wise, Cave-wise, Spider-wise				
<i>Traits:</i> 2 pts				
Web-Stalker	4 yrs	2	+1 M	<i>Servant, Hunter, Web-Wyrd</i>
<i>Skills:</i> 5 pts: Web-wise, Hunter-wise, Mimicry, Inconspicuous				
<i>Traits:</i> 1 pt: Cannibal				
Infested	4 yrs	2	—	<i>Servant</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 3 pts: Parasite Infested, Pariah				



Web-Wyrd Sub-Setting

Name	Time	Res	Stat	Leads
Fate Spinner	4 yrs	12	+1 M	<i>Outcast, Orb</i>
<i>Skills: 3 pts: Weaving, Wyrding Way</i>				
<i>Traits: 1 pt</i>				
Wyrd Weaver¹	8 yrs	20	+1 M/P	<i>Outcast, Orb</i>
<i>Skills: 3 pts: Wyrd-Weaving[†]</i>				
<i>Traits: 2 pts</i>				
Master of Eight²	16 yrs	30	+1 M, P	<i>Outcast, Orb, Servant</i>
<i>Skills: 7 pts: Arachnid Philosophy, Soothing Platitudes, Persuasion, Spider-wise, Astrology, Herbalism: 1 pt: General</i>				
<i>Traits: 3 pts: Massive Stature</i>				

WEB WYRD NOTES

1: Wyrd-Weaver requires Fate-Spinner. 2: Master of Eight requires Wyrd-Weaver

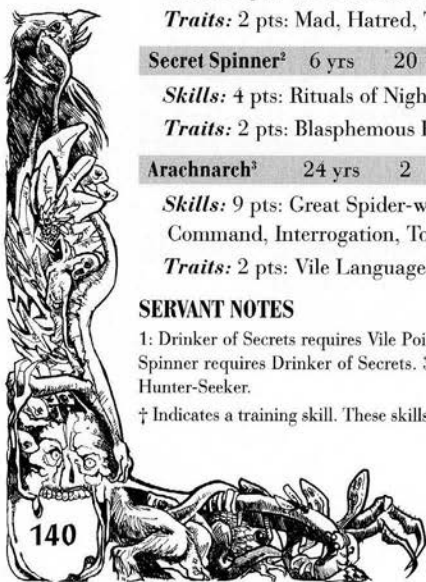
Servant Sub-Setting

Name	Time	Res	Stat	Leads
Vile Poisoner	5 yrs	—	+1 M	<i>Outcast</i>
<i>Skills: 2 pts: Poisons</i>				
<i>Traits: 1 pt: Vile Language</i>				
Blood Drinker	7 yrs	1	+1 P	<i>Outcast</i>
<i>Skills: 5 pts: Brawling, Intimidation, Rider Training[†]</i>				
<i>Traits: 1 pt</i>				
Drinker of Secrets¹	6 yrs	20	+1 M/P	—
<i>Skills: 6 pts: Void Embrace[†], Madness-wise, Blood-wise, Dark Secrets-wise</i>				
<i>Traits: 2 pts: Mad, Hatred, Tasting the Lash</i>				
Secret Spinner²	6 yrs	20	+1 M/P	—
<i>Skills: 4 pts: Rituals of Night, Rituals of Blood, Ritual-wise</i>				
<i>Traits: 2 pts: Blasphemous Hatred</i>				
Archnarch³	24 yrs	2	+1 M, P	—
<i>Skills: 9 pts: Great Spider-wise, Orc-wise, Servant-wise, Wolf-wise, Command, Interrogation, Torture, Falsehood, Ugly Truth; 2 pts: General</i>				
<i>Traits: 2 pts: Vile Language</i>				

SERVANT NOTES

1: Drinker of Secrets requires Vile Poisoner, Blood Drinker, Web Stalker or Broodling. 2: Secret Spinner requires Drinker of Secrets. 3: Archnarch requires Blood Drinker, Secret Spinner or Hunter-Seeker.

[†] Indicates a training skill. These skills cost two points to open and may not be advanced.

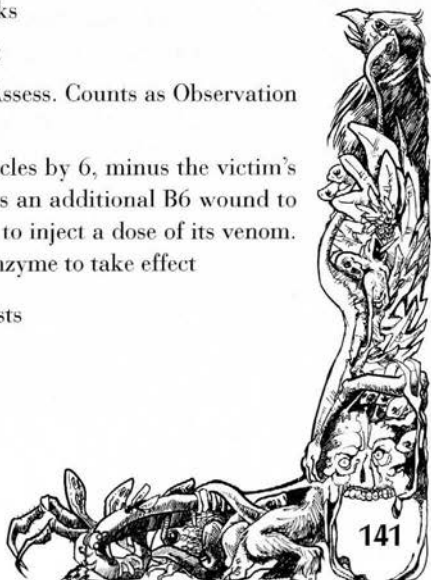


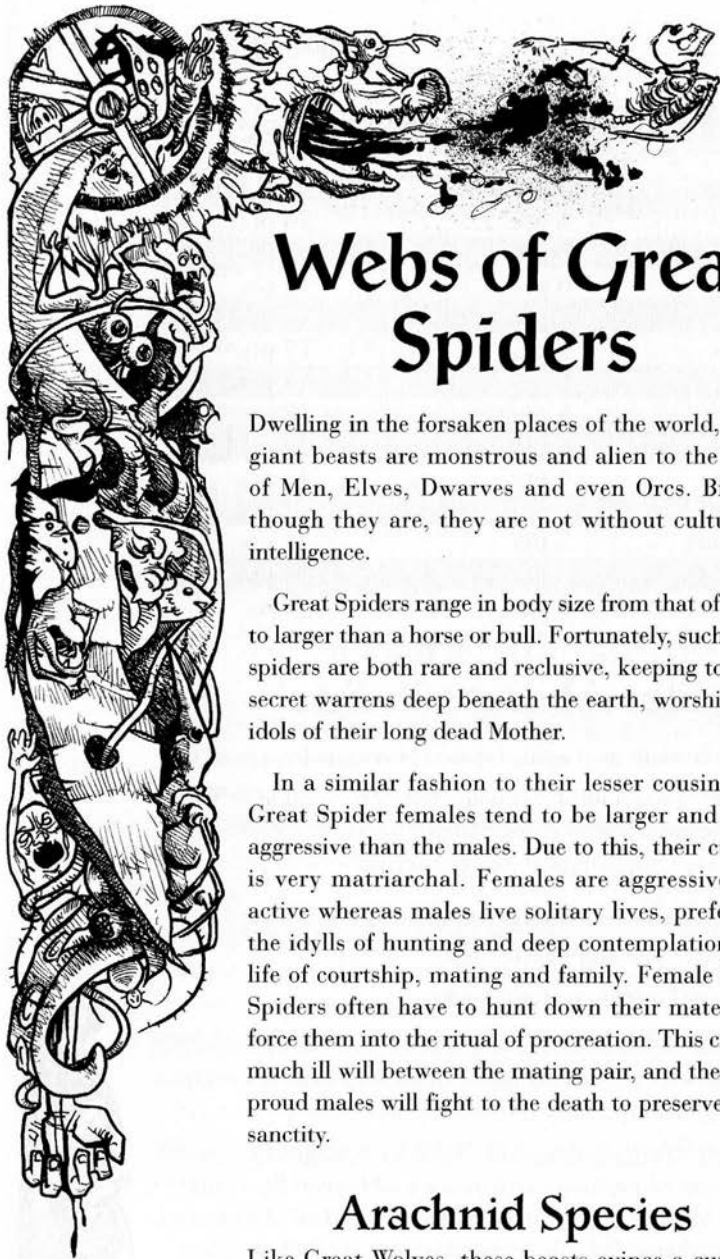
Stat Points for Spiders by Age

Starting Age	Mental Pool	Physical Pool
1-2 years	4 pts	10 pts
2-7 years	5 pts	12 pts
8-12 years	6 pts	15 pts
13-24 years	7 pts	16 pts
25-32 years	7 pts	17 pts
33-48 years	6 pts	16 pts
49-64 years	6 pts	15 pts
65-80 years	6 pts	14 pts
81-96 years	6 pts	13 pts
97-112 years	6 pts	12 pts
113-128 years	5 pts	11 pts
129-144 years	5 pts	10 pts
145-160 years	5 pts	9 pts

Spider Abilities in Brief

- **Alien:** All social skills used against spiders by non-spiders are +2 Ob
- **Arachnid Body:** Maximum stat exponents are: Perception 8, Will 8, Agility 10, Speed 8, Power 6 and Forte 6
- **Eight-Eyed:** 360° vision, but very poor eyesight
- **Eight-Legged:** Walk 1x Speed, Jog 3x Speed, Sprint 4x Speed
— +2D bonus to Close and +1D to Lock
— Use Agility or Power to perform Locks
- **Fangs:** +1 Power, VA -, Slow, Shortest
- **Spider Sense:** +1D to Perception for Assess. Counts as Observation for detecting *Stealthy* characters
- **Venom:** Each dose increases all obstacles by 6, minus the victim's Forte exponent. Enzymatic acid does an additional B6 wound to the victim. Mark result bite required to inject a dose of its venom. Takes one exchange for poison and enzyme to take effect
- **Wall-Crawler:** +2D to Climbing skill tests





Webs of Great Spiders

Dwelling in the forsaken places of the world, these giant beasts are monstrous and alien to the races of Men, Elves, Dwarves and even Orcs. Bizarre though they are, they are not without culture or intelligence.

Great Spiders range in body size from that of a dog to larger than a horse or bull. Fortunately, such large spiders are both rare and reclusive, keeping to their secret warrens deep beneath the earth, worshipping idols of their long dead Mother.

In a similar fashion to their lesser cousins, the Great Spider females tend to be larger and more aggressive than the males. Due to this, their culture is very matriarchal. Females are aggressive and active whereas males live solitary lives, preferring the idylls of hunting and deep contemplation to a life of courtship, mating and family. Female Great Spiders often have to hunt down their mates and force them into the ritual of procreation. This creates much ill will between the mating pair, and the more proud males will fight to the death to preserve their sanctity.

Arachnid Species

Like Great Wolves, these beasts evince a cunning intelligence. They are part of a complex, constantly evolving society, and though they are not tool users, they do possess their own language, their own mores, and even their own art.

Great Spiders have a higher order of sociability and adaptability than their lesser cousins and are not so hidebound in their mating practices and tastes. Thus, there is an intermixing of lifestyles and an incredibly wide variety of trait combinations. A Great Spider may be born to an orb-weaver, but may later find itself a lone hunter stalking its prey rather than waiting patiently for it to fall into the web.

Much of what are considered species-traits for lesser spiders can be learned as skills and adaptations by Great Spiders. The abilities to weave orb-webs, to hunt prey, or even walk on water can all be learned during the life of the spider. Even so, certain traits are inherited from birth, especially body size and type (but this too varies greatly).

Spider Life

As stated above, most of these creatures tend to live long, lonely lives. They have voracious appetites, devouring all manner of birds, animals and even two-leggers. Rarely do they share this hunting ground, and if there are many spiders dwelling in close proximity, they consider each other fair game.

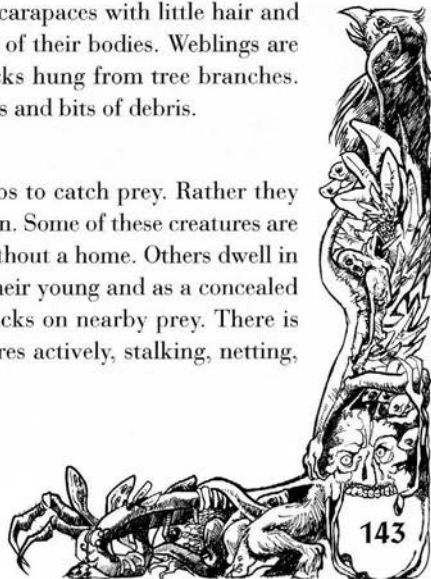
Masters of Orb

Masters of Orb string translucent webs between the trunks and boughs of sturdy trees. They are often found in old, forlorn forests. Stretching from ground to canopy and across many trees, the webs are easily ten to twenty times the size of the spider itself. From their webs they feed on deer, boar, and other hooved creatures, in addition to the occasional owl or other large bird.

Masters of Orb are roughly equal in size to a dog, but can grow as large as a small man. They have sleek carapaces with little hair and long, spindly legs that equal the length of their bodies. Weblings are born from teardrop-shaped, silken sacks hung from tree branches. These are often camouflaged with leaves and bits of debris.

Masters of the Hunt

Masters of the Hunt do not spin webs to catch prey. Rather they stalk their victims as would a wolf or lion. Some of these creatures are nomadic, wandering from kill to kill without a home. Others dwell in burrows, which they use as a nest for their young and as a concealed den from which to launch sudden attacks on nearby prey. There is even a branch of hunters that uses snares actively, stalking, netting, and lariatting their prey from afar.



Masters of the Hunt stalk anything from deer, to livestock, to horses. Even wolves and Great Wolves can fall prey to them. Nor do they discriminate against eating Men, Elves, Orcs or each other for that matter.

Certain hunters also learn the art of creating solid walls, bridges and other constructs from their silk. These constructs are used to create traps and lairs for the spider.

Masters of the Hunt grow to be about as long as a full grown man is tall. They have shorter, stouter legs than their orb-weaving cousins and tend to be covered in earth-toned, bristling hair.

If the hunter is a wanderer, then egg sacks are carried on the back in white silken pouches. If a burrower, eggs are kept secreted at the nadir of the burrow.

Sea Lords

This sect of the Great Spider is by far the most outlandish, and perhaps the most terrifying. About the size of a large dog, they are covered with a dense forest of salt-rimed gray fur. These aggressive creatures have learned how to both skim across water and dive below the surface in search of prey.

Sea Lords make their nests in rocky outcroppings along the shore, but sometimes they will infest an entire small island. And, unlike Hunters or Orb-Weavers, these creatures prefer to hunt in packs.

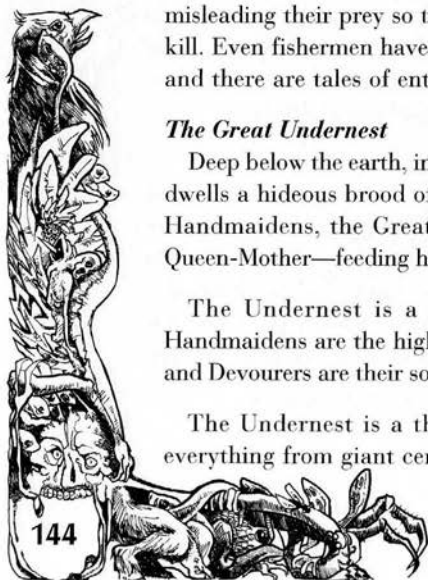
They hunt seals, porpoise, large fish and even large gulls. As pack-hunters, they evince a raptor-like intelligence—luring, deceiving and misleading their prey so their packmates can close in and make the kill. Even fishermen have been known to fall prey to the Sea Lords, and there are tales of entire ships being swarmed by larger packs.

The Great Undernest

Deep below the earth, in the darkest of warrens and oldest of caves, dwells a hideous brood of brutal arachnids. Ruled by the powerful Handmaidens, the Great Undernest exists only to propitiate the Queen-Mother—feeding her rites with male spiders from the surface.

The Undernest is a matriarchal, militant theocracy—the Handmaidens are the high-priestesses, the Hunter-Seekers, Lurkers and Devourers are their soldiers.

The Undernest is a thriving ecology of predator and prey—everything from giant centipedes to blind fish to other spiders are



taken as food. Most denizens hunt for their prey, either stalking it or netting it with snares. Only the great Handmaidens spin fantastic, massive subterranean orbs in which they sit scheming.

Broodlings born to the Undernest grow to be about as big as a full grown man when mature and possess a hairless, chitinous exoskeleton. Dwelling ever in the dark, Broodlings are all but blind. Their fore-eyes are practically ornamental. However, their unnatural origins grant them tremendous senses of touch and smell.

These dire creatures worship the Queen-Mother and govern her complex mating rituals. In order to fulfill the requirements of the Handmaidens' rituals, Hunter-Seekers are sent forth into the daylight world to capture males and return them to the Undernest. There these unfortunates are mated with and devoured.

Mating Rituals

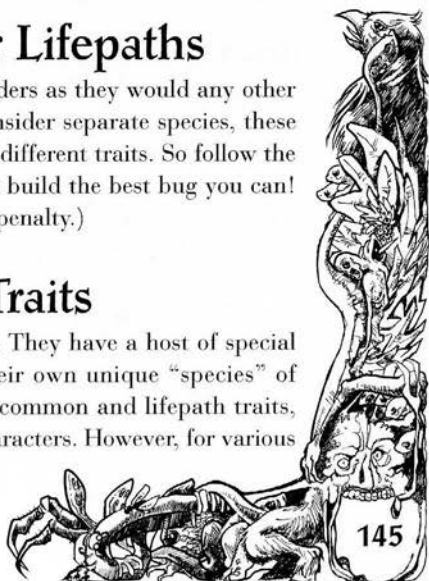
Exact mating rituals vary from culture to culture, but one thing holds true for all: Spider courtship is a very complex and sometimes dangerous game. Great Spiders abide by slightly different rules than their lesser counterparts in this—rather than males seeking females to court and mate with, the situation is reversed. Aggressive females seek out recalcitrant, solitary males and goad or lure them into mating. Of course there are occasional exceptions. Some Great Spiders do come together out of a consensual desire to mate and raise spiderlings. The extreme opposite is true as well. Dwellers of the Undernest regard male spiders as little more than a biological necessity and treat them quite brutally, to the point of killing them after mating!

Choosing Spider Lifepaths

Players should feel free to build their spiders as they would any other character. What entomologists would consider separate species, these rules merely see as different cultures and different traits. So follow the leads and jump from setting to setting to build the best bug you can! (Spiders do suffer from the one year lead penalty.)

Choosing Traits

Spider characters are very customizable. They have a host of special traits designed so players may build their own unique "species" of spider. With the addition of their many common and lifepath traits, spiders make rich, diverse, and potent characters. However, for various



reasons, spider characters may not take the following traits: Abnormally Long Tongue, Big Boned, Blank Stare, Bodhisattva, Bulbous Nose, Cadaverous, Color Blind, Comely, Cross-Eyed, Deaf, Dexterity of the Cat, Diminutive Hands, Divine Wind, Dog-Faced Boy, Extra Digit, Faithful, Family Heirloom, Forked Tongue, Gifted, Hands of Stone, Hollow Bones, Iron Hide, Iron Nails, Keen Sight, Keen Smell, Missing Digit, Underbite, Perfect Pitch, Scavenger, Sight of the Bat, Skin of an Apple, Sonorous Voice, Street Smart, or Tongueless.



Common Traits

Alien

Dt

Of all the sentient races, spiders are definitely one of the most bizarre. Their very appearance unnerves most creatures, and their queer minds and keen intelligence disturbs the rest of us! When in a Duel of Wits against a non-Spider, the Spider gets +2 points to his body of argument. Also, add +1 Ob to any Intimidation tests against Spiders.

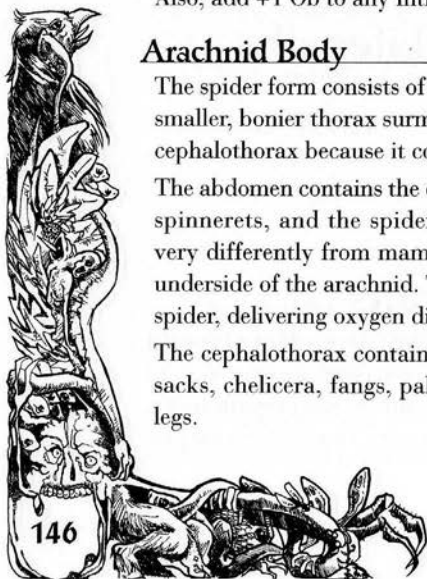
Arachnid Body

Dt

The spider form consists of a rounded, fleshy abdomen and a (usually) smaller, bonier thorax surmounted by eyes and a mouth (thus called a cephalothorax because it contains the head and torso of the creature).

The abdomen contains the digestive system, the silk generating organs, spinnerets, and the spider's breathing apparatus. Spiders breathe very differently from mammals. Their trachea have openings on the underside of the arachnid. These tubes extend into the internals of the spider, delivering oxygen directly to the blood and organs within.

The cephalothorax contains the spiders' brain, stomach, eyes, poison sacks, chelicera, fangs, palps, mouth, and the moorings for its eight legs.



The two small appendages at the front of the Great Spiders' head are called palps. These are a combination of hand and nose. Used to manipulate small objects, they also possess an organ which allows the spider to taste what it is touching. Behind the palps are two smaller appendages that look something like buck teeth. These are called the chelicera, they are the vehicle for the spider's fangs.

A Great Spider's maximum stat exponents are: Perception 8, Will 8, Agility 10, Speed 8, Power 6 and Forte 6.

Eight-Eyed

Char

Great Spiders possess eight eyes set in various configurations on the front and tops of their heads. This array allows them to see in front, to the sides, and behind them simultaneously. Despite this, a spider's vision is relatively poor. They can discern shape, size, light and dark, and even muted color tones, but visual details are lost on them. It is, for example, very difficult for a spider to read; it is difficult for them to recognize another character by appearance alone. They rely heavily on vibration, voice and taste to fill in the details.

Eight-Legged

Dt

Spiders walk on a set of eight jointed legs. Each leg consists of a femur, tibia, metatarsus, tarsus and claw. In addition, each leg contains a set of equilibrium-enhancing sensory organs that help the spider keep its footing. A Great Spider has a 4x Speed exponent.

Spiders have a +2D bonus to Close in Fight and Range and Cover, and +1D to Lock due to their additional limbs. All spiders use Agility or Power (player's choice) to perform Locks. But however agile he may be, a spider still may not scratch his own back.

Exoskeleton

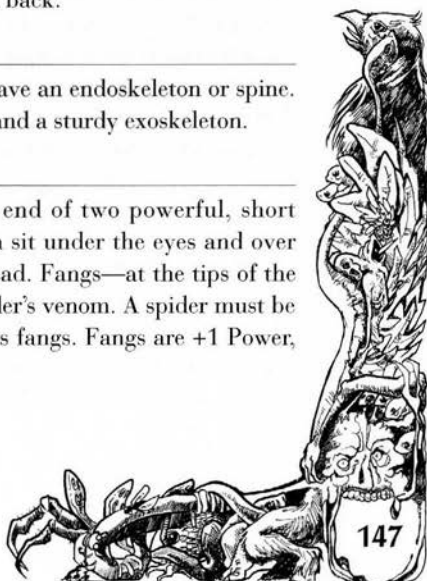
Cos

Spiders are invertebrates. They do not have an endoskeleton or spine. Instead, they are covered in a thin flesh and a sturdy exoskeleton.

Fangs

Dt

The fangs of a spider are held at the end of two powerful, short arms known as chelicera. The chelicera sit under the eyes and over the mouth at the front of the spider's head. Fangs—at the tips of the chelicera—are used to discharge the spider's venom. A spider must be on the Inside to perform a Strike with its fangs. Fangs are +1 Power, VA -, Slow, Shortest.



Keen Sense of Balance *C-O*

Complex sensory organs throughout their bodies keep spiders properly oriented at all times. They do not grow dizzy or suffer from hanging in odd positions. They easily and adeptly climb on nearly any surface, from web to wall. Call-on for Climbing, Speed and Forte tests when climbing.

Low Speech *Char*

Spiders understand the speech of insects, scaly creatures and beasts of the wild.

Silk Spinner *Dt*

All spiders produce silk in one form or another, though each culture of Great Spider does so for different means. A spider may produce a strand of silk from its spinnerets of nearly any length (within reason). It is quite common for a spider to be walking along spinning out and anchoring a drag line behind it as it goes.

Silk strands are not sticky or tacky at all, in fact they are smooth and pliable. A strand of spider silk has the following Material Statistics: Surface B7, Breach B15, Integrity 1, Strength 6.

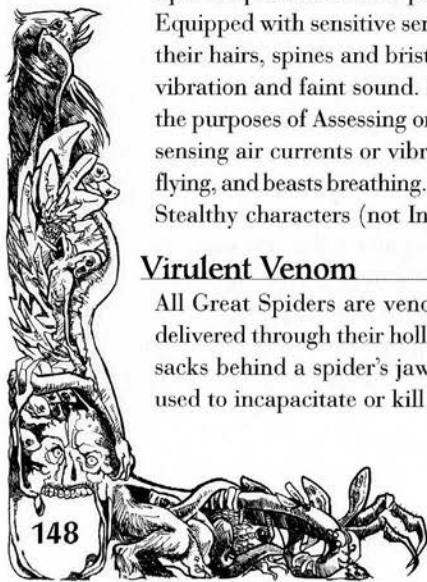
Adhesive is produced in a separate adjoining gland and can be applied by the spider at will to the silk strands as they are extruded—a glob can be added to the end of a strand to anchor it, or dotted along it to make it sticky. Great Spider adhesive grabs with a strength equal to a B8 Power.

Spider Sense *Dt*

Spiders possess a near-preternatural sense of their surroundings. Equipped with sensitive sensory organs all over their bodies (including their hairs, spines and bristles), spiders can detect changes in air flow, vibration and faint sound. Spiders gain +1D to all Perception tests for the purposes of Assessing or detecting movement, detecting sound, and sensing air currents or vibrations. This includes people walking, birds flying, and beasts breathing. This trait counts as Observation for detecting Stealthy characters (not Inconspicuous, Sleight of Hand or Trapper).

Virulent Venom *Dt*

All Great Spiders are venomous to one degree or another. Venom is delivered through their hollow fangs. It is squeezed out from the venom sacks behind a spider's jaws and injected into the prey. The venom is used to incapacitate or kill the spider's victim. In addition, the venom



dissolves the flesh of the prey into a soupy mass that the spider then sucks into its stomach. Spiders cannot eat solid food at all. Their food must be dissolved into liquid form.

An injection of spider venom causes a wave of disorientation and nausea. This disorientation temporarily increases all obstacles by 6 minus the victim's Forte exponent. In addition, the acidic poison begins to dissolve flesh and sinew. This causes an additional B6 wound to the victim.

An attacking spider must be on the inside and achieve a Mark result bite in order to inject a dose of its poison. The poison takes one exchange to take effect and the obstacle penalty lasts for hours equal to 10 minus the victim's Health (minimum one hour). The wound, of course, heals as per the standard rules.

Venom is held in specially designed sacks just inside the spider's mouth. Diminutive Stature spiders' venom sacks hold six doses of poison. Middling stature spiders hold seven doses, and Massive Stature spiders hold eight doses. The venom sacks refill at a rate of one dose every twelve hours.

Wall-Crawler

Dt

Spiders may climb walls, trees, cliffs, vines, and ropes without difficulty. (They may not climb sheer surfaces like glass or slick ice, however.) They move at their standard Speed rates along vertical surfaces—they may even sprint! This ability is not infallible: Climbing tests must be made to walk horizontally while upside down on surfaces like ceilings. Spiders gain +2D to all Climbing tests. See the Climbing skill listing for more on this.

Lifepath Traits

Bristles

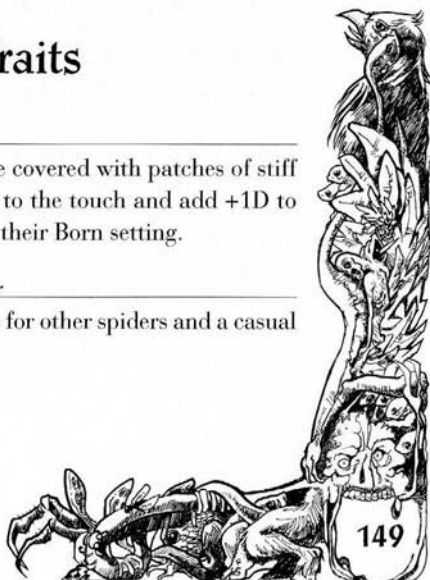
Dt

Hatchlings born to the Burrow tend to be covered with patches of stiff bristles. These bristles are very sensitive to the touch and add +1D to their Spider Sense trait bonuses when in their Born setting.

Cannibal

Char

Web-Stalkers have developed both a taste for other spiders and a casual habit of killing them in their lairs.



Chitinous

Dt

The carapace of a spider born to the Handmaidens is rough and hard. This chitin covers the spider with Plated Leather equivalent armor. This armor cannot “fail” like standard armor; 1s are not counted for this purpose. VA functions as per the standard rules.

Diminutive Stature

Char

Masters of Orb and Sea Lords are the smaller breeds of Great Spider. Their bodies (abdomen and cephalothorax) are about the size of a full grown dog. However, their legs easily extend another pace from their frame, giving them the impression of being much larger.

Mad

Dt

Shown the secrets of Blasphemous Hatred and the embrace of the Darkness, Secret Spinners go quite mad. However, the benefit gained—the ability to use Orc Rituals—often outweighs this small cost. When a Mad spider fails a Steel test, his reaction must be to rave—he capers about in circles spouting profanities and vagaries.

Massive Stature

Dt

Handmaidens and Masters of Eight molt into forms much larger than their sisters and brothers. Their bodies stretch about three paces in length. Their legs easily reach another three to four paces. Increase the weapon length of claws and fangs by one length. This stacks with other traits.

Memories of Mother

Char

Clingers spend years hugging their mother’s abdomen for protection. They often recall those times as halcyon days.

Middling Stature

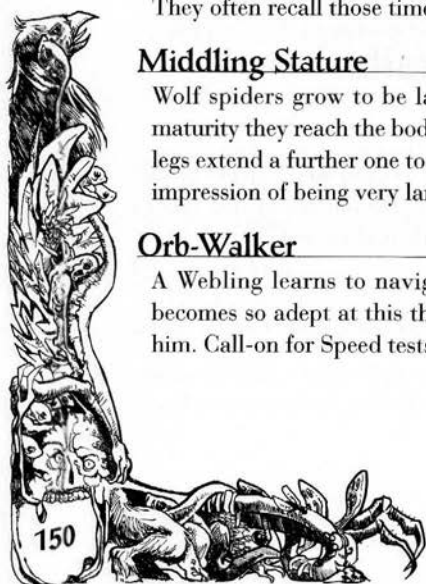
Char

Wolf spiders grow to be larger than their orb-weaving cousins. At maturity they reach the body size equivalent of a full grown man. Their legs extend a further one to two paces from their body, giving them the impression of being very large indeed.

Orb-Walker

C-O

A Webling learns to navigate the intricate orbs of his mother. He becomes so adept at this that web-walking becomes second nature to him. Call-on for Speed tests while on a web.



Parasite Infested *Char*

Certain Great Spiders are plagued by a bright-orange worm. This parasite lives on the ridges of the thorax and sternum where the spider can't reach with its long legs. Generally, these worms are just a painful annoyance, but if left untended for too long, the infestation will grow to overwhelm the spider.

Such infestation is a mark of shame in the culture of Great Spiders. Also, the worms are "infectious" and other spiders tend to stay well clear of these disease carriers.

Pariah *Dt*

An infested spider is a pariah among all other spiders. Even if he somehow cures his infestation, he is still considered unclean by his brethren. 2D infamous reputation as an outcast, unclean!

Patience *Char*

The strange ways of a Strand-Hunter breed a long streak of patience.

Salt Burned *Char*

Spending their lives on the open ocean leads to Skimmers being coated in crystallized salt. The burning in the eyes and mouth fades over time, as the tissue scars and the nerves deaden.

Single-Minded *C-O*

The Hunter-Seekers of the Undernest are efficient and single-minded in purpose when they are deployed on the business of the Handmaidens. With nearly fanatical zeal, they will attempt to accomplish the tasks set out before them. Typically, these tasks involve securing males for the mating season, but Hunter-Seekers have been known to be dispatched as emissaries and assassins as need be. Call-on for Steel when on a mission.

Sleek *Char*

Masters of Orb tend to have very fine hairs and shiny, sleek skin.

Stillness *C-O*

This trait allows a monster to lie in wait in perfect stillness—waiting for hours on end without so much as a twitch. Use this trait as a call-in for any skill involved in laying an ambush.



Strand Runner

Dt

Weblings learn at very young age how to ascend, descend and balance on a *single strand of silk*. A Strand Runner suffers no Speed obstacle penalties for maneuvering on these single strands.

Spiders without Strand Runner must make Climbing tests to maneuver on single strands and suffer a +1 Ob Speed penalty when on the strand.

Touch of the Devil

Dt

Broodlings are undoubtedly supernatural in nature. Their cursed blood gives them preternatural senses. With the Touch of the Devil, a spider's palps and foreclaws become sensitive and finely tuned instruments. If, when making a Perception test, the player can describe how his character is using his "hands" to sense the disturbance/noise, the stat counts as gray shade. Detecting soft foot steps on a stone floor, impressions on a piece of paper, cracks in a vial or the breeze through a keyhole, for example. If used in a versus test against Stealthy, Touch of the Devil counts as Observation. Craftsman and touch-intensive Peasant skills may root from Gray Perception. Whenever a character with this trait is wounded, he suffers an additional automatic Superficial wound. These count toward the "three Superficial wounds" limit and toward incapacitation.

Vile Language

Char

Broodlings learn a vile language of darkness from their mothers. They share this chittering tongue with Orcs, Trolls and Legion Wolves.

Web-Sense

Dt

So attuned to the vibrations and variations of the orb is she, that a Master of Orb's Spider Sense extends to the limits of her web. Thus, she may hear and feel everything that goes on in her web as if it were happening to her.



Special Spider Traits

Bladed Tarsi *Dt* 2 pts

The tarsi of this spider's two forelegs have grown into bladed ridges. These make excellent slashing weapons: +2 Power, VA 1, Slow, Short.

Blasphemous Hatred *Dt* 3 pts

This trait transforms the spider's Hatred into a vehicle for enormous power. It is akin to Faith—an emotional attribute that grants dice to invoke magical effects. However, Hate-infused spiders are unable to tap their innate power without Rituals. In this regard, Blasphemous Hatred acts like Gifted trait—allowing the Servant access to the powers of magic, but requiring a skill to make it manifest. Blasphemous Hatred replaces the Hatred emotional attribute. In game play, this attribute's exponent is rolled in combination with Rituals for casting. It is also used to sustain spells (rather than Will), and is used to maintain a spell after a distraction. See pages 217-223 of the Character Burner.

Bright Pattern *Char* 1 pt

From bright hues, to neons, to metallics, a spider's carapace may bear sharp and distinctive patterns and coloration.

Bristles *Dt* 4 pts

This spider is covered with patches of stiff bristles. These bristles are very sensitive to the touch and add +1D to their Spider Sense trait.

Brutal Fangs *Dt* 3 pts

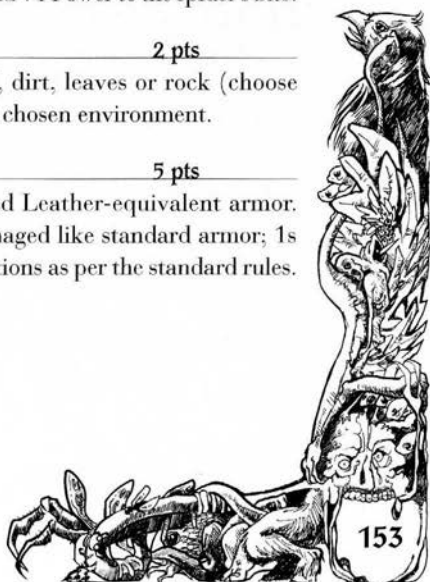
This spider's fangs are long and wicked. Add +1 Power to the spider's bite.

Camouflaged Exoskeleton *Dt* 2 pts

This spider's exoskeleton mimics wood, dirt, leaves or rock (choose one). Character is +1D to Stealthy in his chosen environment.

Chitinous *Dt* 5 pts

This chitin covers the spider with Plated Leather-equivalent armor. Natural armor cannot "fail" and be damaged like standard armor; 1s are not counted for this purpose. VA functions as per the standard rules.



Claws *Dt* 5 pts

Certain Great Spiders develop the metatarsi and tarsi of their forelegs into prodigious claws. These claws give an additional +1D for Locking maneuvers performed by the spider. They also grant +1 Power for foreleg-claw Strike attacks. However, they reduce the arachnid's Wall-Crawler bonus for Climbing to +1D.

Coat of Fur *C-O* 2 pts

This spider is covered in a short, thick, coarse fur. This coat protects the beast from the elements, particularly the cold and wet. This trait acts as a call-on for Health and Forte tests relating to cold and wet.

Deadly Venom *Dt* 5 pts

The most powerful of all spider venoms. Each dose of the poison takes one exchange to have effect and has the following effects: Obstacle penalty equals 6 minus victim's Forte exponent and does a B9 wound. This replaces the spider's Virulent Venom.

Dull Fangs *Dt* 1 pt

This spider's Fangs have gone dull over the years. He does not get the +1 Power bonus for biting with his fangs.

Enlarged Venom Sacks *Dt* 2 pts

Increase this spider's total venom carrying capacity by two doses.

Elongated Forelegs *Dt* 2 pts

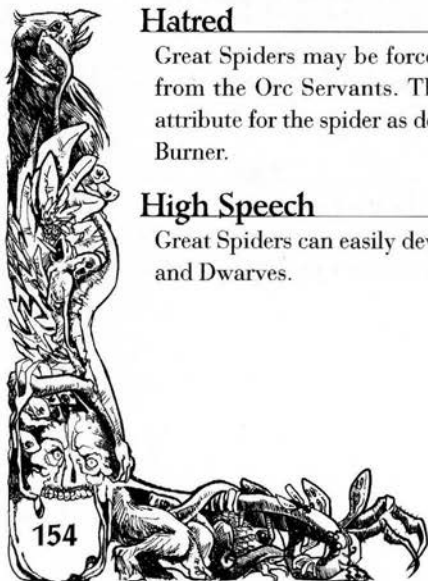
This spider's forelegs are abnormally long for its size. His forelegs count as a Longer weapon.

Hatred *Dt* 4 pts

Great Spiders may be forced to drink specially prepared black blood from the Orc Servants. This blood opens up the Hatred emotional attribute for the spider as described on pages 211-214 of the Character Burner.

High Speech *Char* 1 pt

Great Spiders can easily develop the capacity to speak with Men, Elves and Dwarves.



Intoxicating Venom Dt 3 pts

Intoxicating Venom causes severe disorientation, nausea and hallucination. Each dose of the poison takes one exchange to have effect and has the following effects: Obstacle penalty equals 8 minus victim's Forte exponent; B5 wound. This replaces the spider's Virulent Venom.

Leaper Dt 5 pts

Certain hunting spiders have developed the ability to leap great distances. This ability grants +1D to all positioning tests and +2D to any Speed test to clear a gap or jump an obstacle. Any positioning test failed while using the Leaper trait causes the spider character to hesitate for his next action.

Long-Legged Char 1 pt

This spider's legs are long for its size.

Mark of Fear C-O 2 pts

This is a bright, obvious mark that serves as a warning to other creatures. Call-on for Intimidation.

Mother Killer Dt 1 pt

Some, but not all, spiders devour their mothers once they are grown enough to survive on their own. This act changes the spider. Mother Killers tend to be more independent, more hardened, and a bit more casual about bloodshed than other spiders. Some even harbor a certain arrogant pride in their act. Great Spiders in general look upon Mother Killers with deep suspicion. However, Handmaidens of the Great Undernest revere *female* Mother Killers as strong, worthy specimens of the race, while *male* Mother Killers are reviled, hunted and killed. Grants a 1D infamous reputation as a Mother Killer.

Natural Pattern C-O 2 pts

This is a call-on for Camouflage or Stealthy. Spiders may only take one trait to describe their carapace or fur, this may not be combined with other similar traits.

Obsidian C-O 2 pts

Call-on for Stealthy at night. Spiders may only take one trait to describe their carapace or fur, this may not be combined with other similar traits.



Paralytic Venom *Dt* 3 pts

This venom relaxes its victim's muscles. Each dose of the poison takes one exchange to have effect and has the following effects: Obstacle penalty equals: 5 minus victim's Forte exponent. Also, -2D to the victim's Power per dose. Acidic enzymes do an additional B5 wound. This replaces the spider's Virulent Venom.

Piercing Fangs *Dt* 2 pts

This spider's fangs are particularly sharp. Add +1 VA to the spider's bite. This may be combined with other fang traits.

Powerful Chelicera *Dt* 3 pts

Large and powerful chelicera drive the fangs into the spider's victim. Add +1 Power to bite attacks. This may be combined with other fang traits.

Pronounced Fore-Eyes *Dt* 3 pts

This Great Spider can see with a clarity near to men, but his all-around sight is all but gone.

Rugose Flesh *Dt* 2 pts

Rugose Flesh covers the abdomen and thorax in a thick leathery skin. This gives the spider Leather armor equivalent protection in the abdomen only. This cannot be combined with Chitin or Stone Skin. Natural armor cannot "fail" and become damaged like normal armor. 1s are ignored for this purpose. VA works as normal on this armor. This may not be combined with other armor.

Shadeshifter *Dt* 4 pts

A Shadeshifter's carapace changes color slightly to match its surroundings. Add +1D to all Stealthy tests.

Short-Legged *Char* 1 pt

This spider's legs are short for its size.

Silent *C-O* 2 pts

Not a sound emerges as he treads. Call-on for Stealthy.

Spiked Tarsus *Dt* 2 pts

The spines at the tips of the foreleg tarsi have fused and hardened into deadly spikes which may be used as weapons: +1 Power, VA 1, Fast, Short.

Spindly Legs *Char* 1 pt

Long, delicate and thin describes this spider's limbs.



Spine Cloud *Dt* 2 pts

This trait requires the *Spines* trait. By rubbing his hind legs together, the spider dislodges his spines into the air. Counts as the longest weapon in *Fight!* and as a throwing knife in *Range* and *Cover* with 2D optimal range dice. Make a *Forte* test vs *Ob* 4. Margin of failure is the victim's obstacle penalty. This penalty lasts for one hour, or it may be treated like a *Superficial wound* with *Surgery*, *Field Dressing* or *Herbalism*.

Creating the spine cloud wears away at the spiders own spines. Each time the spine cloud is used, roll a *Die of Fate*. On a roll of 1, all of the spines on the hind legs have been rubbed off, and this trait may not be used again until the spider molts. Creating a *Spine Cloud* requires two actions in the exchange.

Spines *Dt* 3 pts

Nettling spines sprout from the spider's legs and body. These spines are sharp to the touch and can lodge themselves in the flesh of the unwary, causing great discomfort. Any creature that get inside striking distance or otherwise comes into bodily contact with the spined spider suffers a +1 *Ob* to all tests until the spines are removed. Natural armor does not protect against this trait. Spines can be plucked out in about a half hour or, may be treated as a *Superficial Wound* with *Field Dressing* or *Surgery*.

Stature *Char* See Below

A player may increase the stature level of her spider character at a cost of 3 pts per level. Thus it is 3 pts to go from *Diminutive* to *Middling Stature*. It costs 2 pts per level to decrease in size, so it is 4 pts to go from *Massive* to *Diminutive Stature*.

Stone Skin *Dt* 7 pts

Certain Great Spiders develop a tough exoskeleton that protects them from all but the most egregious harm. This traits grants *Chain mail* equivalent armor protection. Natural armor cannot "fail" and become damaged like normal armor; 1s are ignored for this purpose. *VA* works as normal on this armor.

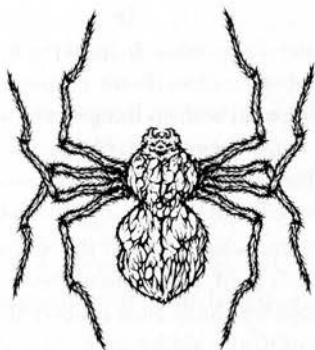
Stout *Char* 1 pt

This spider's frame is thick and compact.

Weak Venom *Dt* 1 pt

This is ineffectual poison. Each dose takes one exchange to have effect and has the following effects: *Obstacle* penalty equals 5 minus victim's *Forte* exponent; *B4* wound. This replaces the spider's virulent venom.





Choosing Skills

Great Spiders abide by the standard rules for choosing skills in Burning Wheel: They may only choose skills from the lifepaths taken. General points may be spent on any skill in *their* list. In addition, general points may be spent on the following skills: Anatomy, Aura Reading, Bloodletting, Conspicuous, Dance, Demonology, Engineering, History, Hunting, Intimidation, Knots, Persuasion, Philosophy, Seduction, Symbology, and Tracking, in addition to appropriate Wises.

Though greatly agile, spiders may not use craftsman, weapon or sorcerous skills. Nothing that requires a thumb!

Spider Skills

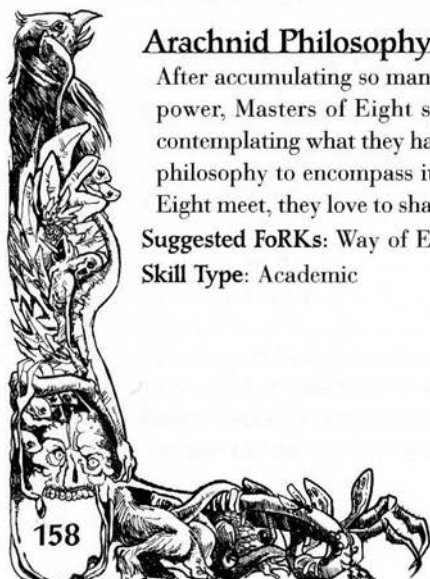
Arachnid Philosophy _____ **Root:** Perception _____

After accumulating so many secrets, so much knowledge and so much power, Masters of Eight spend long days, months, and even years contemplating what they have learned and formulating an over arching philosophy to encompass it all. On the rare occasions that Masters of Eight meet, they love to share and discuss their attendant philosophies.

Suggested FoRKs: Way of Eight, Wyrding Way, Philosophy, History

Skill Type: Academic

Tools: No.



Bubble-Breather

Root: Forte

Sea Lords can not breathe water. Rather they are taught to carry a bubble of air with them when they dive. The bubble is trapped beneath the abdomen (at the opening of the trachea). A single bubble will last a spider through a half hour of swimming and about an hour of just lying idle.

Skill Type: Special/Misc Training

Tools: No.

Burrowing

Root: Agility/Power

Ground-dwelling spiders often dig burrows in which to nest, rest and lie in wait for prey. The walls of these dens are supported by a fine layer of silk.

Suggested FoRKs: Silken Construct

Sample Obstacles: A spider with this skill may clear one cubic pace of earth per success per hour. For looser, sandier dirt, increase the number to two paces of earth per success per hour. For harder pack reduce that to a half pace.

Skill Type: Craftsman

Tools: No.

Cave-wise

Root: Perception

Dwellers in the Great Undernest know much about caves and what lies hidden within them.

Skill Type: Wise

Tools: No.

Camouflage

Root: Perception/Agility

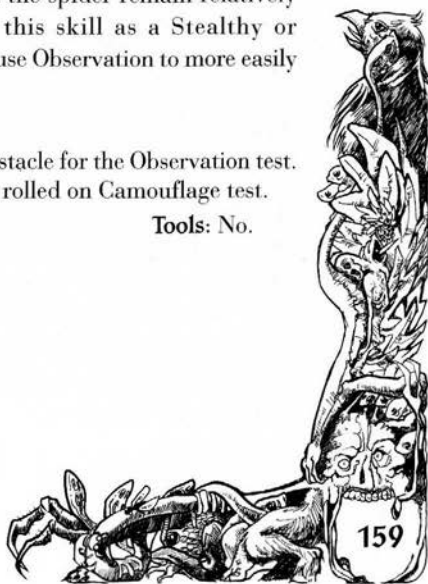
This skill is the spider's art of disguise. Using it, they may take on the appearance of their surroundings and remain hidden. In the forest, this means covering their bodies with leaves and branches; in the swamp, spiders cover themselves with moss and stones; in the desert, grass and sand. Using this skill effectively requires that the spider remain relatively motionless while camouflaged. Test this skill as a Stealthy or Inconspicuous type skill. Characters can use Observation to more easily spot the hidden spider.

Suggested FoRKs: Stealthy

Sample Obstacles: The spider creates an obstacle for the Observation test. Obstacle is equal to number of successes rolled on Camouflage test.

Skill Type: Forester

Tools: No.



Climbing

Root: Speed

Spiders are quite adept at climbing. Their extra limbs allow them numerous advantages over other creatures in this regard.

Suggested FoRKs:

Sample Obstacles: Climbing a 70° rock wall, Ob 1. Climbing a tree, Ob 1. Climbing a 90° rock wall, Ob 2. Climbing upside down through rafters or branches, Ob 2. Climbing a 100° rock wall, Ob 3. Climbing across a smooth wooden ceiling, Ob 3. Navigating a smooth rock ceiling, Ob 4. Climbing an icy 100° rock wall, Ob 5.

Skill Type: Physical

Tools: No.

Culling

Root: Perception

Handmaidens practice an exacting ritual to cull out males who are unfit to mate and to keep those who are. As the Aura Reading skill on page 229 of the Character Burner. This skill does not require The Sense, Second Sight or Celestial Sight to use. May only be used on Great Spiders.

Suggested FoRKs: Male-wise, Spider-wise

Skill Type: Social

Tools: No.

Hunter-wise

Root: Perception

Web-Stalkers learn the habits of the Masters of the Hunt—all the better to ambush the hunters!

Suggested FoRKs: Spider-wise, Hunting

Skill Type: Wise

Tools: No.

Hunter's Dance

Root: Will

Masters of the Hunt have their own peculiar mating ritual. This involves much dancing, bowing and gesturing. If the mate is willing, he or she will join in the dance. If he or she is unwilling, or the Dance is done poorly, the ritual may result in a brawl!

Suggested FoRKs: Mate-wise

Skill Type: Peasant

Tools: No.

Hunting

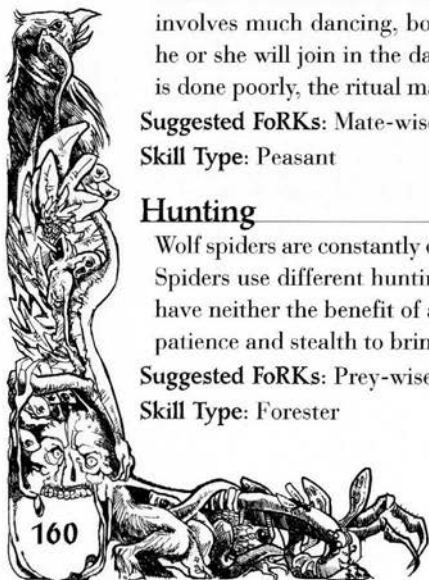
Root: Perception/Speed

Wolf spiders are constantly on the hunt to feed their voracious appetites. Spiders use different hunting tactics than men and wolves. Since they have neither the benefit of a bow nor that of a pack, they must rely on patience and stealth to bring them close to their quarry.

Suggested FoRKs: Prey-wise, Mimicry, Camouflage

Skill Type: Forester

Tools: No.



Lariat

Root: Agility

Strand-Hunters learn the peculiar art of using their webs like a lariat or lasso to snare their prey. The lariat is usually rather simple—a silk line whose end is coated with the spider's adhesive. This rudimentary device enables a Strand-Hunter to pluck birds out of the air and beasts off the ground.

Suggested FoRKs: Snares, Throwing, Sleight of Hand

Sample Obstacles: See the Lariat entry in the Web Spinning section.

Skill Type: Martial

Tools: No.

Luring

Root: Perception/Agility

Strand-Hunters know how to construct lures to bring prey within range of their lariats. These lures are built from spider silk and are hung near the hunter's perch to bring curious animals closer. Ambitious hunters have been known to sculpt false birds, young deer and even effigies of children to draw prey in.

Suggested FoRKs: Snares, Silken Construct

Sample Obstacles: Small animals, Ob 1. Birds, Ob 2. Large Animals, Ob 3. Two-leggers, Ob 4.

Skill Type: Forester

Tools: No.

Male-wise

Root: Perception

Hunter-Seekers are taught the habits, routines and rituals of their prey, male spiders.

Suggested FoRKs: Spider-wise

Skill Type: Wise

Tools: No.

Mate-wise

Root: Perception

Choosing the proper mate is very important. Spiders come to know the signs of who will be compatible and who will just be downright murderous.

Suggested FoRKs: Mating Rites/Rituals

Skill Type: Wise

Tools: No.

Mimicry

Root: Perception/Will

Webstalkers learn to mimic the voices, footfalls and gesticulations of other spiders. They particularly play off the fact that a spider's vision is none too good!

Suggested FoRKs: Inconspicuous

Sample Obstacles: Mimicking a type of spider, Ob 1. Mimicking a specific spider's movements, Ob 2. Mimicking a specific spider's gestures or voice, Ob 3. These obstacles assume the mimic is of



the same relative size and disposition as the mimicked. Increase obstacles by +1 for different size, and +1 for different body type—Hatched in Air vs Broodling, for example.

Skill Type: Wise

Tools: No.

Orb-Wise

Root: Perception

Much can be discerned from the pattern of an orb—the size, gender and perhaps even identity of its maker.

Suggested FoRKs: Weaving

Skill Type: Wise

Tools: No.

Predator-wise

Root: Perception

The sea is a very dangerous place to hunt. All manner of large predators compete with the Sea Lords, from dolphin, to squid, to shark.

Skill Type: Wise

Tools: No.

Prey-wise

Root: Perception

Masters of the Hunt quickly learn what is viable prey and what isn't.

Suggested FoRKs: Hunting, Appropriate Wises

Skill Type: Wise

Tools: No.

Rearing

Root: Will

This is the art of raising strong and keen hatchlings. It takes about two years for a newborn spiders to reach a size and ability where they can fend for themselves. During that time, the mother instructs her young on the ways of spider life. Use this skill to reduce time (10% per success) for teaching another as described on page 52 of the Burning Wheel.

Skill Type: Peasant

Tools: No.

Rituals of Blood

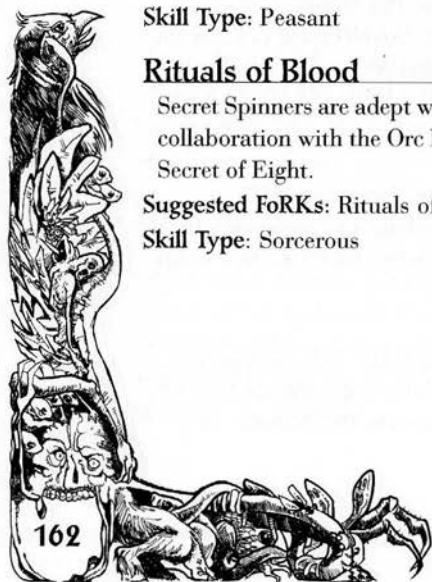
Root: Will

Secret Spinners are adept with the Orcish Rituals of Blood. In fact, their collaboration with the Orc Dark Servants has created a new ritual, the Secret of Eight.

Suggested FoRKs: Rituals of Night

Skill Type: Sorcerous

Tools: No.



Rituals of Night _____ **Root:** Perception _____

Secret Spinners may learn the Orcish Rituals of Night.

Suggested FoRKs: Rituals of Blood

Skill Type: Sorcerous

Tools: No.

Sea-wise _____ **Root:** Perception _____

Sea Lords are intimate with the sea they call home. They know her currents, tides, pools, and her moods and habits.

Suggested FoRKs: Water-wise

Skill Type: Wise

Tools: No.

Silk Sailing _____ **Root:** Agility/Speed _____

Orb-weavers learn to create great sails of webbing and use them to catch the wind and glide over great distances. To use this skill, the Orb-weaver must first create a sail. This requires about a day's work and is an Ob 3 skill test. Then the spider needs a height or a clear, windy area to lift him off. Great Spiders generally require strong wind in order to get airborne. Once airborne, the spider has only minimal control over his journey—the winds propel him where they will. However, he can make slight adjustments to his course—general direction and descent—by manipulating the sail with his hind legs. On a windy day a spider can easily travel 100-200 miles before being forced down by bad weather or lackluster winds.

Suggested FoRKs: Weaving (For sail creation)

Sample Obstacles: Getting airborne with a proper wind, Ob 2.

Descending in a field, Ob 2. Descending on a road, Ob 3.

Descending on a house, Ob 5. Altering general course, Ob 3.

Skill Type: Special/Misc

Tools: Sail required.

Silken Construct _____ **Root:** Agility _____

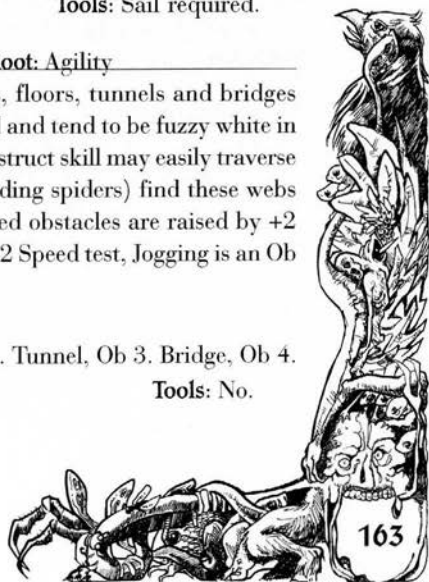
Spiders with this skill may create walls, floors, tunnels and bridges from their silk. These constructs are solid and tend to be fuzzy white in appearance. A spider with the Silken Construct skill may easily traverse such surfaces, but other creatures (including spiders) find these webs somewhat awkward to walk on. All Speed obstacles are raised by +2 while on the web. Thus walking is an Ob 2 Speed test, Jogging is an Ob 3 test, and Sprinting is Ob 6.

Suggested FoRKs: Weaving

Sample Obstacles: Wall or Platform, Ob 2. Tunnel, Ob 3. Bridge, Ob 4.

Skill Type: Artisan

Tools: No.



Snares _____ **Root:** Perception/Agility _____

The snares skill teaches the spider how to create trips, traps and snares to catch her prey. This is nearly identical to the standard Trapper skill, except the spider creates all the traps herself from her own silk. See the Web Mechanics section for more on building snares and nets.

Suggested FoRKs: Lures, Burrowing, Lariat (for Netting)

Sample Obstacles: Line Noose, Ob 2. Hanging Noose, Ob 3.

Skill Type: Forester **Tools:** No.

Spider-wise _____ **Root:** Perception _____

It is useful to know the habits and patterns of other spiders. Not that one would use that knowledge to unfair advantage....

Skill Type: Wise **Tools:** No.

Strand Ritual _____ **Root:** Will _____

Orb Weavers have their own particular and peculiar mating ritual. The process is long and obscure—the courting mate must know the proper patterns to tap out on the web before even being allowed to approach.

Suggested FoRKs: Mate-wise

Skill Type: Peasant **Tools:** No.

Swimming _____ **Root:** Speed _____

This training skill gives a spider a x2 Speed multiplier when swimming sub-surface. This is not for water-walking.

Skill Type: Physical Training **Tools:** No.

Tree-Wise _____ **Root:** Perception _____

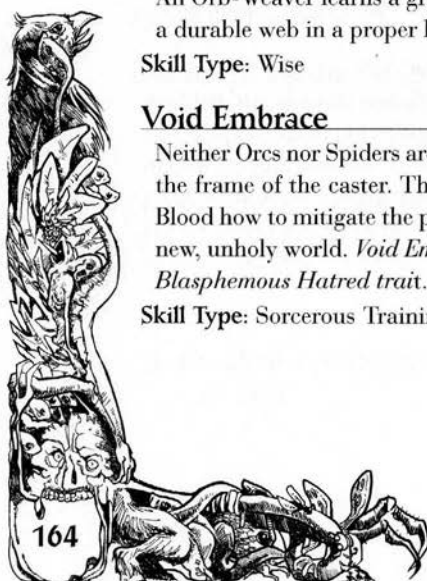
An Orb-Weaver learns a great deal about various trees in order to spin a durable web in a proper location.

Skill Type: Wise **Tools:** No.

Void Embrace _____ **Root:** Forte _____

Neither Orcs nor Spiders are suited to the strain that Rituals cause upon the frame of the caster. This training teaches the disciple of the Dark Blood how to mitigate the pain of Tax, and how to open his Hatred to a new, unholy world. *Void Embrace Training is required to purchase the Blasphemous Hatred trait.*

Skill Type: Sorcerous Training **Tools:** No.



Water-Walking

Root: Speed

Despite what some think, Water-Walking is not some bit of sorcery that the Sea Lords possess. Rather it is a finely honed skill passed from generation to generation, from Great Fisher back down to the young hunting Skimmers.

This skill allows spiders to walk on relatively calm water without difficulty—they actually skate across the surface. While on the surface, they are still subject to the dangerous whims of the sea—to wind and wave.

Suggested FoRKs: Silken Construct

Sample Obstacles: Walking on: choppy water, Ob 3; rough sea, Ob 5.

Jogging on choppy water is an Ob 4 test; sprinting is an Ob 7 test.

Skill Type: Physical

Tools: No.

Water-wise

Root: Perception

Sea Lords learn the nature of waters, flows, currents and tides.

Suggested FoRKs: Sea-wise

Skill Type: Wise

Tools: No.

Wave Rite

Root: Will

Sea Lords mate on the open waves. Their rituals are dangerous and arduous.

Suggested FoRKs: Mate-wise

Skill Type: Artisan

Tools: No.

Way of Eight

Root: Perception/Will

The Queen-Mother set before her Handmaidens strictures by which they must abide in order that her legacy be preserved. Eight secret tenets did She pass down to Her most trusted daughters before She ascended to godhead. It is by these eight ways that the Handmaidens govern the Undernest—and would govern all of spiderdom if they had their way!

The Way of Eight is simultaneously a Doctrine and an Astrology skill. It may be used in both capacities whenever appropriate. The divinations are all done via web-casting and strand-falling. The patterns in which the strands come to rest each represent a message from the Queen-Mother. (May also be used like Astrology for FoRKs. See page 163 of the Character Burner).

Skill Type: School of Thought

Tools: No.



Weather-wise

Root: Perception

Sea Lords must be very aware of the weather when hunting on the sea. Combined with their acute senses, Weather-Wise allows the spiders to make a fair estimate of what the coming weather will be.

Suggested FoRKs: Sea-wise

Sample Obstacles: Today's weather, Ob 1. Tomorrow's weather, Ob 3. Next week's weather, Ob 5.

Skill Type: Wise

Tools: No.

Weaver

Root: Agility

Weaving is the trademark skill of the Masters of Orb. It is this skill that allows them to create their beautiful and strong webs. Weaving is more like an engineering skill than a cloth-weaving skill. Orb-weavers learn how to create load-bearing strands, support strands, tension lines and trap lines—the portions of the webbing coated with adhesive to catch prey. A great spider with this skill may create a 5 pace area web in one minute. Extra successes reduce time as per the working quickly rules.

A web that stretches between two 10p tall trees standing 12 paces apart would require about 24 minutes to construct. (10p x 12p = 120p area. 120/5p per minute = 24 minutes time.)

Suggested FoRKs: Silken Construct

Sample Obstacles: Base obstacle for a web that supports a Diminutive Stature spider is Ob 3. Add +1 for Middling Stature and +2 for Massive Stature-webs.

Skill Type: Artisan

Tools: No.

Web-wise

Root: Perception

Web-Stalkers learn the nature of webs—which lines entangle, which are safe to walk on—so that they may have better access to their prey!

Suggested FoRKs: Weaver, Silken Construct, Spider-wise, Orb-wise

Skill Type: Wise

Tools: No.

Wyrd-Weaving

Root: Weaving

Wyrd Weaving is a training skill that unlocks the Great Spider's innate magical ability. Once this training is learned, a spider may then combine his *Weaving* skill and his *Will* stat in order to spin webs that have magical effects. See the Wyrd Weaving section for more on these spells.

Suggested FoRKs: Way of Eight, Wyrding Way

Skill Type: Sorcerous Training

Tools: No.





Wyrding Way

Root: Perception

Web Wyrds learn the history of their art and its attendant symbology.

Suggested FoRKs: Philosophy, History, Symbology

Skill Type: Academic

Tools: No.

Web Spinning

Strength of Strands

As stated under the Silk Spinner trait, a strand of spider silk has these material statistics: Surface: B7, Breach B15, Destroyed B16, Strength 0, Integrity 1. Thus a few cuts from a sword or axe will break a strand, but it requires tremendous force to snap a strand in one blow.

Degradation of Webbing and Silk

Great Spider webbing slowly dries out and weakens over time. Decrease its Breach tolerance by one for each day it hangs. Once the Breach rating reaches B7 (after 8 days), reduce the Surface Scratch rating until it gets to B1. At this point, the webbing is dry and crumbling and must be handled delicately lest it dissolve!

Drag Lines

As they walk, nearly all spiders spin out a drag line behind them. This is simply a long line of silk extending from the spider's body along the path it has travelled. The drag line is anchored at intervals to the



ground, wall, or ceiling. If a spider is forced to descend quickly from a vertical surface, the drag line acts as a safety line. It is very rare for a spider to fall to his death.

In *Fight!*, it requires one action to secure a drag line. Spider characters may add a “drag line” Instinct without taking up any of their three Instinct slots.

Trip Lines

The simplest use of spider’s silk to catch prey comes in the form of trip lines. These are straight lengths of silk stretched taut between two points. Usually, a hunting spider will sit at the anchor point of a trip line, monitoring it.

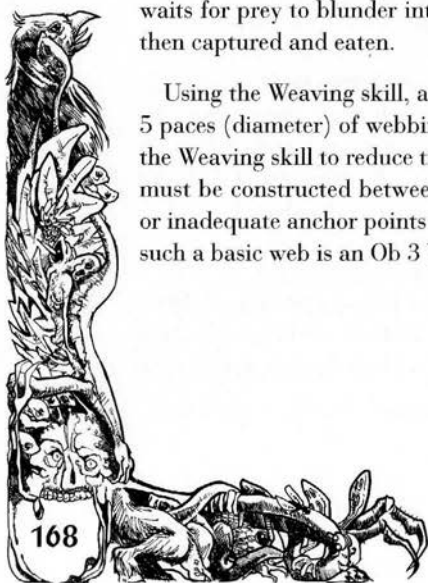
Trip lines serve two purposes. First, they are a signalling system for a waiting spider. If a trip line vibrates, the spider knows that there’s something out there. Thus a spider can wait, hidden and out of sight, with a claw placed lightly on the line, and know when to pounce.

The second function of trip lines is to impede prey as it tries to cross—to trip them up! If a character walks into a trip line placed at ankle level, it is an Ob 2 Speed test for him to stay on his feet. If the Speed test is failed, the character falls prone. Prone characters are at +2 Ob modifier for all Natural Defenses tests. If a character runs or sprints into a trip line, the obstacle jumps to 3 and 6 respectively.

Webs

A web is simply a large, rather complex snare, that is ultimately very straightforward in use. Once constructed in a suitable place, the spider waits for prey to blunder into his web. Such unfortunate creatures are then captured and eaten.

Using the Weaving skill, a spider may quickly build a web of its silk. 5 paces (diameter) of webbing may be constructed in one minute. Test the Weaving skill to reduce time as per the working quickly rules. Webs must be constructed between suitable anchor points—having too few or inadequate anchor points weakens the web as a whole. Constructing such a basic web is an Ob 3 Weaving test.



Blundering into a Web

Characters (including spiders) who blunder into a web must throw a DOF:

- 1-2: *On the Web.*** Character is not stuck, but the web is on the character. Character must make an Ob 1 Speed test to get outside of the web. If the test is failed, roll again on this table. If the test is successful, the character is off of and away from the web.
- 3-4: *Partially Entangled.*** The character is in a 2D Lock on the web.
- 5-6: *Entangled.*** The character is heavily entangled on the web—4D Lock.

Add +1 to the DOF roll if the character is jogging. Add +2 to the DOF roll if the character is sprinting.

If an orb web is improperly constructed (built on a failed Weaving test), subtract -1 from the DOF roll for entanglement.

Characters who have blundered into a web may not move away from the web until they have completely disentangled themselves.

Disentangling from a Web

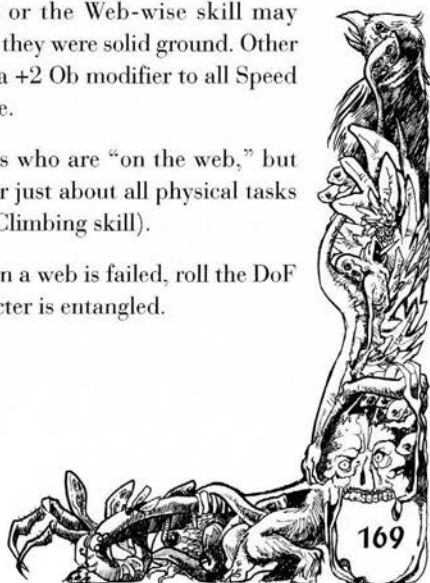
A character may pull free from a web using his Power or Agility, or he may cut himself loose. Pulling away from Partial Entanglement requires an Ob 4 stat test. Pulling away from Entanglement requires an Ob 8 stat test. Cutting free from Partial Entanglement requires that three strands be cut. Cutting free from Entanglement requires that six strands be cut. That's very bad.

Walking on a Web

Spiders with the Orb Walker trait or the Web-wise skill may maneuver and position across webs as if they were solid ground. Other spiders without this trait are subject to a +2 Ob modifier to all Speed tests and other tests that require balance.

Other two- or four-legged characters who are "on the web," but not entangled, are at +3 Ob modifier for just about all physical tasks (except for escaping and the use of the Climbing skill).

If a positioning or maneuvering test on a web is failed, roll the DoF on the previous table to see if the character is entangled.



The Strength of Silken Constructs

It is an Ob 2 Silken Construct test to create a solid wall of webbing. This creates a wall with the following stats: Surface B7, Breach B15, Destroyed G1, Integrity 2, Strength 1. The spider player may increase the Destroyed result, Integrity or Strength of the wall by one for each success over the obstacle.

The material Strength of the webbing also acts as a cushion for any characters who fall or are thrown into it. Subtract the Strength from the Power of any Throws or Pushes into webbing. If this reduces the Mark result of the thrown to B0 or below, the attack does no damage.

Walking on Silken Constructs

Characters without the Silken Construct or Web-wise skill are at +2 Ob to all Speed tests and any other tests requiring balance while on the web structure.

Strength of Adhesives

A full glob of spider adhesive produced from the spinnerets is about the size of a man's fist and sticks with an equivalent B8 Power. More often than not, on webbing or netting, the adhesive is not properly or fully distributed, and its full strength cannot be applied. This is why not all webs, nets, lariats and traps stick with the force of the B8 grip.

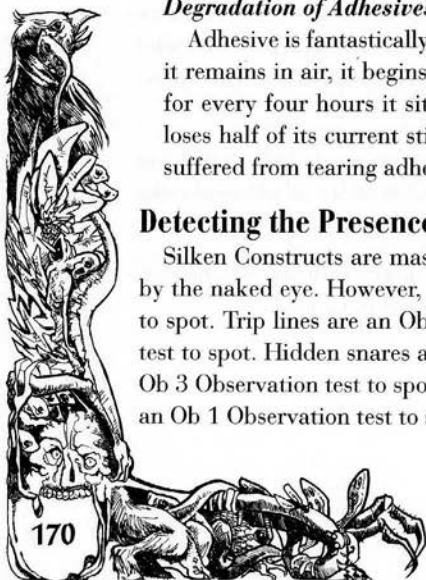
Adhesive that has attached to the skin can be very painful to remove. If torn loose, the stuff does a B6 wound to the attached flesh. Washing it or rubbing it with dirt or something similar can help dislodge it. See below.

Degradation of Adhesives

Adhesive is fantastically sticky when produced by the spider, but as it remains in air, it begins to set. It loses one point of sticking power for every four hours it sits. If the adhesive is doused with water, it loses half of its current sticking power. This also reduces the wound suffered from tearing adhesive off skin to a B4.

Detecting the Presence of Webs

Silken Constructs are massive, gauzy white structures easily spotted by the naked eye. However, trip lines, snares and orbs are a bit harder to spot. Trip lines are an Ob 4 Perception test or an Ob 2 Observation test to spot. Hidden snares and traps are an Ob 5 Perception test or an Ob 3 Observation test to spot. An orb web is an Ob 2 Perception test or an Ob 1 Observation test to spot.



Strands—Ascent and Descent

Spiders with the Strand Runner trait may ascend and descend single web strands without any Speed penalties—they move along them as if they were flat ground.

Other characters may ascend and descend on drag lines (and other webs intended for climbing) via use of the Climbing skill. These webs do not have an adhesive attached to them, except at the anchor points. Non-spider characters use these webs as they would any other rope.

Eating Webs

Characters with the Silken Construct or Weaving skill are privy a little known secret—webs are edible and recyclable. A spider may chew/dissolve/cut through one strand per action (or suck up about one pace length of a drag line strand in one action). No test is required.

Web vs Flame

Rather than burn, webbing tends to melt or dissolve under the heat of a flame. A torch-strength flame will burn through (create a breach in) webbing in two actions. A bigger fire will burn through more webbing at once, though it still usually takes about a full second for the webbing to melt.

Nets and Lariats

Netting

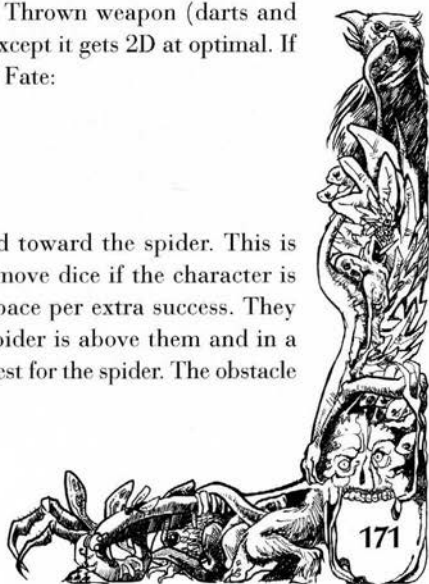
Spiders using the Snares skill can build webbing nets which can then be thrown to ensnare prey. A net is an Ob 2 Snares test to build and takes one hour of time. Nets count as a Thrown weapon (darts and barbs) for purposes of Range and Cover except it gets 2D at optimal. If the spider hits with the net, roll the Die of Fate:

1-2: *Minimally Entangled*—1D Lock

3-4: *Partially Entangled*—2D Lock

5-6: *Entangled*—4D Lock.

Entangled characters may be dragged toward the spider. This is an opposed Power test (remember to remove dice if the character is Locked). The character is dragged one pace per extra success. They may also be hoisted into the air if the spider is above them and in a suitable position to do so. This is a Power test for the spider. The obstacle



depends on the weight of the victim (for Men, Orcs, Dwarves or Elves the obstacle should be 2-3). Nets on victims who are hoisted or pulled and are *minimally entangled* will pull off on a DOF roll of 1-2.

Escaping from Nets

Once a character is entangled in a net-web, it is difficult to escape. If a character is to cut himself free, he must have at least 2D of an appropriate skill available to do this (though no skill test is necessary). For minimal entanglement, characters must cut through one strand of webbing. For partial entanglement, characters must cut through three strands of webbing. For full entanglement, characters must cut through six strands of webbing in order to be free of the net.

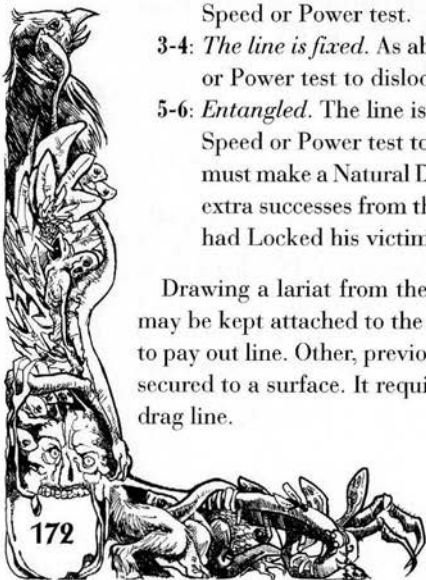
A character may also attempt to struggle free of the web. Test his Agility or Power to escape from the net. The obstacle is twice the rating of the entanglement (obstacle 2, 4 or 8). Because the webbing is so pliable and sticky, these successes must be generated all at once rather than gradually knocked off as in the case of a normal Lock.

Lariats

Strand-Hunters learn the specialized art of lariat hunting. They cast single lines out to ensnare their targets, much like a lariat, lasso, bola or whip. Using the Lariat skill, the Strand-Hunter may Lock a target from a distance. Test the Lariat skill to throw the line. In Range and Cover a lariat grants 1D optimal, 1D extreme with a maximum range of 10 paces. If the spider hits with the line, roll the DOF:

- 1-2: *The line is stuck on.* The great spider may now Pull his target (as Throw). The line may be dislodged with a 1-success Agility, Speed or Power test.
- 3-4: *The line is fixed.* As above but requires a 3-success Agility, Speed or Power test to dislodge.
- 5-6: *Entangled.* The line is stuck on, and requires a 4-success Agility, Speed or Power test to dislodge. In addition, the target character must make a Natural Defenses Agility test to avoid being Locked—extra successes from the Lariat test count as if the Strand-Hunter had Locked his victim.

Drawing a lariat from the spinnerets requires one action. One lariat may be kept attached to the spinnerets so that the spider may continue to pay out line. Other, previously spun lariats must either be dropped or secured to a surface. It requires one action to secure a lariat, just like a drag line.



Traps and Other Snares

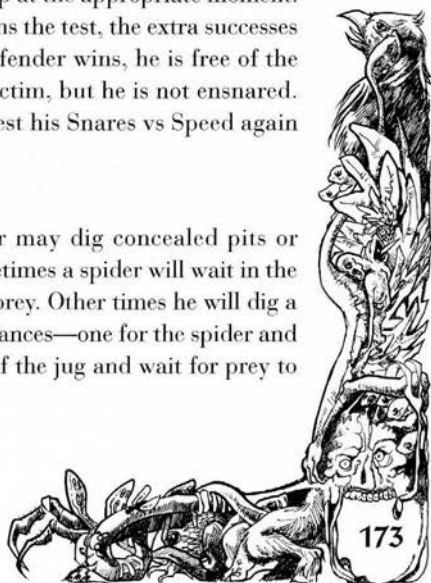
Using the Snares skill, a spider may build conventional traps like nooses, nets, and pitfalls (in combination with Burrowing). A noose trap is Ob 2. Once set, any creature stepping into and then out of the noose must make an Ob 3 Speed test or be caught. The noose closes tightly around the foot or ankle of the victim and prevents him from running away. Any Speed tests (or other tests requiring mobility, like fighting) are made at +2 Ob while so ensnared. The quickest way to escape is to just cut the mooring line and leave the noose attached. Mooring lines have the same stats as a standard strand of Great Spider webbing. Line noose snares are easily concealed in dirt or debris. If properly set, they are an Ob 4 Observation test or an Ob 8 Perception test to detect.

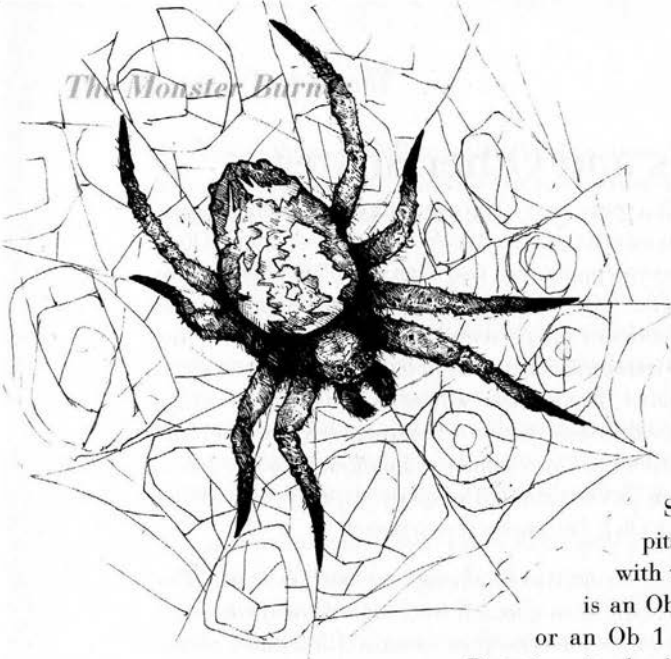
A spider may also use his skills to set a hanging noose (Ob 3 test). This snare is a loop of webbing strung loosely between two or three points at about head height of the intended prey (usually 1.5-2 paces off the ground). It is often set on overgrown woodland paths where the hanging webs are very difficult to see before stepping into them. This trap works the same as a noose—a victim steps into the noose without knowing it, and then steps forward, thereby tightening the noose around his neck. Victims of this trap must make a Speed test against Ob 4. Each success reduces the rating of the trap by one. If the intended victim manages to get four successes, he has ducked out of the noose before it could close. If the victim gets less than four successes, the margin of failure indicates the rating of the Lock the character is now in.

If the spider is watching and waiting nearby—perhaps from above or from its burrow—it may trigger the trap at the appropriate moment. Test Snares skill vs Speed. If the spider wins the test, the extra successes indicate the rating of the Lock. If the defender wins, he is free of the trap. If there is a tie, the web is on the victim, but he is not ensnared. In the latter case, the spider may try to test his Snares vs Speed again (2 actions) to entangle the victim.

Burrows and Pitfalls

Using the Burrowing skill, a spider may dig concealed pits or underground hollows to trap prey. Sometimes a spider will wait in the trees above a pit to drop on entrapped prey. Other times he will dig a special jug-shaped hollow with two entrances—one for the spider and one for the prey. He will sit at the top of the jug and wait for prey to slide into the hollow beneath it.





A simple pitfall requires about an hour to dig. (Ob 1 per cubic pace.) It is triggered when the intended victim steps on a makeshift roof and crashes into the hole. Avoiding this is an Ob 3 Speed test. Detecting pits dug and concealed with the Burrowing skill is an Ob 2 Perception test or an Ob 1 Observation test.

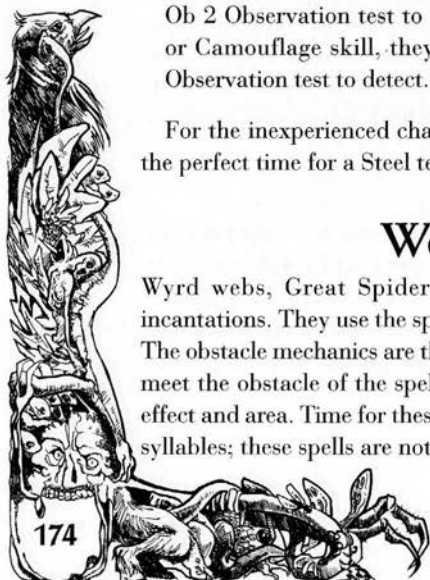
Detecting pits dug by a spider with the Snares and/or Camouflage skill is an Ob 4 Perception test or an Ob 2 Observation test.

The jug-hollow pitfall requires about four hours to dig. (Ob 4 test.) (Imagine a teapot shaped space set just below the ground.) The trap entrance is in the spout—prey step on the pit entrance then slide down into the main hollow. If the spider is at home, he usually waits at the top of the hollow for the prey to hit bottom, after which he rapidly descends before the victim can recover himself. Jug-hollow mouths are smaller and better concealed than standard pitfalls. If dug with the Burrowing skill alone, they are an Ob 3 Perception test or an Ob 2 Observation test to detect. If dug by a spider with the Snares or Camouflage skill, they are an Ob 6 Perception test or an Ob 3 Observation test to detect.

For the inexperienced character, being snared or falling into a pit is the perfect time for a Steel test to be made.

Web Wyrds

Wyrd webs, Great Spider's spells, are cast like other sorcerous incantations. They use the spider's Weaving skill plus his Will exponent. The obstacle mechanics are the same as for a normal spell: The test must meet the obstacle of the spell. Extra successes can be divided between effect and area. Time for these spells is determined in actions rather than syllables; these spells are not spoken, they are woven.



The difference between wyrds and sorcery, is wyrd-weaving is a written rather than spoken art. When a web wyrd wants to cast a spell, he weaves a web into a certain pattern. Depending on the type of spell, this can affect those in the web or those who are near the web. Another major difference is that all spiders are Gifted. The Wyrd-Weaving training skill teaches spiders how to unlock the magic in their innate ability to weave webs.

The Webs of the Wyrds

Because of their written form, many of the wyrd-spells last much longer than ordinary sorcery and can exist independently of the caster. Wyrd webs that use the Sustained duration gain an innate benefit due to the way they are woven: For all wyrd webs, the webbing counts as a Sustainer Matrix.

Sustainer Matrix

To use a sustainer, the wyrd simply casts a "Duration: Sustained" spell and then states, "I am putting Wyrd-Cloak [or whatever] into its web." The spell is then considered maintained by the sustainer. *The wyrd-weaver does not have to allocate a Will die to hold the spell.*

The spell is sustained so long as the sustainer (web) remains in contact with the wyrd. Note that the sustainer does not protect against Tax. The Sorcerer *must still retest Tax* as per "The Power Still Flows Through Him" rule on page 217 of the Burning Wheel.

Wyrd Webs

Galvanizing Web

Ob 3

8 Actions

A web wyrd may alter the strands of a web so that all those who look upon it shed their fears. While the wyrd maintains the spell, any Hesitation within the area of effect of this spell is immediately removed.

Origin: Presence

Element: Anima

Duration: Sustained

Area of Effect: Single Target/Presence

Impetus: Influencing

Resource Point Cost: 6

Web of Fear

Ob 5

14 Actions

This spell causes all those who look upon the wyrd's web to make a Steel test.

Origin: Presence

Element: Anima

Duration: Hours

Area of Effect: Single Target/Presence

Impetus: Influence

Resource Point Cost: 10



Web Steel

Ob 3[^]

Actions 12

The web wyrd may increase the strength of his webs. Extra successes can be used to increase the Surface/Breach ratings by one (each success increases both), increase the Integrity by one, or increase the Material Strength by one. Successes may be divided among all three options.

Origin: Personal

Area of Effect: Single Target—one web

Element: Anima

Impetus: Enhancing

Duration: Sustained

Resource Point Cost: 12

Wyrd Call

Ob 5[^]

Actions 15

The wyrd spins a web that, when touched or when the wind passes through it, sends out a siren call to all those nearby and draws them hither.

The spell causes any non-spiders within the area of effect to make a Steel test. If any Hesitation is generated, the character *must move toward the spider's web*.

Once spun, this spell sends its call out for one hour plus one hour per extra success. Characters must make a Steel test for each exchange they remain within the sound of the Call. Spell successes may be allocated between Duration and Area of Effect.

Origin: Personal

Area of Effect: 10s of paces

Element: Anima

Impetus: Influencing

Duration: Hours

Resource Point Cost: 20

Wyrd Cloak

Ob 4[^]

Actions 13

Spinning a weave of darkness and subterfuge, the web wyrd fades into the foliage like a shadow at midnight. Extra spell successes count as a Perception obstacle for those attempting to spot the cloaked spider.

Characters without Observation suffer a double obstacle penalty.

Origin: Personal

Area of Effect: Caster

Element: Heaven

Impetus: Control

Duration: Sustained

Resource Point Cost: 16

Wyrd Sail

Ob 4[^]

Actions 12

By spinning special patterns into his silk sail the wyrd weaver may exert greater control over his flight. Add extra successes to his Silk Sailing skill. Extra successes can also be used to increase duration. This spell must be cast as the sail is being created.

Origin: Personal

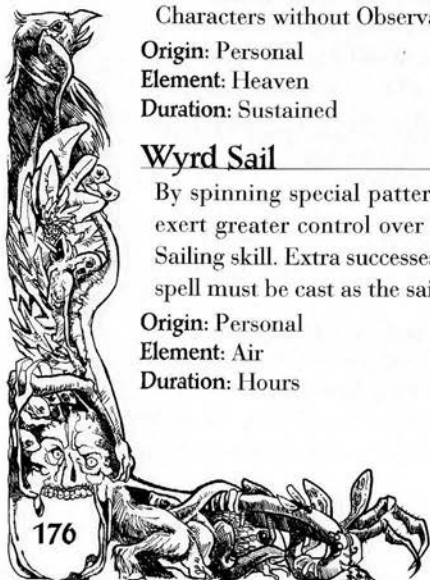
Area of Effect: Single Target—one sail

Element: Air

Impetus: Influence

Duration: Hours

Resource Point Cost: 16



Wyrd Shield

Ob 5[^]

Actions 16

This spell allows the spider to cover himself in a protective web coating. This Wyrd Shield acts as armor for the spider. The armor counts as a chainmail equivalent and count as armor protection dice for the cephalothorax. Extra successes may be spent to cover the legs location and abdomen location. The spell lasts for one hour, plus one per each success devoted to duration.

Origin: Personal

Area of Effect: Caster

Element: Anima

Impetus: Enhancing

Duration: Hours

Resource Point Cost: 20

Wyrd Strands

Ob 4[^]

Actions 15

A web wyrd may control web strands as if they were his own limbs. The web moves with a Speed and Agility equal to the caster's Will plus one per extra success. The web wyrd may perform martial actions with these enchanted strands.

Origin: Presence

Area of Effect: Single Target—one web

Element: Anima

Impetus: Control

Duration: Sustained

Resource Point Cost: 16

Wyrd Thrall

Ob 5[^]

Actions 16

When in view of this wyrd web, victims are susceptible to the spider's suggestions. "Why not step a little closer?"

A web wyrd must meet the obstacle of this spell in order to correctly build the web. Extra successes dedicated to the effect indicate the Will exponent that the web will affect. Thus if a spider puts 4 extra successes into the effect, creatures with a Will exponent of 4 or lower will be susceptible to his suggestions.

The duration of this spell indicates how long the web retains its magical effects. After the allotted time, it degrades and grows useless. Extra successes dedicated to duration increase the time by one hour per extra success. The suggestions themselves last as long as any other mundane suggestion would—they seem completely legitimate and like a fine idea: "I'd love to join you in your web!"

Origin: Personal

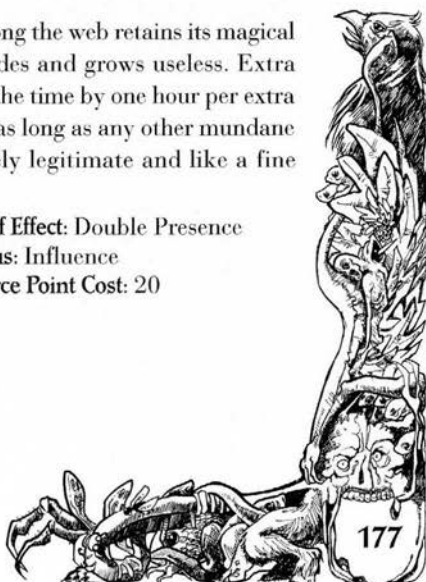
Area of Effect: Double Presence

Element: Anima

Impetus: Influence

Duration: Hours

Resource Point Cost: 20



New Ritual of Blood

The Secret of Eight

Ob 5

7 Actions

Combining the twisted knowledge of Orc rituals with the language of Great Spiders, some addled mind has created a spell to call forth spiders great and small from their dens—beckoning them to the caster.

Origin: Personal

Area of Effect: Leagues

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resources: 10

Spider Resources

Spiders may spend their resource points on relationships, affiliations and reputations like any other character.

Relationships can form between other Great Spiders, either from the same nest or brood, or between other wandering souls. Spiders often form relationships with Orcs, Trolls and Wolves as they are thrown together in the Black Legion. But it is not unheard of for a Master Weaver to overcome the fears of Elves or Men and form bonds with them.

Affiliations almost always come in the form of bonds from the brood or nest or hunting pack. Sea Lords are very clannish and put great pride in their pack affiliations. Spiders of the Undernest form *cabals*. Each cabal is headed by a Handmaiden. She knows all in her cabal by scent and name. Together these cabals protect the Undernest and perform dark deeds together.

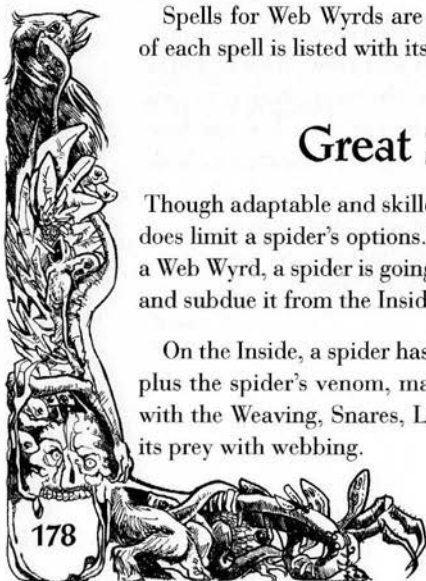
Wyrd Webs

Spells for Web Wyrds are purchased using resource points. The cost of each spell is listed with its description.

Great Spider Tactics

Though adaptable and skilled, not being able to use tools and weapons does limit a spider's options. Unless he is a Strand-Hunter, a Stalker or a Web Wyrd, a spider is going to have to grapple with his opponent/prey and subdue it from the Inside.

On the Inside, a spider has access to his rather potent bite. The fangs, plus the spider's venom, make a dangerous weapon. Also, any spider with the Weaving, Snares, Lariat, or Silken Construct skills may wrap its prey with webbing.



Wrapping

When a spider (with the aforementioned training) performs a successful Lock maneuver he automatically “wraps” his victim. The mechanics for the Lock are the same as listed on pages 159 of the Burning Wheel, except that the Lock does not need to be *maintained* by the spider. The webbing does all the work. The spider can let go of his victim, but the Lock remains. Wrapping is an instinct for the spider and requires no extra actions or thought—while their fore-limbs attempt to pin and hold their prey, their hind legs are wrapping silk around the victim’s extremities.

Once wrapped, a victim cannot escape from the webbing by the normal means of Power vs Lock. To escape from a spider’s Lock, one must cut the webbing, burn it off, or make an Ob 8 Power test (the stuff is impossibly stretchy, so pulling or tearing at it has little effect).

A common tactic is for a spider to Close, Lock/Wrap, Bite and then Withdraw and let the poison take effect.

Molting

When a spider grows, adapts or heals, its whole exoskeleton changes. The old shell is shed in favor of the new. Occasionally, when wandering through a spider-inhabited forest, one will see these husks of “dead” spiders. They are actually signs of a living, growing being.

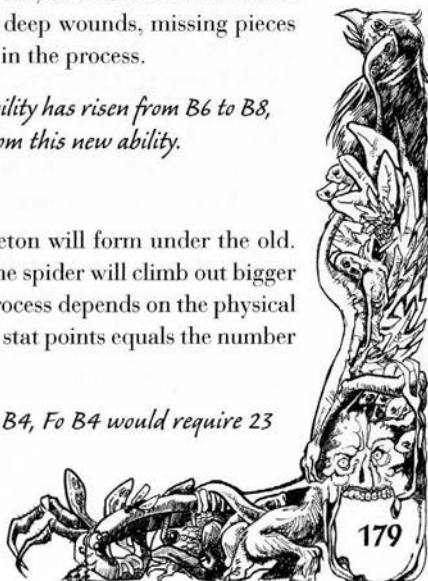
A Great Spider molts when he has advanced two physical stats (or one stat by two points); when he earns a new die trait or a trait that in any way alters his physical appearance or stature; or when he heals from a Severe, Traumatic or Mortal Wound. Any deep wounds, missing pieces or even lost limbs are completely restored in the process.

If over the course of his career a spider’s Agility has risen from B6 to B8, then he must molt before he can benefit from this new ability.

Molting Time

When it is time to molt, a new exoskeleton will form under the old. The old exoskeleton will crack open, and the spider will climb out bigger and better than before. The time for this process depends on the physical stat points of the spider—the total physical stat points equals the number of total days for the process.

A spider with the stats: Ag B7, Sp B8, Po B4, Fo B4 would require 23 days to completely molt.



The first three quarters of this time represents the internal processes. The last quarter of the time represents the spider's emergence from its shell and the subsequent hardening of its new one. During this last stage, the spider is incredibly vulnerable—its limbs are rubbery and its fangs are useless (all physical stats drop by half during this stage and the spider has no natural armor to speak of). At the end of the required time, the spider's shell hardens and he is better than ever!

Molting purposes can be combined. For example, if a spider has been wounded and has earned a new die trait, the process for both can be combined into one molt of the standard duration.

Healing Time for Spider Wounds

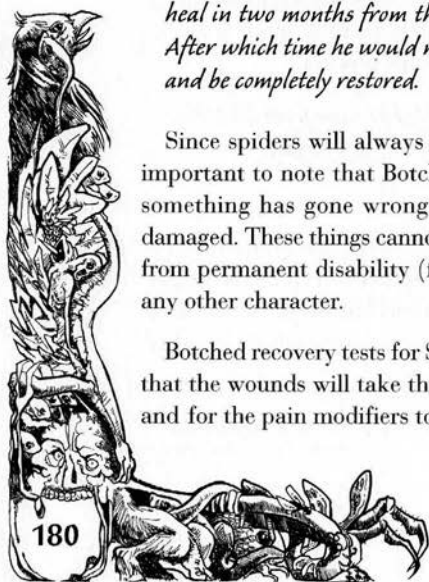
A spider's alien physiognomy heals differently than other creatures. Listed below are modified healing times for the creatures. In general, these times have been reduced to reflect its resilient and bizarre nature. However, for Severe, Traumatic and Mortal Wounds a spider must also spend additional time molting after his wounds have closed.

Wound	Health Ob	Recovery Time
Superficial	1	1-5 days
Light	2	3-8 days
Midi	3	3-8 weeks
Severe	4	1-2 months
Traumatic	6	3-5 months
Mortal	7	7-12 months

If our spider from the previous example suffers a Severe wound, he would heal in two months from the pain, shock and bleeding of the trauma. After which time he would molt—for 23 days according to his stats—and be completely restored.

Since spiders will always regenerate external physical damage, it is important to note that Botched Recovery tests generally indicate that something has gone wrong on the inside—an organ or nerves were damaged. These things cannot be repaired by molting. The spider suffers from permanent disability (from a failed Health test for recovery) like any other character.

Botched recovery tests for Superficial, Light and Midi wounds indicate that the wounds will take the full amount of indicated time to close up and for the pain modifiers to go away.



Spiders In Play

Spider Ingenuity

It is important to remember to play your spider character as smart (or as dumb) as you would any other character. Just because they don't use tools, and don't have a written language or live in houses, does not mean these creatures are not intelligent. Use your spider's inherent tools—namely his ability to climb and spin webs—to create interesting and innovative solutions to problems.

Just because a garden spider sits around all day and waits for prey doesn't mean you have to. Once you take over your Great Spider character, he can literally do anything you want him to: Learn new skills and earn new traits. Don't limit yourself.

Spider Speech

A spider does not have the same kind of respiratory system as a mammal and its mouth is not designed to modulate sound in the same way ours is. Over the millennia, Great Spiders have learned to imitate High Speech. They do this by sucking air through their mouth and modulating the sound with their palps. The result is a hissing, staccato and bizarre recreation of our speech, but once you get used to it, it is reasonably understandable.

Spider Spells

The majority of the Wyrd Webs are either Sustained or Hours duration. This allows the Web Wyrd to cast his spells and forget about them for a little while. Very useful!

Spiders and Positioning

Great Spiders are the master positioners in combat. In a Fight! they are unparalleled due to the high Speed, high Reflexes, high multiplier and piles of traits and bonus dice. They control the fighting space. Even in Range and Cover, they can hold their own and close in before their opponent can get a shot off.

Also, in Range and Cover, a spider's web is something of a home base. Silken Constructs can be used as cover, and webs can be used to ensnare the unwary. If both parties are within optimal, and the spider wins a Maintain action, he has hearded his opponent into one of his webs (or pitfalls). Roll the die of fate to determine how stuck they become, etc. This trick can only be tried once per Range and Cover.



Brute's Story

His hand got stuck in the thatching. Grrr. Why was this so difficult? Brute thought to himself. It's just sticks and stuff. So thick. He tried to push through, but it wouldn't give.

Alnig said, "Let me help." His friend leaned in and pushed his hands into the roof twigs. He got stuck, too. Inside, there was noise—pigs, goats, and questions: "Who's there? Hello?" Alnig snickered, "Dinner's talking."

"Shut up, sheep's wool. We's stuck," grumbled Brute. Now his hand wouldn't come back out. When he pulled, the whole cottage creaked and shook. This wasn't working. A dog started barking. Alnig was pushing.

"Quit pushing and help pull," growled Brute. This was going south fast. He was hungry and just wanted to eat; he hoped that the sun didn't come up early today, 'cause he'd be in trouble. Alnig was still pushing.

"I said, 'Pull!'" Brute grunted. Alnig pushed. The cottage groaned and swayed. A high-pitched scream whistled out from the cracks in walls. "Pull, sheep's wool!"

"I am, I am!" Alnig strained as he continued to push. Brute's hands were still stuck in the thatching. The more his friend pushed, the tighter the thatching's grip became.

"Pull!" Brute roared.

"I am!" squealed Alnig defensively.

A juicy little figure darted from the cottage and ran down the road. Animals streamed after it. Brute's heart pounded in his chest. Dinner was getting away! "Alnig!" he jerked his head and roared. But his friend didn't see the escape, because he was too busy "pulling" his hands free.

As Alnig leaned closer to get a better grip on the thatching, Brute saw his opportunity. He arched his back like a catapult arm. When Alnig's head was in range, he let fly—smashing his bony horns into the side of his friend's skull.

The collision made a terrific report, echoing across the sleeping village. Alnig barely noticed. Brute hit him with another one. Smack! His friend grunted, blinked and shook his head, "Hey..." Brute didn't wait for an excuse, he hit him again. This was fun. Crack! Alnig staggered back, and fell sitting.

Finally, Brute wrenched his hands free of the thatching. He turned to his dazed friend. Black blood oozed from his dented temple. A sheep pranced by along the road, just out of reach. Brute heard voices, feet and metal among the houses.

"Alnig, I'm hungry!" He kicked his friend in the chin. The troll was knocked flat from the force of the blow. "I'm hungry, Alnig! I said, 'pull' and you push! Stupid, Alnig, stupid! I'm hungry!" Brute beat his inchoate rage into Alnig's face.

Panting with exertion, and quite satisfied with the reworked landscape of his friend's face—he particularly liked how his right eye was bulging open and how the other was sealed shut—Brute looked up and realized he had an audience.

Flanking him was a crowd of stunned townsfolk; spears lowered and torches raised. In the distance, a goat bleated. Brute slowly rose to his feet, attempting to maintain as fearsome a disposition as possible. There were dozens of spears.

An enterprising sergeant threw his weapon at the looming troll. It bit into his hide, stuck for a moment, then sadly fell to the ground with a dull clatter—one end and then the other. Brute barely felt it, but he knew there was worse to come. Without wasting a moment, he turned and bolted. His trunk-like legs pounded the packed dirt, leaving miniature craters in his wake.

As soon as he turned tail, the villagers let up a hue and cry and gave chase. Not wanting to be thought a coward, Brute pulled up short, whipped around, and bellowed menacingly, "You were next!" His threats were met with a hail of rocks and torches, so he quickly took to his heels again. Congratulating himself on how fast he could run, he fled into the night.

Brute

Stats— Wi: B2, Pe: B2, Ag: B4, Sp: B5, Po: B8, Fo: B7

Attributes— Hea: B5, Ref: B3, MW: B14, Ste: B8

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night-Blooded, Night Eyed, Massive Stature, Stone's Age, Tough, Scaly Skin, Voracious Carnivore, Horns, Brute, Troll Savant and Oafishly Charming.

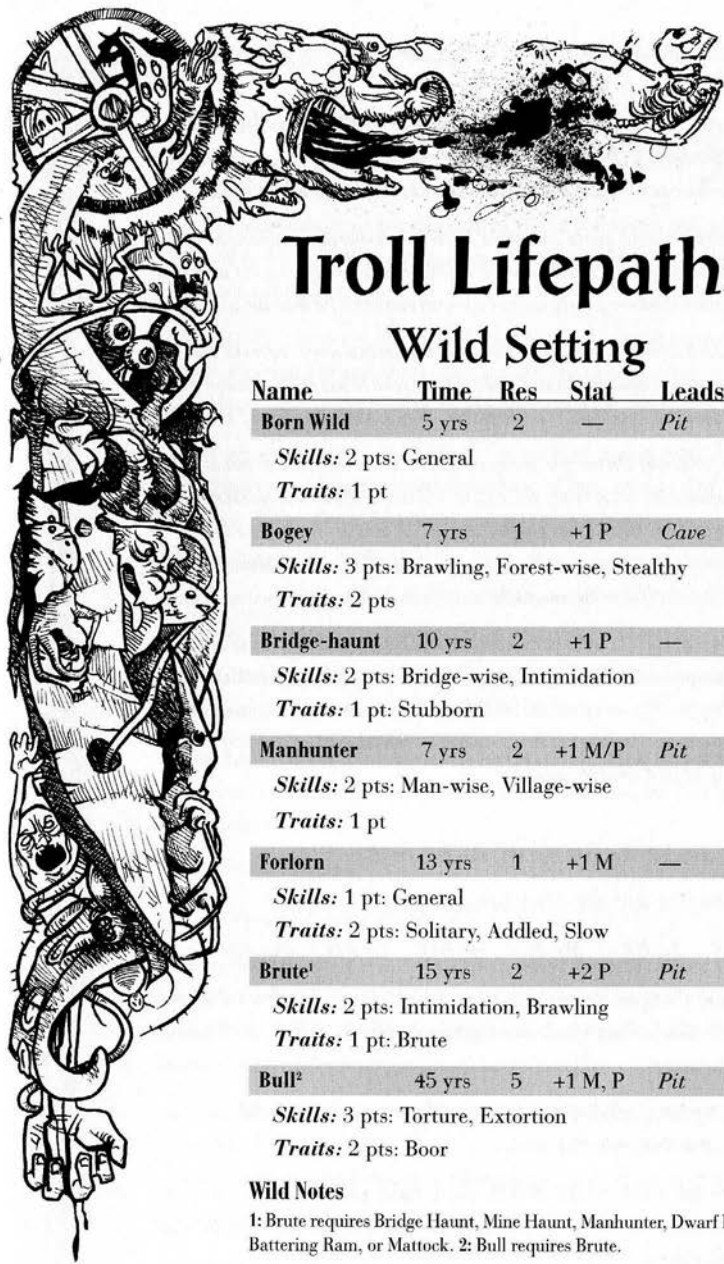
Skills— Brawling B4, Forest-Wise B1, Stealthy B2, Man-Wise B1, Village-Wise B1, Intimidation B2

IMS— Bare-Fisted: I B4, M B8, S B12. VA 1, Fast, Short. Charging Horns do damage as per bare-fisted, or add +1D to Brawl. Head butt: I B5, M B10, S B12, VA 1, Slow, Short.

Armor— Scaly Skin: full body covered with plated leather armor equivalent.

Instincts— Clean and sharpen horns against rocks. Double check battlefield after combat: No one survives.

Beliefs— There is nothing to this life but brutality. Trolls are a peak of evolution (everyone else can suck my horns).



Troll Lifepaths

Wild Setting

Name	Time	Res	Stat	Leads
Born Wild	5 yrs	2	—	<i>Pit</i>
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> 1 pt				
Bogey	7 yrs	1	+1 P	<i>Cave</i>
<i>Skills:</i> 3 pts: Brawling, Forest-wise, Stealthy				
<i>Traits:</i> 2 pts				
Bridge-haunt	10 yrs	2	+1 P	—
<i>Skills:</i> 2 pts: Bridge-wise, Intimidation				
<i>Traits:</i> 1 pt: Stubborn				
Manhunter	7 yrs	2	+1 M/P	<i>Pit</i>
<i>Skills:</i> 2 pts: Man-wise, Village-wise				
<i>Traits:</i> 1 pt				
Forlorn	13 yrs	1	+1 M	—
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 2 pts: Solitary, Addled, Slow				
Brute¹	15 yrs	2	+2 P	<i>Pit</i>
<i>Skills:</i> 2 pts: Intimidation, Brawling				
<i>Traits:</i> 1 pt: Brute				
Bull²	45 yrs	5	+1 M, P	<i>Pit</i>
<i>Skills:</i> 3 pts: Torture, Extortion				
<i>Traits:</i> 2 pts: Boor				

Wild Notes

1: Brute requires Bridge Haunt, Mine Haunt, Manhunter, Dwarf Hunter, Battering Ram, or Mattock. 2: Bull requires Brute.



Cavedweller Setting

Name	Time	Res	Stat	Leads
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Born to Dark Caves	5 yrs	2	—	<i>Pit</i>
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Skills: 2 pts: General

Traits: 2 pts

Dweller	4 yrs	1	+1 P	<i>Wild</i>
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Skills: 2 pts: Climbing, Rock-wise, Brawling

Traits: 2 pts

Mine-haunt	12 yrs	1	+1 M/P	<i>Pit, Wild</i>
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Skills: 2 pts: Mine-wise, Brawling

Traits: 1 pt

Dwarf-hunter	6 yrs	3	+1 M, P	<i>Pit</i>
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Skills: 3 pts: Dwarf-wise, Throwing

Traits: 1 pt: Stubborn

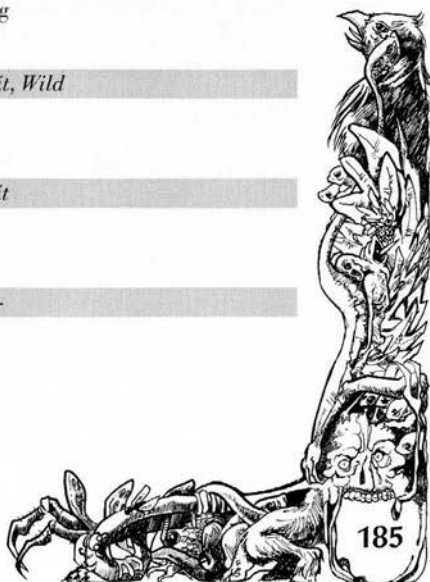
Dread Stone ¹	30 yrs	4	+2 P	—
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Skills: 3 pts: Camouflage, Stealthy

Traits: 3 pts

Cavedweller Notes:

1: Dread Stone requires Mine-haunt or Dwarf Hunter.



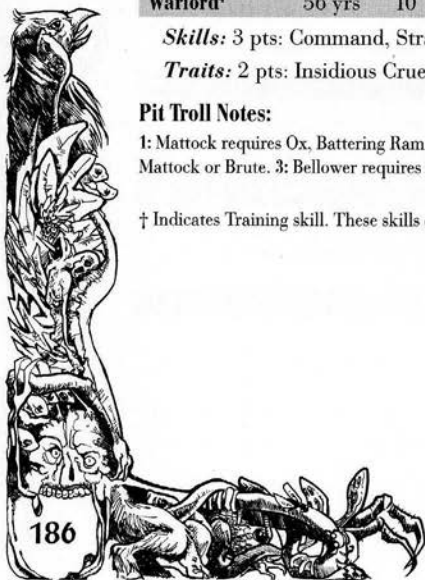
Pit Setting

Name	Time	Res	Stat	Leads
Born to the Pit	4 yrs	1	—	<i>Cave, Pit</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 2 pts: Vile Language				
Tortured	3 yrs	—	—	—
<i>Skills:</i> 1 pt: (No skills: skill point must be spent on other lifepath skills)				
<i>Traits:</i> 3 pts: Tasting the Lash, Numb				
Ox	9 yrs	1	+1 P	—
<i>Skills:</i> 1 pt: (No skills: skill point must be spent on other lifepath skills)				
<i>Traits:</i> 1 pt: Mind Numbing Work, Hauling, Tasting the Lash				
Battering Ram	6 yrs	1	+1 P	<i>Wild</i>
<i>Skills:</i> 2 pts: Brawling, Throwing				
<i>Traits:</i> 1 pt: Heaving				
Mattock¹	7 yrs	7	+1 P	<i>Wild</i>
<i>Skills:</i> 3 pts: Hammer, Formation Fighting [†]				
<i>Traits:</i> 1 pt: Brutal				
Ironshield²	8 yrs	6	+1 M/P	<i>Wild</i>
<i>Skills:</i> 3 pts: Shield Training [†] , Intimidation				
<i>Traits:</i> 1 pt: Unflinching				
Bellow³	16 yrs	4	+1 M, P	—
<i>Skills:</i> 3 pts: Torture, Lash				
<i>Traits:</i> 1 pt: Where There's a Whip, There's a Way: Tough as Nails, Bellowing				
Warlord⁴	56 yrs	10	+1 M, P	—
<i>Skills:</i> 3 pts: Command, Strategy; 1 pt: General				
<i>Traits:</i> 2 pts: Insidious Cruelty, Wickedly Clever				

Pit Troll Notes:

1: Mattock requires Ox, Battering Ram, Dwarf Hunter, Manhunter or Brute. 2: Ironshield requires Mattock or Brute. 3: Bellow requires Bull or Ironshield. 4: Warlord requires Bellow.

† Indicates Training skill. These skills cost two points to open and may not be advanced.



Stat Pools for Trolls by Age

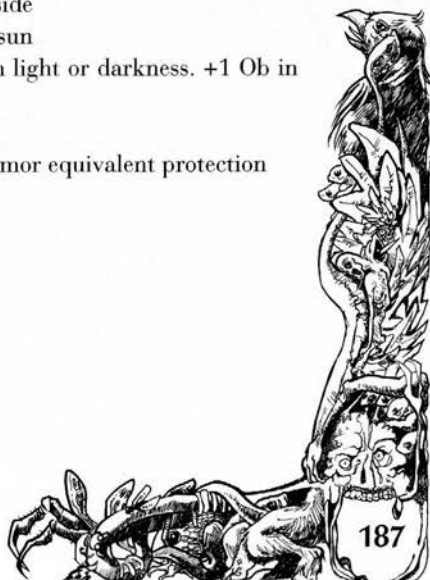
Starting Age	Mental Pool	Physical Pool
1-5 years	3 pts	11 pts
6-12 years	4 pts	14 pts
13-19 years	4 pts	17 pts
20-27 years	4 pts	19 pts
28-57 years	4 pts	20 pts
58-80 years	4 pts	19 pts
81-124 years	4 pts	18 pts
125-213 years	5 pts	17 pts
214-390 years	5 pts	16 pts
391-712 years	6 pts	15 pts

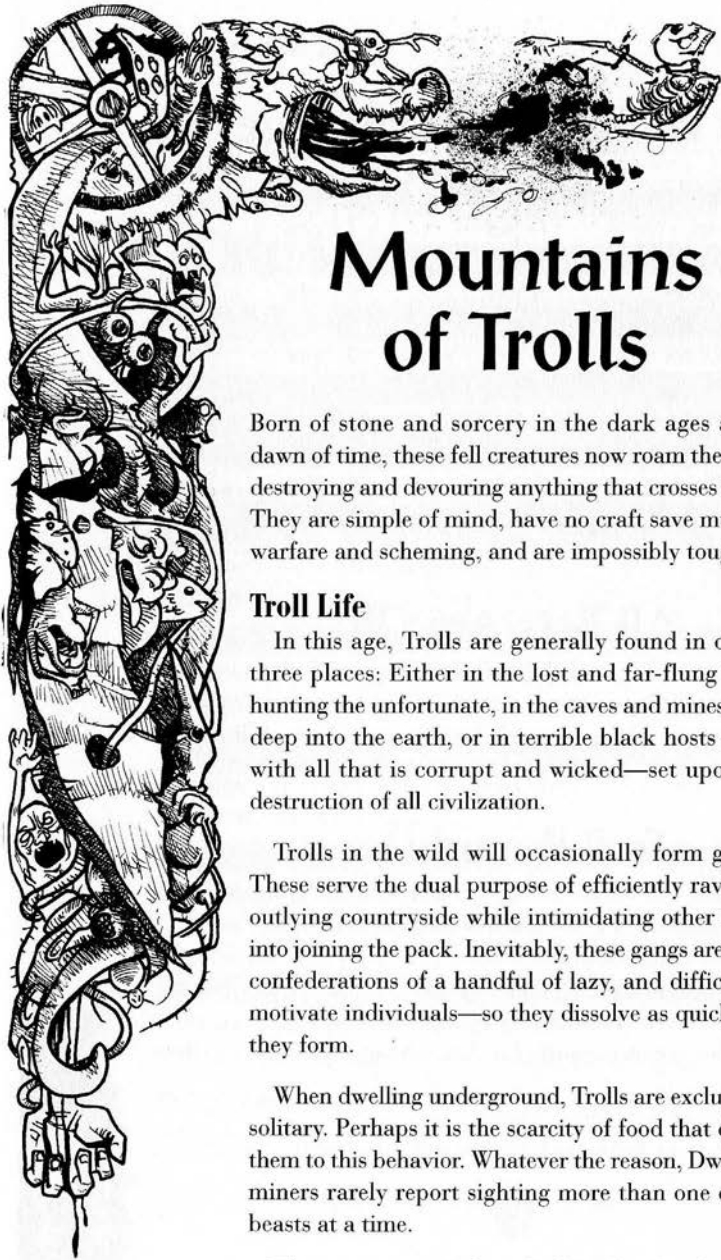
All Bets Are Off

Considering how mentally and physically handicapped Trolls are in their maximum and minimum stat requirements, these characters may ignore the starting character exponent 6 limit for Power and Forte. If desired, a player may start his Troll with its maximums in Power and Forte.

Troll Round Up

- **Massive Stature:** Stat maximum exponents: Per 6, Will 6, Agi 5, Spd 5, Pow 9, For 9. Minimum Power and Forte of 4.
- **Claws:** +1 Power for damaging Locks.
- **Fangs:** +1 Power bite attack on the Inside
- **Night-Blooded:** Turned to stone by the sun
- **Night Eyed:** No vision penalties for dim light or darkness. +1 Ob in bright light
- **Tough:** Round up for Mortal Wound
- **Troll Skin** provides full body leather armor equivalent protection





Mountains of Trolls

Born of stone and sorcery in the dark ages at the dawn of time, these fell creatures now roam the earth destroying and devouring anything that crosses them. They are simple of mind, have no craft save murder, warfare and scheming, and are impossibly tough.

Troll Life

In this age, Trolls are generally found in one of three places: Either in the lost and far-flung wilds hunting the unfortunate, in the caves and mines sunk deep into the earth, or in terrible black hosts allied with all that is corrupt and wicked—set upon the destruction of all civilization.

Trolls in the wild will occasionally form gangs. These serve the dual purpose of efficiently ravaging outlying countryside while intimidating other Trolls into joining the pack. Inevitably, these gangs are loose confederations of a handful of lazy, and difficult to motivate individuals—so they dissolve as quickly as they form.

When dwelling underground, Trolls are exclusively solitary. Perhaps it is the scarcity of food that drives them to this behavior. Whatever the reason, Dwarven miners rarely report sighting more than one of the beasts at a time.

There is a certain breed of Trolls that forms a twisted society. These beasts are born and bred in great, dark pits where they are tortured until broken into obedience to their masters. From these violent ranks a real leader arises—a Warlord—who galvanizes his host and drives them on to conquer the

mortal lands. Fortunately, such formidable leaders are extremely rare among Troll kind—often an entire age passes with no word at all from these creatures.

Common Traits

Clawed

Dt

Trolls typically have massive, craggy claws used for digging and tearing. They don't often use their claws as a weapon, favoring the use of their stone-like fists to subdue prey. However, if a Troll has another character in a Lock and chooses to do damage (rather than increase the Lock) add +1 Power to the damage of the attack due to the claws digging into the victim.

Fangs

Dt

A Troll's mouth is a mass of misshapen teeth and fangs. He may bite when on the Inside. +1 Power, VA -, Slow weapon, Shortest.

Night Blooded

Dt

Nocturnal by nature, Trolls typically shun the sunlight, for it will undo the sorcery which gave their night-stalking ancestors life. Exposure to sunlight causes the Troll's stony-roots to consume him and crush him from within.

Night Eyed

Dt

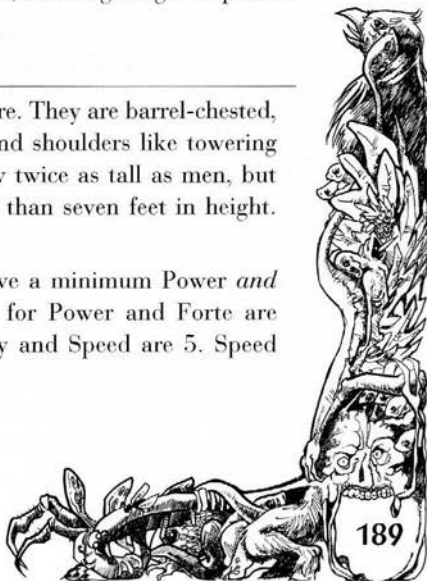
Born of the stuff of night, Trolls can see perfectly well in the darkness and suffer no penalties for nighttime conditions. However, rain and haze do affect them like other characters, and bright light imposes a +1 Ob penalty.

Massive Stature

Dt

Trolls are the definition of Massive Stature. They are barrel-chested, hulking beasts with long thick limbs and shoulders like towering cliffs. The largest of their number grow twice as tall as men, but even the smallest adults are rarely less than seven feet in height. Increase all weapon lengths by one.

These great lumbering beasts must have a minimum Power and Forte of 4. The maximum exponents for Power and Forte are 9. The maximum exponents for Agility and Speed are 5. Speed multiplier is x3.5.



Stone's Age

Dt

Trolls were born of stone and sorcery and to these roots they remain closely tied. Though not immortal, these creatures age very slowly and are capable of living for long centuries—if they can survive their own violent tendencies.

However, the weight of granite in their blood has detrimental effects. Their view of the world is dim and ponderous and their ability to intuit or empathize is minimal. A Troll may not have a Perception or Will exponent higher than 6.

Tough

Dt

Trolls are the embodiment of tough. Round up when factoring Mortal Wound.

Troll Skin

Dt

Troll Skin is resilient and leathery. It provides full body coverage of leather armor equivalent protection.

As he gets older, a Troll's flesh often hardens into a stony mass. Thus, the Troll Skin trait maybe upgraded to Scaly Skin or Stone Skin for just a few trait points. See the Troll Special Traits list. This skin cannot "fail" and become damaged like armor: 1s are discounted in this case.

VA works as normal against this armor.

Voracious Carnivore

Char

Raw flesh is the favorite diet of Trolls. They require substantial intake of it to keep their cold blood flowing through their sclerotic veins. This flesh can come in nearly any form—Trolls are not picky so long as there is a lot of it.

Choosing Lifepaths

Trolls use the standard rules for choosing lifepaths. They must take the one year Lead penalty for changing settings. You'll also notice that trolls have no "Outcast" setting. They are all outcasts.



Lifepath Traits

Addled

Char

On occasion, a Troll finds himself in the middle of nowhere. After having wandered out to the fringes of somewhere and across a stretch of nothing, the Troll is completely alone and with little to do. It is during this time that a Troll comes closest to truly thinking. This is a somewhat disturbing process for the beast and tends to leave him a bit addled.

Howling

C-O

The sound of this Troll's voice is unimaginably loud. Use as a call-on for Intimidation and Command.

Boor

Char

Bull Trolls have forceful personalities. Perhaps verging on the barest of leadership qualities, but mitigated by ill moods, bad jokes and a predilection for overbearing violence.

Brute

Dt

This Troll is so tough (or alternately, stupid) that he doesn't know when to give up. When taking die penalties from wounds, *mental stats do not count for the purposes of incapacitation*.

Hauling

C-O

Ox Trolls are the beasts of burden in the Troll legions. They haul impossible loads for interminable journeys. Use this trait as a call-on for Power when pushing, pulling or hauling loads.

Heaving

C-O

The lowest rung for Troll soldiers in their great legions is that of the Battering Ram. These massive brutes haul forth great war engines to the walls of the citadels of their enemies and are even used themselves to batter down walls. Use this trait as a call-on for Power when trying to break, smash or knock over something.

Insidious Cruelty

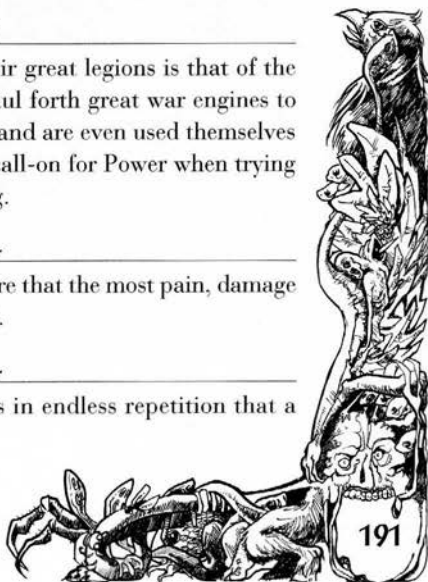
Char

Troll Warlords go to extra lengths to ensure that the most pain, damage and destruction is caused by their efforts.

Mind Numbing Work

Char

Digging, stacking, razing—simple tasks in endless repetition that a Troll can do ceaselessly.



Numb

Dt

When they are just past pups, Pit Trolls are taken to an ashen waste where they are tortured day and night for years—whipped, beaten and pierced. This is done by the Bellowers and Warlords to break down any sort of nascent resistance present in the young Trolls—designed to make them good servants. Such Trolls are hardened with scars from years of pain, and they may *ignore* the effects of Superficial wounds. However, three Superficial wounds still counts as -1D.

Slow

Char

Without the pressure of everyday Troll life—hunting, killing, maiming and torturing—things just seem to slow down for a Troll. “What’s the hurry? What’s the rush? All the time in the world. Better not go out: the sun might come up.”

Tasting the Lash

Dt

Great horrid lashes beat the backs of Ox Trolls. This trait negates Stubborn and Slow. *A troll with this trait must obey one with the Lash.* Also, see page 205 of the Character Burner for more info.

Unflinching

Dt

Iron Shields are the bodyguards and retinues of the Troll legions. They are trained to stand guard and lay down their lives for their Warlord master. This trait reduces Hesitation by 4.

Wickedly Clever

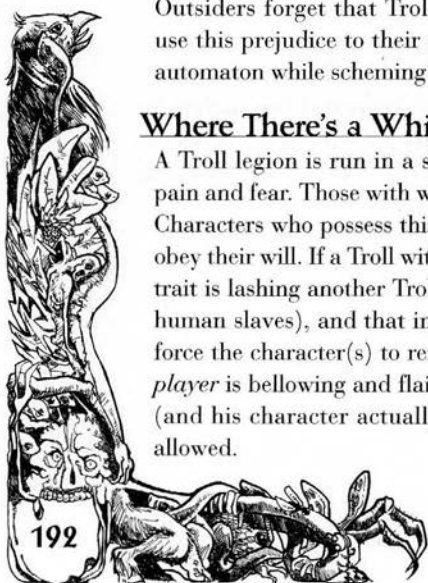
Char

Warlords quickly grow to understand that the world sees Trolls as mindless brutes, good only for absorbing and dealing devastation. Outsiders forget that Trolls can evince intelligence. Troll Warlords use this prejudice to their advantage—playing the part of the dumb automaton while scheming and plotting behind their thick masks.

Where There’s a Whip...

Dt

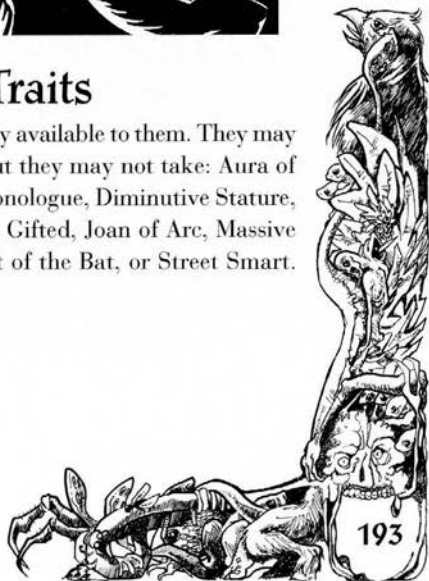
A Troll legion is run in a similar fashion to an Orc legion—through pain and fear. Those with whip in hand command, those without obey. Characters who possess this trait can force other Trolls under them to obey their will. If a Troll with the Where There’s a Whip, There’s a Way trait is lashing another Troll or group of Trolls (or Wolves or Trolls or human slaves), and that individual or group fails a test, the Orc can force the character(s) to reroll. This effect is automatic so long as the *player* is bellowing and flailing around like he has a whip in his hand (and his character actually has a whip). Only one reroll per test is allowed.





Choosing Traits

Trolls have a host of special traits exclusively available to them. They may also choose from the General Trait list, but they may not take: Aura of Innocence, Bodhisattva, Cadaverous, Chronologue, Diminutive Stature, Faithful, Family Heirloom, Fleet of Foot, Gifted, Joan of Arc, Massive Stature, Mister Lee!, Quick-witted, Sight of the Bat, or Street Smart.



Special Traits

Berzerker

Dt

3 pts

When he fails a Steel test or suffers a wound (that he can feel: Numb and Dead to Pain work against this trait), the monster immediately and automatically shifts into Aggressive stance. There is no hesitation, even if he failed a Steel test. While enraged he will, (and must) attack any living (or seemingly living) thing around him—starting with that which just hurt/enraged him. He then moves on to the next closest target, friend or foe. The Troll remains in Aggressive Stance even if he sprints. The rage lasts for exchanges equal to 10 minus the character's Will exponent.

If the monster is already in Aggressive Stance when the above conditions are met, he must make a Steel test but with -1 hesitation. If the Troll hesitates, instead of standing and drooling, he may "roar and bellow." Two actions of roaring and bellowing count as an Intimidation test. He may only Intimidate (or run away) while hesitating. After he recovers himself, it's back to the smashin'! (Also, he does not lose his stance for hesitating).

Brute

Dt

4 pts

This troll is so tough (or alternately, stupid) that he doesn't know when to give up. When taking die penalties from wounds, *mental stats do not count for the purposes of incapacitation.*

Bull-Legged

Dt

2 pts

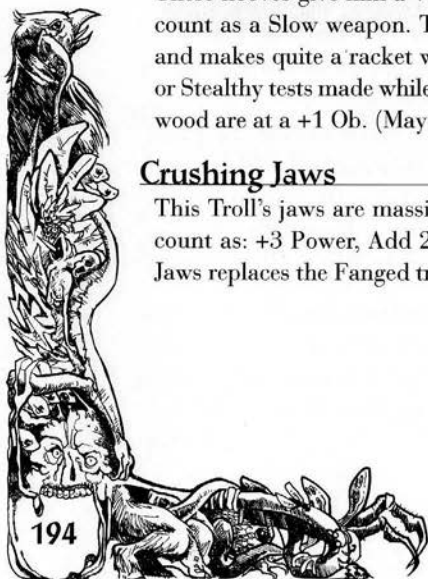
In place of his clawed feet, this Troll possesses a pair of bony hooves. These hooves give him a +1 Power, VA 1 to kicking attacks, but they count as a Slow weapon. The Troll also walks with a distinctive gait and makes quite a racket when treading on hard surfaces. Any Speed or Stealthy tests made while on smooth stone, ice or really hard, smooth wood are at a +1 Ob. (May not be combined with Webbed Feet.)

Crushing Jaws

Dt

3 pts

This Troll's jaws are massive, distended and terrible. Crushing Jaws count as: +3 Power, Add 2, VA 2, Slow Weapon, Shortest. Crushing Jaws replaces the Fanged trait.



Crystalline Spines *Dt* 3 pts

A growth of crystalline spines sprout from the back and shoulders of this Troll. The spines are sharp to the touch and break off and lodge themselves in the flesh of the unwary, causing great discomfort. Any creature that gets inside striking distance or otherwise comes into contact with the Troll's spines suffers a +1 Ob to all tests until the spines are removed. Spines can be plucked out in about a half hour. If the Surgery or Field Dressing skill is used, they can be treated in the time it takes to tend to a Superficial wound.

If the troll is forced onto his back—if he falls or is pushed—it is possible that the spines are crushed and flattened. Roll the DoF. On a 1 the spines are crushed and unusable. It takes about a month for the crystals to regrow. (They always regrow.)

Devourer *Dt* 3 pts

This Troll has a tendency to eat anything—soil, stone, wood, metal and flesh. He is indiscriminate in his choices, and in fact cannot help himself from sampling his surroundings. Add +1 VA to bite attacks.

Earth Blood *Dt* 3 pts

No matter how badly wounded, this Troll will always heal. Cuts will close, bones will knit and even lost limbs will regrow. This Troll can *never* fail a Health test for Recovery. (Though he can roll poorly, in which case maximum healing time is required for the wound to close.) The only way to destroy this beast is to put him to the fire.

Enemy of the Sun *Dt* 4 pts

The greatest, most fearsome of Trolls have been bred to resist the burning rays of the sun. They may travel by day and not be turned to stone as with the *Night-Blooded* trait. Enemies of the Sun do not suffer penalties for dim or twilight light, but they can no longer see in complete dark (+4 Ob in pitch dark).

Hammer Hands *Dt* 2 pts

With hands like great mattocks, this Troll is best suited to brawling and pummeling. Add +1D to the Troll's Brawling skill for purposes of bare-fisted Block, Strike, Beat and Push actions. The Troll suffers a +1 Ob to any other skill that requires manual dexterity (including Throwing and weapons skills).



Hook Hand Dt 3 pts

One of this Troll's hands has formed into a massive bony hook. This hook can be used as a weapon: +2 Power, VA 1, Slow, Short: may Great Strike. In fact, it is really too big and clumsy to be used for anything else.

Horns Dt 2 pts

Great stony horns protrude from the Troll's skull. In addition to being terribly intimidating, they also serve a somewhat practical purpose. When the troll charges *another creature of relatively similar size*, he may choose to add +1D to his Charge Power *or* to do damage on the Charge as if he had been simultaneously Striking. Damage is +2 Power, VA 2, Unwieldy Weapon. The Strike is awkward and is an Ob 2 test. (In this case, the Charge action counts as the "set" for the Unwieldy Strike). The first two successes of the Charge attack count as an Incidental hit to the victim. Four successes over the defender's Natural Defenses equals a Mark hit. Six over Natural Defenses is a Superb hit.

Iron Hide Dt 6 pts

This skin is as tough as iron and scaled like a shark. All incoming damage is reduced by -1 pip on the PTGS. Thus a Mark hit from a hunting bow would do a B7 rather than a B8.

Malformed Char 1 pt

Bent and misshapen.

Mossy Coat C-O 2 pts

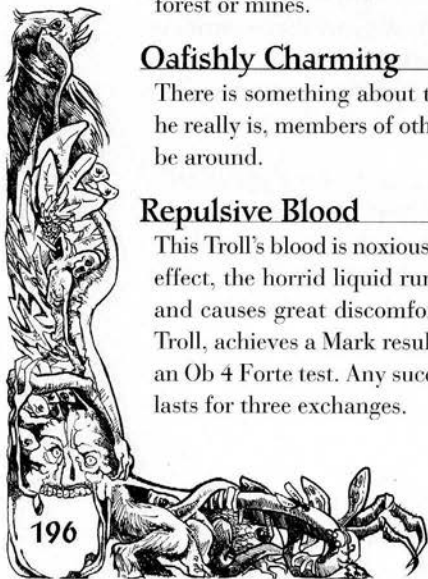
Covered in a fur of moss and slime, this Troll blends in quite well to forest or earthy surroundings. Call-on for Stealthy or Camouflage in forest or mines.

Oafishly Charming Char 1 pt

There is something about this Troll. No matter how bloody and cruel he really is, members of other races find him appealing and amiable to be around.

Repulsive Blood Dt 2 pts

This Troll's blood is noxious and caustic. If the Troll should be bitten for effect, the horrid liquid runs into the mouth of the attacking creature and causes great discomfort and nausea. Any creature that bites the Troll, achieves a Mark result, and penetrates the his armor, must make an Ob 4 Forte test. Any successes missed equal an obstacle penalty that lasts for three exchanges.



Ridged Brow _____ *Dt* _____ **3 pts** _____

Protruding out over his eyes is a stony brow like unto a craggy cliff. This provides +1D of armor to Troll's head.

Scaly Skin _____ *Dt* _____ **2 pts** _____

This scaling provides plated leather equivalent armor protection. This skin cannot "fail" and become damaged like armor: 1s are discounted in this case. VA works as normal against this armor.

Stone Skin _____ *Dt* _____ **3 pts** _____

The hide of this creature is impossibly tough and unyielding. Stone Skin provides Chain mail equivalent armor protection. This skin cannot "fail" and become damaged like armor: 1s are discounted in this case. VA works as normal against this armor.

Troll Savant _____ *Char* _____ **1 pt** _____

This Troll has the uncanny ability to form complete sentences, understand what is said to him and possibly even comprehend what a written language, map or glyph could—if it were possible in the first place for scratchings on stone or leather to mean anything—represent. He is a mental giant among his peers, and is appropriately hated and feared.

Tusks _____ *Dt* _____ **2 pts** _____

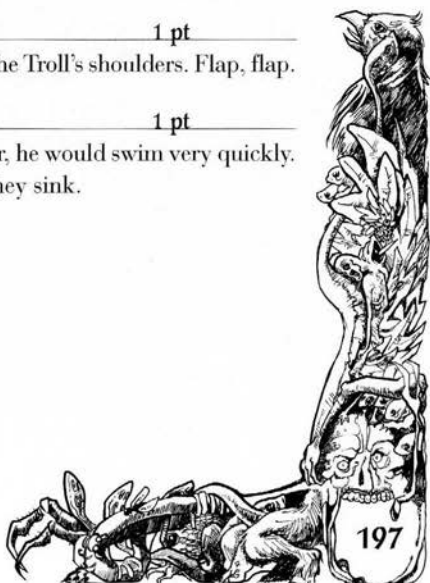
This Troll's lower canine teeth protrude into formidable tusks. The beast may use these sharpened weapons to gore the unwary. Add +1 Power to the Troll's bite attack on the Inside. This trait may be combined with Fangs or Crushing Jaws.

Vestigial Wings _____ *Cos* _____ **1 pt** _____

Two small, bat-like wings protrude from the Troll's shoulders. Flap, flap.

Webbed Hands/Feet _____ *Cos* _____ **1 pt** _____

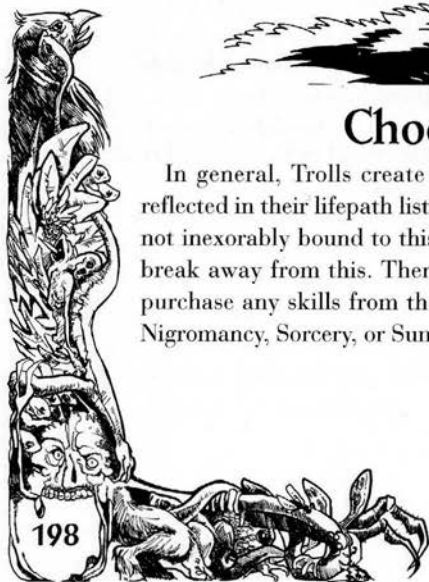
If the Troll didn't sink like a stone in water, he would swim very quickly. But everyone knows trolls can't swim. They sink.





Choosing Skills

In general, Trolls create nothing except misery and woe. This is reflected in their lifepath lists. However, they are sentient creatures and not inexorably bound to this fate. They may, if given the opportunity, break away from this. Therefore General skill points may be used to purchase any skills from the skill list except: Automata, Enchanting, Nigromancy, Sorcery, or Summoning.



Troll Skills

Bridge-wise _____ **Root:** Perception _____

Bridge-haunts always know where the best bridges are.

Suggested FoRKs: Man-wise, Dwarf-wise (where appropriate)

Skill Type: Wise **Tools:** No.

Camouflage _____ **Root:** Perception/Agility _____

Using this skill, a Troll may take on the appearance of his surroundings and remain hidden. Dread Stone trolls love to build up false stone walls around themselves and then wait for an unsuspecting passerby to wander into reach.

Using this skill effectively requires that the Troll remain motionless while camouflaged. Test this skill as a Stealthy or Inconspicuous skill. Characters must have Observation to easily spot the hidden troll. (*Perception* tests are at a double obstacle penalty.)

Suggested FoRKs: Stealthy

Sample Obstacles: The Troll creates an obstacle for an Observation test.

Obstacle is equal to number of successes rolled on Camouflage test.

Skill Type: Forester **Tools:** No.

Extortion _____ **Root:** Will/Perception _____

Bull Trolls sometimes learn that it is more fruitful to let their victims live and continue to extort food and shiny bits from them over the years. This way they can get more than a single meal out of them!

Suggested FoRKs: Intimidation, Interrogation, Haggling

Sample Obstacles: Obstacles are equal to the Will of the victim.

Skill Type: Social **Tools:** No.

Lash _____ **Root:** Agility _____

Bellowers bear a massive lash with which they drive on their lessers. So terrible and huge is this whip that it may be used as a weapon.

Sample Obstacles: As a melee weapon. See the Resources section for stats.

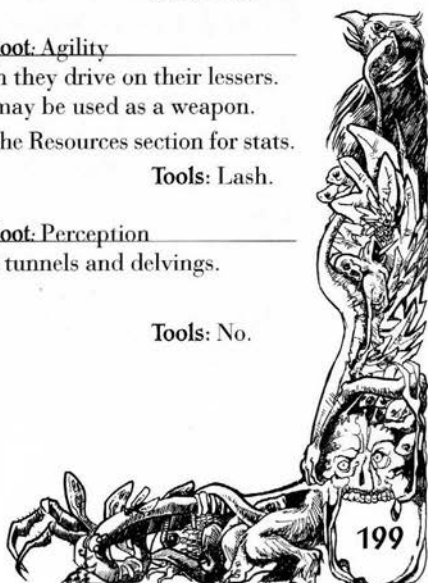
Skill Type: Martial **Tools:** Lash.

Mine-wise _____ **Root:** Perception _____

Mine-haunts know their way around the tunnels and delvings.

Suggested FoRKs: Dwarf-wise

Skill Type: Wise **Tools:** No.



Troll Resources

Troll Gear	Rp Cost
Rags	1
Troll Shoes.	1
Sack	1
Chest or Footlocker	3
Trophies	3
Shiny Trophies.	7
Pile of Rocks	2
Troll Lash	5
Mattock	10
Black Iron Shield.	5
Cave Hole	5

Troll Gear

Troll characters may purchase a small range of sundry goods. There's really not much.

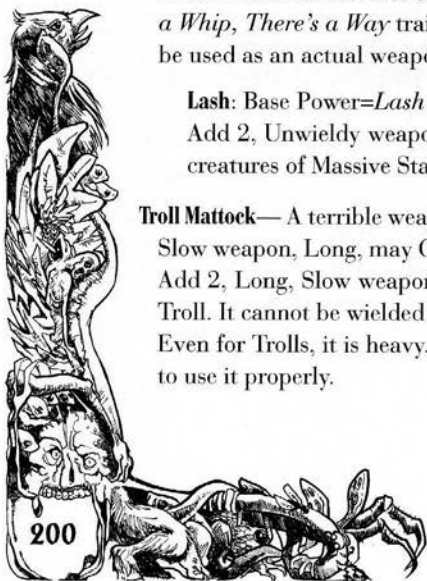
Trophies— Trolls love to keep skulls or other keepsakes from their favorite meals. These are then draped across the shoulders or strung from the wrists to let other Trolls know how well he has eaten.

Shiny Trophies— Somewhere along the way, one of the Troll's meals came with some very lovely shiny bits. These are usually worn prominently about the neck or waist.

Troll Lash— This dreaded weapon is used by Bellowers to keep their subordinates in line. Not only does it give access to the *Where There's a Whip, There's a Way* trait, but the Troll whip is powerful enough to be used as an actual weapon.

Lash: Base Power=*Lash skill exponent*. Weapon is +2 Power, VA -, Add 2, Unwieldy weapon, Longest. The Lash can only be used by creatures of Massive Stature.

Troll Mattock— A terrible weapon. Two-Handed: +4 Power, VA 2, Add 2, Slow weapon, Long, may Great Strike. One-Handed: +3 Power, VA 2, Add 2, Long, Slow weapon. This weapon is built to suit the size of a Troll. It cannot be wielded by creatures smaller than Massive Stature. Even for Trolls, it is heavy. Characters must have at least a B6 Power to use it properly.





Black Iron Shield— This massive shield provides 3D of protection. Its sharp edge can also be used as a weapon: +2 Power, VA 1, Add 2, Slow, Short weapon.

Cave Hole— Even a Troll should have a little home somewhere—a nice romantic, stinking hole in the ground to call his own. This counts as property.

Troll Relationships

Trolls use the standard rules for relationships, reputations and affiliations. I recommend Trolls only have three possible affiliations: The Black Legion, the Troll Legions or a Bull Gang. The first two are military affiliations, and the last is an outcast group.



Trolls In Play

Trolls are, on the surface, pretty straightforward to play. The characters are tough and strong, and usually slow. A 4 LP Troll typically nets enough physical stat points to suck up quite a lot of punishment. But the great thing about Burning Wheel Trolls is that they are not confined to this stereotype. In character burning, the options are limited, but once in play there is no place for a Troll to go but up. The hardest challenge falls in the realm of social and academic skills—but with enough patience, anything can be learned.

Trolls are not indestructible. They are tough, but I've seen determined or even just well-equipped 3-4 LP characters bring them to their knees. Without the Brute trait, Trolls are vulnerable to incapacitation. Mental stats of 2 make getting knocked out a real danger. So, if you must be the indestructible kill machine, either take the Brute trait, or choose lifepaths that give mental *and* physical points.

It's easy enough to integrate these characters into an Orc-based game, but they can fit equally well in any game that has a need for nine foot tall, anthropomorphic battering rams. The real challenge when playing a Troll is to stay involved in the game. It's too easy to say, "I'm stupid and strong, so I just wait." This is an excuse. I encourage players to develop good Beliefs and Instincts that tie their Troll characters into the core of the situation at hand. If a player takes the "I'm just waiting for combat" approach, then their Troll character will never improve or go beyond the bounds of his starting concept. Breaking down such boundaries is possible and even encouraged in this system!



Blood-of-Fire's Story

What good was she if she could not birth a pup who would strengthen the pack? Blood-of-Fire's mother, Splay-Tooth, had been the Dominant of the Rock-Otter pack. She was challenged for her position as soon as it was discovered that her young yearling was missing. It was Breather-of-Clouds who rose up against her and cast from her position. With her pup gone, Splay-Tooth's will was broken. She submitted to Breather's dominance with a bowed head, and she never forgot her son's abandonment and betrayal.

Two years later, Blood-of-Fire stole back into the Rock-Otter territory. He came to tell his mother of the secrets he had learned from the Spirit-Hunters—came to tell her of the Way of the First Hunter. She would be proud, he thought. But when he approached, she shunned him and growled. In a hissing voice, she told him how she was cast down when he left. He was the only pup she bore that season, and his departure was a great blow to the pack. Breather-of-Clouds was Dominant now. At first, his father had agreed to take her as a mate, but he could not tolerate Breather's constant harping and taunting about his last son. One night he simply left the pack, taking to the hills and trails—a lonely wanderer—leaving Splay-Tooth to suffer alone as Last Wolf.

Splay-Tooth related the whole story to her wayward son, whining and berating him. She called him a young fool, "Selfish and forgetful—adventuring and cavorting about the forest while your family is cast down and trodden upon!"

There was nothing he could say. His mother was the last wolf of the pack now, and nothing he could do would change that. Even if he challenged Breather-of-Clouds and her new mate, the pack would never accept him as one of their own—he bore the taint of the Spirit-Hunters. Crestfallen and shamed, he left his debased mother and retreated to the deep glens his new pack haunted.

As he walked the long miles he recalled the beginning of his solitary journey. One summer night he was awakened from his rest—roused by the call of a distant wolf. It was a savage and brutal call—a stark warning. Compelled, he had quietly slipped out of the pack and tried to find the source. Days passed, and he was lost and mortified. The young wolf would hear the cry deep in the night, but he was unable to find its source. Months passed, and it was winter. Shivering, he stumbled and fell into a snow bank, certain that he would die there. An insistent pain burrowed through his warm shell of death and brought him back to the cold light. A pitch-black raven sat on his shoulder and pecked at his skull. He croaked, "This way" and took flight. The mercurial bird lead him down a winding path into a deep, shadowed vale.

Blood-of-Fire scented death on the wind. Cresting a ridge and parting a dry thicket he looked down into the bowl of the valley and saw two massive silver wolves gravely perched over the bodies of two other Great Wolves. Gore and entrails adorned the valley floor, but the wolves refrained from eating.

The raven alighted in the clearing and began to peck at the eyes of one of the carcasses. The silver wolves paid him no mind. Instead, the elder turned to Blood-of-Fire, "Come young one, present yourself to us." Beckoned by the deep growls, the lost wolf descended into the clearing, head held low and tail dragging. As he approached, he caught scent of one of the bodies and realized that this dead wolf at his feet was of the same pack as the two survivors. What's more, the dead silver wolf had not been killed by the jaws of an animal, rather he was struck in the skull by an unlikely falling branch—his brains lay dashed in the snow.

The elder wolf came forward and drank deeply of Blood's scent. "If you can follow, I shall tell you such a story that you will not believe." The feeding raven looked up from the ragged corpse and seemed to nod at Blood. His heart raced, but uncertainty tugged at his limbs. Who were these wolves? Were they the fabled Dire Haunts his mother had warned him about? Should he flee? They certainly were not of a pack like his—the Dominant did not even ask for Blood's submission. Were these the wolves whose howls he had been following? The elder did not wait for an answer. He and his companion abruptly turned and bolted across the rocks and snow. Without another thought or regret, Blood-of-Fire dashed after them, eager to hear their tale.

Blood-of-Fire

Wild Wolf Spirit Chaser

Age: 4 yrs

Perception: B4 (B6), Will: B4, Agility: B4, Speed: B6, Power: B4, Forte: B5

Reflexes: B5, Health: B5, Mortal Wound: B10, Steel: B5

Skills: Pack Etiquette B2, Territory-wise B2, Brawling B5, Stealthy B5, Tracking-B5, Primal Bark B3, The Way of the First Hunter B3

Traits: Wanderlust, Chosen One, Raven Friend, Rash

Relationships: Pitch (Raven), Frostbane (Spirit-Chaser), Splay-tooth (Mother, Antipathetic Last Wolf)

Instincts: Always Stealth. Assess for the Odor of Spirits and Stink of the Ancient. Avoid hooves.

Beliefs: Chosen to serve: I am destined to join the First Hunter, Great Grandfather. Fell-Ancients corrupt the Wood with their presence, I shall drive them out. My mother must be made to love me again.



Great Wolf Lifepaths



Wild Pack Setting

Name	Time	Res	Stat	Leads
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Born to the Pack	1 yr	—	—	Captive
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Skills: 2 pts: General: 2 pts: Howling

Traits: 2 pts

Yearling!	1 yr	3	+1 P	Captive, Outcast
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Skills: 8 pts: Pack Etiquette, Stealthy, Hunting, Tracking, Foraging, Brawling

Traits: 1 pt

Hunter	1 yr	3	+1 P	Captive, Outcast
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Skills: 7 pts: Hunting, Hoof-wise, Intimidation, Brawling, Begging, Scent-wise

Traits: 1 pt: Submissive

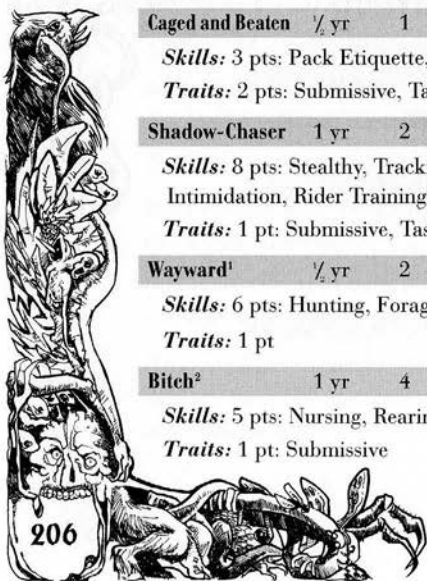
Dominant²	1 yr	6	+1 M/P	<i>Captive, Outcast</i>
<i>Skills:</i> 5 pts: Intimidation, Command, (Nursing), Brawling				
<i>Traits:</i> 1 pt: Dominant				
Aunt	1/2 yr	3	+1 M/P	<i>Captive, Outcast</i>
<i>Skills:</i> 4 pts: Nursing, Pup-wise, Scavenging, Begging				
<i>Traits:</i> 1 pt: Submissive				
Uncle	1/2 yr	3	+1 M/P	<i>Captive, Outcast</i>
<i>Skills:</i> 4 pts: Rearing, Pup-wise, Scavenging, Begging				
<i>Traits:</i> 1 pt: Submissive				
Elder³	2 yr	3	+1 M	<i>Outcast</i>
<i>Skills:</i> 7 pts: Begging, Man-wise, Orc-wise, Elf-wise, Forest-wise				
<i>Traits:</i> 1 pt: Submissive				
Last Wolf⁴	1/2 yr	2	+1 M	<i>Captive, Outcast</i>
<i>Skills:</i> 2 pts: Begging, Pack-Etiquette				
<i>Traits:</i> 2 pts: Submissive, Stained				

Wild Pack Notes

1: Wolves taking this lifepath must be 1 yr old. 2: Dominant requires Yearling, Aunt, Uncle or Last Wolf. Dominant Wolves are the pack leaders. They may be male or female. Female Dominants of 3 years or older may take the Nursing skill. Males may not take this skill at all. 3: Must be 7 yrs or older. 4: Any wolf from any other setting must take Last Wolf to enter the Wild Pack setting.

Slave to the Legion Setting

Name	Time	Res	Stat	Leads
Born to the Legion	1 yr	—	—	<i>Captive</i>
<i>Skills:</i> 2 pts: General: 2 pts: Howling				
<i>Traits:</i> 1 pt: Vile Language, Demented				
Caged and Beaten	1/2 yr	1	—	<i>Captive</i>
<i>Skills:</i> 3 pts: Pack Etiquette, Begging, Cage-wise				
<i>Traits:</i> 2 pts: Submissive, Tasting the Lash, Deranged				
Shadow-Chaser	1 yr	2	+1 P	—
<i>Skills:</i> 8 pts: Stealthy, Tracking, Trail-wise, Orc-wise, Scavenging, Intimidation, Rider Training ⁵ , Begging				
<i>Traits:</i> 1 pt: Submissive, Tasting the Lash				
Wayward¹	1/2 yr	2	+1 M	<i>Outcast</i>
<i>Skills:</i> 6 pts: Hunting, Foraging, Brawling, Stealthy, Howling, Escape Artist				
<i>Traits:</i> 1 pt				
Bitch²	1 yr	4	—	—
<i>Skills:</i> 5 pts: Nursing, Rearing, Pup-wise, Scavenging, Begging				
<i>Traits:</i> 1 pt: Submissive				



Howling Beast³ 1 yr 1 +1 P —

Skills: 7 pts: Rider Training[†], Mounted Combat[†], Savage Attack, Intimidation

Traits: 1 pt: Howl of Doom

Black Destroyer⁴ 2 yrs 2 +1 M, P —

Skills: 4 pts: Rider Training[†], Mounted Combat[†], Savage Attack

Traits: 2 pts: Intense Hatred, Great Cunning, Fearless, Cold-Blooded, Brutal, Dominant, Submissive

Ebon Tyrant⁵ 2 yrs 6 +1 M, P —

Skills: 5 pts: Conspicuous, Command, Skirmish Tactics[†], Strategy

Traits: 1 pt: Dominant

Dark Friend⁶ 3 yrs 4 +1 M *Outcast*

Skills: 5 pts: Stealthy, Tracking, Brawling, Rituals-wise, Poisons-wise

Traits: 1 pt: Obedient, Loyal, Fearless

Legion Notes

1: Wayward requires Shadow-Chaser. **2:** Bitches must be at least 3 yrs old to bear pups. **3:** Howling Beast requires Shadow-Chaser. **4:** Black Destroyer requires Howling Beast or Ebon Tyrant. **5:** Tyrant requires Shadow Chaser or Black Destroyer. **6:** Dark Friend requires Caged and Beaten.

† Indicates a Training skill. This costs two points to open and may not be advanced.

Outcast Wolf Sub-Setting

Name	Time	Res	Stat	Leads
Lone Wolf¹	1 yr	3	+1 M	<i>Any except Legion</i>

Skills: 4 pts: Territory-wise, Pack-wise, Scavenging

Traits: 1 pt: Wanderlust

Scavenger²	1 yr	3	—	<i>Legion, Wild Pack, Captive</i>
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Skills: 5 pts: Scent-wise, Village-wise, Dog-wise, Scavenging

Traits: 1 pt: Scavenger

Outcast Notes

1: Lone Wolf requires Yearling, Last Wolf, Captured, Wandering Lost, Ancient Journeyer, Wayward or Dark Friend. **2:** Scavenger requires Lone Wolf, Captured and Broken or Captured and Beaten.

Captive Sub-Setting

Name	Time	Res	Stat	Leads
Captured and Broken^{1/2} yr	3	—	—	<i>Legion, Outcast</i>

Skills: 3 pts: Begging, Cage-wise, Man-wise

Traits: 3 pts: Broken, Submissive



Spirit Hunter Sub-Setting

Name	Time	Res	Stat	Leads
Spirit-Chaser ¹	1 yr	3	+1 P	<i>Outcast, Captive</i>
<i>Skills:</i> 5 pts: Primal Bark [§] , Hunting, The Way of the First Hunter				
<i>Traits:</i> 1 pt				
Spirit-Howler ²	1 yr	4	+1 M/P	—
<i>Skills:</i> 3 pts: Ancestral Jaw [§]				
<i>Traits:</i> 1 pt: Ancestral Taint, Spirit Ears				
Spirit-Hunter ³	2 yrs	6	+1 M, P	<i>Ghost of the Deeping Wood</i>
<i>Skills:</i> 3 pts: Grandfather's Song [§]				
<i>Traits:</i> 1 pt: Spirit Nose				

Spirit Hunter Notes

1: Spirit-Chaser requires Lone Wolf and the Chosen One trait. 2: Spirit-Howler requires Spirit-Chaser. 3: Spirit-Hunter requires Spirit-Howler.

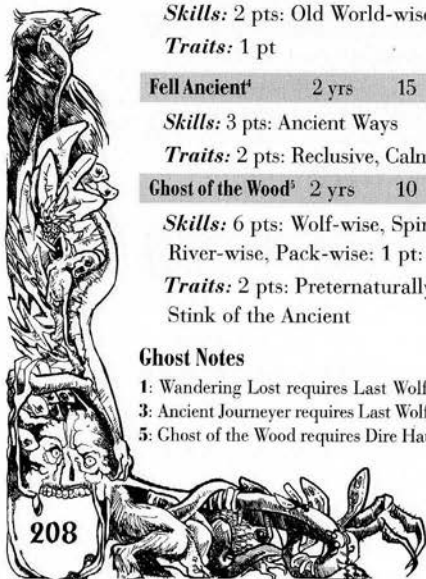
§ Indicates that this is a Wolf-Song and costs 2 skill points to open up.

Ghost of the Deeping Wood Sub-Setting

Name	Time	Res	Stat	Leads
Wandering Lost ¹	½ yr	—	+1 M	<i>Spirit Hunter, Outcast</i>
<i>Skills:</i> 2 pts: Nature of All Things				
<i>Traits:</i> 1 pt				
Dire Haunt ²	1 yr	20	+1 M, P	—
<i>Skills:</i> 3 pts: Tongue of the Ancient One				
<i>Traits:</i> 2 pt				
Ancient Journeyer ³	½ yr	—	+1 M	<i>Spirit Hunter, Outcast</i>
<i>Skills:</i> 2 pts: Old World-wise				
<i>Traits:</i> 1 pt				
Fell Ancient ⁴	2 yrs	15	+1 M, P	—
<i>Skills:</i> 3 pts: Ancient Ways				
<i>Traits:</i> 2 pts: Reclusive, Calmly Paranoid, Odor of Spirits				
Ghost of the Wood ⁵	2 yrs	10	+2 M	—
<i>Skills:</i> 6 pts: Wolf-wise, Spirit-Hunter-wise, Legion-wise, Path-wise, River-wise, Pack-wise: 1 pt: General				
<i>Traits:</i> 2 pts: Preternaturally Calm, Watchful, Piercing Gaze, Stink of the Ancient				

Ghost Notes

1: Wandering Lost requires Last Wolf and Lone Wolf. 2: Dire Haunt requires Wandering Lost. 3: Ancient Journeyer requires Last Wolf and Lone Wolf. 4: Fell Ancient requires Ancient Journeyer. 5: Ghost of the Wood requires Dire Haunt and Fell Ancient.



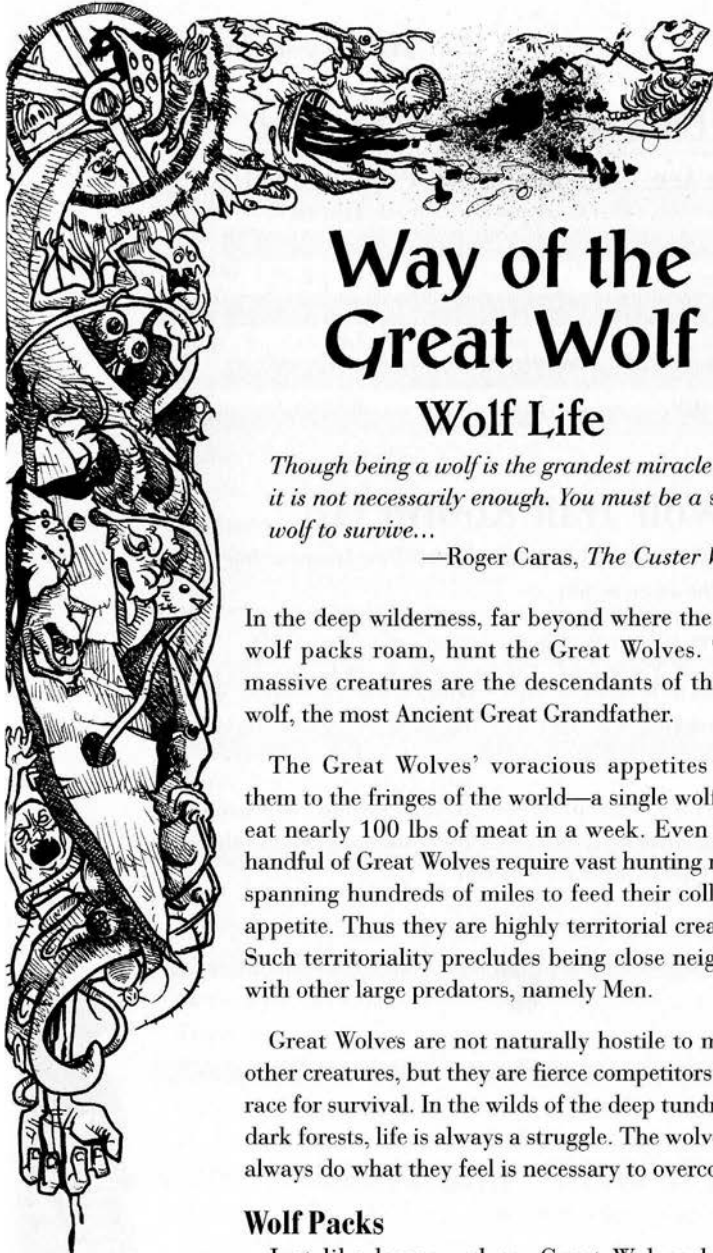
Stat Pools for Wolves by Age

Starting Age	Mental Pool	Physical Pool
1 year	6 pts	12 pts
2-3 years	7 pts	16 pts
4-5 years	7 pts	17 pts
6-7 years	7 pts	16 pts
8-9 years	6 pts	14 pts
10-11 years	6 pts	12 pts
12-15 years	5 pts	10 pts

Wolf Trait Round Up

- **Crushing Jaws:** +3 Power, VA 2, Add 2, Short, Fast Weapon. May Lock and Strike on the same action
- **Great Lupine Form** +2D to the Charge action rather than +1D
- **Wolf's Snout:** +1D to Perception tests (counts toward Reflexes), +1D to Hunting and Tracking. Can also detect emotion and determine identity via scent
- **Woodland Ear:** +1D to Perception tests (counts toward Reflexes), +1D to Hunting and Tracking, counts as Observation and allows the wolf to determine a type of animal by its call
- **Wolf's Eyes:** Reduce darkness penalties by one





Way of the Great Wolf

Wolf Life

Though being a wolf is the grandest miracle of all, it is not necessarily enough. You must be a skilled wolf to survive...

—Roger Caras, *The Custer Wolf*

In the deep wilderness, far beyond where the lesser wolf packs roam, hunt the Great Wolves. These massive creatures are the descendants of the first wolf, the most Ancient Great Grandfather.

The Great Wolves' voracious appetites drive them to the fringes of the world—a single wolf must eat nearly 100 lbs of meat in a week. Even just a handful of Great Wolves require vast hunting ranges spanning hundreds of miles to feed their collective appetite. Thus they are highly territorial creatures. Such territoriality precludes being close neighbors with other large predators, namely Men.

Great Wolves are not naturally hostile to men or other creatures, but they are fierce competitors in the race for survival. In the wilds of the deep tundra and dark forests, life is always a struggle. The wolves will always do what they feel is necessary to overcome.

Wolf Packs

Just like lesser wolves, Great Wolves have a complex social structure built around family. A wolf pack is a single family lead by a Dominant male and female pair, and consists of their offspring from the past few years. Very rarely do they allow outsiders into the pack.

Lesser wolf packs usually contain seven to fifteen members, but Great Wolf packs are much smaller, with perhaps only three to six wolves. The Dominant wolves are generally the strongest and largest in the pack, but this is not always the case. Smaller, wiser wolves have been known to lead very successfully.

Dominants rule by intimidation, fear and physical punishment. Rarely will they kill a member of their own pack. Often they will simply wrestle their kin to the ground and force them to submit to their will.

Submitting to the will of the Dominants is a trait that other wolves learn through experience. To attribute human pride to this behavior is to misunderstand. This is never seen as debasement in the pack's eyes; it is a natural thing. Submission is necessary to survive.

Below the Dominants, the pack consists of second-tier wolves who help with the hunt and raise the pups. Larger packs will also have a "last wolf," an unfortunate beast who is singled out as the scapegoat for the pack's frustration and anger. Also, any "foreign" wolf entering a pack must prove himself as a last wolf before even having the opportunity to aid in other roles in the pack.

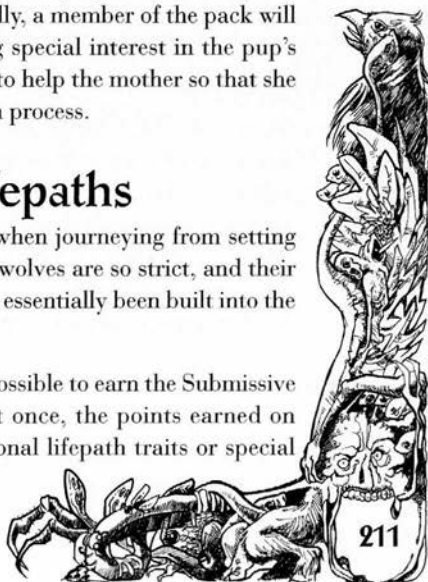
Pups

Since life is so precarious in the deep wilds, raising pups is one of the paramount activities in the pack's life—second only to hunting. Dominants mate in the late winter, and the pups are born in the early spring. Usually the litter of Great Wolves is very small, only one or two pups. Once born, the whole pack then participates in rearing the pups, not just the parents. All contribute to bringing food, minding and playing with the young wolves. Occasionally, a member of the pack will step forward as an Aunt or Uncle, taking special interest in the pup's upbringing and doing what he or she can to help the mother so that she may better recover from the arduous birth process.

Choosing Lifepaths

Wolves *do not suffer from lead penalties* when journeying from setting to setting. The lifepaths requirements for wolves are so strict, and their choices so limited, that lead penalties have essentially been built into the system for these creatures.

When using the Great Wolf lifepaths, it's possible to earn the Submissive or Dominant trait twice. Take each trait once, the points earned on subsequent paths can be spent on additional lifepath traits or special traits.





Common Traits

Crushing Jaws

Di

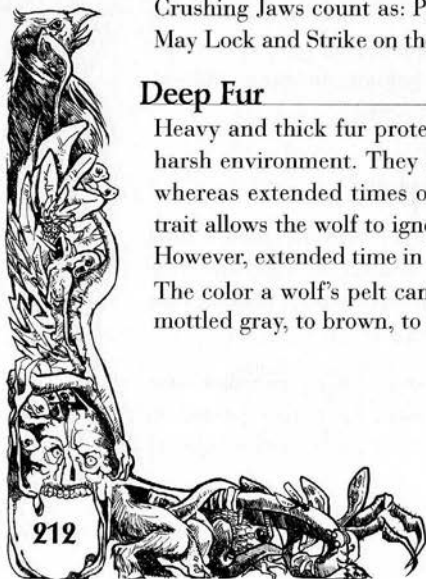
Great Wolves have powerful jaws honed into deadly hunting weapons. Crushing Jaws count as: Pow +3, Add 2, VA 2, Short, Fast weapon. May Lock and Strike on the same action.

Deep Fur

Di

Heavy and thick fur protects Great Wolves against the cold of their harsh environment. They can tolerate extremely cold temperatures, whereas extended times of hot weather tend to agitate them. This trait allows the wolf to ignore penalties/tests relating to cold weather. However, extended time in hot weather causes +1 Ob to all tests.

The color a wolf's pelt can range from pure white, to pure black, to mottled gray, to brown, to sandy, and even to reddish and ochre.



Great Lupine Form

Dt

Great Wolves possess the basic form common to wolves. They have a rangy, muscular body set on high and powerful legs with large, well-padded feet. They have long snouts and massive, protruding jaws. Their fur is a crown of coarse guard hairs supported by a nigh-impermeable layer of soft under-fur. Their most prominent feature is, of course, their massive size. Great wolves stand three to five feet at the shoulder and can weigh 200-600 lbs.

Great Wolves have a maximum exponent of 6 for Agility (from their lack of hands), other stat maximums are 8.

Wolves Charge in Fight! with a +2D bonus rather than the standard +1D.

Lupine Intellect

Dt

Without a doubt, Great Wolves are intelligent creatures. They possess a personality and intellect equivalent to that of Men and Orcs. Never assume that just because he doesn't live in cities, write with a pen or eat with a knife, the wolf is a dumb brute. Far from it. In fact, many would attest to the fact that wolves possess a superior culture to that of Men! Even so, Great Wolves are not tool-using creatures. Though they understand a great many things, they generally don't use (or even need) tools to accomplish the tasks in their daily lives. Any wolf attempting to use tools like hammers, swords or scissors should suffer quadruple obstacle penalties.

Long-Legged

Dt

Great Wolves have a Speed multiplier of x7.

Wolf's Eyes

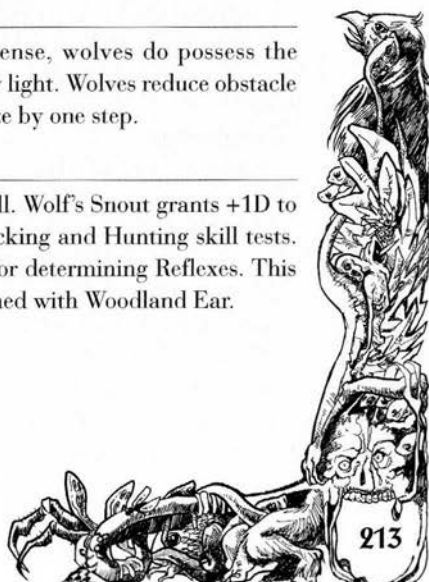
Dt

Though vision is not their strongest sense, wolves do possess the advantage of being able to see well in low light. Wolves reduce obstacle penalties for dim light, darkness and haze by one step.

Wolf's Snout

Dt

Wolves have an exceptional sense of smell. Wolf's Snout grants +1D to Perception for assesses, and +1D to Tracking and Hunting skill tests. This bonus is also added to Perception for determining Reflexes. This trait counts as Observation when combined with Woodland Ear.



Woodland Ear

Dt

Wolves have extraordinary hearing. The Woodland Ear allows wolves to discern different animal calls and add +1D to Perception tests for asseses, Tracking and Hunting. This bonus is also added to Perception for determining Reflexes. This trait counts as Observation when combined with Wolf's Snout.

Lifepath Traits

Ancestral Taint

Dt

Spirit Hunters are said to be the Chosen Ones of the Great Grandfather—chosen to take up his eternal struggle against the spirits, speech-twisters, and demons that seek to overcome wolf-kind. Once a wolf begins to sing the howls of the Spirit Hunters, he grows closer to the Great Grandfather; in fact he begins to take on a bit of his essence. The more the Spirit-Howler sings the ancient songs, the more the Taint grows within him. See the *Ancestral Taint Mechanics* in the Spirit Hunter section for more on this.

Broken

Dt

Wolves who are captured by Men or Orcs are broken into the ways of their new masters. More than just being submissive, wolves with the Broken trait obey the strange laws and requirements of their new Dominants. -1 to Will exponent when accepting commands or a Duel of Wits from a Dominant.

Brutal

C-O

Black Destroyers react to challenges with a ferocity and brutality far above what is necessary or even appropriate. This brutality has garnered them quite a reputation both within the Legion and without. Use this trait as a call-on for Intimidation.

Demented

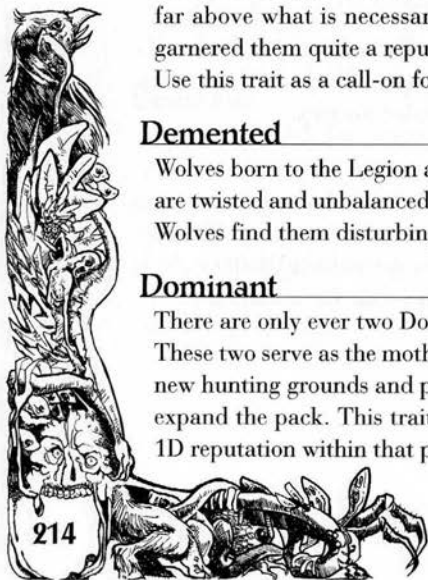
Char

Wolves born to the Legion are different from their wild brethren. They are twisted and unbalanced—quick to anger and too quick to kill. Wild Wolves find them disturbing and uncouth.

Dominant

Dt

There are only ever two Dominants in a pack, a male and female pair. These two serve as the mother and father of the group, guiding them to new hunting grounds and producing more offspring to strengthen and expand the pack. This trait grants a 1D affiliation with a pack and a 1D reputation within that pack as a Dominant.



Great Cunning *C-O*

Ebon Tyrants are the Dominants of the vast Black Destroyer packs. More than just savagery and brutality are required to attain this rank. Great Cunning is a necessity. This trait acts as a call-on for Strategy, Tactics, and any “wise” tested for insight.

Howl of Doom *Dt*

Together the wolf and rider howl, stabbing their victims with cold fear as they charge. The Wolf can howl and force his enemies to make a Steel test—add +4D to the Intimidation test when using the Howl of Doom. This Howl requires 2 actions to perform and cannot be done on the charge—it must be done beforehand. In Range and Cover, it positions with 2D. In Fight! it counts as the Longest weapon.

Obedient *Char*

Wolves who are chosen to become Dark Friends tend to be particularly obedient. While their masters can be extremely generous—feeding their wolves much fresh meat—they are also extremely violent and punishing. Rarely do they hesitate to kill a disobedient wolf. Lastly, a Dark Friend has an intuitive understanding of the powers the Blood Summoners wield—he knows the might of success and the calamity of failure. It is far better to aid the former and prevent the latter.

Odor of the Spirits *Char*

This wolf stinks of spirits. The packs shun him, and the Spirit Hunters harry him. Only the Haunts and Ghosts accept him.

Piercing Gaze *C-O/Dt*

The eyes of Ghost of the Deeping Wood burn like glittering coals. This trait is a call-on for Intimidation. Also, anyone attempting to deceive the wolf (using Falsehood, Persuasion, Soothing Platitudes) is at a +1 Ob. Burning flames flash implacably behind his eyes and hint at the terrible fate of liars.

Preternaturally Calm *Dt*

Ghosts of the Deeping Wood possess a calmness that rivals the most serene glade on a starry summer night. Reduce Hesitation by 2.

Scavenger *C-O*

This wolf has a nose for finding all sorts of odd bits. This is a call-on for the Scavenger or Foraging skills.



Spirit Ears

Dt

Spirit-Howlers become attuned to the spirit world as their Taint grows. A wolf with this trait has the ability to hear those of the spirit-nature. Counts as Observation for detecting the movements of spirits, demons and other creatures of spirit nature. Obstacle to detect spirits is 10 minus their Strength. Wolves may use their Woodland Ear in combination with this Trait, but not their Wolf's Snout.

Spirit Nose

Dt

The Taint suffuses the Spirit Hunter. Using his Spirit Nose he may add his Wolf's Snout to detect spirits (as Spirit Ears above). Also, Spirit Nose allows Spirit Hunters to Track spirits, even those who leave no marks or do not touch the ground. Use the obstacles listed with the Tracking skill and be creative.

Stained

Dt

The Last Wolf is the scapegoat of the pack. All of the anger and frustration is taken out on his hide. No matter how he elevates himself throughout his life, the Last Wolf always bears this stain on his very heart. This trait grants a 1D reputation as a Last Wolf.

Stink of the Ancient

Dt

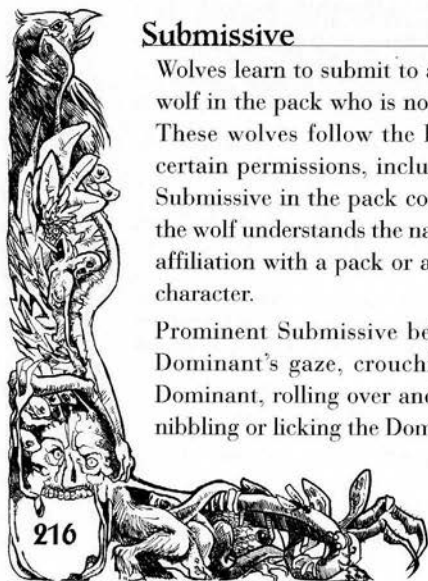
Great Wolves can smell a Ghost when he is near. His scent is distinct, a mix of Ancient Ways and twisted speech that covers his coat like the blood of the hunted. This stink causes fear, trepidation and even hatred in Great Wolves. They do not look kindly upon one who so tampers with the will of the Grandfather. This trait grants a 1D infamous reputation among the packs as a Ghost of the Deeping Wood.

Submissive

Dt

Wolves learn to submit to a Dominant wolf at a very young age. Any wolf in the pack who is not part of the Dominant pair is Submissive. These wolves follow the lead of their superiors and often beg for certain permissions, including permission to eat from a kill. Being Submissive in the pack connotes no weakness. It merely shows that the wolf understands the natural order of things. This trait grants a 1D affiliation with a pack or a free relationship with a master/dominant character.

Prominent Submissive behaviors include: looking away from the Dominant's gaze, crouching with head to the ground before the Dominant, rolling over and exposing the belly to the Dominant, and nibbling or licking the Dominant's chin.



Lastly, wolves may possess both the Dominant and Submissive traits. These wolves will rule their pack as they rightly should, but might also submit to stronger Dominants—be they wolf, Man or Orc.

Tasting the Lash _____ *Dt* _____

Just like goblins and chattel, wolves of the Legion are taught to fear the lash. When a wolf with this trait is whipped, he *must* obey the command given. Period.

Also, this trait allows Great Wolves to benefit from Orc commanders with the *Where There's a Whip, There's a Way* trait described on page 205 of the Character Burner.

Vile Language _____ *Char* _____

Pups born to the Legion are taught the foul language of darkness. They may speak without difficulty to those of similar heritage.

Wanderlust _____ *Char* _____

Lone Wolves tend to be overtaken by a wanderlust when they leave their packs. They roam the deep and dark woods, high mountains, lonely tundras and long paths in search of a mate, a territory or even darker secrets.

Watchful _____ *Char* _____

Ghosts of the Deeping Wood always prefer to watch from afar before revealing their presence.

Special Wolf Traits

Great Wolves may choose any of the traits listed in the General Trait List of the Character Burner, *except* Aura of Holiness, Ambidextrous, Aura of Martyrdom, Bodhisattva, Dexterity of the Cat, Divine Wind, Dog-Faced Boy, Faithful, Louis Wu, Reverent, Skin of an Apple, and Street Smart.

They may also choose from following special, wolf-only traits. When choosing a trait for the wolf's fur, remember that only one trait may be used to describe this feature. For example, Frost Coat and Changeling Coat cannot be taken together.

Aura of Terror _____ *Dt* _____ 6 pts _____

Ancient fear rolls off this wolf in waves. Add +2D to Intimidation tests.

Changeling Coat _____ *Dt* _____ 3 pts _____

This wolf was born to be a trickster. His coat shifts patterns and colors at will. Add +1D to Stealthy and Inconspicuous tests.



Chosen One *Dt* 3 pts

Only certain wolves are chosen to become Spirit Hunters. On certain nights in the dead of winter, the Spirit Hunters will come to the territories and seek out lone wolves. Those who are chosen receive a special scent and are marked to become Spirit Hunters. This trait is required to be able to take the Spirit-Chaser lifepath. It grants a 1D affiliation with the Spirit Hunters.

Fearsome Beast *C-O* 2 pts

There is something odd and unsettling about this wolf—something very old and frightening. Use this trait as a call-on for Intimidation.

Frost Coat *C-O* 2 pts

The pelt of this wolf is like glittering ice. Use this trait as a call-on for Stealthy when stalking the tundra and arctic wastes.

Ghost Coat *C-O* 4 pts

This wolf's coat shifts subtly from dark to light, from mottled to clear, depending on what land he stalks and haunts. Use this for a call-on for Stealthy in any terrain.

Mangy Coat *Char* 1 pt

This wolf's fur is rough, tangled, unkempt and even balding in some places.

Mark of the Ancient *Dt* 5 pts

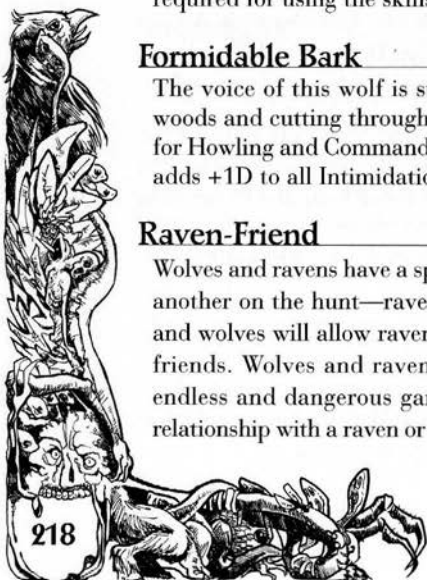
Some pups are born with a certain mark, which is often considered shameful by the packs. Such rare wolves are descendants from the Ancient, the first wolf who created the world. The packs believe such wolves are cursed and destined for a life of mayhem. This trait is required for using the skills *Tongue of the Ancient* and *Ancient Ways*.

Formidable Bark *C-O* 2 pts

The voice of this wolf is strong and clear, easily piercing the dense woods and cutting through dampening fog. Use this trait as a call-on for Howling and Command. Combined with Fearsome Beast, this trait adds +1D to all Intimidation tests.

Raven-Friend *Dt* 1 pt

Wolves and ravens have a special relationship. Not only do they aid one another on the hunt—ravens will circle a herd to mark it for wolves, and wolves will allow ravens to feed at their kills—they are also great friends. Wolves and ravens enjoy taunting each other and playing endless and dangerous games of tag. This trait grants either a free relationship with a raven or a 1D affiliation with a conspiracy of ravens.



This trait signifies a wolf who is especially fond of ravens and who is well thought of by the birds. While the whole pack may play, he is the only pack member who can understand the quacks and squawks of raven speech.

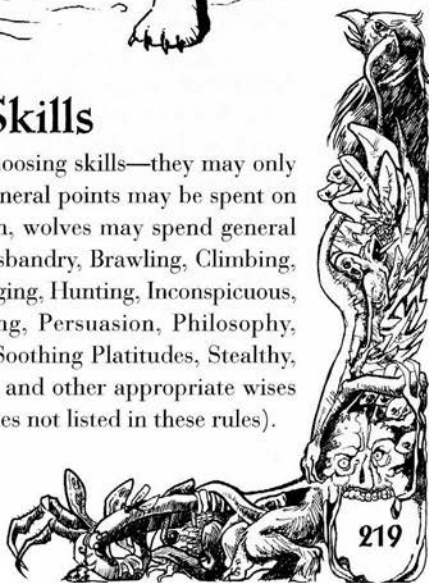
Shadow Coat _____ C-O _____ 2 pts _____

The fur of this wolf is perfectly suited to stalking in the shadows of the woods. Use this trait as a call-on for Stealthy when stalking the forests and valleys.



Choosing Skills

Wolves abide by the standard rules for choosing skills—they may only acquire skills found on their lifepaths. General points may be spent on any skills within this chapter. In addition, wolves may spend general points on the following skills: Animal Husbandry, Brawling, Climbing, Command, Conspicuous, Falsehood, Foraging, Hunting, Inconspicuous, Intimidation, Interrogation, Orienteering, Persuasion, Philosophy, Running/Sprinting Training, Seduction, Soothing Platitudes, Stealthy, Survival Training, Tracking, Ugly Truth, and other appropriate wises (wises specific to your game, especially ones not listed in these rules).



Wolves *may not* purchase craftsman skills, sorcerous skills, weapon skills, or anything that requires a thumb to use.

Wolf Skills

Ancient Ways ROOT: Perception

It is said that the Great Ancient spoke the true names of the water, loam, wind and prairie fire. Closely guarded, these powerful names have been passed from generation to generation of Great Wolves descended from the last wolf of the ancestral pack—Fell Ancients who bear the Mark.

This skill is the equivalent of the Spirit Binding skill. Wolves must have the *Mark of the Ancient* trait to use this skill.

Sample Obstacles: See the Summoning chapter, available as a pdf download at www.burningwheel.org.

Skill Type: Sorcerous **Tools:** No.

Begging ROOT: Will

Begging is the Wolf's version of the Persuasion skill. This skill may be used as Persuasion in a Duel of Wits between Great Wolves or their friends. When a submissive wolf wants something, whether it be food or permission, he must beg the Dominant for it. Begging is not humiliating to a wolf; it is part of their nature. Sometimes the female Dominant will even need to beg when she is nursing her pups—she begs the pack to bring them food.

Sample Obstacles: Most tests are based on the Will of the Dominant.

Begging food for pups, Ob 1. Begging food from a kill, +1 Ob.

Begging into a pack, +3 Ob.

Suggested FoRKs: Pack Etiquette

Skill Type: Social **Tools:** No.

Cage-wise ROOT: Perception

A wolf learns quickly the nature of his confinement—knowledge best used for the escape!

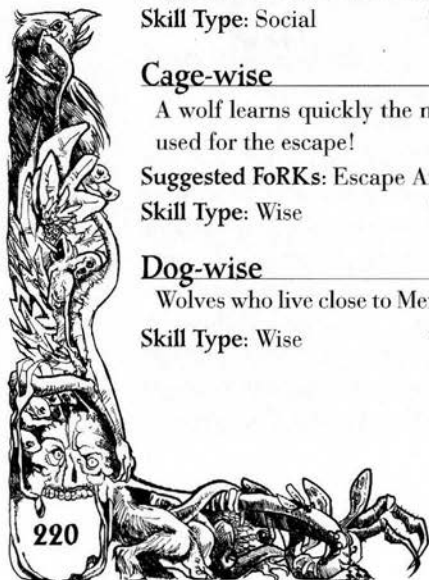
Suggested FoRKs: Escape Artist

Skill Type: Wise **Tools:** No.

Dog-wise ROOT: Perception

Wolves who live close to Men inevitably come to know the ways of dogs.

Skill Type: Wise **Tools:** No.



Elf-wise _____ **ROOT: Perception** _____

Some Great Wolves journey to the Elves and speak with them awhile about the passing of the seasons.

Sample Obstacles: Proper etiquette for entering Elf-lands, Ob 4.

Skill Type: Wise **Tools:** No.

Escape Artist _____ **ROOT: Perception/Agility** _____

Wolves can learn nearly anything. When trapped or caged, they quickly learn the mechanics of their captivity and devise a method of escape.

Sample Obstacles: Collars, Ob 1. Leashes, Ob 2. Traps, Ob 3.

Cages, Ob 4 and up.

Suggested FoRKs: Cage-wise, Trap-wise

Skill Type: Special **Tools:** No.

Forest-wise _____ **ROOT: Perception** _____

The knowledge of the forests of the region—their paths, their pools, their glens and dens.

Sample Obstacles: Knowing a good den, Ob 2. Good hunting grounds, Ob 3.

Suggested FoRKs: Territory-wise

Skill Type: Wise **Tools:** No.

Hoof-wise _____ **ROOT: Perception** _____

Wolves learn the habits and nature of their prey.

Sample Obstacles: Species (Horse, Deer or Elk), Ob 1. Judging the health of intended prey, Ob 2. Age-and gender of prey, Ob 3.

Prediction of herd location, Ob 4.

Skill Type: Wise **Tools:** No.

Howling _____ **ROOT: Will** _____

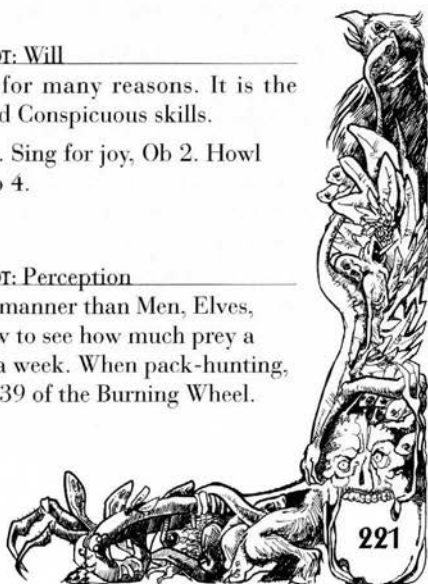
Wolves love to howl, and they do so for many reasons. It is the combination of the Singing, Oratory, and Conspicuous skills.

Sample Obstacles: Sing discordantly, Ob 1. Sing for joy, Ob 2. Howl for the lost, Ob 3. Howl for warning, Ob 4.

Skill Type: Social **Tools:** No.

Hunting _____ **ROOT: Perception** _____

Wolves hunt for their prey in a different manner than Men, Elves, and Orcs. Use the sample obstacles below to see how much prey a pack can bring down over the course of a week. When pack-hunting, be sure to use the Helping rules on page 39 of the Burning Wheel.



The Dominant is *always* the primary for this test. Last Wolves, Pups, Elders, and nursing Dominants may not help in this test—only Hunters, Aunts, Uncles and Yearlings.

Sample Obstacles: Adequate kills to feed a pack of up to three is Ob 4. Adequate kills to feed of pack of three to five great wolves is Ob 5. Adequate kills for a pack of six to seven is Ob 7. Plentiful hunting ground reduces obstacle by 1. Wild land gives neither a bonus nor penalty. Barren land is +1 or +2 obstacle depending on just how barren it is.

Suggested FoRKs: Tracking, Scent-wise, Territory-wise, Forest-wise

Skill Type: Forester. **Tools:** No.

Legion-wise _____ **ROOT:** Perception _____

Ghosts are wise and knowledgeable; even the ways of the Black Legions are not unknown to them.

Sample Obstacles: Location of worgs in a Legion march, Ob 2. Frequency of Legion patrols, Ob 3. Command structure of Ebon Tyrants, Ob 4.

Skill Type: Wise **Tools:** No.

Man-wise _____ **ROOT:** Perception _____

Certain wolves learn the ways of Men.

Skill Type: Wise **Tools:** No.

Mounted Combat _____ **ROOT:** Perception/Speed _____

Bearing a rider on a journey and bearing him into combat are two very different skills. A wolf must be trained to modify his fighting style in order to coordinate with his rider and not roll him or throw him. For detailed information on using this skill, see the Mount Burner (available as a pdf download at www.burningwheel.org).

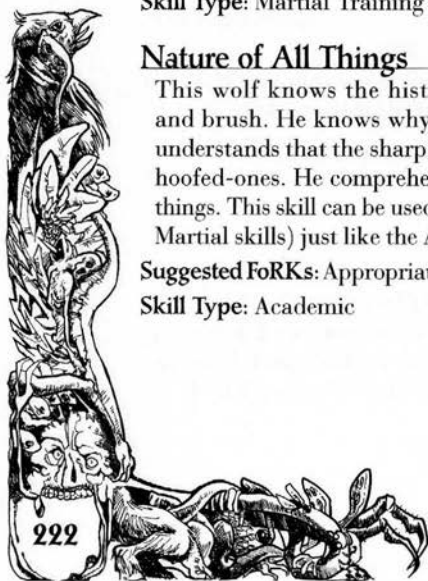
Skill Type: Martial Training **Tools:** No.

Nature of All Things _____ **ROOT:** Perception/Will _____

This wolf knows the history of the trees, the streams, the rocks, and brush. He knows why the snow falls and why the sun rises. He understands that the sharp tooth of the wolf lengthens the stride of the hoofed-ones. He comprehends, vaguely, the interconnectedness of all things. This skill can be used as a FoRK for nearly any other skill (except Martial skills) just like the Astrology skill. This skill is not open-ended.

Suggested FoRKs: Appropriate Wises. May FoRK into any other wolf-skill.

Skill Type: Academic **Tools:** No.



Nursing _____ **ROOT: Perception/Will** _____

This is the delicate process of weaning pups off the teat and slowly introducing them to meat and forage. Also, this skill may be used like Field Dressing (as described on page 202 of the Burning Wheel).

Suggested FoRKs: Rearing

Skill Type: Special **Tools:** No.

Old World-wise _____ **ROOT: Perception** _____

This wolf knows the Old Ways from before time. He knows of a world before Men, before Orcs, Dwarves, and even Elves—a time when only one wolf stalked a single, great, vaulting forest.

Sample Obstacles: Location of ancient dens, Ob 2. Guessing the age of a tree, Ob 3. Predicting the severity of a regional season, Ob 4.

Suggested FoRKs: Way of the First Hunter, Nature of All Things

Skill Type: Wise **Tools:** No.

Orc-wise _____ **ROOT: Perception** _____

Wolves who live with Orcs learn their tormentors' culture and lifestyle.

Sample Obstacles: 21 ways to kill an Orc, Ob 2. 11 ways to kill an Elf, Ob 3.

Suggested FoRKs: Legion-wise

Skill Type: Wise **Tools:** No.

Pack Etiquette _____ **ROOT: Perception** _____

This is crucial knowledge of the laws of the pack—what behavior is appropriate at what juncture.

Sample Obstacles: Feed order at a kill, Ob 2. Approaching the pack as a foreigner, Ob 4.

Suggested FoRKs: Begging

Skill Type: Social **Tools:** No.

Pack-wise _____ **ROOT: Perception** _____

To know a pack by their habits and their trails; to know where they would hunt and den.

Suggested FoRKs: Wolf-wise

Skill Type: Wise **Tools:** No.

Path-wise _____ **ROOT: Perception** _____

This skill reflects a wolf's knowledge of the many paths through the forests, prairies and swamps. Path-wise wolves often know the quickest way to get from here to there.

Suggested FoRKs: River-wise, Forest-wise, Hoof-wise, Orienteering

Skill Type: Wise **Tools:** No.



Poisons-wise _____ **ROOT: Perception** _____

Dark Friends learn to know poison a by its scent.

Skill Type: Wise **Tools:** No.

Pup-wise _____ **ROOT: Perception** _____

A wise uncle can always tell the difference between troublesome pups and well-behaved ones.

Skill Type: Wise **Tools:** No.

Rearing _____ **ROOT: Perception/Will** _____

This is the wolf's instructional skill. Good Uncles and Aunts pass on the knowledge of the hunt and the traditions of the pack to the young pups. When a character with the Rearing skill is teaching another character a skill (via the Instruction rules on page 52 of the Burning Wheel), test this skill. Each success after the first reduces the overall time per test by -10%.

Suggested FoRKs: Way of the First Hunter

Skill Type: Social **Tools:** No.

Rider Training _____ **ROOT: Power/Speed** _____

This training teaches a wolf how to subordinate itself and accept commands from a rider. For detailed information on using this skill, see the Mount Burner (available as a pdf download at www.burningwheel.org).

Skill Type: Physical Train. **Tools:** No.

Rituals-wise _____ **ROOT: Perception** _____

The Dark Friends learn to know the Rituals of their bloody masters. They can tell the coming effect by the intonation of the Summoner's voice and the amount of blood he spills.

Sample Obstacles: Telling a real ritual from a fake, Ob 1. Knowing a Ritual of Blood vs a Ritual of Night, Ob 2. Knowing the precise Ritual by the sound of the first few syllables, Ob 3.

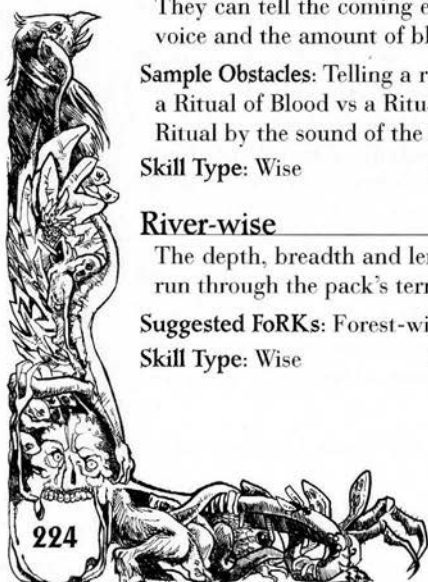
Skill Type: Wise **Tools:** No.

River-wise _____ **ROOT: Perception** _____

The depth, breadth and length of the rivers, streams and creeks that run through the pack's territory.

Suggested FoRKs: Forest-wise, Path-wise

Skill Type: Wise **Tools:** No.



Savage Attack _____ **ROOT: Agility/Speed** _____

Orcs train wolves to fight savagely and wildly. *Wolves with Savage Attack have access to all of the Martial Maneuvers.* (Unlike most Great Wolves, who only have access to the Brawling maneuvers.)

Suggested FoRKs: Brawling

Skill Type: Martial **Tools:** No.

Scavenging _____ **ROOT: Perception** _____

A player using his character's Scavenging skill may state what he is looking for—it can be any *type* of item, but it cannot be a specific or unique thing. A successful roll indicates that the character has found a reasonable facsimile of what he set out to look for.

Sample Obstacles: Common household goods are Ob 2. Hard to find items are Ob 3. Rare objects are Ob 5. Obscure or out of place items are Ob 7.

Suggested FoRKs: Village-wise

Skill Type: Forester **Tools:** No.

Scent-wise _____ **ROOT: Perception** _____

This wolf is particularly wise in the ways of scent and smell. He keeps a catalog of scent and identity in his head.

Sample Obstacles: Recalling a scent from years past, Ob 2. Detecting familial relations via scent alone, Ob 4.

Skill Type: Wise **Tools:** No.

Spirit Hunter-wise _____ **ROOT: Perception** _____

Ghosts of the Deeping Wood eventually come to know their enemies and pursuers, the Spirit Hunters.

Sample Obstacles: Discerning the nature of a howl-song, Ob 2. Telling the difference between a Chaser, Howler or Hunter, Ob 3. Knowing where the Spirit Hunters roam, Ob 4.

Skill Type: Wise **Tools:** No.

Village-wise _____ **ROOT: Perception** _____

Wolves can learn the ways of the villagers and peasants. Where they keep their cattle and trash is of paramount importance.

Suggested FoRKs: Man-wise

Skill Type: Wise **Tools:** No.

Tracking _____ **ROOT: Perception** _____

Wolves track in a slightly different manner than Men, Elves and Orcs—they rely on scent and sound more than sight.



Sample Obstacles: Tracking fresh scent on dry earth, Ob 1. Recognizing a known creature by scent trail, Ob 2. Picking up day old scent: Ob 3. Following fresh scent from nearby prey on the wind, Ob 4. Tracking fresh scent in new, light rain, Ob 5. Tracking quarry that has crossed through a stream, Ob 6. Tracking after rain, Ob 7.

Suggested FoRKs: Scent-wise

Skill Type: Forester **Tools:** No.

Tongue of the Ancient One **ROOT:** Perception

It is said that the Great Ancient whispered his secrets to his last pup before he passed on from this world. He taught his outcast and hated child how to speak the true speech, how to make his words have power beyond understanding.

This skill is the equivalent of Sorcery for Men. Great Wolves with the *Mark of the Ancient* trait may use this skill to cast spells.

Sample Obstacles: See Incantations on p. 119 of the Burning Wheel.

Skill Type: Sorcerous **Tools:** No.

The Way of the First Hunter **ROOT:** Will/Perception

This is the Spirit Hunter's history of the world.

Suggested FoRKs: Old World-wise, Nature of All Things

Skill Type: Academic **Tools:** No.

Wolf-wise **ROOT:** Perception

The venerable Ghost of the Deeping Wood comes to know all that can be known about the ways of the Wolf.

Suggested FoRKs: Pack-wise, Territory-wise

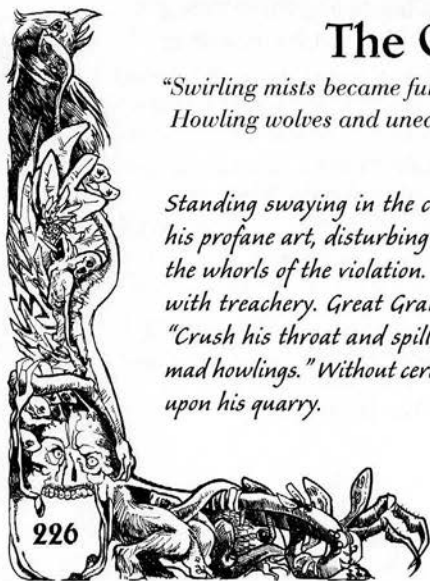
Skill Type: Wise **Tools:** No.

The Great Divide

"Swirling mists became furies / Rolling clouds became wolves / Howling wolves and unearthly cries"

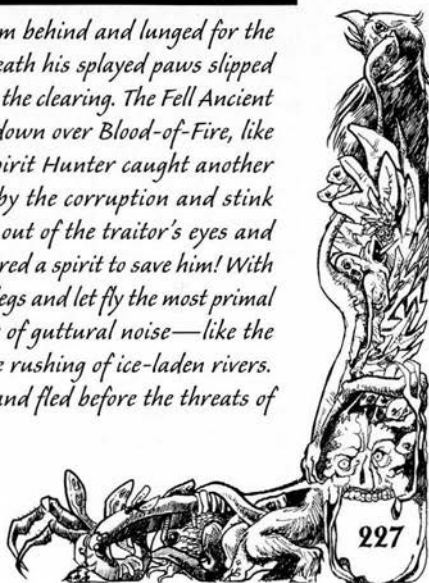
—Steve Von Till, *The Wild Hunt*

Standing swaying in the clearing, the Fell Ancient communed with his profane art, disturbing the order of nature. Blood-of-Fire sensed the whorls of the violation. Even the pelt of the ragged sorcerer stank with treachery. Great Grandfather whispered to his Spirit Hunter, "Crush his throat and spill his blood. He threatens our way with his mad howlings." Without ceremony or warning, Blood-of-Fire descended upon his quarry.





With a bound, the Spirit Hunter leapt from behind and lunged for the Fell Ancient's neck. But the snow underneath his splayed paws slipped impossibly, and he stumbled, skidding into the clearing. The Fell Ancient merely turned his neck so his head hung down over Blood-of-Fire, like a ghoulish moon. It was then that the Spirit Hunter caught another scent, a rich and earthy musk, masked by the corruption and stink of the speech-twister. Swirls of it eddied out of the traitor's eyes and dripped from his jaws. The beast had conjured a spirit to save him! With a snarl and bark, Blood-of-Fire took to his legs and let fly the most primal of howls. He flung forth a staccato flurry of guttural noise—like the cracking and falling of great trees, like the rushing of ice-laden rivers. The Fell Ancient's spirit-slaves quavered and fled before the threats of the Great Grandfather.



He was more confident now, but still wary. Blood-of-Fire circled his quarry slowly, sucking air past his teeth, testing for more foul treachery. The summoner panted and whined, narrowing his gaze on the Spirit Hunter. Faintly, Blood-of-Fire could hear evanescent ghosts of the wood and stone drawing forth, beckoned by the traitor's quiet call. He mustn't let him conjure again! Like a shadow cast from fluttering wings, the Spirit Hunter leapt on his quarry. He hit like the first stone of an avalanche....

Among the wolves who walk the ancient and forbidden paths, there are two different packs, the Spirit Hunters and the Ghosts of the Deeping Wood. As their name implies, Spirit Hunters guard the forests from wayward and malignant spirits, both Named and Nameless. In fact, they believe it is their sacred duty to do so. This duty, and the formidable magic that accompanies it, was taught to them by the first wolf, Great Grandfather, who hunted and guarded the first forest of the world.

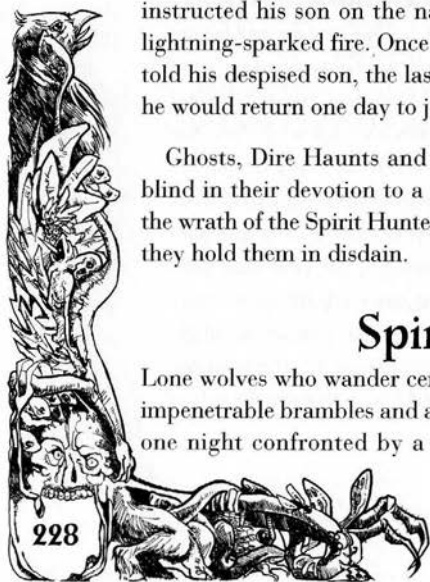
Spirit Hunters despise the Ghosts of the Deeping Wood. They call them traitors and polluters. They believe the Fell Ancient's art of summoning can bring no good, for it torments spirits and drives them to acts of madness. It is plainly against the nature of both the wolf and the world at large to speak in so foul a language and disregard the natural law.

Ghosts of the Deeping Wood, on the other hand, were taught the true language of creation by the first wolf, whom they call Great Ancient. The Ghosts believe Great Ancient was not merely the first hunter, but the *creator* of the world-forest. Before he disappeared into the mists, Great Ancient took his youngest son, the most despised of the pack, on a winding journey across all the earth. On the walk, Great Ancient instructed his son on the name of every rock, tree, cloud, river, and lightning-sparked fire. Once he had imparted his secrets, Great Ancient told his despised son, the last wolf, to rule and keep the world well, for he would return one day to judge him and all his offspring.

Ghosts, Dire Haunts and Fell Ancients consider the Spirit Hunters blind in their devotion to a misunderstood ancestry. They rightly fear the wrath of the Spirit Hunters and avoid them at all cost, but ultimately they hold them in disdain.

Spirit Hunters

Lone wolves who wander certain paths—lonely winding paths through impenetrable brambles and across cutting shale—might find themselves one night confronted by a wolf of eerie, shining fur. The wolf will



nod and lock eyes once with the lone one, yet he neither submits nor dominates. After his assessment, the glittering wolf turns and runs full bore, hurtling along the hidden paths of the forest. If the lone one gives chase, and if he can keep pace—perhaps even catch him before the gray dawn sweeps the night from the sky—then he is deemed Chosen and inducted into the Spirit Hunter pack.

Once chosen, he is brought before the great Spirit Hunters and taught to sing the Song of Great Grandfather, which is the history of the wolf, the world and the spirits. Once he has mastered the Song, he becomes a Spirit-Chaser and hunts for the spirit-pack. He and the other chasers patrol the woods seeking out wayward spirits or those malignant wolves who torment spirits. On the hunt, his fellow chasers teach the new wolf Grandfather's first bark—a bark so powerful that even spirits fear it. If he can master this spirit bark, he is further embraced by the pack and taught more complex howl-songs so that he might directly combat spirits himself.

Ancestral Taint

Spirit Hunters gain their power from the knowledge passed down from Great Grandfather through the generations. The duty to serve Great Grandfather is an honor and the power granted is mighty, but its end is tragic: No wolf who accepts the power will have a natural death—he shall either be killed by violence or he shall pass on into the spirit realms.

The greater the Spirit Hunter, the closer he comes to succumbing to the great spirit. Once the Ancestral Taint reaches exponent 10, then the wolf passes on.

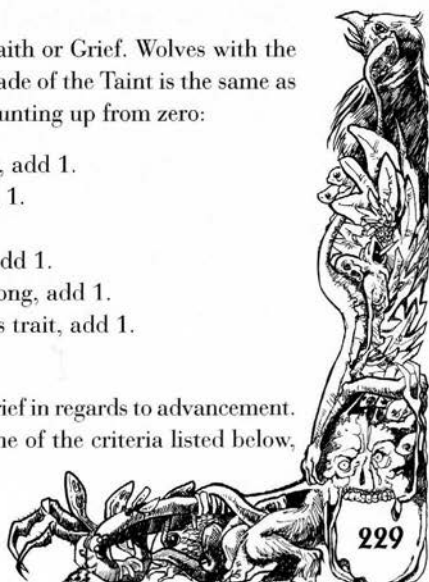
Starting Ancestral Taint

Ancestral Taint is an attribute like Faith or Grief. Wolves with the Chosen One trait bear the Taint. The shade of the Taint is the same as the Wolf's Will. Add to the exponent, counting up from zero:

- If a wolf has the Ancestral Taint trait, add 1.
- If a wolf knows the Primal Bark, add 1.
- If a wolf has Spirit Nose, add 1.
- If a wolf has learned Ancestral Jaw, add 1.
- If a wolf has learned Grandfather's Song, add 1.
- If a wolf has the Stink of the Ancients trait, add 1.

Advancing Ancestral Taint

Ancestral Taint is exactly like Elven Grief in regards to advancement. Whenever the wolf in question meets one of the criteria listed below,



he earns a test toward advancement. Ancestral Taint is never rolled. When a Spirit Hunter finally gives in to the Spirit Nature (advances the attribute to exponent 10), he is no longer playable as a character—he has gone on to join Grandfather.

Note that the actual in game obstacles of Grandfather's Song are irrelevant for Ancestral Taint tests. Use of these abilities has a fixed obstacle on the following scale.

If a player wishes to halt the advancement of his wolf's Taint, he must make different choices for the character. The conditions are clearly set; can the wolf avoid fulfilling his nature?

Obstacle 1

Howling for *Spirit Jaws* (see Ancestral Jaw below). Confronting a Lesser (Strength 1-5) Nameless spirit.

Obstacle 2

Howling for *Preternatural Jaws* (see Ancestral Jaw). Confronting a Dire Haunt or Lesser Named spirit. Receiving a Superficial or Light wound from a Nameless spirit.

Obstacle 3

Howling for *Fox-Luck* (see Ancestral Jaw). Howling for *Silent Voice* (see Grandfather's Song below). Confronting a Greater (Strength 6-10) Nameless spirit. Confronting a Fell Ancient. Receiving a Superficial or Light wound from a Lesser Named spirit.

Obstacle 4

Howling for *Jaws of Lightning* (see Ancestral Jaw). Confronting a Greater Named spirit. Receiving a Midi-Traumatic wound from a Nameless spirit.

Obstacle 5

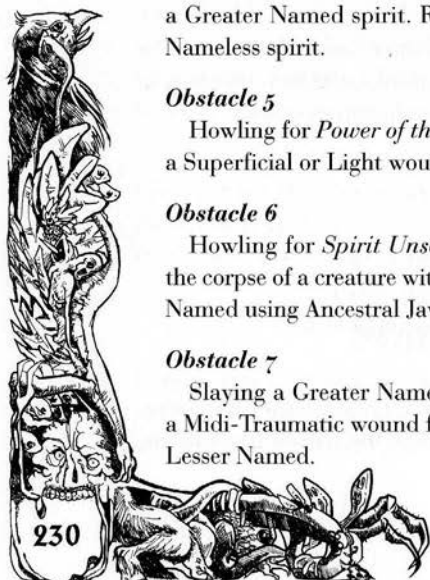
Howling for *Power of the Avalanche* (see Ancestral Jaw). Receiving a Superficial or Light wound from a Greater Named spirit.

Obstacle 6

Howling for *Spirit Unseen* (see Grandfather's Song). Consuming the corpse of a creature with the Ancestral Taint trait. Slaying a Lesser Named using Ancestral Jaw.

Obstacle 7

Slaying a Greater Named spirit with the Ancestral Jaw. Receiving a Midi-Traumatic wound from a Greater Named Spirit. Consuming a Lesser Named.



Obstacle 8

Howling for *Celestial Sight* (see Grandfather's Song).

Obstacle 9

Consuming the corpse of a Greater Named.

Obstacle 10

Howling for *Spirit Nature* (see Grandfather's Song).

Earning Spirit Ears and Spirit Nose Traits

If a character doesn't start the game with Spirit Ears or Spirit Nose, these traits may be "learned" in play. When a wolf-character learns the Ancestral Jaw song, she may add Spirit Ears to her trait list. When a wolf-character learns Grandfathers' Song, she may add Spirit Nose to her trait list.

Remember, learning these skills and gaining these traits can add to the Spirit Hunter's Ancestral Taint. See above for the mechanics.

Spirit Hunter Songs

Spirit Hunter Songs are skills—they are rated, rolled and advanced like a skill. However, each one has a magical effect tied to it, and all howl-song tests are open-ended. They are not combined with Will when rolled, and do not cause Tax or have special spell-failure rules.

Primal Bark

Will

2 Actions

This ferocious and formidable bark comes from deep within the wolf. Channeling the essence of his snarls and barks, the wolf speaks as Great Grandfather once did. This howl acts like the summoner's Abjure spell. Roll the wolf's skill vs the Spirit's Strength. If the wolf wins the test, the spirit is abjured and driven off. It will not return while the wolf remains in its domain. If used against a Named spirit, the obstacle is equal to the victim's Will. Success means the creature must pass a Steel test.

If used against a creature of non-Spirit Nature, then the Primal Bark causes a Steel test to be taken. The wolf tests his Primal Bark skill and each success after the first is added to the victim's Hesitation. Any *animal* forced to hesitate from this bark will break and "Run Screaming." Characters may choose their own fate as per the standard Steel test results.



The Primal Bark is impossibly loud and penetrating. It can be heard over a great distance—for dozens of miles on a quiet night. The sound of it will summon forth any Spirit Hunters in the vicinity, who will come to the aid of their brethren.

Duration: Instantaneous

Ancestral Jaw _____ Will _____ x1 Actions _____

It is a matter of debate among the Spirit Hunters and the Elven Wanderers as to who taught whom to sing. The Great Wolves attest that the Elves learned to sing from listening to Great Grandfather howl. The Wanderers say otherwise, it was their creator who taught Grandfather how to howl in chord and vary his pitch.

Regardless of who is correct, this song is very similar to the Elven Sword Song. It allows the Spirit Howler to summon ancient power into his jaws, transforming them into a spirit weapon, or worse.

Ob 1: *Spirit Jaws*, jaws become a spirit weapon. (This is the most basic form of this howl. All subsequent forms count as Spirit Jaws in addition to the howled for power.) Ob 2: *Preternatural Jaws*, extra successes add dice to the wolf's Brawling or Savage Attack skills. Ob 3: *Fox-Luck*, all Brawling, Savage Attack, Speed and Natural Defenses dice become open-ended. Ob 4: *Jaws of Lightning*, +1 to Reflexes for the duration of the combat. Ob 5: *Power of the Avalanche*, the wolf may double his dice on the Charge.

Duration: Exchanges equal to Will exponent.

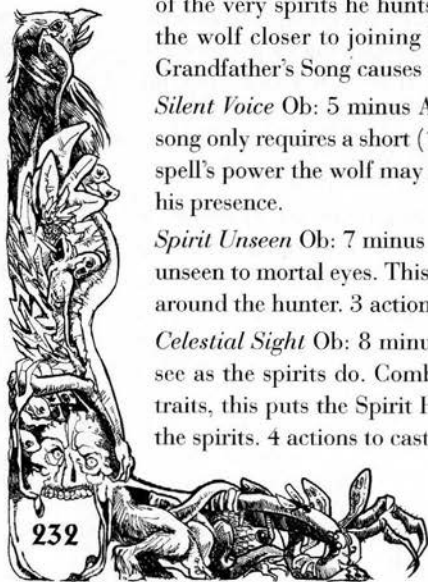
Grandfather's Song _____ Ancestral Taint _____ Actions: See below _____

This powerful and dangerous song allows the wolf to take on the traits of the very spirits he hunts. The danger in this howl is that it brings the wolf closer to joining Great Grandfather in the spirit realms—Grandfather's Song causes the Ancestral Taint to spread more quickly.

Silent Voice Ob: 5 minus Ancestral Taint. This part of Grandfather's song only requires a short (1 action) bark. Thenceforth while under the spell's power the wolf may speak directly to the minds of those within his presence.

Spirit Unseen Ob: 7 minus Ancestral Taint. The Spirit Hunter may go unseen to mortal eyes. This ability acts as a 7-success Chameleon spell around the hunter. 3 actions to cast.

Celestial Sight Ob: 8 minus Ancestral Taint. The Spirit Hunter may see as the spirits do. Combined with his Spirit Ears and Spirit Nose traits, this puts the Spirit Hunter's senses entirely within the realm of the spirits. 4 actions to cast.



Spirit Nature Ob: 10 minus Ancestral Taint. The wolf may walk as the spirits do. Time does not affect him so greatly, nor does gravity or other earthly bonds—shade shift the wolf's Speed one step to the right. Also, the wolf cannot be burned by mortal fire or cold, and mortal weapons do not harm him. When Grandfather's Song is called upon for Spirit Nature, Celestial Sight and Silent Voice are granted as well. 5 actions to cast.

When these song obstacles become zero, the ability becomes automatic—essentially the wolf has earned the trait.

Duration: Hours equal to Will exponent.

Ghosts of the Deeping Wood

Ghosts know the truth. What the Spirit Hunters fail to acknowledge is the superiority of their great heritage over all others—Men and Elves included. Great Grandfather was not merely the first hunter to prowl the first forest, it was he who *created* the world and all its forests, rivers and valleys. He is much older than the benighted Spirit Hunters can conceive, not merely Grandfather, but the one true ancient creator.

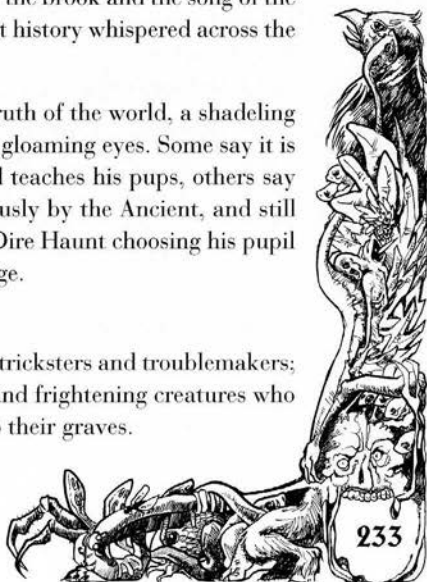
The Great Ancient took his most wayward son and gave to him these most precious gifts, which have been passed down from last wolf to last wolf since the dawn of time. It isn't merely a privilege to speak this magic, it is a wolf's right.

In order to become a Ghost of the Deeping Woods, a wolf must forsake the pack and all that it entails. He must go alone into the world and seek not a mate, but look for the empty and forlorn places. He must wander lost and hopeless, listening to the speech of the brook and the song of the wind—the nature of the world and its great history whispered across the backs of snowy pines.

Once he has given himself over to the truth of the world, a shadeling voice comes to him and brings light to his gloaming eyes. Some say it is the Great Ancient himself who comes and teaches his pups, others say it is the forest and ravens commanded thusly by the Ancient, and still others believe in the power of the unseen Dire Haunt choosing his pupil and imparting him with feverish knowledge.

Dire Haunts

Among wolves, Dire Haunts are seen as tricksters and troublemakers; among Men, they are considered terrible and frightening creatures who lurk in the deep woods and lure the lost to their graves.



A Dire Haunt learns the speech known as the *Tongue of the Ancient One*. This is the equivalent of the Sorcery of Men and is governed by exactly the same rules.

Wolves who start with the *Tongue of the Ancient One* skill may choose from the following spells: *Ancient Grip* (9 rps), *Chameleon* (12 rps), *Trackless Path* (8 rps), *Fear* (4 rps), *Blue-Blooded Heart* (8 rps), *Waterwalker* (8 rps), *Witch Flight* (16 rps), *Howl-Caster* (as *Voice-Caster*, 4 rps), *High Speech* (as *Low Speech*, replace "Dogs" with Men, Orcs and Elves. 8 rps), *Grey Cloak* (6 rps), and *Dark of Night* (8 rps).

New Dire Haunt Spells

Ancient Grip Ob 2-5 2 Actions

The wizard calls upon the deep strength of roots, branches, blades and vines to reach forth and pull down the unwary and weak. Ensorcelling grass and brush is Ob 2; vines and hangers are Ob 3; small branches and saplings are Ob 4; large thick branches are Ob 5.

This spell causes available plants and trees to Close on and Lock the Haunt's target. *Ancient Grip's* Speed is equal to the caster's Will: +1D for grass and vines, +/- 0D for small branches and -1D for large branches. The Power of the Grip is the caster's Will: -2D for grass, -1D for vines, +/- 0D for saplings, +1D for large branches. Grass and vines act with a Reflexes of B6, branches act with a Reflexes of B4, and large branches with a Reflexes B3. They will attempt to Lock and subdue their victim for as long as the wolf sustains the spell.

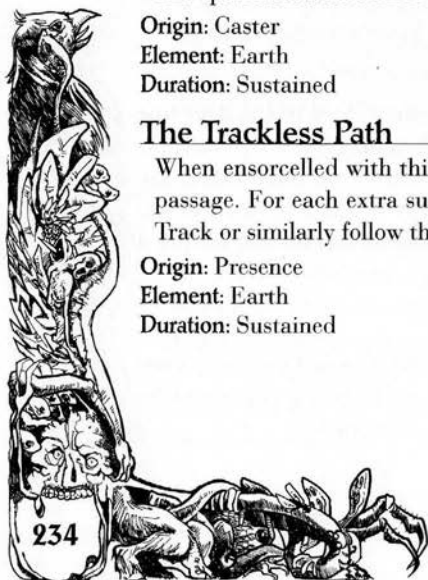
The spell affects a number of targets equal to half the Wolf's Will.

Origin: Caster	Area of Effect: Presence
Element: Earth	Impetus: Control
Duration: Sustained	Resource Points: 6

The Trackless Path Ob 3^ 4 Actions

When ensorcelled with this spell, the traveller leaves no trace of his passage. For each extra success, add +1 Ob to anyone attempting to Track or similarly follow the Great Wolf.

Origin: Presence	Area of Effect: Caster or Single Targ.
Element: Earth	Impetus: Influence
Duration: Sustained	Resource Points: 12



Fell Ancients

Fell Ancients know the Great Ancient's deepest secrets. They speak directly to the land and sky and command it to their will. Fell Ancients are taught the *Ancient Ways*. This is the equivalent of the Spirit Binding skill in every respect.

Fell Ancients consider themselves the guardians of the packs. Though viewed quite superstitiously by their benighted brethren, they believe it is their duty to aid the packs as the Great Ancient would have. Thus, in this capacity, they calm storms, abate the snow and wind, clear paths and even curb the wildfires that erupt in dry summers. All so that the packs might flourish and another one who bears the Mark might journey forth into the deeping wood and take up his ancestral role.

Territory, Packs and Pups

With their limited resources, players may purchase pups, packmates and friends for their wolf characters. These wolves hunt and travel with the player-character wolf. Hunting territory and a reputation may also be purchased. Lastly, additional contacts from outside of the pack may be purchased. Wolf relationships may be powerful, important or minor as per the rules on page 24 of the Character Burner.

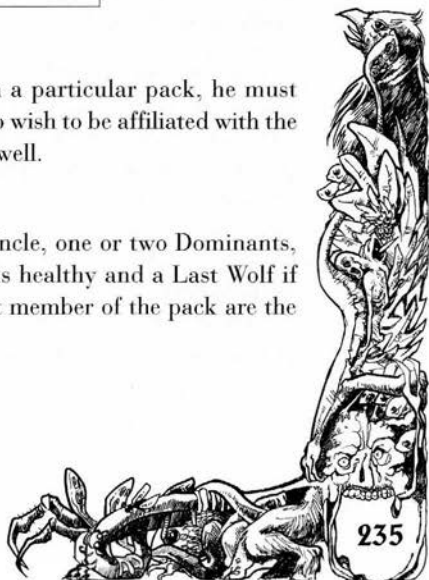
Territory	Rp Cost
TERRITORY (PROPERTY)	
Plentiful Range	15
Wild Grounds	10
Barren Lands.	5

Pack Affiliations

If a wolf wishes to be associated with a particular pack, he must purchase an affiliation with it. Wolves who wish to be affiliated with the Legion can pay for an affiliation there as well.

Pack Mates

A wild pack consists of an Aunt or Uncle, one or two Dominants, a Hunter, a Yearling or two if the pack is healthy and a Last Wolf if the pack is large. But the most important member of the pack are the pups.



Pups

The most precious resource of any pack is the pup. Without pups, the pack cannot survive. When the pups are born in the spring, the entire pack devotes its energies to hunting for them and nursing them into health. A Great Wolf pup does not reach full maturity until he is 2 years old, but by the end of the first year, he is usually strong enough to fend for himself.

Purchasing a pup relationship gives the PC wolf a 2-8 month old wolf. This young wolf cannot travel far or hunt for itself. It must be taken care of, but if it reaches adulthood, it can become a new pack member, a possible mate, or a deadly enemy.

Wolf Friends

Raven

Wolves may purchase a raven as a traveling companion. This is a single dedicated raven who travels with the wolf on his journeys.

Dog/Lesser Wolf

Occasionally a dog or lesser wolf will be inducted into a pack and allowed to hunt with them awhile. Even more rarely, sometimes a lone Great Wolf will adopt a lesser wolf or dog to accompany him on his long treks.

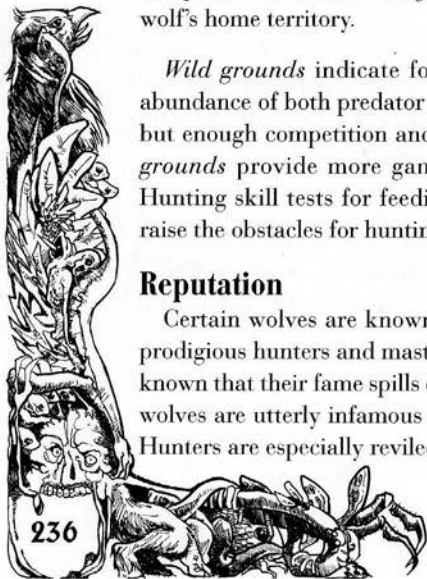
Territory

Wolves may purchase their home territory as part of their resources. This territory is occupied, marked and patrolled by the wolf and his pack. Great Wolf territories tend to range for hundreds, if not thousands, of square miles. The three grades indicate how plentiful game is in the wolf's home territory.

Wild grounds indicate forests, tundra and prairie with a natural abundance of both predator and prey—enough for the pack to survive, but enough competition and scarcity to keep them in check. *Plentiful grounds* provide more game and subsequently lower obstacles on Hunting skill tests for feeding the pack. Conversely, *barren grounds* raise the obstacles for hunting. See the Hunting skill for the mechanics.

Reputation

Certain wolves are known amongst the packs, ravens and herds as prodigious hunters and masters of their realm. Some wolves are so well known that their fame spills even from the lips of Men and Orcs. Certain wolves are utterly infamous among their own kind—Ghosts and Spirit Hunters are especially reviled.



Barding, Collars and Spikes

These items may only be bought by Wolves whose last lifepath is in the Black Legion setting.

Wolf Barding	Locations	Dice	Cost
Plated Leather Chanfron	Head/Face	3D	3 rps
Leather Collar	Neck	1D	2 rps
Plated Leather Body Armor	Breast, Body, Rump	4D	6 rps
Leather Grieves and Cuissarts	Fore or Hind Legs	1D	2 rps

Clumsy Weight for Wolf Armor

Armor Type	Penalty
Torso Armor	+1 Ob to Fatigue tests
Blade or Claw	+1 Ob Speed tests.
Chanfron	+1 Ob Perception
Grieves and Cuissart	-1D Speed

Not So Defensive Weapons

These modifications all cost +1 rp to the piece of armor being modified.

Spiked Collars

Any character striking with his bare hands (or mouth or claws) for the neck of a wolf who is wearing a spiked collar takes an Incidental hit factored using his own Power. In addition, a spiked collar raises all obstacles to Lock said wolf by one. The neck, being the most vulnerable point for locking, is well-protected and making holds all the more difficult.

Spiked and Studded Armor

Wolf barding may be fitted with spikes and studs in order to increase the impact of the creature's charge. When performing a Charge while wearing such armor, the beast does damage in addition to knock down. Factor IMS for Charge using the bare-fisted damage for the creature.

Spikes and studs make great handholds, too. Anyone attempting to Lock, Push or Throw a beast so adorned gains a +1D advantage.



Blades and Claws

Paws may be fitted with special steel blades to enable the creature to slash and cut with its limbs. Blades allows a Wolf to attack with their paws as a +1 Power, VA -, Slow, Shortest weapon. Blades must be fitted to cuissarts on the animal.

Wolf Tactics

Whether they are bringing down hoofed prey, subduing a wayward pack member or killing a stray wolf of an opposing pack, fighting is commonplace in any wolf's life. Great Wolves have a particular way they engage in combat.

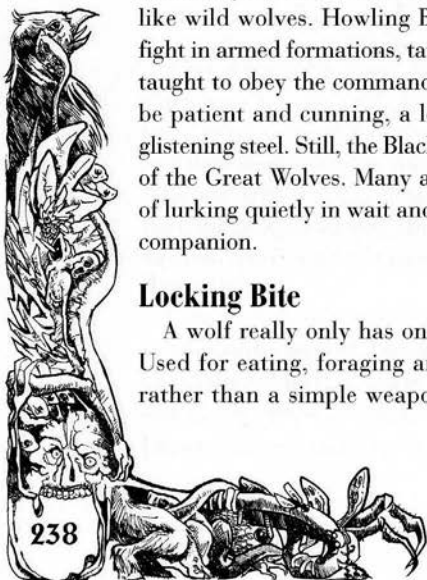
They prefer to fight in packs, but do not have to do so. If at all possible a wolf will attempt to gain on his opponent with stealth and attack from surprise. If spotted, the wolf will lock eyes with his enemy and attempt to intimidate him into running. If the quarry does break, the prowling wolf will instantly leap to the pursuit, taking his opponent down with a savage bite to the midriff or head, if possible. Wolves avoid the legs of their quarry. They know well that a kick to the face may kill them!

If quarry does not break from intimidation, a pack of wolves will attempt to encircle it and harry its flanks. If it doesn't run, then they are usually at a stand-off. Great Wolves hunt massive prey—huge caribou and moose that could easily smash them with their sharp hooves and deadly horns. It is imperative that they catch them on the run, when they are vulnerable.

Obviously, Legion-Born wolves are taught to fight somewhat differently. The Shadow-Chasers hunt in slithering packs, and they fight like wild wolves. Howling Beasts and Black Destroyers are taught to fight in armed formations, taught to lance charge, and most importantly, taught to obey the commands of their riders. Where a wild wolf would be patient and cunning, a legion-wolf must charge into the fray and glistening steel. Still, the Black Legions have been shaped by the presence of the Great Wolves. Many an Orc warrior has been taught the benefit of lurking quietly in wait and attacking from ambush by his Great Wolf companion.

Locking Bite

A wolf really only has one weapon to speak of—its powerful jaws. Used for eating, foraging and hunting, these are an all purpose tool rather than a simple weapon. Even so, they are supremely effective



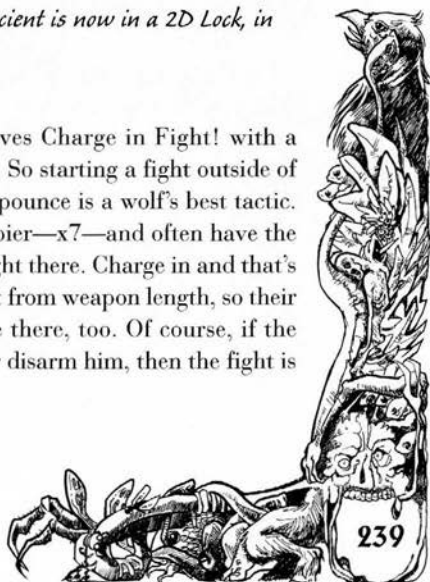


when used with the Lock action. Using his Crushing Jaws, a wolf may Lock and Strike simultaneously (on the same action). Once he does successfully Lock his quarry, he is considered to be on the Inside.

Blood-of-Fire Strikes the Fell Ancient with a Locking Bite. He rolls three successes. That's a Mark result for damage plus it's a 3-success Lock. The Fell Ancient takes the damage and notes it on his PTGS. Now he must roll his Natural Defenses/Power or Brawling in order to fend off the Lock. (This roll is unmodified by the damage of the Strike—it's simultaneous.) He rolls one success, and thus the Fell Ancient is now in a 2D Lock, in addition to a whole lot of pain.

Positioning on Four Legs

Due to their Great Lupine Form, wolves Charge in Fight! with a +2D bonus rather than the standard +1D. So starting a fight outside of Striking Distance and then dashing in to pounce is a wolf's best tactic. They have a supremely high Speed multiplier— $\times 7$ —and often have the higher Reflexes. That's +2D to position right there. Charge in and that's +4D total. However, wolves cannot benefit from weapon length, so their opponent will always have an advantage there, too. Of course, if the wolf can get inside his striking distance or disarm him, then the fight is over.



Wolves in Play

When envisioning these wolves, think *Jungle Book*, *Animal Farm* or *Princess Mononoke*.

The easiest use of a Great Wolf in play is as a mount for an Orc. This can be done with one player undertaking the role of both characters, or splitting the duties between two players. It's important to remember that these wolves are not simply animals. These mounts argue with their masters, offer advice and can often kill their riders should they grow enraged. So compromise or a whip is recommended.

Dark Friends also make great additions to an Orc Servant of the dark Blood campaign. Also, adding a Great Wolf Shadow Chaser to an Orc band can really liven things up.

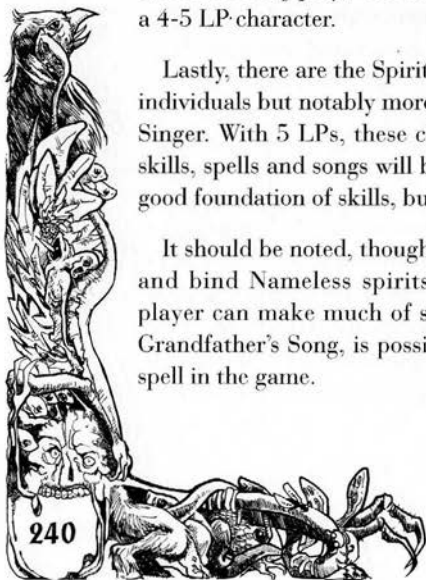
On the non-Orc side of the coin, wolves make full and rich characters. They usually enter play with a goodly amount of skill and stat points, though limited in experience. This strong base allows for fast expansion and development.

Though not as tough as a heavily armed and armored warrior, a Great Wolf is also a terrifying opponent in combat. However, some caution should be taken in this arena. Wolf characters are vulnerable—one good shot usually takes one down. So stealth and cunning are more in order than brute strength (all of which they have plenty).

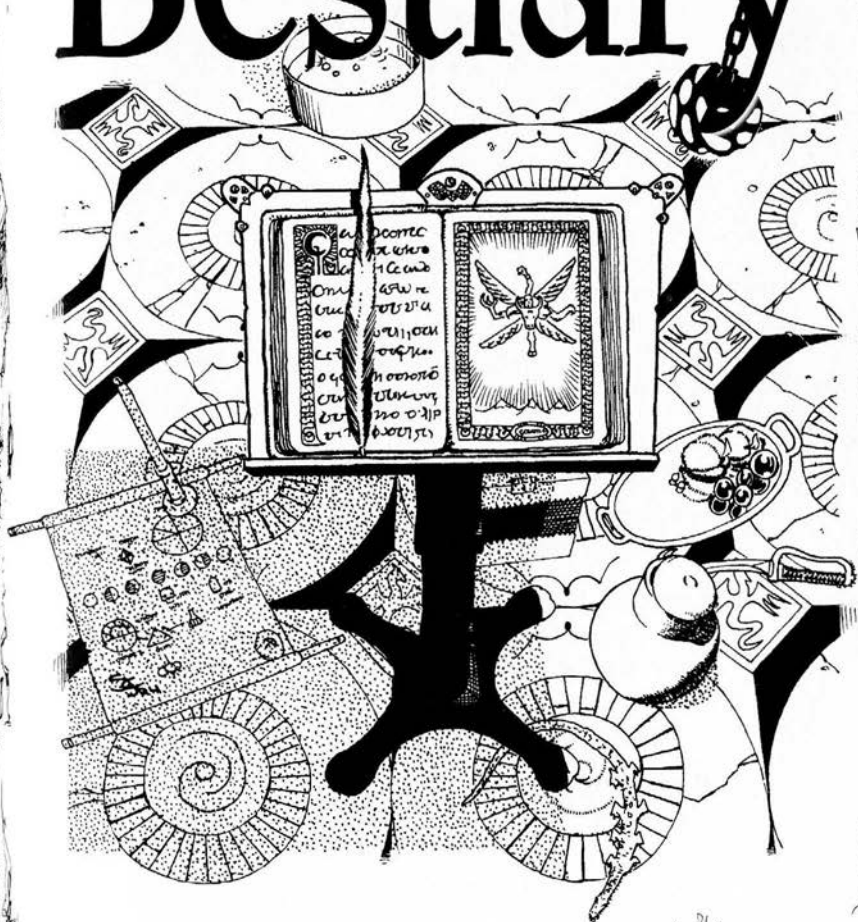
Lone Wolves and Scavengers make interesting additions to any party and they come replete with dark secrets and back story. Elements that fuel interesting play! The above suggestions usually play out best with a 4-5 LP character.

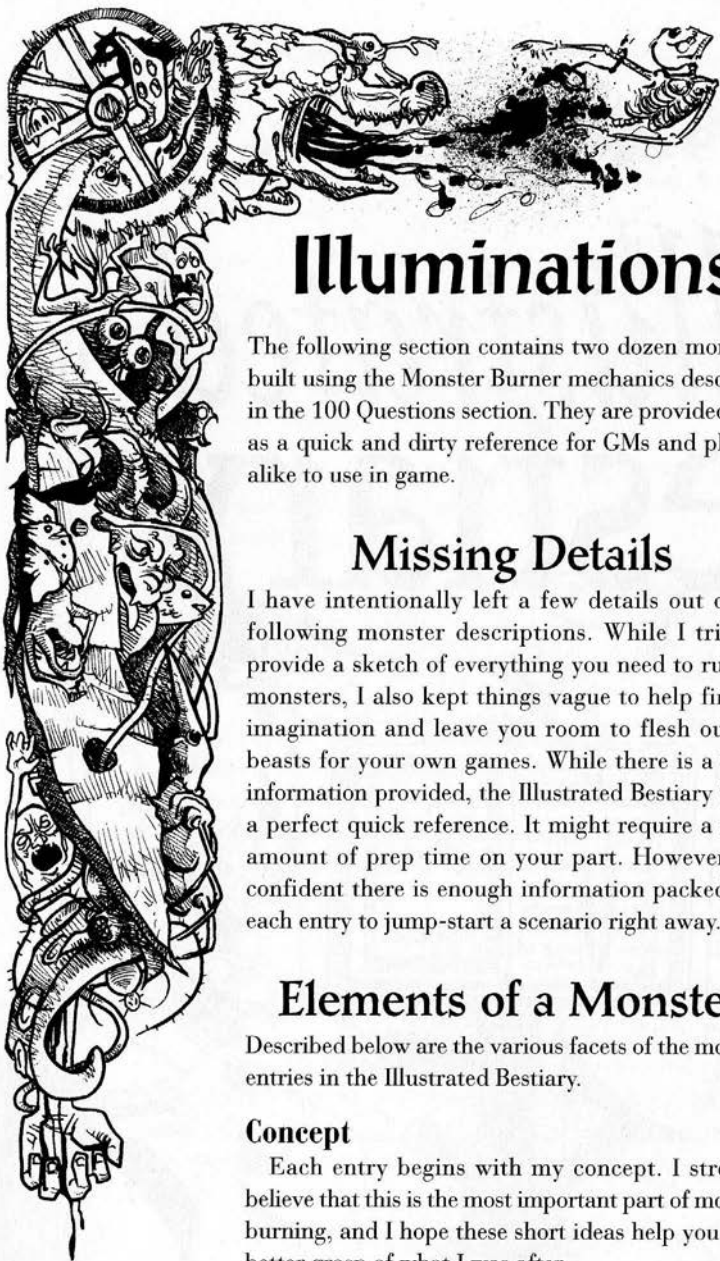
Lastly, there are the Spirit Hunters and the Ghosts. These are potent individuals but notably more limited in scope than a Sorcerer or Sword Singer. With 5 LPs, these characters are really just beginners—most skills, spells and songs will be learned in play. 6 or 7 LPs gives them a good foundation of skills, but the stats do start to suffer at that point.

It should be noted, though, that the Fell Ancient's ability to summon and bind Nameless spirits is not to be underestimated. A clever player can make much of such power! And the Spirit Hunter howl, Grandfather's Song, is possibly the most powerful character-affecting spell in the game.



the
**illustrated
Bestiary**





Illuminations

The following section contains two dozen monsters built using the Monster Burner mechanics described in the 100 Questions section. They are provided here as a quick and dirty reference for GMs and players alike to use in game.

Missing Details

I have intentionally left a few details out of the following monster descriptions. While I tried to provide a sketch of everything you need to run the monsters, I also kept things vague to help fire the imagination and leave you room to flesh out the beasts for your own games. While there is a lot of information provided, the Illustrated Bestiary is not a perfect quick reference. It might require a small amount of prep time on your part. However, I'm confident there is enough information packed into each entry to jump-start a scenario right away.

Elements of a Monster

Described below are the various facets of the monster entries in the Illustrated Bestiary.

Concept

Each entry begins with my concept. I strongly believe that this is the most important part of monster burning, and I hope these short ideas help you get a better grasp of what I was after.

Hook

Each entry has a short description of what the monster is about. More importantly, the hook offers ways to incorporate monsters into your games.

Some hooks are obvious—“Do this to the characters and see what happens.” Other hooks are more subtle and open, describing a variety of possible scenarios surrounding the monster—its bizarre home, its strange eating habits, its duties and philosophy. Campaigns are often wild and variegated things. When I’m running a game, every so often I need less of a “do this” mentality and more of a “wouldn’t it be cool if” situation. Monsters like the Hsigo, Grayman, Satyr and Uncle Vodnik are in this vein. These definitely lean away from one-shot, kill-them-and-take-their-stuff scenarios and more toward integrating these monsters into the game on a long-term or permanent basis.

Hooks are ultimately provided to offer simple and vague details in order to spark the imagination so players and GMs can better integrate these monsters into their games.

Beliefs and Instincts

Each monster is listed with a set of Beliefs and Instincts. These are based on my concept and are sometimes quite specific. GMs are encouraged to modify the Beliefs and Instincts to better suit the needs of their particular games.

Traits

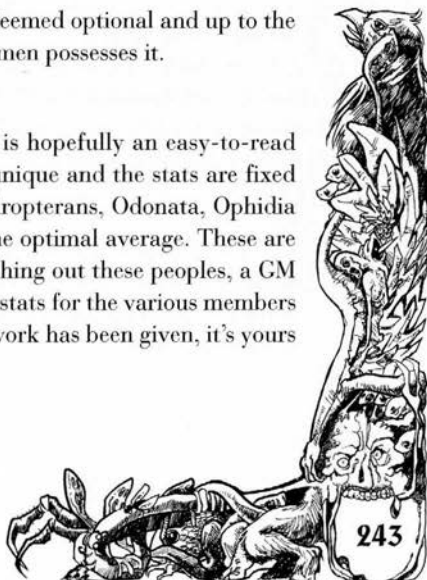
At the top of the right hand page of each monster is a short list of traits I used to describe my concept. These were created with brevity as the prime guide. If you find them lacking, then you have a concept for your own monster right there. Alter the concept to suit your tastes and add in the traits you feel are missing.

Parentetical Traits

If a trait is listed in parentheses, it’s deemed optional and up to the GM whether or not this particular specimen possesses it.

Stats and Attributes

Stats and attributes are listed in what is hopefully an easy-to-read format. In some cases, the monsters are unique and the stats are fixed as stated. In other cases, like with the Chiropterans, Odonata, Ophidia or Satyrs, what I’ve described is simply the optimal average. These are possible specimens from this stock. In fleshing out these peoples, a GM may find it useful to vary, tweak and alter stats for the various members of the different societies. The basic framework has been given, it’s yours to alter.



Parenthetical Stats

If a stat or attribute is in parentheses, the value in parentheses has been modified by the existence of a trait. In most situations, GMs and players test using the higher value. The lower value would be used in situations where the modifying trait isn't applicable.

Physical Tolerances Grayscale

Each monster is listed with its PTGS based on the stats provided. If the stats are tweaked, make sure to modify the PTGS accordingly.

Also, the simplified format of the PTGS is designed so that GMs can copy out those pages and mark them up during play.

Skills

The monster's skill list. I tried to keep it short.

Parenthetical Skills

If a skill is listed in parentheses, it's deemed optional and up to the GM whether or not this particular specimen possesses the skill.

IMS

The IMS damages for the monster's various methods of attack. Though every monster is listed with an IMS, not every monster is simply meant to be fought or will go willingly into a fight. Also, assume all of the monster weapons have an Add of 2, unless otherwise noted.

Armor

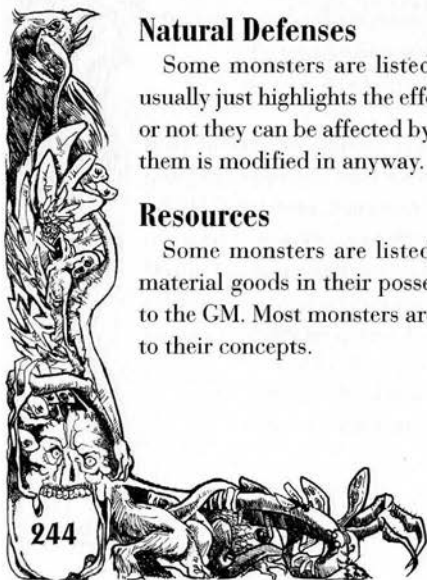
Some creatures are listed with armor. Be sure to note whether the armor is gear or natural armor.

Natural Defenses

Some monsters are listed with a Natural Defenses category. This usually just highlights the effects of some of the monster's traits. Whether or not they can be affected by certain weapons, or if IMS damage against them is modified in anyway.

Resources

Some monsters are listed with a brief description of the possible material goods in their possession. The exact details of such stuff is up to the GM. Most monsters aren't listed with Resources, as it isn't central to their concepts.



Spells and Magic

Sorcerous and spell-casting monsters are listed with spell titles, obstacles, syllables and brief descriptions. Modify the list to suit your tastes.

Trait Descriptions

I have attempted to describe in the barest of detail the traits and abilities that I think are central to playing each monster. This is by no means a definitive list; it simply highlights important ideas for quick reference. Use the Monstrous Trait List to fully flesh out the creatures.

Sample Script

Lastly, where I could fit it, I provided monsters with a sample melee script to aid players and GMs in running the beast in play. I hope it helps.



Amoeroth

Concept

All-consuming, infectious, Lovecraftian shuggoth-type creature.

Hook

Amoeroth are evil, infectious, alien space blobs.

There are many hooks:

For example, Amoeroth could infest someplace important, like a temple. The mystery? All the priests and staff just disappeared one night. Gone. No trace. What happened? (They were absorbed!)

Or these sinister creatures could be crawling into windows at night and dropping presents into sleeping people's mouths. It looks like everyone in town has the flu, but a few weeks later, at the annual banquet, people begin getting sick and vomiting up some horrible surprises.

Or an amoeroth could be living at the bottom of a well, turning a once noble family into its living eggs.

Or a summoner could be trying something incredibly dangerous, and rather than getting what he expected, he's presented with this looming, gray-green mass of jelly that doesn't obey any of the rules and doesn't run away when he beats it with a broom.

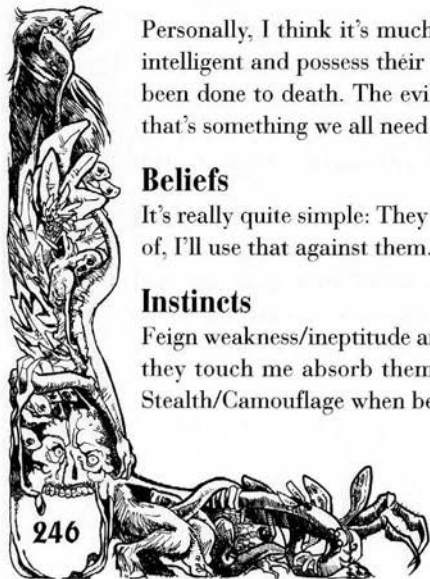
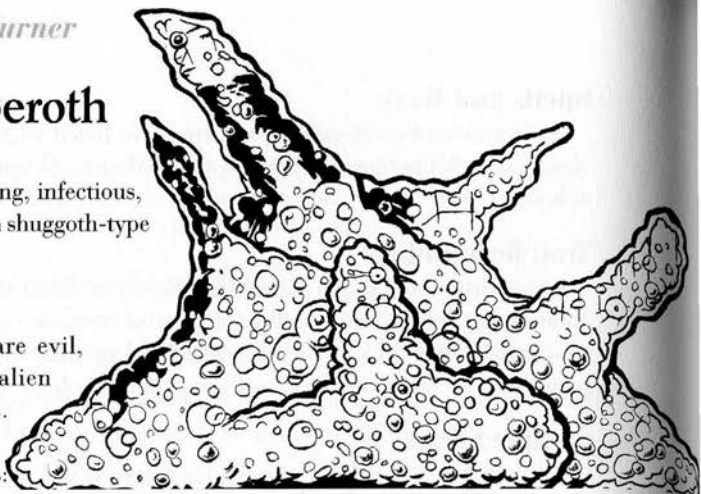
Personally, I think it's much scarier when these types of creatures are intelligent and possess their own alien agendas. The mindless blob has been done to death. The evil, sinister, scheming, infectious blob—now that's something we all need more of.

Beliefs

It's really quite simple: They don't know what I am or what I'm capable of, I'll use that against them. Obviously, I'm the higher life form.

Instincts

Feign weakness/ineptitude and allow self to be attacked/inspected; once they touch me absorb them. Attack orifices in order to infect hosts. Stealth/Camouflage when being hunted by angry villagers.



Traits

Amoeboid	Membrane	Gnawing Hunger
Blind	Phagocytic	Infectious
Mute	Relentless	Unfeeling
Keen Touch	Alien	Heartless

Stats

Wi	Pe	Ag	Sp	Po	Fo
B3	B4	B3	B3	B6	G8

Speed Multiplier: x1.

Attributes

Hea	Ref	MW	Ste
B6	B4	B14	B5

Hesitation: 7 actions (4 with Heartless)

Physical Tolerances Grayscale

St: ○○○B5; Li: ○○○B7; Mi: ○○○B7; Se: ○○○B12; Tr: ○○○B13; MW: ○○○B14

Skills

Brawling B4	Stealthy B4
Tracking B4	Camouflage B6

IMS

Pseudopod: B2, B4, B6, VA -, Slow, Long.

Membrane

The membrane of the amoeroth protects it from the elements and from harm. Should anything penetrate the membrane (B9 wound or higher), the creature may attempt to absorb it into itself. This is a versus Power test and happens instantly; no actions need be expended.

Phagocytic

Amoeroth eat by surrounding their prey and absorbing it. This means the amoeroth will attempt to Lock and subdue living creatures. Once subdued, the victim is pulled inside. After a number of exchanges equal to the victim's Forte, he begins to be digested, taking a B9 wound each exchange until all stats are reduced to zero.

Amoebic Infection

Amoeroth reproduce by dividing. Even a tiny drop can grow into a full-sized amoeroth. They enjoy putting these drops into the mouths of other organisms. Once inside, the amoeroth will grow in the stomach. The host will feel ill and lose his appetite. Then one night at dinner, he'll vomit up a head-sized surprise.

The host loses -1D Health die per week for four weeks. After that time a young amoeroth will spring forth with stats of exponents 2-4. The host then recovers 1D of Health per day. If Health drops below zero, the host dies.

Unfeeling

The amoeroth can only be incapacitated when its Power reaches zero.



Ancient Seneschal



Concept

Tree-man—stern forest guardian.

Hook

He is called by many titles—green man, god, even demon—but he is simply the age-old guardian of the forest.

When trees begin to bud in the spring, and until the time they begin to shed in the fall, he walks the wood tending to his green herd. In the winter, he rests—sinking his roots deep and gathering strength for the next season's tribulations.

His duties include clearing dead wood, disentangling disagreements between the oak and the elm, unblocking streams so all may

drink, and guarding the forest from axe and flame.

In all of his duties he is stern and unflinching—never brooking excuse or protest. Trespassers are ejected from the forest, and wayward trees are given stern lectures. With the trees, he's always lenient. Not so with trespassers, interlopers or violators. If they transgress a second time, the Ancient Seneschal will dutifully turn them into fertilizer.

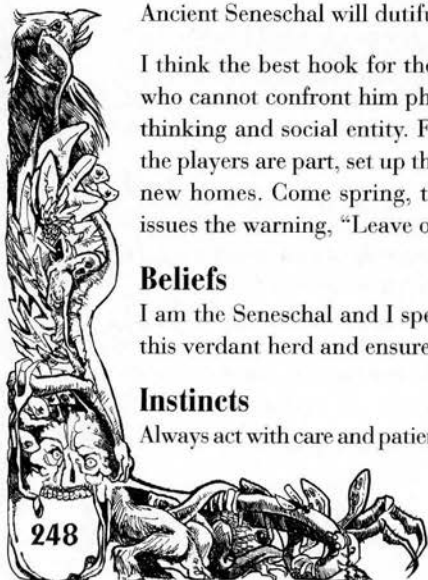
I think the best hook for the Seneschal is as opposition for characters who cannot confront him physically. Force the players to face him as a thinking and social entity. For example, a group of refugees, of which the players are part, set up their camp in an old forest and begin to build new homes. Come spring, they are visited by a terrifying entity who issues the warning, "Leave or pay the consequences." What to do?

Beliefs

I am the Seneschal and I speak for the trees. My obligation is to guard this verdant herd and ensure it's survival.

Instincts

Always act with care and patience. Consult with the forest. Stand in the light.



Traits

Trunked and Branched	Touch of Ages	Roots Run Deep
Barkskin	Speech of Ages	Ponderous
Sapped	Strength of Oaks	Flammable
Ringed One	Sun Drinker	Stern

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
B7	B3	B3	B3	G9	G9

Speed Multiplier: x3.5.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>
B9	B3	G15(16)	B7

Hesitation: 3 actions

Physical Tolerances Grayscale

St: ○○○B9; Li: ○○○G2; Mi: ○○○G11; Se: ○○○B13; Ti: ○○○G14; MW: ○○○G16

Skills

Herbalism B6	Philosophy B6	Earth-wise B4
Camouflage B4	Tree-wise B7	Stern Debate B5
Orienteering B6	Forest-wise B7	Crushing Puny Humans B5
Conspicuous B4	Old World-wise B5	

IMS

Smashing Branch: B6, B11, B16. Add 2, Slow, VA 2, Longer

Barkskin

Chainmail equivalent armor covering the full body.

Trunked and Branched

The Ancient Seneschal is a walking, talking, gigantic-statured tree (+1 MW). All of his traits derive from this magical essence. All of his skills are considered natural magic, and are therefore open-ended. Additionally, since he is a force of nature, this trait grants him access to the Devastator trait.

Sun Drinker

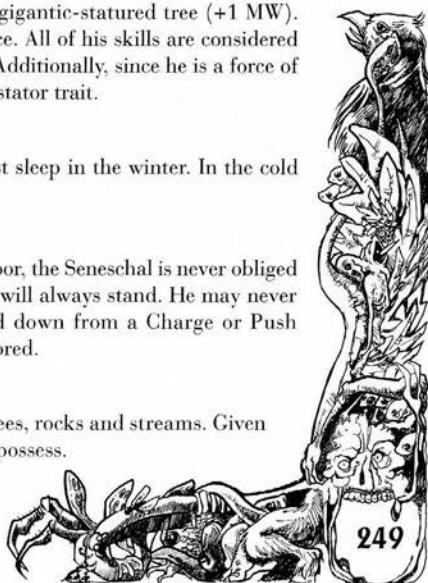
The Ancient Seneschal, though powerful, must sleep in the winter. In the cold dark months, all physical stats drop by -2D.

Roots Run Deep

Whenever he sets his roots down in the forest floor, the Seneschal is never obliged to move. Even if he should fail a Steel test, he will always stand. He may never Run Screaming. Also, he cannot be knocked down from a Charge or Push action—the attacker's successes are simply ignored.

Touch and Speech of Ages

The Ancient Seneschal speaks the tongue of trees, rocks and streams. Given time, he can extract all of the knowledge they possess.



B'hemah

Concept

Beast of the apocalypse, harbinger of the end; variation from the creature in Jewish mythology.

Hook

When the end is near, the B'hemah come forth and wreak terrible havoc. They are the harbingers of the apocalypse, sent to herald the coming end with terror and destruction.



B'hemah are shambling monstrosities of enormous strength and durability. Their heroic Power and Forte, combined with their Brass Skin, makes them all but indestructible. In apocalyptic or “the end is nigh” campaigns, B'hemah are meant to walk the earth as one of the signs of the coming armageddon—a tangible and ugly symbol reminding the player characters to hurry up with saving the world before these things tear it apart.

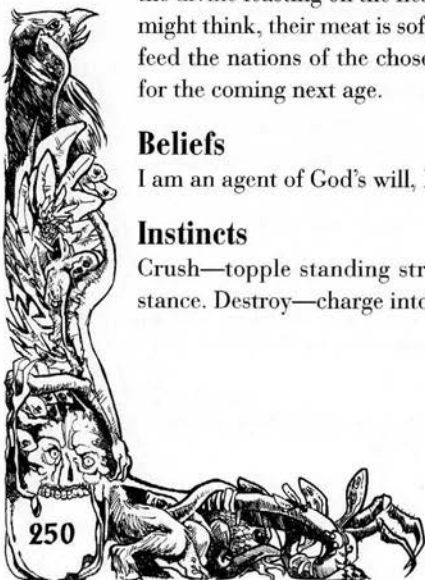
There are 930 B'hemah. Once the end has finally come to pass, and all the destruction has been wrought, the chosen few will sit in the halls of the divine feasting on the flesh of these beasts. For, contrary to what one might think, their meat is soft and sweet-tasting. The 930 carcasses shall feed the nations of the chosen so that they might gather their strength for the coming next age.

Beliefs

I am an agent of God's will, I do as he bids. I bring the end.

Instincts

Crush—topple standing structures. Kill—always fight in Aggressive stance. Destroy—charge into combat.



Traits

Massive Stature	Numb	Tusks
Bull-Headed	Brass Skinned	Stinking
Semi-Biped	Unflinching	Sweet-Fleshed
Brute	Devastator	Devourer

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
B2	B4	B4	B4	G7	G6

Speed Multiplier: x5.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>
B5	B4	G12	G6

Hesitation: 8 actions (4 with Unflinching)

Physical Tolerances Grayscale

St: ○○○B6; Li: ○○○B12; Mi: ○○○G7; Se: ○○○G10; Tr: ○○○G11; MW: ○○○G12

Skills

Brawling B6	Conspicuous B5
Climbing B3	Intimidation B7

IMS

Crushing Hooves of Armageddon: B5, B9, B13. VA 1, Slow, Long.

Goring Tusks: B5, B10, B15. VA 1, Slow, Short. May be used to Strike on the Charge action. Sprint penalty to Strike reduced to +1 Ob.

Armor

Brass Skin: Equivalent of heroic plated-chain covering whole body (3s!).

Semi-Biped

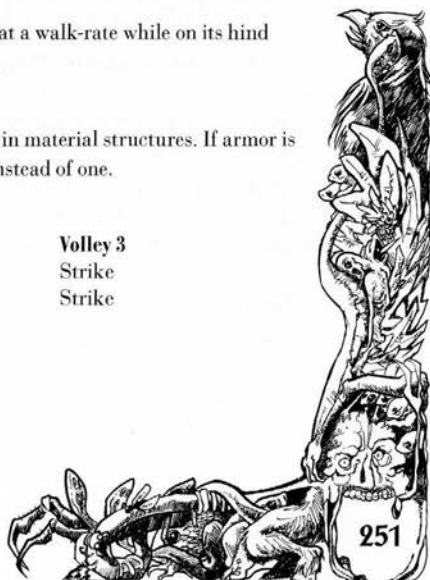
Similar to bears, a B'hemah may shamle along at a walk-rate while on its hind legs. For faster movement, it drops onto all fours.

Devastator

Every hit from the B'hemah causes two breaches in material structures. If armor is damaged from a B'hemah hit, two dice are lost instead of one.

Sample Script

Volley 1	Volley 2	Volley 3
Charge	Strike	Strike
		Strike



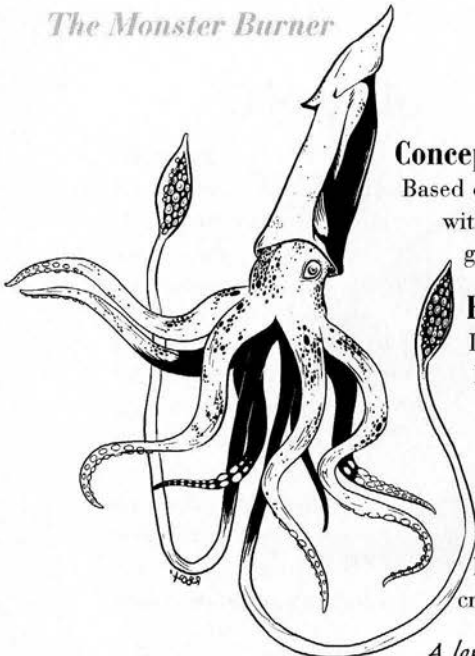
Bishop Fish

Concept

Based on the myth of the same name, but with a twist. An intelligent, non-verbal, giant squid.

Hook

I'm not going to lie to you, the Bishop Fish is just plain weird, and hooking him into the game isn't easy. He doesn't attack ships, capsize boats or steal babies from the shore (at least not very often). Smaller and smarter than a kraken or a leviathan, he's an intelligent, bizarre creature who lives beneath the waves.



A long time ago, a peasant fisherman hauled a Bishop Fish ashore in one of his nets. Astonished by what he'd found, he put the squid in a tub of salt water and hauled it into town to the cathedral. The squid's conical head reminded him of a bishop's mitre, and the bishop happened to be in town. No one had ever seen such a bizarre creature before, and the fisherman was shown the eminence promptly. The old priest took one look at the fish and gave the sign of the cross, "Dear Lord, what on earth is this?" The Bishop Fish smartly mimicked the old priest's movements. Shocked, and convinced the creature was (rightly) intelligent and (wrongly) God-fearing, the bishop blessed the fish and had it released. Once again, the Bishop Fish imitated the gestures of his captors: giving the sign of the cross and waving good-bye.

Such an incident could be included in your game, especially if the characters are playing clergy. The question for the players: What do you do with such a thing? Alternately, the Bishop Fish could come forth as a messenger from the deep, trying to warn of some catastrophe or war down below. (While interesting, there is a profound danger of too much miming in this.)

Beliefs

The world above is fascinating. Men are often rash.

Instincts

Scavenge for food. Mimic gestures. Squirt ink when surprised.

Traits

Massive Stature	Poor Eyesight	Curious
Squid Body	Ink	Empath
Tentacles	Fleshy	Mimic
Suckers	Pallid	Mute

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B4	B6	B5	B6	B5

Speed Multiplier: x3.5.

Attributes

Hea	Ref	MW	Ste
B4	B5	B11	B4

Hesitation: 6 actions

Physical Tolerances Grayscale

Su: ○○○ B3; Li: ○○○ B5; Mi: ○○○ B7; Se: ○○○ B9; Tr: ○○○ B10; MW: ○○○ B11

Skills

Scavenging B4	Fish-wise B5
Mimicry B6	Sea-wise B5
Underwater Stealth B4	Atlantis-wise B5
Brawling B5	Lost Atlantean-wise B4

IMS

Biting Squid Beak: B3, B6, B9. VA 1, Slow, Shortest. Tentacles are Longer.

Tentacles

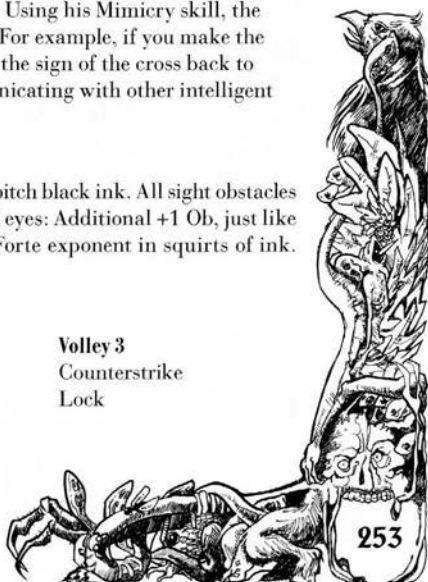
The Bishop Fish's tentacles are supple, strong and agile. With them, he has +2D to Lock. However, the tentacles are also nimble and dextrous enough to allow him to form them into myriad shapes. Using his Mimicry skill, the Bishop Fish can perfectly imitate any gesture. For example, if you make the sign of the cross at the Bishop Fish, he'll make the sign of the cross back to you. His Mimicry is his only chance of communicating with other intelligent creatures, as this squid cannot speak.

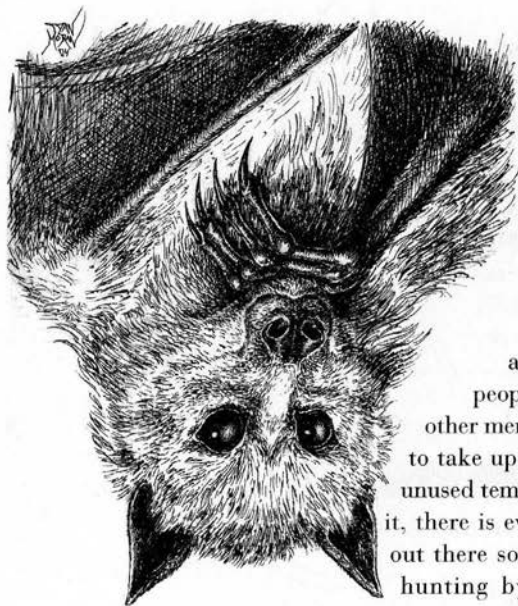
Ink

One squirt fills three cubic paces of water with pitch black ink. All sight obstacles are at +4 Ob. Also, the stuff stings unprotected eyes: Additional +1 Ob, just like a Superficial wound. Bishop Fish contain 2x Forte exponent in squirts of ink. They regenerate one squirt per hour.

Sample Script

Volley 1	Volley 2	Volley 3
Avoid	Avoid	Counterstrike
	Get Inside	Lock





Chiropteran

Concept

To make a "great" bat, in the same style as the Great Wolf.

Hook

Chiropterans are not "bat-men." They are 5'-6' tall bats (looking much like the "flying fox" variety), intelligent, verbal and cultured. These magnificent people live in roosts with one to three other members of their family. They prefer to take up residence in old-growth forests, unused temples and large caves. (Rumor has it, there is even an ancient Chiropteran city out there somewhere!) They are nocturnal, hunting by night and sleeping by day.

They are not vampires; in fact, they're omnivores, eating anything they can get their jaws around, including bugs, birds, bats, fruits and especially young Great Spider Hatchlings. Mmm!

When not out hunting, Chiropterans delight in discussing and ruminating on the nature of sound and tones. They are acutely attuned to sound, and see the world in ways that Men and the rest can't quite comprehend. Occasionally, an entire forest of Chiropterans will join together in a massive, squeaking, echoing song. In this song, they are not only listening to the cacophony, but *watching* the patterns the sound makes.

Chiropterans can be quite social with other peoples. However, they utterly loathe being accused of the common misconceptions that surround them. Calling them blind is an insult. Accusing them of being murderous, vampiric or monstrous is enough to earn an enemy for life.

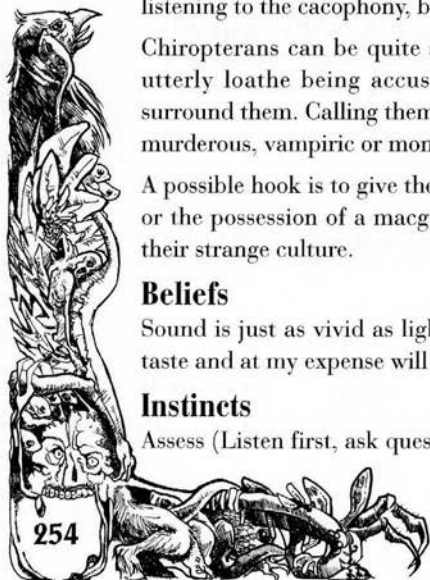
A possible hook is to give the Chiropterans the answer to some mystery or the possession of a macguffin so the players must go interact with their strange culture.

Beliefs

Sound is just as vivid as light. Humor is important, but jokes in poor taste and at my expense will not be tolerated. Life is full of mysteries.

Instincts

Assess (Listen first, ask questions later). Hunt at night.



Traits

Really Big Bat	Nocturnal	Powerful Jaws
Keen Hearing	Clumsy Walker	Arcane
Echolocation	Expressive Face	Low Speech (in addition to the default High Speech)
Bat Wings	Brown-Black Fur	

Stats

Wi	Pe	Ag	Sp	Po	Fo
B3	B5(7)	B5	B5	B4	B5

Speed Multiplier: Flying, x10; Crawling, x1.

Attributes

Hea	Ref	MW	Ste
B4	B6	B10	B4

Hesitation: 7 actions

Physical Tolerances Grayscale

Su: ○○○B3; Li: ○○○B5; Mi: ○○○B7; Se: ○○○B8; Tr: ○○○B9; MW: ○○○B10

Skills

Hunting B5	Brawling B5	Insect-wise B4
Stealth B4	Bat-wise B6	Fruit-wise B4
Climbing B4	Territory-wise B5	

IMS

Vicious Bite: B3, B6, B9, VA -, Fast, Shortest.

Echolocation

Bats possess the ability to project and hear sound beyond the range of human hearing (requires Keen Hearing to detect). They also have specially adapted ears (and noses!) that allow them to hear "pictures" of sound and thereby locate creatures, objects and obstacles in the complete absence of light. They can't see color or fine detail, but in complete darkness, bats can tell size, distance, movement and altitude. They suffer no penalties for darkness and reduce penalties for weather and smoke by two. Counts as Observation versus the Stealthy skill.

Bat Wings

Bats, like birds and many insects, possess the ability of powered or "true" flight. They are not limited to gliding; by flapping their membranous wings, they can gain altitude and momentum. Though not as speedy as some birds, bats are quite acrobatic and graceful in air, capable of hairpin turns and wild loops.

Sample Script

When hunting:

Volley 1	Volley 2	Volley 3
Assess	Swooping Bite	Avoid
Assess	Swooping Bite	Assess



Dæmon

Concept

Child of Hell, enemy of Seraphim; shapeshifter and speech-twister.

Hook

The Dæmon is a powerful servant of the throne of Hell. In his own realm and time, he fights for his Master in the Hidden War. When encountered in the mortal world, he is often doing the bidding of a powerful summoner. Due to the eternal laws governing Heaven and Hell, Dæmonim cannot travel to the mortal realm under their own power. When he does get a chance to come forth, the Dæmon will often use the opportunity to further his own ends and those of his Master.

One way to bring the Dæmon into play is to place the players in opposition to his goals. Often he's acting at the behest of his summoner, acquiring wealth or committing murder. Characters could stumble upon his presence and attempt to thwart him indirectly. (To confront him directly, without the aid of a powerful summoner, is certain death).

The second way to incorporate the Dæmon is to have him to seek the aid of the players' characters to break his pact with his summoner. A Dæmon cannot act against the promises he is bound to, but others can interfere and intervene. Typically, he will promise his conspirators great wealth and power to unbind him. An unbound Dæmon may exist for 555 days on the mortal plane, acting completely under his own will. (Very, very bad.)

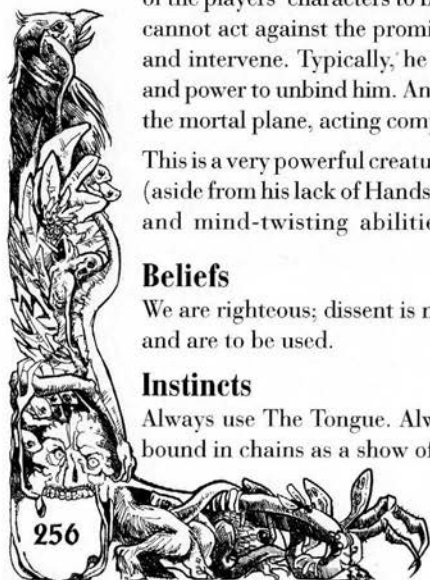
This is a very powerful creature. He dwells completely in the heroic realm (aside from his lack of Hands of Stone). Combined with his shapeshifting and mind-twisting abilities, he is simply *not* to be trifled with.

Beliefs

We are righteous; dissent is no crime. We will be avenged. Men are fools and are to be used.

Instincts

Always use The Tongue. Always appear as another. Always offer to be bound in chains as a show of good faith.



Traits

Lawbreaker	Iron Hide	Doppelganger
Immortal	Slashing Claws	Named
Celestial Sight	The Tongue	Membranous Wings
Spirit Nature	Gift of Babel	Aura of Fear
Dæmon's Skin	Misshapen	Resistant to Fire

Stats

Wi	Pe	Ag	Sp	Po	Fo
G5	G6	G4	G6	G5	G5

Speed Multiplier: Walking, x3.5; Flying, x10.

Attributes

Hea	Ref	MW	Ste
G5	G5	G11	G6

Hesitation: 3 actions

Physical Tolerances Grayscale

Str: ○○○ B5; Li: ○○○ B10; Mi: ○○○ G8; Se: ○○○ G7; Tr: ○○○ G10; MW: ○○○ G11

Skills

Aura Reading G7	Inconspicuous G6	Symbology G5
Stealth G6	Conspicuous G6	Demonology G5
Bargaining G8	Etiquette G6	Ancient/Obscure History G5
Persuasion G6	Falsehood G6	Brawling G6

IMS

Slashing Claws: B5, B9, B13, VA 1, Fast, Short.

Iron Hide and Spirit Nature

Iron Hide: -1 pip to all incoming damage. **Spirit Nature:** Cannot be harmed by mortal weapons, only spirit weapons; cannot be bound by mortal chains.

Lawbreaker and Dæmon's Skin

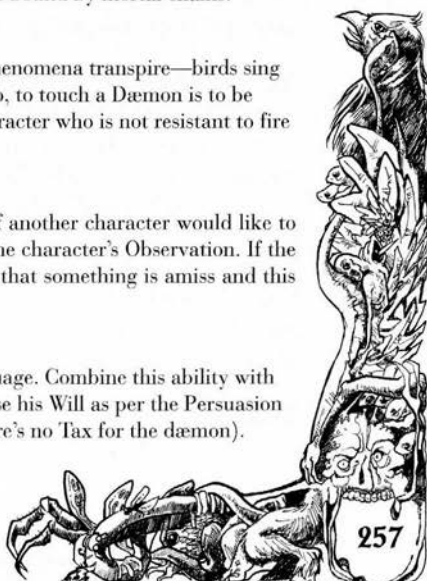
When a Dæmon is near, all manner of weird phenomena transpire—birds sing backward, clocks stop and windows crack. Also, to touch a Dæmon is to be burned—its skin is like burning coals. Any character who is not resistant to fire who touches one suffers a B7 wound.

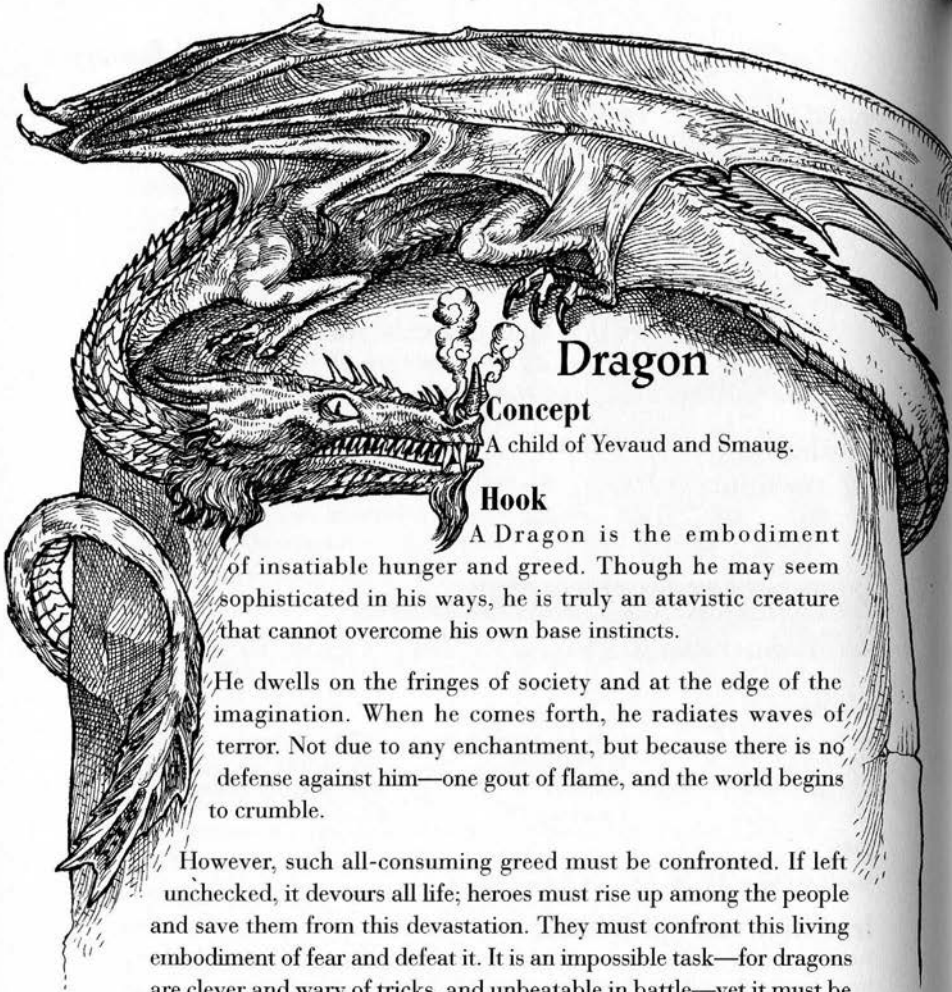
Doppelganger and its Telltale

A Dæmon may assume the shape of another. If another character would like to penetrate the guise, test the Dæmon's Will vs the character's Observation. If the character generates more successes, he notices that something is amiss and this creature is not who it says it is.

Gift of Babel and The Tongue

A Dæmon can understand and speak any language. Combine this ability with his Tongue and he's very dangerous: He may use his Will as per the Persuasion spell on page 181 of the Character Burner (there's no Tax for the dæmon).





Dragon

Concept

A child of Yevaud and Smaug.

Hook

A Dragon is the embodiment of insatiable hunger and greed. Though he may seem sophisticated in his ways, he is truly an atavistic creature that cannot overcome his own base instincts.

He dwells on the fringes of society and at the edge of the imagination. When he comes forth, he radiates waves of terror. Not due to any enchantment, but because there is no defense against him—one gout of flame, and the world begins to crumble.

However, such all-consuming greed must be confronted. If left unchecked, it devours all life; heroes must rise up among the people and save them from this devastation. They must confront this living embodiment of fear and defeat it. It is an impossible task—for dragons are clever and wary of tricks, and unbeatable in battle—yet it must be accomplished without fail.

An interesting note about Dragon's blood: It is what drives them. It creates the hunger. As it eats out their insides they must feed to replenish themselves. As it corrodes their lair, they must bolster themselves with the indestructible—gold. Dragon's blood creates their fire, flight and stench...and is rightly a prized treasure itself!

Beliefs

I must have gold and gems for my bed, they comfort me. Nothing shall come between me and the satisfaction of my hunger. I toy with them because I grow weary with boredom.

Instincts

Always go head first. Hoard gold. Burn first. Mesmerize the curious.



Traits

Gigantic Stature	Luminous Eyes	Dragon's Blood
Lizard-like Skull	Stench	Dragon's Breath
Arched, Lean Body	Keen Sight	Dragon's Flight
Membranous Wings	Keen Hearing	Mesmerizing Gaze
Talons	Keen Touch	Armor-Plated Skull
Scintillating Scales	Devastator	Insatiable Greed

Stats

Wi	Pe	Ag	Sp	Po	Fo
G6	G7	B4	B6	G10	G10

Speed Multiplier: *Crawling, x3; Flying, x10.*

Attributes

Hea	Ref	MW	Ste
G8	B6	W1	B10

Hesitation: 2 actions

Physical Tolerances Gray:scale

Str: ○○○ B10; Li: ○○○ G4; Mi: ○○○ G13; Sc: ○○○ G15; Tr: ○○○ G16; MW: ○○○ W1

Skills

Observation G6	Persuasion B6	Dwarf-wise G7
Stealthy B5	Obscure History G7	Treasure-wise G7
Brawling B7	Dragon-wise G5	Sorcery-wise G6
Intimidation C10	Gold-wise G6	

IMS

Talons: B7, B14, G4. VA 3, Fast, Long. Jaws: B8, B15, G6, VA 3, Fast, Long.

Armor/Natural Defenses

Armor-Plated Skull: Gray full plate-mail (eyes, too). Scintillating Scales: Chainmail.

Resources

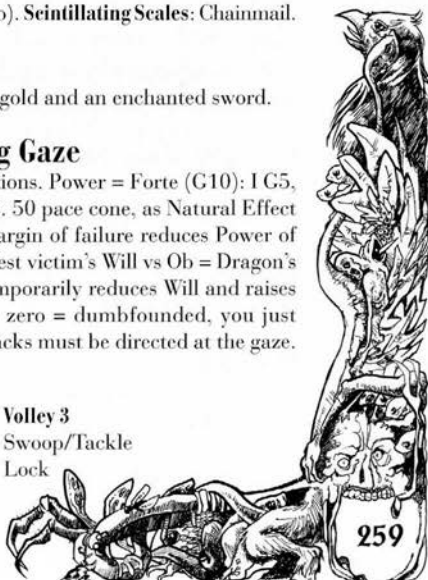
A cave in the wastelands, a comfortable bed of gold and an enchanted sword.

Dragon's Breath and Mesmerizing Gaze

Fiery Breath: B6 (open-ended skill), Ob 1, 2 Actions. Power = Forte (G10): I G5, M G10, S G15. Determine IMS with DOF. VA 4. 50 pace cone, as Natural Effect (3D). Each breath requires Ob 6 Forte test, margin of failure reduces Power of breath on subsequent uses. **Mesmerizing Gaze:** Test victim's Will vs Ob = Dragon's Will (exp 6 + 2 Gray = 8). Margin of failure temporarily reduces Will and raises all physical action obstacles. Will reduced to zero = dumbfounded, you just stand there. For those partially affected, all attacks must be directed at the gaze.

Sample Swooping Script

Volley 1	Volley 2	Volley 3
Assess	Breathe	Swoop/Tackle
Assess	Fire	Lock



Formian Guardian

Concept

A pony-sized ant/termite-warrior creature

Hook

The Formian Guardian is part of a massive hive of ant-like creatures. He is what the outside world is most likely to encounter should they get too close to the Formian nest.



These alien creatures infest wilderness areas and simply devour the surrounding countryside. Formian Drones chew up material and return it to the hive—it is embedded into the superstructure to expand the hive. Formian Guardians keep watch over the Drones to ensure they are not disturbed in their work.

An infestation begins with a single Formian, the Queen. She alights after a long flight from the previous hive. For her own safety, she chooses a remote or inaccessible position. She then lays six eggs—two of these eggs grow rapidly into Guardians, the others into Drones. From these humble beginnings, the hive grows and expands. Soon, there are hundreds of Drones and dozens of warriors all working in concert under the hive mind with a single directive: Consume.

Obviously, Formians are a threat to all living creatures in the area—they will devour everything organic they can get their mandibles around. Wasteland grows around the hive like an infection.

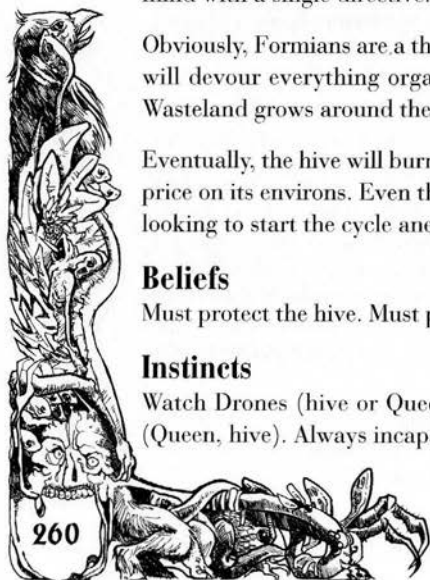
Eventually, the hive will burn itself out, but only after exacting a terrible price on its environs. Even then, a new Queen emerges and takes flight, looking to start the cycle anew.

Beliefs

Must protect the hive. Must protect the Queen. Must protect the drones.

Instincts

Watch Drones (hive or Queen, depends on situation). Protect Drones (Queen, hive). Always incapacitate prey.



Traits

Big Ant	Chitinous Carapace	Spider Sense
Hive Mind	Pheromones	Envenomed Stinger
Antennae	Poor Vision	Tough as Nails

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
B4	B4(5)	B4	B6	B7	B6

Speed Multiplier: x3.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>
B5	B5	B12	B7

Hesitation: 6 actions (no hesitation from pain)

Physical Tolerances Grayscale

Su: ○○○B4; Li: ○○○B7; Mi: ○○○B9; Se: ○○○B10; Ti: ○○○B11; MW: ○○○B12

Skills

Brawling B6

Climbing B4

Tracking B5

IMS

Grasping Mandibles: +2 Pow. VA 1. Slow, Shortest. B4, B8, B12. He may Lock and Bite on the same action. Mandibles grant +2D to Lock. **Stinger:** B3, B6, B9. VA 1. Unwieldy, Shortest, Venom (see below).

Venom

A Formian Guardian will knock his opponents down, Lock them up and then attempt to sting them. On a Mark result, the stinger injects venom. The victim must make a Health test vs Ob 5. Margin of failure is temporarily subtracted from Speed and Power exponents. Victims are meant to be incapacitated and dragged back to the hive.

Hive Mind and Pheromones

Formians can communicate instantaneously across distances with one another. Essentially, this ability broadcasts an Instinct, such as Protect Hive. This triggers the Instinct for every Formian in the colony—no matter where they are located. Also, Formians can trade or switch tasks between them without delay or explanation, both creatures know instantly what the other was doing. Lastly, they can leave invisible pheromone markers (requires Pheromones or Keen Smell trait to detect) to provide information for other Formians—like direction, location of danger or food.

Sample Script

Volley 1

Tackle

Volley 2

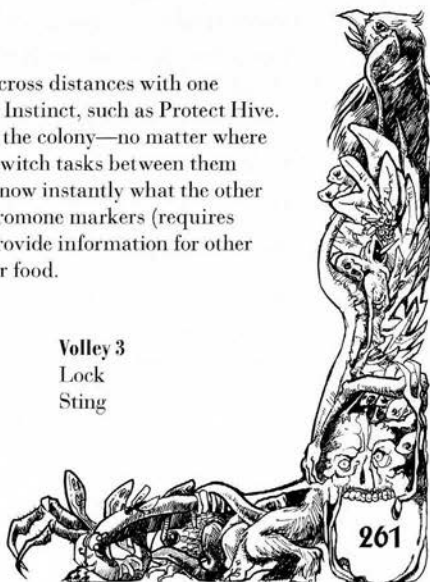
Lock

Lock

Volley 3

Lock

Sting





Giant

Concept

Mabinogi Giant

Hook

This monster is modeled after the Giants found in Welsh mythology, specifically the *Mabinogi*. These Giants are taller and stouter than men, but not colossal. And, though terrifying and mighty, the giants of the *Mabinogi* are vulnerable to the hero's blade—and guile.

These Giants keep courts and vassals much as men do. They hold feasts for their kin and will even reluctantly welcome visitors. However, once a guest of a Giant hall, a man is peril of his life. Often these Giants will demand tests of skill, strength or cleverness as payment for their hospitality. The price of failure is nothing less than death! And even those who succeed in impressing their hosts often find themselves locked into an endless string of binding oaths, committed to carrying out more and more outrageous acts.

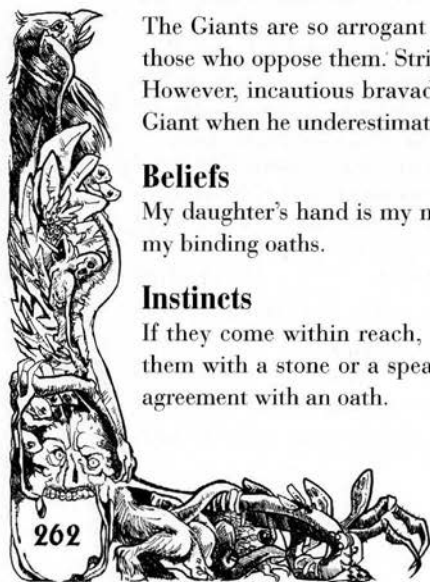
The Giants are so arrogant because they know that they can destroy those who oppose them. Strike an oath with a Giant at your own peril. However, incautious bravado has led to the death of more than one Giant when he underestimated his opponent.

Beliefs

My daughter's hand is my most precious possession. One must satisfy my binding oaths.

Instincts

If they come within reach, crush them; if they stay out of reach, hit them with a stone or a spear. Guard my daughter's hand. Bind every agreement with an oath.



Traits

Gigantic Stature (15')	Vain	Hands of Stone
Tremendous Strength	Bitter	
Tremendous Endurance	Oath-Maker	
Ponderous	Misshapen	

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
B6	B4	B4	B3	G9	G9

Speed Multiplier: x3.5.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>
G7	B3	G15	G5

Hesitation: 4 actions

Physical Tolerances Grayscale

Su: ○○○B9; Li: ○○○G2; Mi: ○○○G12; Se: ○○○G14; Tr: ○○○G15; MW: ○○○G16.

Skills

Intimidation B6	Poetry B4	Brawling B5
Haggling B6	Local-Area-wise B6	Throwing B5
Oratory B4	Marriage-wise B2	Spear B4
Ugly Truth B5	Myth-wise B5	

IMS

Bare-Fisted: G5, G9, G13. VA 1, Fast, Long. **Stone-Hafted Spear:** C6, G11, G16. VA 2, Fast, Longest. **Thrown Stone** (shatters on impact): DOF: 1-3: B6, 4-5: B12, 6: G2. VA 1.

Armor

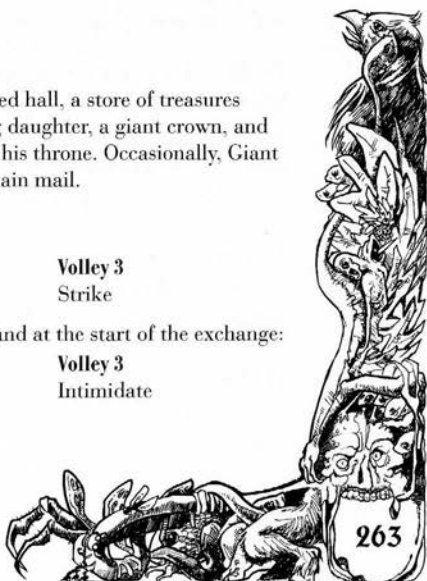
Occasional chainmail armor.

Resources

A forlorn fortress with a great, lavishly appointed hall, a store of treasures taken from his foolish guests, a beautiful young daughter, a giant crown, and a cache of stone-hafted spears, situated next to his throne. Occasionally, Giant lords possess beautiful suits of finely-crafted chain mail.

Sample Script

Volley 1	Volley 2	Volley 3
Charge	Lock	Strike
Or, using his first Instinct, he's got a spear in hand at the start of the exchange:		
Volley 1	Volley 2	Volley 3
Lob	Intimidate	Intimidate



Grayman

Concept

An agglomeration of various yeti myths.

Hook

These brooding creatures roam the forlorn tracks of little-used mountain paths. They are, in fact, servants of the great mountain spirit. Wandering the slopes, they clear choked streams, build sacred cairns, aid lost travellers, and hinder or kill those who maliciously trespass or destroy.

They grow to seven feet tall and bear fur ranging from reddish to, most commonly, coal-gray. Thusly called Graymen, they are subject of myriad myths and superstitions, and are often portrayed as evil tricksters by ignorant townfolk. They do little to dispel such misconceptions. In fact, they seem to further embellish them by hurling rocks at travellers or scaring them witless with the cloak of fear bestowed upon them by the God of the Mountains.

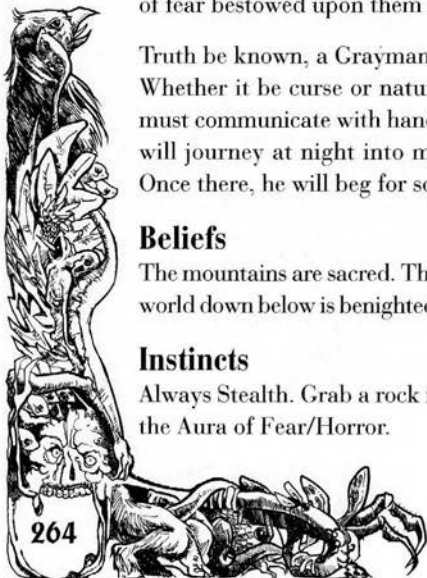
Truth be known, a Grayman could not explain himself if he wanted to. Whether it be curse or nature, his voice is ill-suited to speech, and he must communicate with hands and signs. But on occasion, the Grayman will journey at night into mountain villages he knows to be friendly. Once there, he will beg for soured goat's milk or other alcoholic drinks.

Beliefs

The mountains are sacred. The will of the mountain spirit is my guide. The world down below is benighted, and travellers are ignorant of their trespass.

Instincts

Always Stealth. Grab a rock if there's danger. If confronted, hit 'em with the Aura of Fear/Horror.



Traits

Massive Stature
Deep Fur
Primitive Features
Long-Limbed
Reclusive

Taste for Alcohol
Sworn to the Mountain
Aura of Fear
Keen Smell (+1D)
Keen Hearing (+1D)

Non-Verbal
Optional trait:
Horrific Aura

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B5 (7)	B5	B6	G6	B7

Speed Multiplier: x4.

Attributes

Hea	Ref	MW	Ste
B5	B6	B13	B5

Hesitation: 6 actions

Physical Tolerances Grayscale

St: ○○○ B4; Li: ○○○ B7; Mi: ○○○ B10; Se: ○○○ B11; Tr: ○○○ B12; MW: ○○○ B13

Skills

Stealth B8	Fishing B2
Climbing B8	Throwing B4
Brawling B5	Intimidation B4
Hunting B5	Sprinting Training

IMS

Bare-Fisted: B4, B8, B12, VA -, Fast, Shortest. **Thrown Rock:** B5, B9, B13, VA -. **Hurled Boulder:** B6, B11, B15, VA 1.

The Horror of the Grayman

Certain Graymen are more terrifying than others. Some say these frightful ones are those who guard defiled or profane places. At the GM's prerogative, he may replace the Grayman's Aura of Fear with the Aura of Horror. This trait extends to 10x Will in paces. Add the Grayman's Will to the victim's Steel/Hesitation obstacle.

Sample Script

Graymen prefer to hurl rocks from a distance

Volley 1
Acquire
Throw Object

Volley 2
Throw Object
Grab Rock

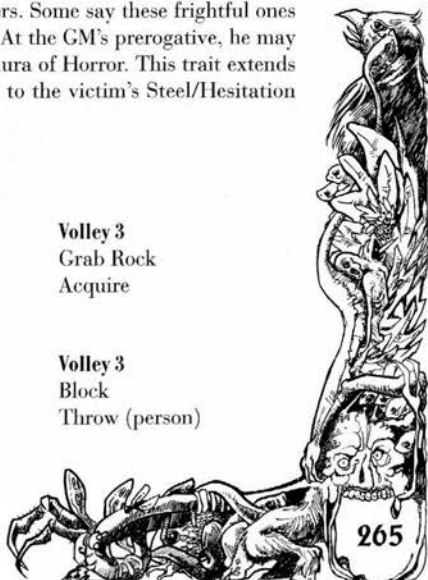
Volley 3
Grab Rock
Acquire

Or if engaged:

Volley 1
Avoid
Strike

Volley 2
Avoid
Get Inside

Volley 3
Block
Throw (person)



Great Eagle

Concept

A soldier in Tolkien's Great Eagle army from the *Lord of the Rings*



Hook

These tremendous creatures dwell in ancient mountain eyries, usually one nest of two per mountain. They hunt deer, wolves, Great Spiders, Orcs and nearly anything else big and edible. (In the past, Eagles have had a favorable relationship with Men and Elves, so they tend to be off the menu.)

One of their natural enemies is the soaring Dragon. If a Dragon takes its roost near Great Eagle eyries, the cries will go out and a host of Eagles will gather, taunting the Dragon. When the great wyrm sallies forth, the Eagles will engage him in a whirling aerial duel. Many Eagles fall in such brutal battles, but so great is their hatred for the defiling Dragon, they are willing to make the sacrifice. Using clever tactics and steeley bravery, the Eagles can eventually exhaust an inexperienced Dragon and bring him down.

The greatest gift of the Great Eagles is their incredible eyesight. They can see for miles, detecting movement and prey on the ground while they soar high above. The bonus to Perception reflects their incredibly sharp vision.

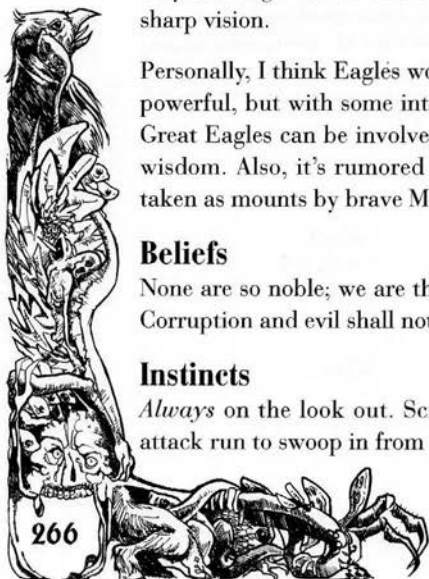
Personally, I think Eagles would make great player-characters. Not too powerful, but with some interesting quirks and abilities. Barring that, Great Eagles can be involved in the game as NPC guides and fonts of wisdom. Also, it's rumored that on occasion Great Eagles have been taken as mounts by brave Men and daring Elves.

Beliefs

None are so noble; we are the lords of the sky. Dragons are detestable. Corruption and evil shall not flourish under my vigilance.

Instincts

Always on the look out. Screech on attack run. Always position the attack run to swoop in from behind.



Traits

Massive Stature
Avian
Talons

Terrible Beak
Terrifying Screech
Sight of the Eagle

High Speech

Stats

Wi	Pe	Ag	Sp	Po	Fo
B3	B6 (8)	B4	B5	B6	B5

Speed Multiplier: Hopping, x2, Flying, x14.

Attributes

Hea	Ref	MW	Ste
B4	B5	B11	B6

Hesitation: 7 actions

Physical Tolerances Grayscale

Su: ○○○B3; Li: ○○○B5; Mi: ○○○B7; Se: ○○○B7; Tr: ○○○B10; MW: ○○○B11

Skills

Observation B7
Eagle-Fu B5

Ugly Truth B4
Eagles-wise B5

Far away places-wise B4

IMS

Talons: B4, B8, B12. VA 1, Slow, Short. **Beak:** B5, B9, B13. VA 2, Fast, Long.

Soaring

Eagles can soar for hours, using updrafts to stay aloft without expenditure of much energy at all. They can maintain this attitude for hours equal to their Forte exponent. Afterward, they must alight and rest for hours equal to half the time they were up.

Terrifying Screech

An eagle's screech is piercing and unnerving enough, but coming from a specimen as big as a man with a 30' wingspan, it's especially terrifying. The target of the screech must immediately take a Steel test. The only available reaction is Stand and Drool, unless a Belief, Instinct or trait says otherwise.

Talons

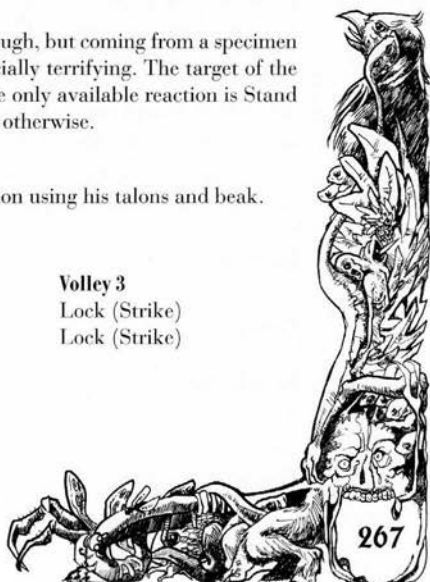
An eagle may Strike and Lock on the same action using his talons and beak.

Sample Script

Volley 1
Screech
Screech

Volley 2
Charge

Volley 3
Lock (Strike)
Lock (Strike)



Hsigo Noble

Concept

Flying monkeys who believe birds and men are their children.

Hook

"The Prophet spoke into the ear of the mighty Celestial Emperor and said, 'Grant them wings, so that they may attain the heights of the mountain most holy and pay you proper worship.' And so it was done."

Thus begin the Analects of the Prophet, the prime Hsigo religious text. It is from this tome that all their culture springs, and where they have gained their impeccable understanding of the natural order. Hsigo believe all races are descended from them—they were the first put on earth, to dwell on the back of God's holy mountain.

Their bizarre kingdom straddles a massive uplift that is so rugged and sheer, one *needs* wings to traverse it. From a distance, one can see clouds of Hsigo flitting to and fro like queer birds as they go about their business.

Above all else, etiquette, dignity and proper behavior are most important to the Hsigo. Nobles especially will go out of their way to ensure politeness and propriety. At the same time, they are well-spoken and have no compunction against engaging one another in lively discourse regarding the doctrine and laws of their wondrous kingdom.

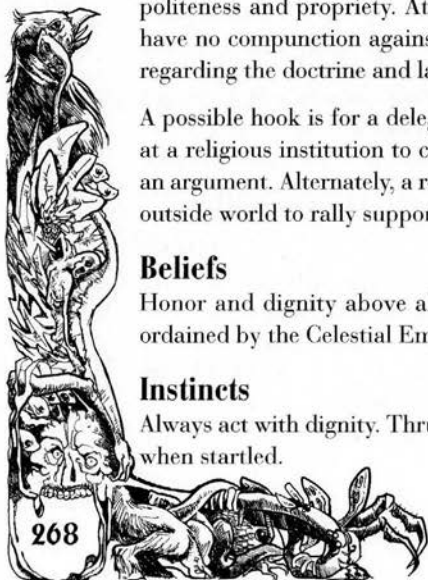
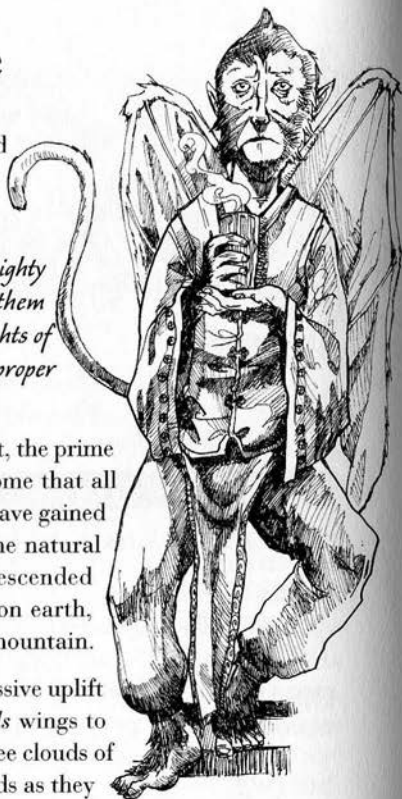
A possible hook is for a delegation of Hsigo to appear (out of the sky!) at a religious institution to consult with the texts hidden there to settle an argument. Alternately, a renegade Hsigo might attempt to contact the outside world to rally support in his bid for the throne.

Beliefs

Honor and dignity above all else. Our king is the *world's* sovereign, ordained by the Celestial Emperor. Hsigo stand above all others.

Instincts

Always act with dignity. Thrust for the heart (of the matter). Take flight when startled.



Traits

Diminutive Stature
Membranous Wings
Simian

Prehensile Tail
Expressive Face
Noble

Devoted

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B4	B5	B5	B4	B5

Speed Multiplier: Walking, x3.5; Flying, x10.

Attributes

Hea	Ref	MW	Ste	Cir	Res
B4	B4	B10	B5	B2	B5

Hesitation: 6 actions. 1D rep as erudite lover of knowledge. 1D noble aff.

Physical Tolerances Grayscale

St: ○○○ B3; Li: ○○○ B6; Mi: ○○○ B7; Se: ○○○ B8; Tr: ○○○ B9; MW: ○○○ B10

Skills

Etiquette B5

Brawling B4

Doctrine B4

Hsigo Court-wise B4

Read B4

Hsigo Law B3

Fencing B4

Write B4

Oratory B3

IMS

Bare-Fisted: B2, B4, B6, VA -, Fast, Shortest. **Hsigo Epee:** B3, B6, B9. Power 2, Add 2, VA 1, Fast. Longer.

Resources

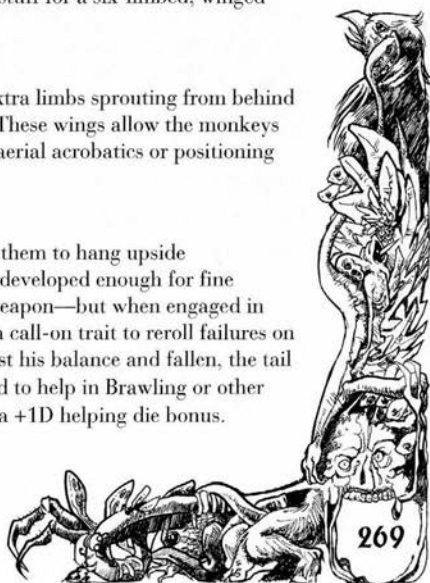
Fine silken clothing, ornate belts and dignified hats. Hsigo nobles prefer to fight with a light thrusting sword they call an epee. They also can often be found in possession of Hsigon religious and law texts. They only wear armor to battle, due to the great discomfort and expense of the stuff for a six-limbed, winged monkey.

Membranous Wings

Hsigo are sectapedal bipeds—possessing two extra limbs sprouting from behind their shoulders which blossom into full wings. These wings allow the monkeys to soar and glide like birds. Use Speed for any aerial acrobatics or positioning needed.

Prehensile Tail

The Hsigo tail is also fully developed, allowing them to hang upside down or even pull themselves upright. It is not developed enough for fine manipulation—it can't reliably hold a cup or weapon—but when engaged in physical activity, the Hsigo may use his tail as a call-on trait to roll failures on a Speed test. Where he would have normally lost his balance and fallen, the tail keeps him on his feet. Also, the tail may be used to help in Brawling or other appropriate situations. In this case, it provides a +1D helping die bonus.



Koscista-Noga

Concept

A variation of the child-eating hag from Polish myths.

Hook

Quite simply, this bony-legged witch loves to eat babies. She'll sweet-talk her way into a village, pretending to be an old woman in distress and in need of shelter. Once inside a host's home, she'll sing a sweet lullaby—in reality, *Witches' Sleep*—that causes the family to slumber. Then she makes off with the babies, hobbling back to her mortar and using it to whisk back to her cauldron. Once she gets a good fire going under her cauldron, it's baby stew!

Tracking Koscista-Noga is all but impossible. Her mortar actually zips across the ground, but her broom magically covers her tracks. Unless one stumbles onto her dinner preparations by sheer dumb luck, the best way to retrieve stolen children is to call her name three times at midnight. She'll come zooming in on her mortar, looking for trouble.

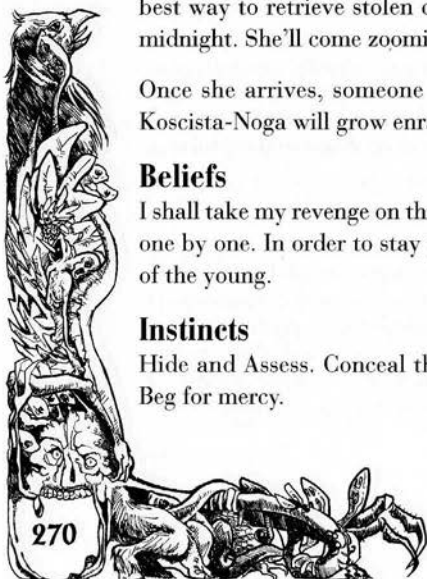
Once she arrives, someone better offer for more babies. Otherwise, Koscista-Noga will grow enraged and choke her summoner to death.

Beliefs

I shall take my revenge on this village by stealing each of their newborns one by one. In order to stay young, I must feast on the bones and flesh of the young.

Instincts

Hide and Assess. Conceal the mortar and broom when in the village. Beg for mercy.



Traits

Diminutive Stature	Iron Stomach	Tough
Rending Claws	Ugly	Gifted
Lame	Sweet-talker	Bony Legs
Voracious	Sight of the Owl	Named

Stats

Wi	Pe	Ag	Sp	Po	Fo
B6	B5	B4	B3	B4	B5

Speed Multiplier: x2

Attributes

Hea	Ref	MW	Ste	Cir	Res
B5	B4	B11	B6	B3	B3

Hesitation: 4 actions. 3D infamous rep as Koscista Noga. 1D rep as a harmless old lady.

Physical Tolerances Grayscale

Su: ○○○ B3; Li: ○○○ B5; Mi: ○○○ B7; Se: ○○○ B9; Tr: ○○○ B10; MW: ○○○ B11

Skills

Cooking (babies) B5	Child-wise B5	Enchanting B5
Soothing Platitudes B5	Conspicuous B5	Brawling B3
Inconspicuous B4	Sorcery B5	Stealthy B4

IMS

Rending Claws: B3, B6, B9, VA 1, Fast, Shortest.

Named

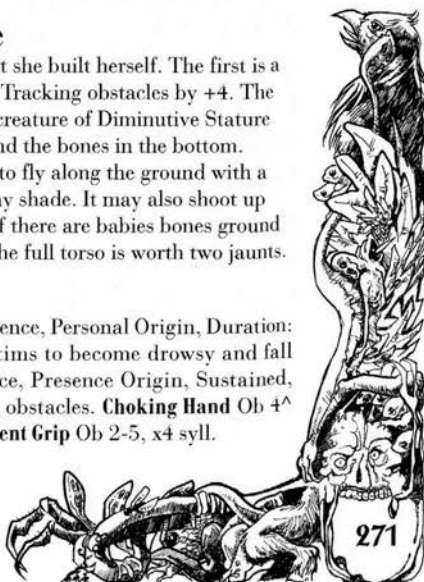
Koscista-Noga can always hear her name spoken three times at midnight, no matter where she is.

Broom and the Mortar and Pestle

Koscista-Noga possess two magical trinkets that she built herself. The first is a magic broom that covers her tracks—increases Tracking obstacles by +4. The second is a giant wooden mortar and pestle. A creature of Diminutive Stature can stand in the mortar, grip the pestle and grind the bones in the bottom. Upon doing so, the mortar can be commanded to fly along the ground with a Speed equal to the user's Will exponent, but gray shade. It may also shoot up and hover in mid-air. However, it will only fly if there are babies bones ground up. It requires an arm, leg or head per flight. The full torso is worth two jaunts.

Spells

Witches' Sleep Ob 3+Will, 66 syll. Anima, Influence, Personal Origin, Duration: Minutes. Presence Area of Effect. Causes victims to become drowsy and fall asleep. **Evil Eye** Ob 4^, 6 syll. Anima, Influence, Presence Origin, Sustained, Single Target. Extra successes add to victim's obstacles. **Choking Hand** Ob 4^ 10 syll. **Turn Aside the Blade** Ob 3^, 8 syll. **Ancient Grip** Ob 2-5, x4 syll.





Martikhora

Concept

A variation of the traditional mantichore.

Hook

The Martikhora is a hideous beast that prowls the forests and jungles surrounding villages and settlements. He believes the villagers are his charges, and he guards them against their greatest enemy—themselves.

This monster believes man's place in his village and should he ever stray from there, he must be punished. The Martikhora punishes absolutely—any unfortunate found wandering through the jungle is killed and devoured.

In this role, the Martikhora is an extortionate thug. He pretends to accept offerings, but he really just mocks the villagers in private and continues his rampage. Sometimes he will even attempt to convince his charges that he is beneficial—but he is truly just a vile parasite. If confronted with a real threat, the Martikhora is more than likely to flee back to his cave-den in order to preserve his skin.

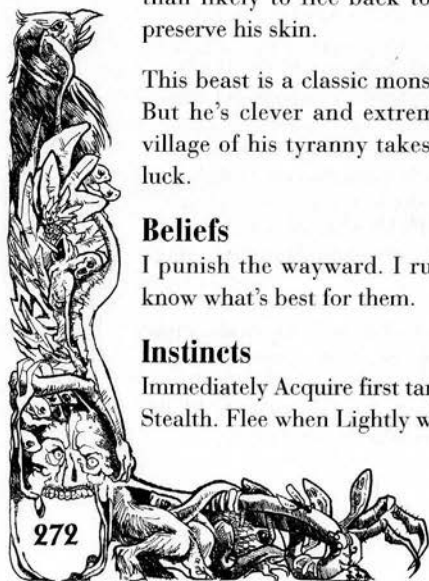
This beast is a classic monster, instantly recognizable. But he's clever and extremely dangerous, ridding a village of his tyranny takes intelligence, cunning and luck.

Beliefs

I punish the wayward. I rule the jungle. Men do not know what's best for them.

Instincts

Immediately Acquire first target with tail spines. Always Stealth. Flee when Lightly wounded.



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Traits

Massive Stature	Serpent Tail	Haughty
Human Head	Venomous Spines	Tiger Stripes
Tiger Body	Keen Smell	Hideous!
Crushing Jaws	Predatory	Gnawing Hunger

Stats

Wi	Pe	Ag	Sp	Po	Fo
B3	B5	B6	B6	B5	B5

Speed Multiplier: x6.

Attributes

Hea	Ref	MW	Ste
B4	B5	B11	B6

Hesitation: 7 actions

Physical Tolerances Grayscale

Su: ○○○B3; Li: ○○○B5; Mi: ○○○B7; Se: ○○○B9; Tr: ○○○B10; MW: ○○○B11

Skills

Stealthy B7	Hunting B4
Spine-Throwing B5	Foraging B3
Brawling B5	Village-wise B4
Intimidation B5	Jungle-wise B4

IMS

Claws: B3, B5, B7, VA -, Fast, Shortest. **Jaws:** B4, B8, B12. VA 2, Fast, Short. **Spines:** B2, B4, B6. VA 1, plus venom injected on a Mark result. DOF 1-2, 3-4, 5-6. Spines are 2D Optimal, 1D Extreme.

Stuff

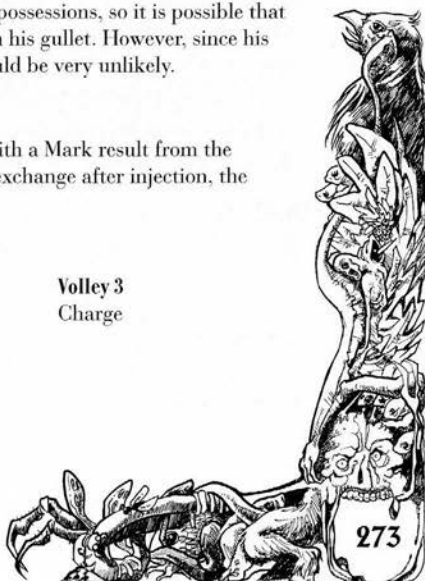
A Martikhora devours his victims and all their possessions, so it is possible that some hardy trinkets, like gem-stones, remain in his gullet. However, since his diet is mainly poor, wayward villagers, this would be very unlikely.

Deadly Venom

Venom is only injected when the victim is hit with a Mark result from the spines. This venom is incredibly virulent. One exchange after injection, the victim takes an additional B9 wound.

Sample Script

Volley 1	Volley 2	Volley 3
Avoid	Avoid	Charge
Aim (target already Aq'd.)	Launch Spines	



Mischief

Concept

An outrageously annoying faerie creature.

Hook

There are some nights, when the GM has had a little too much caffeine, that he decides it's time to break out the high-pitched voice faerie creatures. Inevitably, the goal is either to drive the players crazy, or to amuse himself. The GM giggles carbonated bubbles and the players groan.

Well, here she is incarnate—Mischief. She's every silly faerie archetype and stereotype rolled into one. She is designed to make characters look and act like fools. If everyone's in on the joke, it can be kind of funny—especially if you get to run your spear through her at the end of the session.

Or it can be one of those sessions that everyone remembers, but no one talks about because, you know, *he kind of went nuts and did that.*

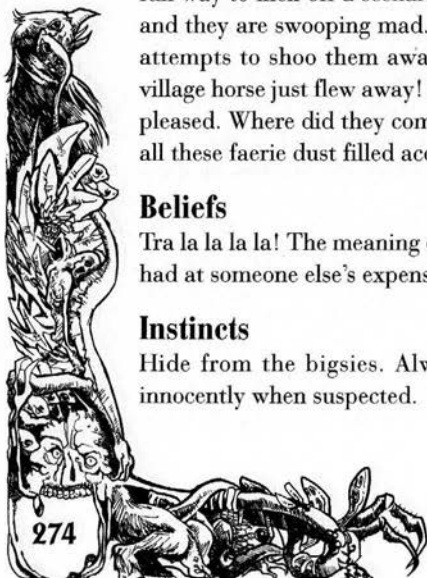
Of course, you could always take her seriously. An army of Mischief can wreak havoc on nearly any campaign or situation. In fact, it might be a fun way to kick off a scenario: 1,099 Mischief come raiding into town, and they are swooping mad. They're nesting in the thatching, and any attempts to shoo them away results in the sting of tiny arrows. The village horse just flew away! No work is getting done, and the lord is not pleased. Where did they come from? Why an army? What do I do with all these faerie dust filled acorns?

Beliefs

Tra la la la la! The meaning of life is... Look, a shiny penny! Fun is best had at someone else's expense.

Instincts

Hide from the bigsies. Always open it up and look inside. Giggle innocently when suspected.



Traits

Small Stature	Troublemaker	Annoying
Cossamer Wings	Curious	Flighty
Dainty Limbs	Fine-Boned	Faerie Gifts
Doe-Eyed	Low Speech	

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B6	B6	B6	B1	B2

Speed Multiplier: Walk, x3.5; Flying, x10.

Attributes

Hea	Ref	MW	Ste	Cir	Res
B4	B6	B6	B3	B2	B2

Hesitation: 3 actions

Physical Tolerances Grayscale

St: ○○○ B4; Li: ○○○ B2; Mi: ○○○ B3; Se: ○○○ B4; Tr: ○○○ B5; MW: ○○○ B6

Skills

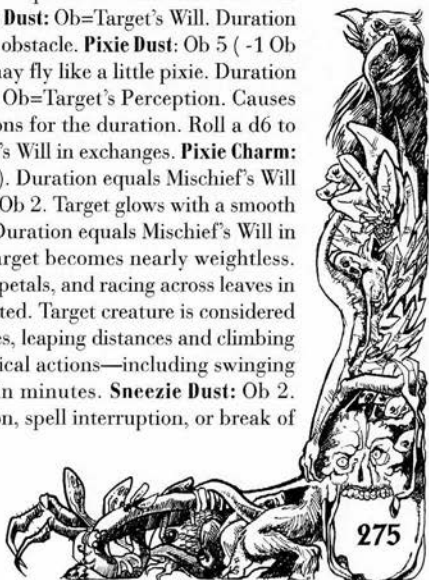
Bow B6	Persuasion C4
Stealth B6	Faerie Magic C6

IMS

Faerie Bow: B2, B4, B6. Range dice as a bow. DoF IMS, on a 6 (with skin contact, no armor) target hiccups (must hesitate 1 action).

Faerie Magic:

In order to cast her Faerie Magic the little imp must be in flight. All the spells listed must start with the Mischief fluttering dust from her wings over her target. This takes two actions. She may not cast Patiently and Carefully. She does not suffer Tax. These rolls are open-ended, of course. Choose the spell effect and test her Faerie Magic ability against the listed obstacle: **Sleepie Dust:** Ob=Target's Will. Duration equals one hour plus one hour per success above obstacle. **Pixie Dust:** Ob 5 (-1 Ob if target is thinking a happy thought). Target may fly like a little pixie. Duration equals Mischief's Will in minutes. **Glitter Dust:** Ob=Target's Perception. Causes the target a +1-6 Obstacle penalty for all actions for the duration. Roll a d6 to determine Ob penalty. Duration equals Mischief's Will in exchanges. **Pixie Charm:** Ob=Target's Will (as per Arcane Kindness spell). Duration equals Mischief's Will in minutes (4 minutes in this case). **Faerie Dust:** Ob 2. Target glows with a smooth yellow light (equal to Ob 2 Mage Light spell). Duration equals Mischief's Will in minutes. **Feather Dust:** Ob= Target's Speed. Target becomes nearly weightless. Dancing across lily pads, skipping across flower petals, and racing across leaves in the branches all become possible for the enchanted. Target creature is considered to have a Gray/Heroic Speed for all running rates, leaping distances and climbing tests. However, he is at +3 Ob to all other physical actions—including swinging battle axes. Duration equals Mischief's Will in minutes. **Sneezie Dust:** Ob 2. Target Sneezes for 1 action. Counts as hesitation, spell interruption, or break of concentration.



Odonata

Concept

A giant, intelligent, ass-kicking dragonfly.

Hook

Odonata are a strange people.

Sure, they're five-foot long talking dragonflies, but stranger still

is their complete

obsession with courtship, mating

and rearing. Their entire culture, and

thus their lives, are built on finding a

suitable mate, and coupling and producing

larvae and nymphs. They are fiercely dedicated

to this task and undertake it in a direct and aggressive manner.

During mating season, the rivers and marshes of Odonata country are aswarm with fierce buzzing as the males vie for territory and mating rights. The females carefully patrol, assessing for a proper match—fending off unsuitable mates and fighting for the desirable. It's quite a scene.

After a long courtship, Odonata are most approachable. With the pressure off, they might even be willing to converse at length with travellers. They are, in fact, quite fond of discussing the weather—to which they and their gossamer wings are quite sensitive. (Odonata hate rain, wind and storms. Sunshine and clear skies reflecting off their metallic exoskeletons are most pleasing to them.)

Some attribute their obsession with mating to their short lives—age and violence both claim Odonata quickly. Others point to the Odonata fixation on reincarnation. None but the Odonata know for sure.

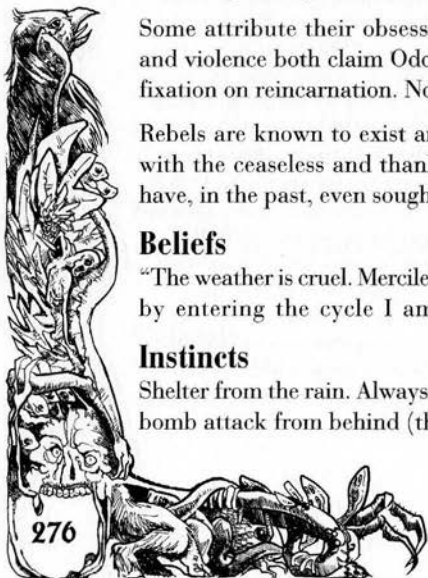
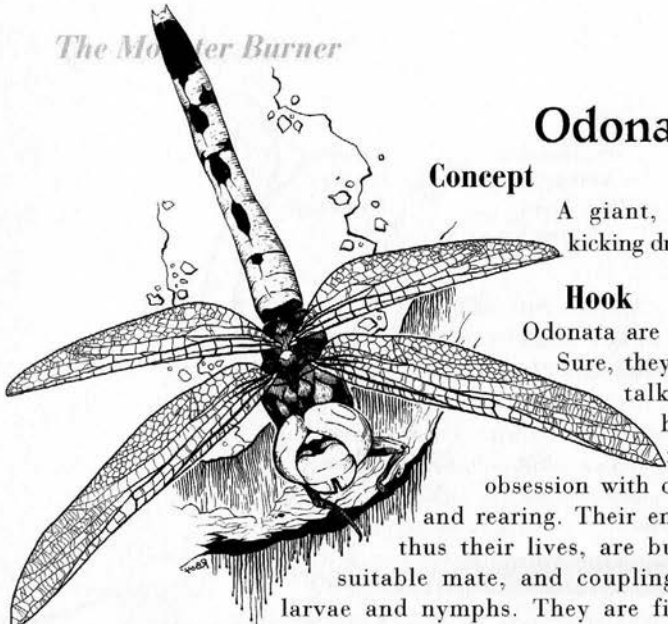
Rebels are known to exist among the Odonata—those that are fed up with the ceaseless and thankless cycle. These strong-willed creatures have, in the past, even sought out other cultures from which to learn.

Beliefs

"The weather is cruel. Merciless, I tell you." The cycle must be propitiated; by entering the cycle I am reborn. *I am the most suitable mate.*

Instincts

Shelter from the rain. Always be on the lookout for a suitable mate. Dive-bomb attack from behind (then twist their heads off with mandibles).



Traits

Dragonfly Analog	Ultra-Fast Reflexes	Fragile Wings
Bulbous Bug Eyes	Metallic Sheen	Aggressive
Dragonfly Wings	Light Chitin	Weather-Sense
Six-legged	Crushing Mandibles	Territorial

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B5	B6	B5	B4	B5

Speed Multiplier: Walking, x3; Flying, x10.

Attributes

Hea	Ref	MW	Ste
B4	B5(7)	B10	B5

Hesitation: 6 actions

Physical Tolerances Grayscale

Su: ○○○ B3; Li: ○○○ B5; Mi: ○○○ B7; Se: ○○○ B8; Tr: ○○○ B9; MW: ○○○ B10

Skills

Hunting B5	Climbing B5
Aerial Acrobatics B6	Courtship B4
Brawling B5	Spider-wise B2
Intimidation B5	(Rearing B4)

IMS

Crushing Mandibles: B4, B7, B10, VA 2, Slow, Shortest.

Armor/Natural Defenses

Light Chitin: As leather armor, covers entire body.

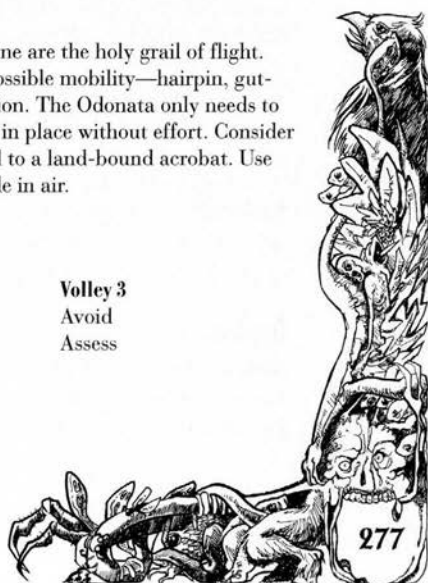
Dragonfly Wings

These beautiful, gossamer stretches of membrane are the holy grail of flight. The two pairs of wings allow the Odonata impossible mobility—hairpin, gut-wrenching turns, hovering, blistering acceleration. The Odonata only needs to spend one action to take flight, and may hover in place without effort. Consider the creature capable of aerial movements equal to a land-bound acrobat. Use their Aerial Acrobatics skill for maneuvers while in air.

Sample Script

When hunting:

Volley 1	Volley 2	Volley 3
Charge	Lock	Avoid
Lock	Bite	Assess



Ophidia

Concept

Homosexual snake-women bent on world domination.

Hook

The Ophidia's culture and civilization is fractured and scattered. So bent on world-domination were they, that their all-consuming desire shattered the bonds of their ancient sororal culture. At present, small groups of a half-dozen or so will gather together under the auspices of a brood-mother. This group will then make a bid for local power—subverting a temple, cruelly wooing local officials or even attempting an outright coup if they feel they will be successful. Once ensconced in power, the brood-mother then makes contact with other knots of Ophidia. Thereby, disparate broods come together and form a power-base and stranglehold over a region.

Ophidia are always in need of slaves and raw materials to allow them to sustain their empire-building pretensions. This is the impetus that draws them out of hiding and drives them to band together.

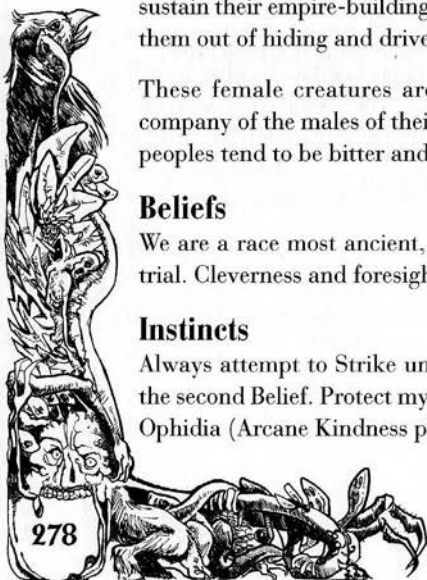
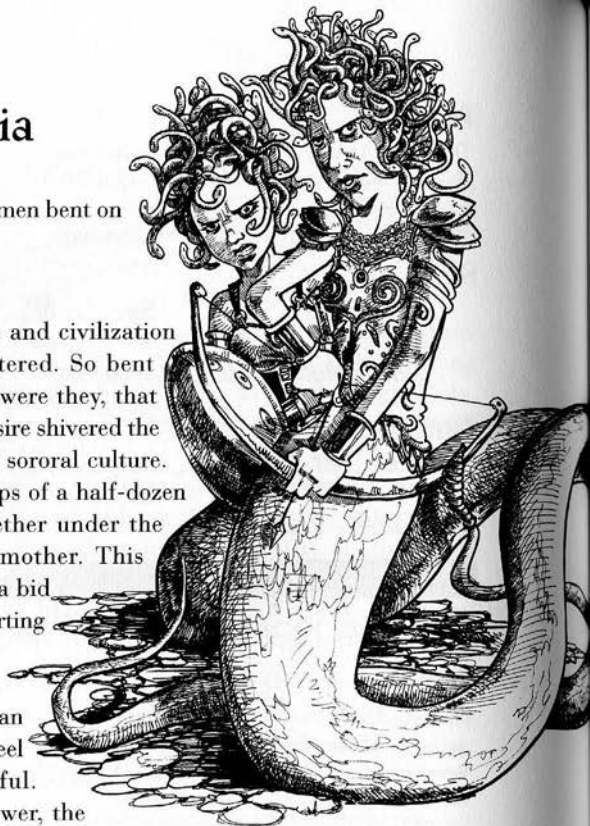
These female creatures are exclusively homosexual, shunning the company of the males of their species. Mating practices among their peoples tend to be bitter and short.

Beliefs

We are a race most ancient, destined for greatness; now is our time of trial. Cleverness and foresight pay over haste and direct action.

Instincts

Always attempt to Strike unexpectedly (even if it means contravening the second Belief. Protect my sisters. Mesmerize and hypnotize any non-Ophidia (Arcane Kindness plus Seduction or Sarch's Glare).



Traits

Ophidian (human torso, snake body)	Snake Eyes	Keen Taste
Forked Tongue	Iron Scales	Keen Smell
Perversely Beautiful	Venomous Bite	Gifted
	Serpent Hair	

Stats

Wi	Pe	Ag	Sp	Po	Fo
B5	B5	B5	B6	B5	B5

Speed Multiplier: x3.5.

Attributes

Hea	Ref	MW	Ste
B5	B5	B11	B8

Hesitation: 5 actions

Physical Tolerances Grayscale

Su: ○○○ B3; Li: ○○○ B5; Mi: ○○○ B7; Se: ○○○ B9; Tr: ○○○ B10; MW: ○○○ B11.

Skills

Intimidation B4	Bow B4	Obscure History B4
Seduction B4	Brawl B5	Philosophy B5
Persuasion B4	Sorcery B4	Stealthy B5
Sword B4	Symbology B4	

Stuff

Precious relics of a long-dead culture, preserved ritual vestments of a long-dead religion, scimitars, bows with barbed arrows. Also, some wear ornate plated leather armor breastplates and arm greaves.

IMS

Bare-Fisted: B3, B5, B7, VA -, Fast, Shortest. **Ancient Sword:** B4, B8, B12, VA 1, Slow, Long. **Venomous Bite:** B3, B5, B7, VA -, Slow, Shortest, plus venom on Mark result bite (only on the Inside). **Snake Hair:** Inside striking distance only, once per volley, the hair bites (using Brawling). On a Mark result (and/or a failed armor test), poison is delivered. IMS damage is negligible.

Snake Venom

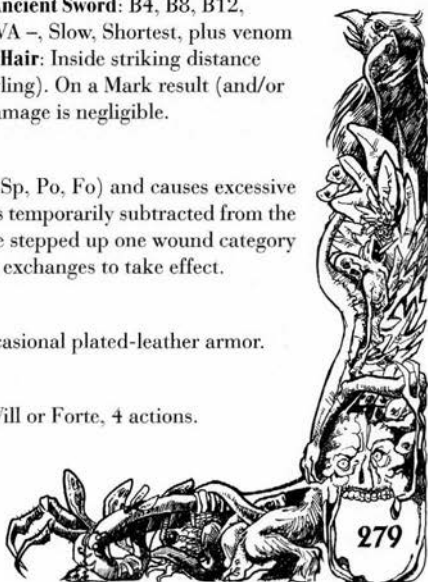
Ophidia venom reduces the physical stats (Ag, Sp, Po, Fo) and causes excessive bleeding. Test Forte vs Ob 5, margin of failure is temporarily subtracted from the physical stats (like a wound). Bleeding rates are stepped up one wound category for victims injected with this toxin. Takes three exchanges to take effect.

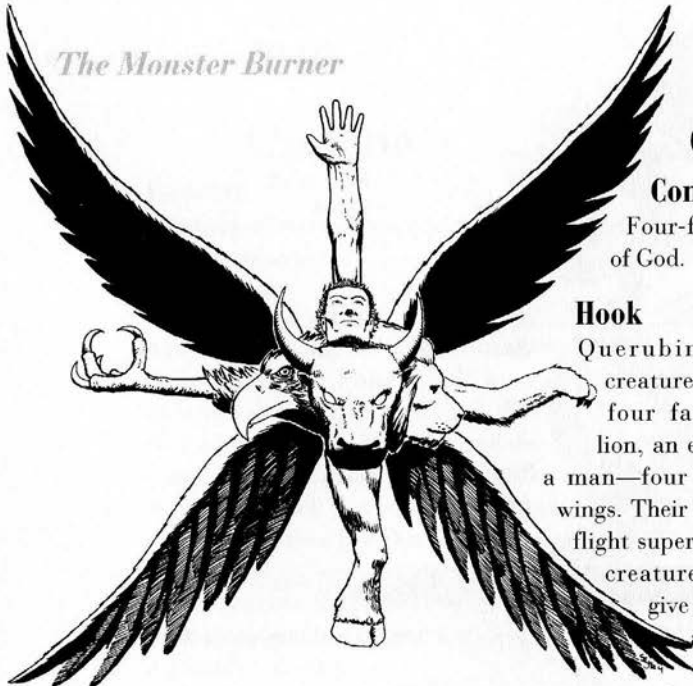
Armor/Natural Defenses

Iron Scales: -1 pip to all incoming damage. Occasional plated-leather armor.

Spells and Magic

Horror, Ob 4^, 2 actions. **Sareh's Glare,** Ob 1+Will or Forte, 4 actions. **Arcane Kindness,** Ob Will, 10 actions.





Querub

Concept

Four-faced messenger of God.

Hook

Querubim are queer creatures. They possess four faces—that of a lion, an eagle, an ox and a man—four arms and four wings. Their wings give them flight superior to all mortal creatures. Their faces give them knowledge and skill from all places of the

earth. Their arms—the talon of an eagle, the hoof of an ox, the fist of a man and claw of a lion—make them strong and dangerous.

These entities, who know every path and hidden way, are God's messengers. They appear to the holy and inspired and grant them visions from above. To the unholy and corrupt, they are sent to warn them of the consequences of their transgressions.

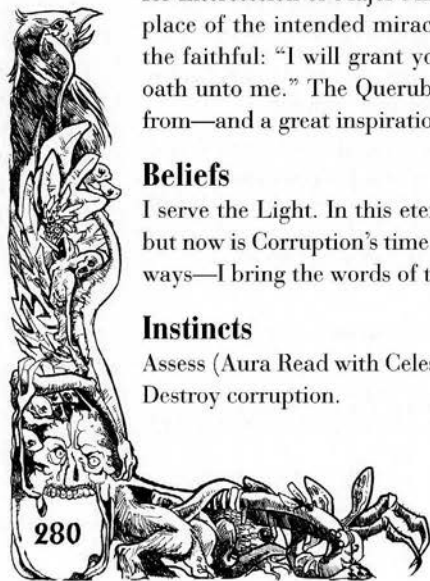
The Querub's bizarre and somewhat shocking visage is an ideal way to grab attention and convey a message. A failed Faith test—a prayer for Intercession or Major Miracle—is a great way to integrate them. In place of the intended miraculous effect, this creature appears before the faithful: "I will grant you what you ask, but you must swear this oath unto me." The Querub's offer is a place for the priest to bargain from—and a great inspiration for the next leg of a campaign.

Beliefs

I serve the Light. In this eternal struggle, the Light shall be the victor, but now is Corruption's time. I am the walker of paths and the keeper of ways—I bring the words of those on high.

Instincts

Assess (Aura Read with Celestial Sight). Hover, never touch the ground. Destroy corruption.



Traits

Lawbreaker	Querubic Mantle	Aura of Holiness
Immortal	Named	Four-Winged
Celestial Sight	Graceful	Resistant to Fire
Spirit Nature	Wrathful	Spirit Unseen
Gift of Babel	Aura of Fear	

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
G5	G5	G4	G5	G4	G4

Speed Multipliers: Walking, x3. Flying, x12.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>
G4	G4	G10	G5

Hesitation: 3 actions

Physical Tolerances Grayscale

Su: ○○○ B4; Li: ○○○ B8; Mi: ○○○ G7; Se: ○○○ G8; Ti: ○○○ G9; MW: ○○○ G10

Skills

Conspicuous C5	Symbology C4	Tracking G8
Bargaining C6	Ancient/Obscure History G3	Orienteering C8
Etiquette C4	Demonology G2	Brawling G5
Doctrine C4	Aura Reading G5	

IMS

Lion's Claws: B4, B8, B12, VA 1, Fast, Short.

Spirit Nature

Querubim cannot be harmed by mortal weapons, only spirit weapons can affect them. Also, natural heat and cold have no effect on them, and they cannot be bound by mortal rope or chains.

Lawbreaker

When a Querub is near, all manner of weird phenomena transpire—lights flash in the sky, colors change hue and animals speak in tongues.

Aura of Fear, Aura of Holiness

Everyone who enters in the Querub's presence (10p) must pass a Steel test. Malevolent, corrupt or evil beings must pass a Steel test at double obstacle penalty.

Gift of Babel

Querubim can understand and speak any language.

Querubic Mantle and Four-Winged

A Querub's four arms give him +2D to Lock. His four wings allow him to Fly at x12 Speed exponent and take flight in two actions. Also, Querubim may hover in place.



Raksha

Concept

A shape-shifting tiger demon.

Hook

Raksha always appear where they are least expected. That friendly doctor you know? He's a demon. When you're away, he foments hatred toward you and your friends. The mayor of the neighboring town who's always so nice, but his municipality is a mess? He's a demon, too.

On the surface, the Raksha is friendly and innocuous, but behind the scenes, he's murdering, lying and stealing in order to further his own ends.

Being a demon, his ends are pretty simple: Sow discord. His job is to enter a peaceful town and then inspire the inhabitants to feud so that when he leaves, the town is a burning wreck. (An interesting twist would be to have a Raksha as a wandering swordsman who comes to solve problems, but in the end just ends up getting everyone killed. A twisted version of Kurosawa's film, *Yojimbo*.)

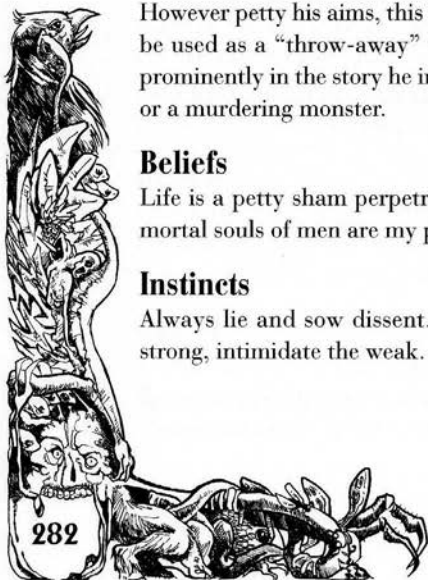
However petty his aims, this creature is terribly potent and should never be used as a "throw-away" villain. The Raksha should always feature prominently in the story he inhabits—whether as a friendly protagonist, or a murdering monster.

Beliefs

Life is a petty sham perpetrated by benighted souls of the living. The mortal souls of men are my playthings. I'd rather be here than in hell.

Instincts

Always lie and sow dissent. Act sympathetic to the unwary. Kill the strong, intimidate the weak.



Traits

Shapeshifter (Tiger-Demon Form) (Keen Smell) (Crushing Jaws)	Telltales Greedy Malefactor Celestial Sight	Dissent Parasite
---	--	------------------

Stats

<u>Wi</u>	<u>Pe</u>	<u>Ag</u>	<u>Sp</u>	<u>Po</u>	<u>Fo</u>
B6	B5(6)	B6	B6	G4	G4

Speed Multipliers: Human, x3.5; Tiger, x6.

Attributes

<u>Hea</u>	<u>Ref</u>	<u>MW</u>	<u>Ste</u>	<u>Cir</u>	<u>Res</u>
B6	B5(6)	G10	G4	B3	B4

Hesitation: 4 actions. Choose some appropriate reps and affiliations.

Physical Tolerances Grayscale

Su: ○○○ B4; Li: ○○○ B8; Mi: ○○○ G6; Se: ○○○ G8; Tr: ○○○ G9 MW: ○○○ G10

Skills

Falsehood B8	Intimidation B6	Tradition-wise B4
Soothing Platitudes B5	Sorcery B4	Priest-wise B3
Persuasion B4	Aura Reading B6	(Brawling B6)
Inconspicuous B4	Superstition-wise B5	(Stealthy B6)

IMS

Crushing Jaws: B5, B9, B13, VA 2, Fast, Shortest, Spirit Weapon. He may Lock and Bite on the same action.

Shapeshifter

The Raksha can change forms from a man into a tiger demon. He may only execute this transformation under the cover of night. The parenthetical traits, stats and skills are only available in tiger form.

Telltales

Even when in human form, the Raksha evinces characteristics of its true nature: Its eyes reflect light like a cat's, or its canine teeth are more prominent than they rightly should be, or its hair is the color of its fur.

Dissent Parasite

This trait allows the monster to earn one Persona point artha for every conflict that he instigates. Points may be spent to add dice to appropriate rolls.

Sample Script

In tiger form:

Volley 1

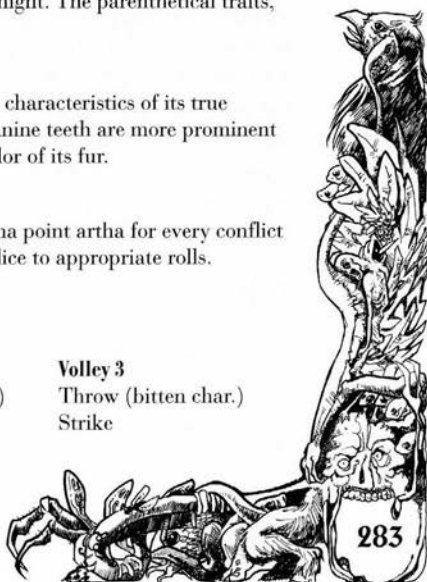
Strike
Locking Bite

Volley 2

Throw (bitten char.)
Locking Bite

Volley 3

Throw (bitten char.)
Strike





Red Cap

Concept

A variation of the Scottish myth of the Red Cap—a misshapen old faerie who is drawn to violence and consumes the corpses of war dead.

Hook

The Red Cap is a twisted creature who lives in the ruins of old churches and temples. He can sense a war coming like some can smell a storm.

Once he catches scent of

coming carnage, the Red Cap attempts to arrive on the scene just as the bodies have begun to fall. Upon arrival, he is quite amiable and will sit idly by watching the festivities while he tears off a chunk here and a bit there for a snack. He will attempt to remain inconspicuous and will go on feasting on the dead (and maybe even on wounded if there's not enough dead to satisfy him) until he's had his fill. If left unmolested, he'll leave peaceably.

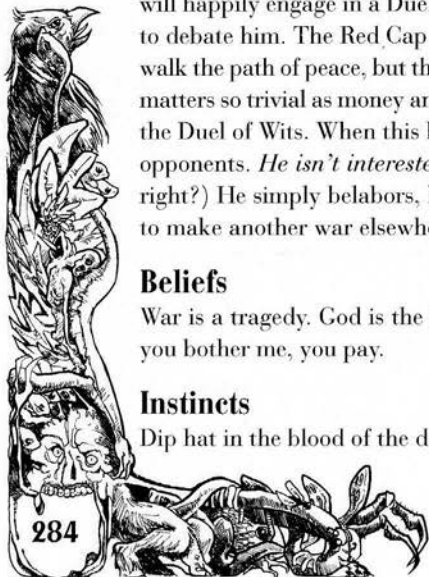
If confronted, the Red Cap grows furiously angry and delivers a mighty lecture on the hypocrisy of war and the futility of honoring the dead. He will happily engage in a Duel of Wits with any character foolish enough to debate him. The Red Cap argues that many claim to respect life and walk the path of peace, but they will eagerly spill their cousin's blood over matters so trivial as money and land. It is likely that the Red Cap will lose the Duel of Wits. When this happens, he grows enraged and attacks his opponents. *He isn't interested in killing them.* (That'd be hypocritical, right?) He simply belabors, beats and chases off the fools, telling them to make another war elsewhere, so he can have dinner after this lunch.

Beliefs

War is a tragedy. God is the highest power. I don't bother anyone, so if you bother me, you pay.

Instincts

Dip hat in the blood of the dead. Sleep in boots. Attack when enraged.



Traits

Diminutive Stature
Slashing Claws
Incredibly Strong

War-Sense
Ugly
Knobby Knees

Believer
Iron Boots

Stats

Wi	Pe	Ag	Sp	Po	Fo
B5	B4	B4	G6	G6	B6

Speed Multiplier: x3.5.

Attributes

Hea	Ref	MW	Ste
B5	B5	B13	B6

Hesitation: 5 actions

Physical Tolerances Grayscale

St: ○○○B4; Li: ○○○B7; Mi: ○○○B10; Se: ○○○B11; Ir: ○○○B12; MW: ○○○B13

Skills

Brawling G6

Oratory B3

Magic-wise B3

Inconspicuous B4

War-wise B6

Stealth G5

Faith-wise B3

IMS

Slashing Claws: B5, B9, B13, VA 1, Fast, Shortest. **Kicking Boot:** B5, B10, B15, VA 1, Unwieldy, Short.

Armor/Natural Defenses

Iron Shoes: Gray full plated mail for the feet only.

War-Sense

A Red Cap can sense a war about to transpire within 100 leagues of his lair.

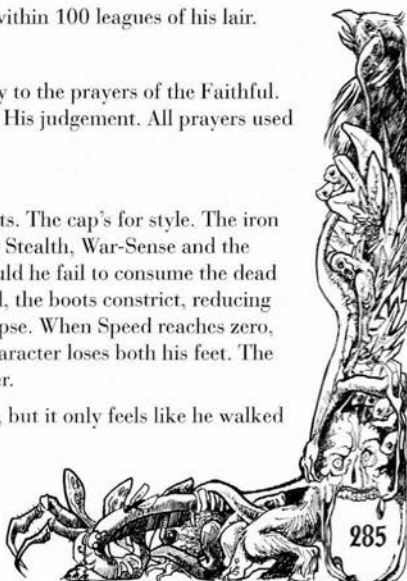
Believer

The Red Cap possesses an extreme vulnerability to the prayers of the Faithful. He really does believe in God and is terrified of His judgement. All prayers used against the Red Cap are at -1 Ob.

Cap and Boots

A bloody, red cap and a pair of magic, iron boots. The cap's for style. The iron boots confer upon the wearer: gray Speed, gray Stealth, War-Sense and the curse that he must consume the war dead. Should he fail to consume the dead within one day of his War Sense being triggered, the boots constrict, reducing Speed by 1 die per day until he consumes a corpse. When Speed reaches zero, the boots inflict a Traumatic wound and the character loses both his feet. The boots go wandering off looking for a new master.

The boots allow the Red Cap to sprint all night, but it only feels like he walked the distance.



Satyr

Concept

A true satyr—a degenerate goat creature who worships dead gods.

Hook

There are many myths surrounding the nature of the Satyr. Most talk of “roguish” followers of the god of revelry—tricksters and merry-makers. The truth is far uglier.

Herds of Satyrs gather in the moonlight round standing stones on remote hilltops or in deep forest glens. There they dance and cavort loudly. To all eyes, these bizarre creature seem happy and careless. In the center of the dance are piles of glistening fruit, goats milk and fresh honey—nature’s bounty free for the taking.

If weary travellers or lonely souls should wander by, the Satyrs enthusiastically invite them to dance with them and join in the revelry. As the ritual reaches its frenzied peak, the guests are set upon by the twisted creatures. Men are pulled apart and their innards devoured fresh and bloody. Women are treated to a far crueller fate. They are brutalized and raped—impregnated with Satyr seed. These victims are then kept by the Satyrs while gestation and birth occurs. Once the Satyr-child is given life, the woman is cast out of the herd and mocked. The revels begin again shortly thereafter.

It is the travellers who refuse their bounty that spread the ill-begotten rumors of the Satyr’s kindness. If, for whatever reason, the Satyrs cannot convince or intimidate folk to stay on with them, they will ply them with gifts of honey and fresh fruit—to all the world seeming earnest, but it’s just part of their cruel game.

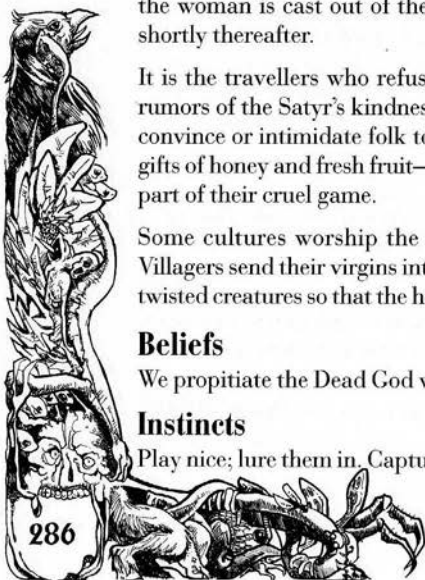
Some cultures worship the satyrs and their goat-headed god of lust. Villagers send their virgins into the night on the equinox to be taken by the twisted creatures so that the herd might prosper and the god grow stronger.

Beliefs

We propitiate the Dead God with our rites. I shall father a child.

Instincts

Play nice; lure them in. Capture and impregnate the women. Kill the men.



Traits

Goat-Headed	Cruel Strength	(Faith in Dead Gods)
Goat-Legged	Brutal	
Horned	Trickster	
Hooved	Dominant Procreator	

Stats

Wi	Pe	Ag	Sp	Po	Fo
B4	B5	B4	B4	B5	B5

Speed Multiplier: x3.5.

Attributes

Hea	Ref	MW	Ste	Cir	Res
B4	B4	B11	B5	B2	B0

Hesitation: 6 actions

Physical Tolerances Grayscale

Su: ○○○ B3; Li: ○○○ B5; Mi: ○○○ B7; Se: ○○○ B9; Tr: ○○○ B10; MW: ○○○ B11

Skills

Doctrine of Dead Gods B4	Brawl B5	Pipes B5
Dance B4	(Axe B4)	Forage B4
Ritual B3	(Bow B4)	
Intimidation B5	Stealthy B4	

IMS

Bare-Fisted: B3, B5, B7, VA -, Fast, Shortest. **Head-Butt:** B4, B7, B10, VA -, Slow, Shortest. Some Satyrs carry wood-cutting axes taken from their victims: **Axe:** B4, B8, B12, VA 1, Slow, Long.

Horned

A Satyr's horns count as plated leather equivalent armor for the head, they grant +1D to the Charge action and can be used as a +2 Power weapon as a head butt strike.

Cruel Strength

This is a call-on for Power. May be used when trying to subdue or Lock a victim.

Faith in Dead Gods

One Satyr in the herd will usually be considered the "priest" and will possess the Faith in Dead Gods attribute at B5.

Dominant Procreator

The child of a male Satyr will *always* be a full Satyr like his father.

Sample Script

Volley 1	Volley 2	Volley 3
Avoid	Tackle	Counterstrike
		Lock



Simurgh

Concept

A variation on the immortal Persian beast of wisdom.

Hook

The Simurgh is the embodiment of aged wisdom. It is said that he has lived long enough to witness the destruction of the world three times over. In that vast span, he has managed to accumulate an unimaginable store of knowledge.

In fact, he knows a little something about everything, and most everything about anything.

The ancient beast will impart some of his wisdom to seekers of knowledge, but only at his own pleasure. He can

rarely be induced to do what he does not desire. However, the Simurgh is constantly thirsty, and should he be found travelling between oases, his confidence might be won with a bit of drink.

Despite his terrifying visage, the Simurgh is in no way a violent creature. He will do his utmost to abstain from violence. (In his wisdom, he recognizes that this is the surest way to cut short his endless life.)

Another quirk of the Simurgh: No matter how knowledgeable he seems, his conveyance of information is always imperfect. There is always some small detail missing or misappropriated.

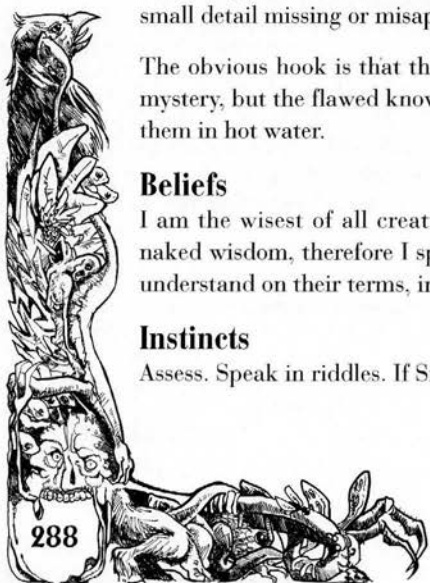
The obvious hook is that the players seek out the Simurgh to solve a mystery, but the flawed knowledge of the creature only ends up getting them in hot water.

Beliefs

I am the wisest of all creatures. A mortal cannot hope to grasp my naked wisdom, therefore I speak in riddles so that they might come to understand on their terms, in their own way. All this will pass in time.

Instincts

Assess. Speak in riddles. If Sixth Sense kicks in, take flight.



Traits

Massive Stature	Rending Claws	Genius
Dog's Head	Brilliant Plumage	Riddler
Bird's Body (Winged)	Immortal	Flawed Understanding
Lion's Legs	Sixth Sense	Thirsty
Dog Bite	Aloof	

Stats

Wi	Pe	Ag	Sp	Po	Fo
G7	G9	B4	B5	B6	B6

Speed Multiplier: Walking, x6; Flying, x14.

Attributes

Hea	Ref	MW	Ste	Cir	Res
B7	B6	B12	B6	G3	B3

Hesitation: 1 action. 3D reputation as a font of ancient wisdom.

Physical Tolerances Grayscale

Su: ○○○B4; Li: ○○○B7; Mi: ○○○B9; Se: ○○○B10; Tr: ○○○B11; MW: ○○○B12

Skills

History G8	Oratory G5
Ancient History G8	Foraging B4
Obscure History G8	Any and all appropriate
Symbology G8	-wises at G7

IMS

Rending Claws: B4, B7, B10, VA 1, Fast, Shortest. **Dog Bite:** B4, B8, B12, VA 1, Fast, Shortest. May Lock and Bite.

Simurgh's Flawed Understanding

This trait gives the old bird access to all possible wises. However, the Simurgh believes itself so perfect that once it has learned something, it assumes it never changes. This leads to certain flaws in its knowledge. When divulging the truth, one piece of information, or one detail, will always be wrong, out-dated or skewed.

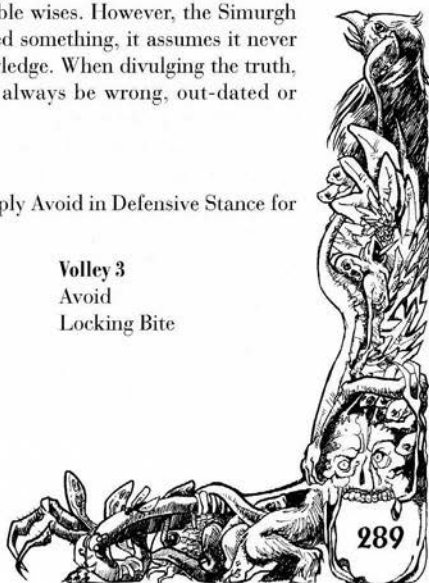
Sample Script

Will only fight if trapped, otherwise he will simply Avoid in Defensive Stance for every action.

Volley 1
Avoid
Strike

Volley 2
Avoid
Strike

Volley 3
Avoid
Locking Bite



Uncle Vodnik

Concept

Based on the Russian Vodnik myth—an evil sorcerer who has been drowned by one of his water spirits.



Hook

Uncle Vodnik is a twisted and sorry creature. Once an accomplished summoner, he was drowned by one of his water spirits. On the shore and unable to help, his niece watched, transfixed by her uncle's final moments. Vodnik cursed her as the cause of his misfortune and swore that he would have his revenge. As he drowned, his curse was heard. His life bled into the powerful protective amulet worn round his neck, mixing with the water spirit's own nature.

The next morning, Vodnik sprang gasping from the river, seemingly quite alive. The amulet floated in the reeds. Without wasting a breath, he stormed into his village, cursing and shouting. When he reached his manor, he found his niece searching through his belongings. She screamed as he grabbed her by the hair and dragged her back to the river where he had died. He drowned her at the river's edge. Unbeknownst to him, Vodnik's brother had witnessed his daughter being dragged off and rushed to her aid. Too late to save her, he struck off Vodnik's head with an axe.

The next morning, Vodnik sprang gasping from the river. The amulet floated in the reeds. Realization dawned on him. He wasn't dreaming. He was cursed. Bitter and vengeful, he swore another oath to drown all the innocent young nieces in the world before they could betray their uncles.

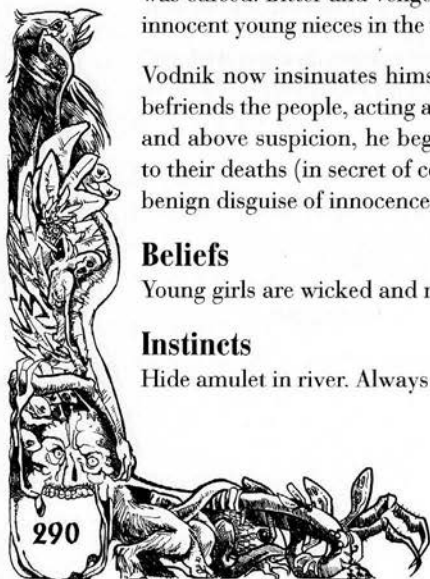
Vodnik now insinuates himself into rural, river-side villages where he befriends the people, acting as a kind old wizard. Once on their good side and above suspicion, he begins dragging the young girls of the village to their deaths (in secret of course). To stop him, one must penetrate his benign disguise of innocence. To destroy him, one must find the amulet.

Beliefs

Young girls are wicked and manipulative. I swore revenge; I'll have it.

Instincts

Hide amulet in river. Always stay near a river. Sustain Arcane Kindness.



Traits

Dual-Natured	Aura of Innocence	Jolly Old Man
Gifted	Cunning	Amulet-Bound
Celestial Sight	Manipulative	Land-Lubber
Amulet-Bound	Vengeful	

Stats

Wi	Pe	Ag	Sp	Po	Fo
B7	B6	B4	B3	B3	B6
<i>Speed Multiplier: x3.5</i>					

Attributes

Hea	Ref	MW	Ste	Cir	Res
B6	B4	B10	B7	B3	B4
<i>Hesitation: 3 actions. 1D reputation as a harmless old man.</i>					

Physical Tolerances Grayscale

Su: ○○○B4; Li: ○○○B6; Mi: ○○○B7; Se: ○○○B8; Ti: ○○○B9; MW: ○○○B10

Skills

Soothing Platitudes B6	Inconspicuous B6	Aura Reading B6
Persuasion B5	Sorcery B5	Astrology B5
Seduction B5	Summoning B3	Village-wise B6

IMS

Bare-Fisted: B2, B3, B4, VA -, Fast, Shortest.

Dual-Natured

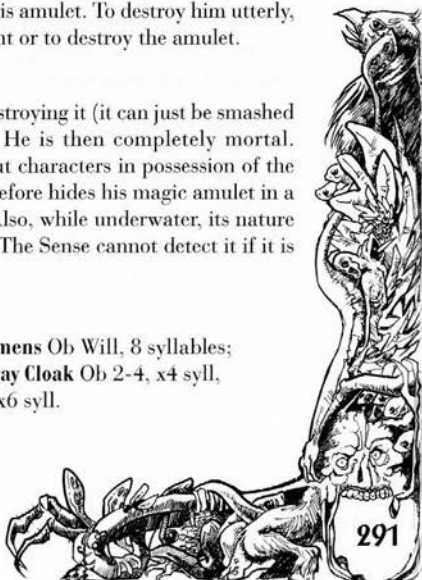
Uncle Vodnik is a dual-natured creature. Outwardly he appears, acts and feels human. Inside though, he's been transformed into a vengeful spirit. Thus he can be stabbed, wounded and even killed, but he cannot be destroyed. If killed, his Spirit Nature takes over and he is reborn from his amulet. To destroy him utterly, one needs spirit weapons, spell craft, abjurement or to destroy the amulet.

Amulet-Bound

Vodnik's spirit resides trapped in his amulet. Destroying it (it can just be smashed with a hammer) destroys his Spirit Nature. He is then completely mortal. Vodnik cannot be controlled via the amulet, but characters in possession of the amulet can certainly bargain with him. He therefore hides his magic amulet in a nearby river, so it cannot be stolen from him. Also, while underwater, its nature cannot be easily discerned. Celestial Sight and The Sense cannot detect it if it is underwater.

Spells

Arcane Kindness Ob Will, 16 syll; **Delirium Tremens** Ob Will, 8 syllables;
The Fear Ob 2, 8 syll; **Fish Lung** Ob 3, 5 syll; **Gray Cloak** Ob 2-4, x4 syll,
Waterwalking Ob 4, 20 syll; **Witch Key** Ob 2-5, x6 syll.





Vampyr

Concept

An adaptation of the creature from the 1932 Carl Dryer film.

Hook

The Vampyr is a local phenomenon. Its infectious bloodlust is typically something that is passed on between neighbors and residents of a village or town: The Vampyr makes its way through its former friends and family, infecting them, killing them and bringing them into its circle. Eventually, the whole town is infected. Without an outlet, and a fresh supply of blood, such a large number of Vampyrs will quickly fall into dormancy. Unable to support their collective need, one by one, the shadows can no longer reform and do the bidding of the dusty corpse.

If one of the living infected succeeds in fleeing the site of such a horror, then it is only a matter of time before he becomes a Vampyr himself and bears the curse to a new locale. The living infected rarely knows what he carries within his blood. It is only upon his death, buried in his coffin, when his shadow rises through the soil, filled with a terrible hunger, that all is made clear.

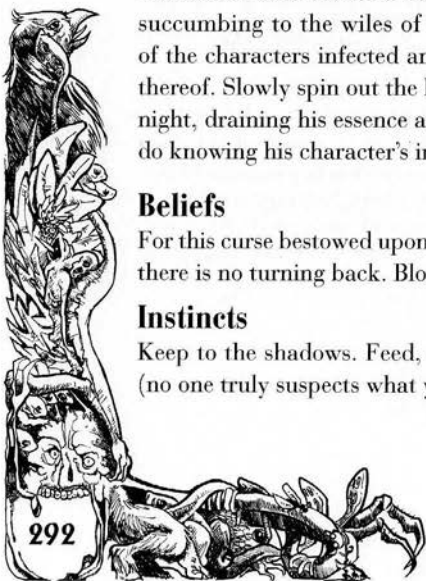
The hook not to use for a Vampyr story is the “rescue the beautiful girl succumbing to the wiles of the evil creature” plot. Instead, have one of the characters infected and play out all of the terrible ramifications thereof. Slowly spin out the horror as the Vampyr visits him night after night, draining his essence and transforming him. What will the player do knowing his character’s inevitable fate?

Beliefs

For this curse bestowed upon me, I shall have my revenge. I am damned; there is no turning back. Blood is my only hope.

Instincts

Keep to the shadows. Feed, even if risking capture. Lie and obfuscate (no one truly suspects what you are).



Traits

Shadow and Dust
Parasite

Dominant Will
Corpse Bound

Blood Lust

Stats

Wi	Pe	Ag	Sp	Po	Fo
B8	B5	B3	B8	B5	G5

Speed Multiplier: x3.5.

Attributes

Hea	Ref	MW	Ste	Cir	Res
B7	B5	B12	B8	B4	B2

Hesitation: 2 actions. 2D infamous reputation as a creature of the night!

Physical Tolerances Grayscale

Su: ○○○ B4; Li: ○○○ B8; Mi: ○○○ B9; Se: ○○○ B10; Tr: ○○○ B7; MW: ○○○ B12

Skills

Stealthy G7
Brawling B6

Persuasion B6
Seduction B6

Intimidation B6
Death-wise B5

IMS

Cold Shadowy Hands: B3, B5, B7, VA -, Fast, Shortest.

Shadow and Dust

The Vampyr is a being in two parts. The shadow is its active and “living” half. When searching for victims or feeding, it is the shadow that does the work. This aspect can be harmed by steel and fire. However, it cannot be permanently destroyed. If dealt a mortal wound or simply incapacitated, the shadow dissipates. It reforms in days equal to 10 minus the Vampyr’s current Health.

The “dust” comprises the second part of the Vampyr. This is its corpse, buried in a grave or preserved in a tomb. In order to completely destroy this creature, the corpse must be dragged into the morning sun and a Minor Miracle must be invoked over it.

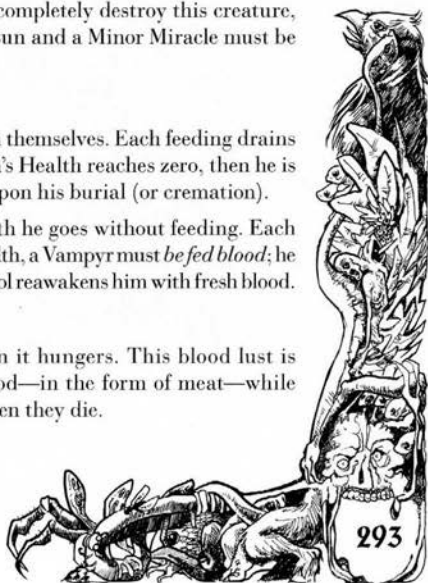
Parasite

Vampyrs require warm human blood to sustain themselves. Each feeding drains one die of Health from the victim. If the victim’s Health reaches zero, then he is killed by the feeding and becomes a Vampyr upon his burial (or cremation).

A Vampyr’s Health drops by one for each month he goes without feeding. Each feeding restores one die of lost Health. At zero Health, a Vampyr must *be fed blood*; he cannot feed himself. He will lie dormant until a fool reawakens him with fresh blood.

Blood Lust

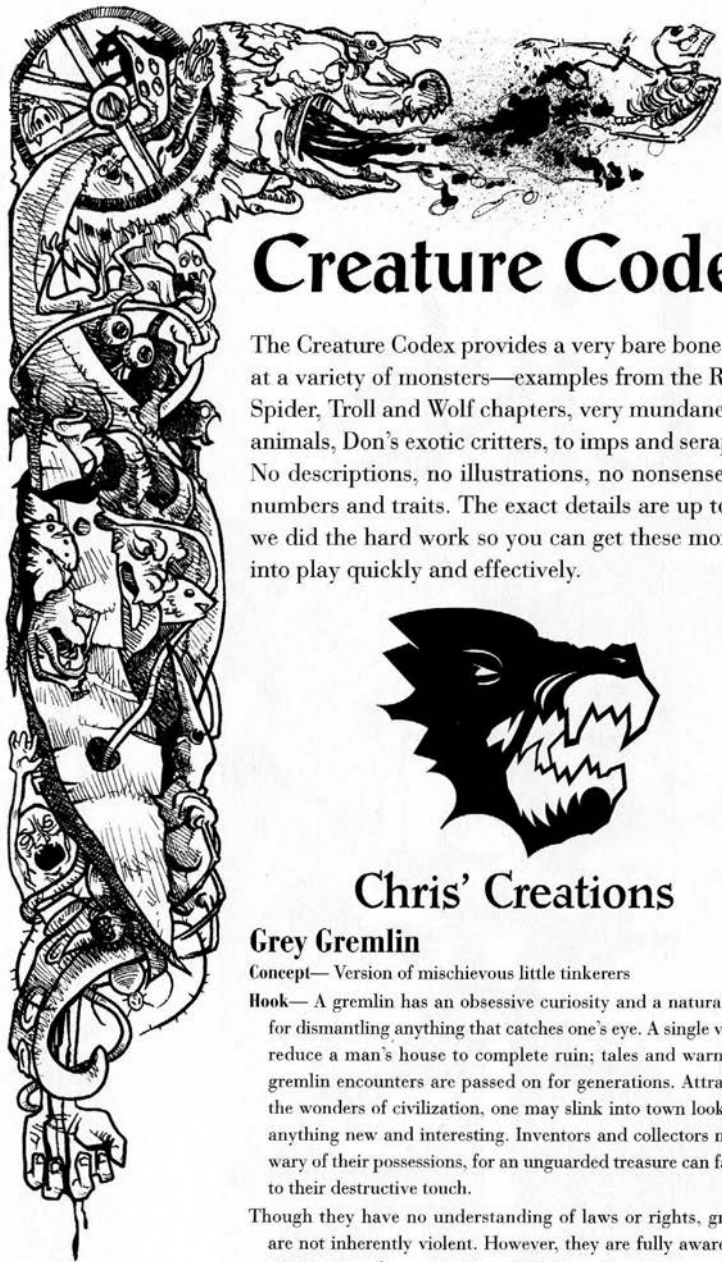
A Vampyr cannot refrain from feeding when it hungers. This blood lust is transferred to its victims, who will crave blood—in the form of meat—while they live and be transformed into Vampyrs when they die.





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Lists





Creature Codex

The Creature Codex provides a very bare bones look at a variety of monsters—examples from the Roden, Spider, Troll and Wolf chapters, very mundane farm animals, Don's exotic critters, to imps and seraphim. No descriptions, no illustrations, no nonsense. Just numbers and traits. The exact details are up to you, we did the hard work so you can get these monsters into play quickly and effectively.



Chris' Creations

Grey Gremlin

Concept— Version of mischievous little tinkers

Hook— A gremlin has an obsessive curiosity and a natural talent for dismantling anything that catches one's eye. A single visit can reduce a man's house to complete ruin; tales and warnings of gremlin encounters are passed on for generations. Attracted to the wonders of civilization, one may slink into town looking for anything new and interesting. Inventors and collectors must be wary of their possessions, for an unguarded treasure can fall prey to their destructive touch.

Though they have no understanding of laws or rights, gremlins are not inherently violent. However, they are fully aware of the aggravations they cause. As such, they are always on guard for an attack and will use whatever may be in hand as a weapon. Whether to hit and run or stay and fight is entirely up to the creature's assessment of the danger and the potency of his current obsession.

Most often the gremlin wanders alone. On the rare occasion when he can be found in the company of his own kind, the potential for destruction grows exponentially, as the never-ending contest

to out-perform consumes all in the group. Eventually one will shine through as chaos king or queen and the others will wander off in exhaustion.

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	G4	B6	B4	B3	B4	B4	B7	B8	B5

Speed Multiplier: x3.5

Hesitation: 6 actions

PTGS: Su: B2 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits— Small Stature, Grey (Skin, hair, nails, whole eyes...everything), Pointed Ears, Slanted Eyes, Six-Fingered, Six-Toed, Thin, Frail, Quiet, Obsessed, Curious, Mischievous, Competitive, Sensitive Eyes (bright light), Entropic, Ultra-Fast Reflexes

Skills—Tinkering B5, Mending B5, Throwing B5, Brawling B3, Stealth B4, Sleight of Hand B4, Persuasion B2, Chiding B5, Stuff-wise C6

IMS— Bare-fisted B2, B4, B6, VA -, Fast, Shortest.

Beliefs— If it's built properly, it won't break. This shouldn't take too long to figure out. Order is not a natural state.

Instincts— Celebrate the accident. Throw something when surprised. Don't ever claim responsibility.

Calydon

Concept— Rampaging boar-headed war god

Hook— Recently awakened from a coma-inducing spell and freed from his prison beneath a mountain, Calydon finds himself in a world changed by the passing of ages. Lush valleys and clean streams have replaced the wind burned and bloody plains of the battlefield he once knew. Only the mountains, heaved up into position by the clashing of his siblings and cousins seem familiar. The people of this time are at peace; Calydon the war-boar is not.

Freed from his prison, he beseeched his brothers and sisters to come and take him home to the Great Hall of the Gods of War. His pleas went unanswered. Frustrated and melancholy, Calydon arrived at the only conclusion his warmongering sensibilities allow. He is to make battle on this tranquil land until it's champions arrive and destroy him on the field of battle, thereby ensuring his invitation back into the Great Hall. He pities the innocent creatures that must take the brunt of his wrath, but surely there are worthy warriors and generals among them. His rampage begins tonight.

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B3	B4	B4	G8	G8	B6	B3	G14	G5

Speed Multiplier: x5.

Hesitation: 7 actions

PTGS: Su: B8 Li: B16 Mi: G11 Se: G12 Tr: G13 Mo: G14

Traits— Massive Stature, Hands of Stone, Boar-Headed. Blunt Tusks, Cloven Feet and Hands, Keen smell, Blurry vision (+1 Ob to sight-only Perception tests), Coarse Hair, Heavy, Numb, Melancholy, Gullible, Believer, Ingrown Armor, Semi-Quadruped, Galloping Sprint (Calydon sprints on all fours like a boar).

Skills— Brawling B7, Club B5, Armor Training, Formation Training, Command B3, Tactics B4, Intimidation B4, Meditation B3, Conspicuous B2

IMS— Iron-shod Hooves G4, G8, G12, VA 1, Fast, Shortest

Armor/Natural Defenses— Plated chain (Calydon's thick iron armor has been on his body so long that his skin has grown over it in several areas. It cannot be removed. It causes a +2 Ob Agility tests to handle anything smaller than a human head.)



Beliefs— Only by the expenditure of all my terrible might in bloody combat will I regain the favor of my family and be allowed to rejoin them in the Great Hall. I have rested enough for a hundred lifetimes. None can withstand my charge.

Instincts— Assess the battlefield for viable tactics. Keep moving.

Dæmonim

Lesser Dæmon

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G3	G5	G4	G4	G4	G4	G4	G4	G10	G4

Speed Multiplier: Walking, x3.5; Flying, x10. Hesitation: 5 actions

PTGS: Su: B4 Li: B8 Mi: G6 Se: G8 Tr: G9 Mo: G10

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Dæmon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Resistant to Fire, Spirit Nature, Winged, Aura of Fear

Skills—Brawling G5, Stealth G5, Bargaining G7, Persuasion G5, Inconspicuous G5, Conspicuous G5, Etiquette G5, Falsehood G5, Aura Reading G6

IMS—Claws, +2 Power: 1 B4, M B8, S B12, Fast, VA 2, Shortest.

Instincts—Always use The Tongue. Always appear as another. Always offer to be bound in chains as a show of good faith.

Beliefs—We are righteous; dissent is no crime. We will be avenged. Men are fools, and are to be used.

Dæmon (see his entry in the Illustrated Bestiary)

Greater Dæmon

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G6	G7	G6	G6	G8	G8	G7	G6	G15	G10

Speed Multiplier: Walking, x3.5; Flying, x10. Hesitation: 2 actions

PTGS: Su: B8 Li: B16 Mi: G11 Se: G13 Tr: G14 Mo: G15

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Dæmon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Spirit Nature, Gigantic Stature, Winged, Horrific Aura, Resistant to Fire, Hands of Stone, Brass-skin, Devastator

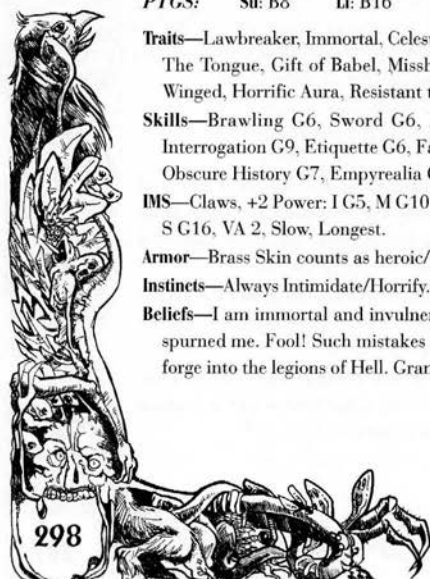
Skills—Brawling G6, Sword G6, Bargaining G9, Conspicuous G9, Intimidation G9, Interrogation G9, Etiquette G6, Falsehood G7, Symbology G6, Demonology G7, Ancient/Obscure History G7, Emypyrealia G5, Aura Reading G8

IMS—Claws, +2 Power: I G5, M G10, S G15, Fast, VA 2, Long. Demon Sword, I G6, M G11, S G16, VA 2, Slow, Longest.

Armor—Brass Skin counts as heroic/gray plated chain armor for the full body.

Instincts—Always Intimidate/Horrify. Crush the weak. Wreak havoc and corrupt the foul order.

Beliefs—I am immortal and invulnerable. I am the Creator's greatest champion and he has spurned me. Fool! Such mistakes cost dearly—many a mortal soul shall I drag down and forge into the legions of Hell. Grand shall be my army when the Day of Reckoning comes!



Don's Critters

Forsaken Serpent

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B3	B5	B4	B3	B3	B4	B4	B9	B6

Speed Multiplier: x3.

Hesitation: 6 actions, 8 actions against water.

PTGS: Su: B2 Li: B4 Mi: B6 Se: B7 Tr: B8 Mo: B9

Brutal Bite— Power +2. I B3, M B5, S B7. Add 2, Fast, VA 1, Shortest.

Armor/Natural Defenses— Plated leather equivalent on head (helmet and mask)

Skills— Crushing Bite B5, Stealthy B4, Tracking B4, Burrowing B4

Traits— Diminutive, Ophidian Body, Bony Head, Keen Smell, Burrower, Constrictor, Albino, Light Sensitive, Landlubber and Fear of Water

Beliefs— Warmth is life. Light is pain. Water is death.

Instincts— Avoid the eyes of quarry. Wound rodents to lure larger prey. Flee if Lightly wounded.

Bonepicker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B1	B2	B5	B9	B1	B3	B2	B5	B5	B4

Speed Multiplier: x3.

Hesitation: 9 actions

PTGS: Stunned: B3 Broken: B4 Squished: B5

Traits— Tiny Stature, 100 legs (Movement rates are modified as follows: Walk x1, Jog x3, Run x4), Many-Eyed-Cyclops, Mandibles, Ground Sense, Vermin Mind, Anesthetic Spray, Squirmy, Swarm.

Skills— Scurry and Hide B5, Frenzied Devouring B4

IMS— Mandibles I B1, M B2, S B3. Add 2, VA -, Fast, Shortest.

Spray— 1 pace range sticky spray that numbs nerves. Obstacle penalty = 5 minus Forte.

Swarm— This is an action that a group of bonepickers can accomplish. Damage and VA are altered on the bonepicker's attack based on the size of the swarm. Swarm attacks cannot be blocked. Diminutive (circa 20 bonepickers) Power +2, VA 1; Middling (circa 50 bonepickers) Power +4, VA 2; Massive (over 100 bonepickers) Power +6, VA 3

Beliefs— Movement beyond the nest is a threat. A slow bonepicker is a dead bonepicker.

Instincts— Spray first. Then Avoid. Then Bite.

Imps

Lesser Imp

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G2	G3	B3	B6	B3	B4	B4	B4	B9	B5

Speed Multiplier: x3.5.

Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits— Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Claws, Fleet of Foot, Misshapen, Leathery Skin, Scheming

Skills— Brawling B4, Climbing B4, Stealth B4, Bargaining G4, Aura Reading G4



IMS—Claws, +2 Power: I B3, M B5, S B7, Fast, VA 1, Shortest.

Armor—Leathery Skin counts as leather armor for the full body.

Instincts—Run, Hide, Revenge.

Beliefs—“Only three more eternities before I graduate to Imp!” I don’t deserve to be treated this way. I was good person in life.

Imp

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G2	G4	B4	B5	B4	B5	B5	B4	B10	B6

Speed Multiplier: x3.5.

Hesitation: 6 actions

PTGS: Su: B3 Li: B6 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Dæmon’s Skin, Claws, Misshapen, Leathery Skin, Scheming

Skills—Brawling B5, Climbing B4, Stealth B5, Bargaining G5, Aura Reading G5

IMS—Claws, +2 Power: I B3, M B6, S B9, Fast, VA 1, Shortest.

Armor—Leathery Skin counts as leather armor for the full body.

Instincts—Hide, Observe, Revenge.

Beliefs—Service is better than Hell. I’ll have my revenge. I *really* was a good person in life.

Greater Imp

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G3	G5	B4	B5	B5	B6	B5	B4	B12	B6

Speed Multiplier: x3.5.

Hesitation: 5 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Demon’s Skin, Claws, Misshapen, Leathery Skin, Tough, Scheming

Skills—Brawling B5, Climbing B4, Stealth B5, Bargaining G6, Aura Reading G6

IMS—Claws, +2 Power: I B4, M B7, S B10, Fast, VA 1, Shortest.

Armor—Leathery Skin counts as leather armor for the full body.

Instincts— Kill it first. Observe dangerous quarry.

Beliefs—This is better than life! I’ll have my revenge. I am more powerful than ever.

Pete’s Farm

Cat

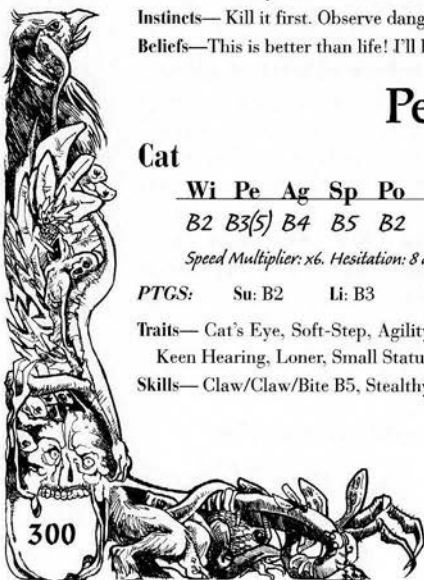
Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(5)	B4	B5	B2	B2	B2	B4	B7	B7

Speed Multiplier: x6. Hesitation: 8 actions

PTGS: Su: B2 Li: B3 Mi: B4 Se: B5 Tr: B6 Mo: B7

Traits— Cat’s Eye, Soft-Step, Agility of the Cat, Independent, Keen Balance, Keen Smell, Keen Hearing, Loner, Small Stature

Skills— Claw/Claw/Bite B5, Stealthy B4, Hunting B4



Cow

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B2	B3	B6	B6	B4	B2	B12	B3

*Speed Multiplier: x3.**Hesitation: 8 actions*

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits— Bovine, Cloven-feet, Horned, Dumb, Lactating, Herd-member

Skills— Foraging B4

Dog

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4(6)	B3	B5	B3	B5	B3	B4	B9	B4

*Speed Multiplier: x7.**Hesitation: 8 actions*

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits— Loyal, Protective, Keen Smell, Keen Hearing, Trainable, Small Stature

Skills— Guarding B4, Barking Alert B4, Tracking B3(5), Biting B5, Hunting B3(5)

Farm/Work Horse

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4	B3	B4	B7	B6	B4	B3	B12	B5

*Speed Multiplier: x8.**Hesitation: 7 actions*

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits— Long-Limbed, Keen Hearing, Hooved, Ungulate, Docile

Skills— Pulling-Heavy-Stuff Training, Rider-Training

Mule/Donkey/Ass

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4	B3	B4	B6	B6	B4	B3	B12	B3

*Speed Multiplier: x4.**Hesitation: 6 actions*

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits— Long-Limbed, Keen Hearing, Hooved, Ungulate, Stubborn, Bad-Temper

Skills— Pulling-Heavy-Stuff Training, Rider-Training

Ox

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B3	B3	B8	B7	B4	B3	B13	B4

*Speed Multiplier: x4.**Hesitation: 8 actions*

PTGS: Su: B4 Li: B7 Mi: B10 Se: B11 Tr: B12 Mo: B13

Traits— Massive Stature, Bovine, Hooved, Horned, Dumb, Herbivore

Skills— Hauling B6



Pig

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4	B3	B3	B3	B4	B4	B3	B8	B3

Speed Multiplier: x3.

Hesitation: 6 actions

PTGS: Su: B3 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits—Keen Smell, Glutton, Filthy, Edible, Clever, Small Stature

Skills—Foraging B4

Sheep

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B3	B4	B3	B3	B3	B3	B8	B3

Speed Multiplier: x4.

Hesitation: 8 actions

PTGS: Su: B3 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits—Dumb, Edible, Woolly, Flocker, Small Stature

Skills—Foraging B4



Pete's Wild World of Discovery

Bat

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4(6)	B3	B5	B1	B1	B2	B4	B4	B3

Speed Multiplier: x10.

Hesitation: 8 actions

PTGS: Stunned: B2 Broken: B3 Squished: B4

Traits—Tiny Stature, Echo-location, Keen Hearing, Bat-Winged, Nocturnal

Skills—Swooping B5, Insect Hunting B5

Bear

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5	B4	B5	B8	B7	B4	B4	B14	B6

Speed Multiplier: x5.

Hesitation: 6 actions

PTGS: Su: B4 Li: B7 Mi: B10 Se: B12 Tr: B13 Mo: B14

Traits—Massive Stature, Tough, Omnivore, Sweet-tooth, Clawed, Keen Smell, Fanged, Loner

Skills—Savage Maul B7, Intimidation B6, Hunting B4, Foraging B6

IMS—Claws, +1 Power. I B5 M B9 S B13. Add 2, VA 1, Fast, Shortest (Short). Powerful Bite, +2 Power. I B5, M B10, S B15. Add 2, VA 1, Slow, Shortest (Short).



Bird of Prey

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(5)	B4	B6	B2	B2	B2	B5	B7	B3

*Speed Multiplier: x14.**Hesitation: 8 actions*

PTGS: Su: B2 Li: B3 Mi: B4 Se: B5 Tr: B6 Mo: B7

Traits— Small Stature, Winged, Keen Sight, Taloned

Skills— Attack B5, Hunting B4, Observation B5

Cougar/Mountain Lion

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B4	B6	B6	B5	B4	B5	B11	B5

*Speed Multiplier: x6.**Hesitation: 6 actions*

PTGS: Su: B3 Li: B5 Mi: B8 Se: B9 Tr: B10 Mo: B11

Traits— Clawed, Keen Smell, Cat's Eye, Fanged, Loner

Skills— Hunting B5, Claw/Claw/Bite B5, Stealth B6

IMS— Claws, +2 Power. I B4 M B8 S B12. Add 2, VA -, Fast, Shortest.

Deer

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4(5)	B3	B5	B4	B5	B4	B4	B10	B3

*Speed Multiplier: x8.**Hesitation: 7(8) actions*

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Herd-member, Horned, Quiet, Keen Hearing, Keen Smell, Skittish, Edible

Skills— Goring B4, Foraging B4, Stealthy B4

Fox

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B5	B5	B3	B3	B3	B5	B8	B4

*Speed Multiplier: x7.**Hesitation: 6 actions*

PTGS: Su: B2 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits— Small Stature, Clever, Keen Smell, Luxurious Fur, Keen Hearing

Skills— Scavenging B4, Bite B5, Stealthy B4, Hunting B3

Rabbit

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(4)	B4	B5	B1	B2	B2	B4	B5	B4

*Speed Multiplier: x6.**Hesitation: 8 actions*

PTGS: Stunned: B2 Broken: B4 Squished: B5

Traits— Tiny Stature, Keen Hearing, Big-Eared, Gnawer, Lucky Feet, Edible

Skills— Burrowing B5, Stealthy B4, Foraging B4



Snake/Adder/Viper

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4	B6	B4	B1	B1	B2	B4	B4	B4

Speed Multiplier: x3.5. Hesitation: 8 actions

PTGS: Stunned: B2 Broken: B3 Squished: B4

Traits—Tiny Stature, Cold-Blooded, Heat-sensitive, Fanged, Snake Venom (1)

Skills—Intimidation B4, Coiled Strike B5, Stealthy B4

Querubim

Lesser Querub

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G4	G4	G5	G3	G3	G4	G4	G9	G4

Speed Multiplier: Walk, x3; Flying, x12. Hesitation: 3 actions

PTGS: Su: B3 Li: B6 Mi: G6 Se: G7 Tr: G8 Mo: G9

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, Four-Winged, Resistant to Fire, Spirit Unseen

Skills—Brawling G4, Conspicuous G4, Bargaining G5, Etiquette G3, Doctrine G3, Symbology G3, Telluria G2, Ancient/Obscure History G2, Aura Reading G4, Tracking G7, Orienteering G7

IMS—Lion's Claw, +2 Power: I B4, MB7, S B10, VA 1, Fast, Shortest.

Instincts—Assess. Hover. Destroy Corruption.

Beliefs—The Light shall be the victor one day, but now is Corruption's time. I am the Will of God. I am born to serve the Light.

Querub (see his entry in the Illustrated Bestiary)

Greater Querub

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G5	G4	G6	G4	G5	G5	G5	G10	G6

Speed Multiplier: Walk, x3; Flying, x12. Hesitation: 3 actions

PTGS: Su: B5 Li: B10 Mi: G7 Se: G8 Tr: G9 Mo: G10

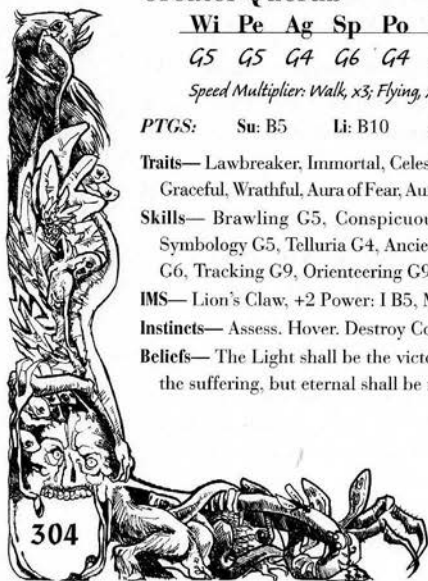
Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, Four Winged, Resistant to Fire, Spirit Unseen

Skills—Brawling G5, Conspicuous G6, Bargaining G7, Etiquette G5, Doctrine G5, Symbology G5, Telluria G4, Ancient/Obscure History G4, Demonology G3, Aura Reading G6, Tracking G9, Orienteering G9

IMS—Lion's Claw, +2 Power: I B5, MB9, S B13, VA 1, Fast, Shortest.

Instincts—Assess. Hover. Destroy Corruption.

Beliefs—The Light shall be the victor one day, but now is Corruption's time. Long shall be the suffering, but eternal shall be redemption. I bring the Light.





Roden

Burglar

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(6)	B4	B6	B4	B3	B3	B5	B9	B5

Speed Multiplier: x3.5.

Hesitation: 6 actions

PTGS: Su: B2 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits—Aecer Likeness, Coat of Fur, Communal, Enlarged Incisors, Quick-Blooded, Tail, Larger Ears, Pack Rat, Skittish, Skulking, Abused, Cool-Headed, Soft-Step, Quiet, Confident, Pouched Cheeks, Hand-Eye Coordination, and Proud.

Skills—Brawling B2, Stealthy B5, Lockpick B5, Knives B3, Climb B4, Throw B4, Knots B2, Observation B4

IMS—Bite I B3, M B5, S B7. Add 2, VA –, Fast, Shortest. Knife I B3, B5, B7. Add 1, VA –, Fast, Shortest.

Resources—Clothes, Traveling Gear, Lockpicks, Knives, Coins; Contacts: Mastermind, Fence, Sneak Thief, and a Bruiser.

Beliefs—There's nothing I can't steal. A good plan is better than good luck. I am the best at what I do.

Instincts—Always Stealth when on the job. Always assess the target. Run away if surprised.

Father

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B6	B4(5)	B3	B3	B3	B6	B6	B4	B10	B5

Speed Multiplier: x3.5.

Hesitation: 4 actions

PTGS: Su: B4 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Aecer Likeness, Coat of Fur, Communal, Enlarged Incisors, Quick-Blooded, Tail, Larger Ears, Pack Rat, Skittish, Vegetarian, Hoarder, Slow, Humble, Patient, Friendly Face, Portly, Trustworthy and Faithful

Skills—Farming B2, Doctrine B4, Suasion B5, Mending B2, Read B2, Write B2, Meditate B3, Oratory B5, Singing B4

IMS—Bite I B2, M B4, S B6. Add 2, VA –, Fast, Shortest.

Resources—Robes, Honey Cakes, a Cell in the Abbey; Contacts: Abbot, Deputy, Baker, Loyal Acolyte, Healer and Wife, Cousin and Uncle.

Beliefs—Aecer's balance must be maintained. It is my duty to guide and serve the nests. People respond better to a smile than a frown.

Instincts—Never throw anything away. Begin every sermon with a joke. Defer to the abbot's authority.



Seraphim

Lesser Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G6	G5	G5	G5	G5	G5	G5	G11	G6

Speed Multiplier: Walk, x3.5; Flying, x14.

Hesitation: 3 actions

PTGS: Su: B5 Li: B10 Mi: C8 Se: C9 Tr: C10 Mo: C11

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills— Sword G5, Conspicuous G6, Bargaining G8, Command G5, Oratory G5, Etiquette G5, Doctrine G5, Symbology G5, Telluria G4, Ancient/Obscure History G4, Demonology G3, Aura Reading G6

Gear— Sword of Scourging Fire: This blade is a raging tongue of hungry fire. It casts Heaven's wrath upon the seraph's enemies. May cast a 7D White Fire Bolt or a 7D Rain of Fire. White Fire requires 2 actions to trigger. Rain of Fire requires 3 actions. No spell obstacle necessary, just roll the dice and count up the successes. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. Stricture: The blade causes a B7 wound to any creature touching it who is not Resistant to Fire.

IMS— *Scourging Sword*, +3 Power: I B4, M B8, S B12, Fast, VA 1, Long, Spirit Blade.

Instincts— Judge. The Sword of Scourging is eternally carried in the Right hand. Burn the impure.

Beliefs— I am righteous. I will do what I must to ensure victory. Fire purifies.

Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G6	G7	G6	G6	G5	G5	G6	G6	G11	G7

Speed Multiplier: Walk, x3.5; Flying, x14.

Hesitation: 2 actions

PTGS: Su: B5 Li: B10 Mi: C8 Se: C9 Tr: C10 Mo: C11

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

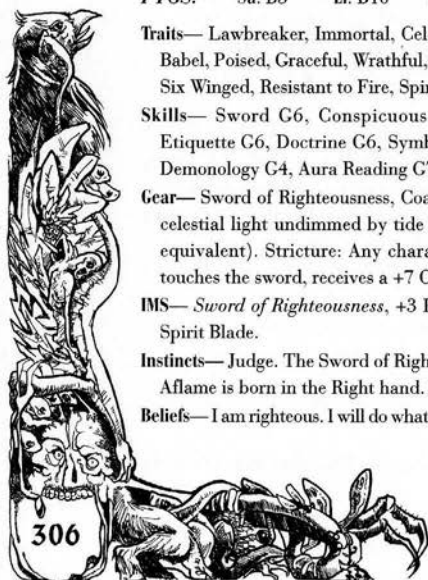
Skills— Sword G6, Conspicuous G7, Bargaining G9, Command G6, Oratory G6, Etiquette G6, Doctrine G6, Symbology G6, Telluria G5, Ancient/Obscure History G5, Demonology G4, Aura Reading G7

Gear— Sword of Righteousness, Coal of Purifying Flame. This gleaming blade shines with celestial light undimmed by tide and time. Glows with Dawn Light (Ob 8 Mage Light equivalent). Stricture: Any character who does not possess the Aura of Holiness who touches the sword, receives a +7 Ob penalty until the sword is dropped.

IMS— *Sword of Righteousness*, +3 Power, Heroic: I C4, M C8, S C12. Slow, VA 1, Long, Spirit Blade.

Instincts— Judge. The Sword of Righteousness is eternally carried in the Left hand; the Coal Aflame is born in the Right hand. Burn the Impure.

Beliefs— I am righteous. I will do what I must to ensure victory. Souls corrupted shall be purified.



Greater Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G7	G8	G6	G6	G6	G6	G6	G6	G12	G7

Speed Multiplier: Walk, x3.5; Flying, x14.

Hesitation: 1 action

PTGS: Su: B6 Li: B12 Mi: C9 Se: C10 Tr: C11 Mo: C12

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Devastator, Hands of Stone, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills—Sword G8, Conspicuous G9, Bargaining G10, Command G7, Oratory G7, Etiquette G7, Doctrine G7, Symbology G7, Telluria G7, Ancient/Obscure History G6, Demonology G5, Aura Reading G9

Gear—Armor of God (heroic, superior-quality plated chain), Sword of Holy Vengeance. This massive blade of the purest metal shines like daylight and calls forth Heaven's wrath. Glows with Daylight (equivalent Ob 10 of Mage Light). Imbued with the might of heavenly fire: May cast a 10D White Fire Bolt or a 10D Rain of Fire. White Fire requires 3 actions of incantation. Rain of Fire requires 4 actions of chanting. No spell obstacle necessary, just roll the dice and count up the successes. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. Stricture: The blade is so large that only creatures of Massive Stature may wield it. Any creature without the Aura of Holiness who touches the blade is at a +7 Ob penalty to all actions until his hand is removed. The blade causes a B10 wound to any creature touching it who is not Resistant to Fire.

IMS—*Sword of Holy Vengeance*, +3 Power, heroic: I G5, M C9, S C13. VA 2, Slow, Longer, Spirit Blade.

Instincts—Spare the weak, timid and pure of intent. Burn the rest. Fight in Aggressive stance.

Beliefs—Battles must be fought in order that the War be won. Foresight wins battles. Gods judge, Seraphim act.

Spiders

Young Wyrd Weaver

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B4(5)	B5	B5	B3	B4	B4	B5	B9	B5

Speed Multiplier: x4.

Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits—Alien, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom and Wall Crawler plus Strand Runner, Silent, Dull Fangs and Paralytic Venom.

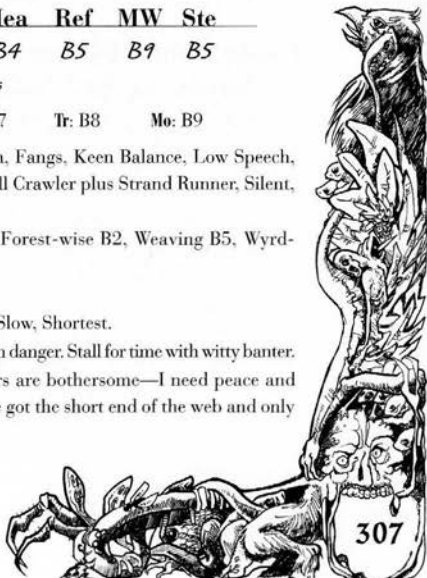
Skills—Stealthy B2, Climbing B4, Orienteering B4, Forest-wise B2, Weaving B5, Wyrd-Weaver Training.

Web-Wyrds—Wyrd Call, Wyrd Cloak.

IMS—Dull Fangs, +0 Power: I B2, M B3, S B4. VA -, Slow, Shortest.

Instincts—Drop a drag line. Weave the Wyrd Cloak when in danger. Stall for time with witty banter.

Beliefs—Nothing satisfies like a good meal. Neighbors are bothersome—I need peace and quiet to think on the mysteries of life. All my life I've got the short end of the web and only wyrd-weaving can balance the equation.



Web Stalker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(6)	B5	B6	B4	B4	B4	B5	B10	B5

Speed Multiplier: x4.

Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Diminutive Statue, Sleek, Strand-Runner, Orb-Walker, Web-Sense, Cannibal, Deadly Venom, Short Legged

Skills— Climbing B4, Silk Sailing B3, Weaver B4, Orb-Wise B2, Tree-Wise B2, Orienteering B3, Forest-Wise B2, Cave-Wise B2, Spider-Wise B2, Web-Wise B2, Hunter-Wise B2, Mimicry B3, Inconspicuous B2

IMS— Fangs: I: B3, M: B5, S: B7. VA -, Slow, Shortest.

Instincts— Approach Inconspicuously. Always mimic type of spider that I am stalking. Do not speak with strangers. Drop a drag line.

Beliefs— Spiders are food. Webs are meant to be stolen. I hate kids.

Arch-Weaver

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B5(7)	B5	B6	B5	B4	B4	B5	B10	B5

Speed Multiplier: x4.

Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Diminutive Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Patient, Bristles, Obsidian

Skills— Climbing B4(6), Silk-Sailing B3, Weaver B5, Orb-Wise B2, Tree-Wise B2, Mate-Wise B3, Strand Ritual B4, Rearing B2, Observation

IMS— Fangs: I: B3, M: B6, S: B9. VA -, Slow, Shortest

Instincts— Weave a web. Assess for prey and predators. Drop a drag line.

Beliefs— Long I have lived in solitude, the time has come to seek a mate.

Young Strand Hunter

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B5	B6	B4	B4	B4	B5	B10	B5

Speed Multiplier: x4.

Hesitation: 6 actions

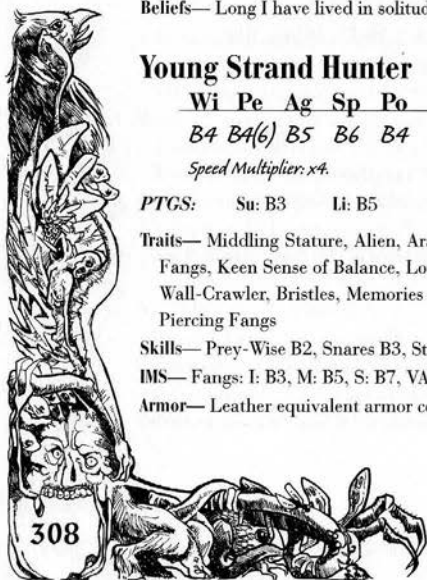
PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Bristles, Memories of Mother, Waiting, Patience, Stillness, Rugose Flesh, Piercing Fangs

Skills— Prey-Wise B2, Snares B3, Stealthy B4, Brawling B4, Lariat B4, Luring B3

IMS— Fangs: I: B3, M: B5, S: B7, VA 1, Slow, Shortest

Armor— Leather equivalent armor covering the abdomen (not head or legs)



Instincts— Always Stealth in the forest. Anchor lariats to trees. Have a lure ready. Drop a drag line.

Beliefs— Life is hard, I must be cautious to survive. Yeehaw, round up the little doggies!

Great Fisher Spider

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B4	B5	B5	B5	B5	B4	B11	B5

Speed Multiplier: x4.

Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B9 Tr: B10 Mo: B11

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Coat of Fur, Salt-Burned, Mark of Fear, Bladed Tarsus, Bright Pattern

Skills— Water-Wise B2, Water Walking B4, Bubble Breather Training, Stealthy B3, Brawling B4, Swimming Training, Intimidation B3, Weather-Wise B2, Climbing B3(5), Navigation B3

IMS— Fangs: I B3, M B6, S B9, VA -, Slow, Shortest. Tarsus: I: B4, M: B7, S: B10, VA 1, Slow., Short.

Instincts— Dive below at first sign of trouble.

Beliefs— The pack rules this stretch of the island. The sea is unforgiving.



Hunter-Seeker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B6	B6	B5	B5	B5	B4	B11	B7

Speed Multiplier: x4.

Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B9 Tr: B10 Mo: B11

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Vile Language, Chitinous, Touch of the Devil, Strand-Runner, Orb-Walker, Single-Minded and Leaper

Skills— Climbing B3(5), Cave-Wise B2, Stealthy, B4, Hunting B2, Burrowing B3, Snares B3, Spider-Wise B2, Tracking B4, Brawling B5, Intimidation B3, Interrogation B3

IMS— Fangs: I B3, M B6, S B9, VA -, Slow, Shortest.

Armor— Plated leather equivalent covering whole body.

Instincts— Toy with captured opponents or prey. Leap into the fray. Burrow when waiting. Drop a drag line.

Beliefs— I serve the Queen-Mother. As below and so above. I am sworn to carry out my duty, those who resist shall be punished.



Trolls

Cave Troll

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B4	B3	B9	B9	B6	B3	B15	B6

Speed Multiplier: x3.5.

Hesitation: 8 actions

PTGS: Su: B5 Li: B10 Mi: B12 Se: B13 Tr: B14 Mo: B15

Traits— Clawed, Fanged, Night-Blooded, Night Eyed, Massive Stature, Stone's Age, Tough, Voracious Carnivore, Stone Skin, Hammer Hands, Ridged Brow, Webbed Hands and Devourer.

Skills— Climbing B1, Mine-wise B1, Dwarf-wise B1, Throwing B4, Camouflage B1, Brawling B5 (+1D due to Hammer Hands)

IMS— Hammer Hands: I B5, M B9, S B13. VA 1, Fast, Shortest (Short). Bite: I B5, M B10, S B15. VA 2, Fast, Shortest (Short)

Armor— Chain mail equivalent covering whole body, +1D to the head due to Ridged Brow

Instincts— Destroy all Dwarves. Avoid the Sun at any and all costs. Grab stuff to-throw.

Beliefs— The Sun is my enemy. Dwarves are food. Hatred shall fuel my life and eternity shall be mine.

Brute

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B2	B4	B5	B8	B7	B4	B3	B14	B8

Speed Multiplier: x3.5.

Hesitation: 8 actions

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night Blooded, Night Eyed, Massive Statue, Stone's Age, Tough, Troll Skin, Voracious Carnivore, Horns, Hook Hand and Brute

Skills— Brawling B4, Forest-Wise B1, Stealthy B2, Man-Wise B1, Village-Wise B1, Intimidation B2

IMS— Hook Hand: I B5, M B10, S B12, VA 1, Slow, Shortest (Short). Charging Horns I B4, M B8, S B12. VA 1, Fast, Shortest (Short). Head butt: I B5, M B10, S B12, VA 1, Slow, Shortest (Short). On the Inside: I B5, M B9, S B13. VA 1, Fast, Shortest (Short).

Armor— Full body covered with leather armor equivalent

Instincts— Clean and sharpen Horns against rocks. Double check battlefield after combat: No one survives.

Beliefs— There is nothing to this life but brutality. Trolls are the peak of evolution (everyone else can suck my horns).

Ironshield

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B4	B3	B8	B8	B5	B3	B14	B7

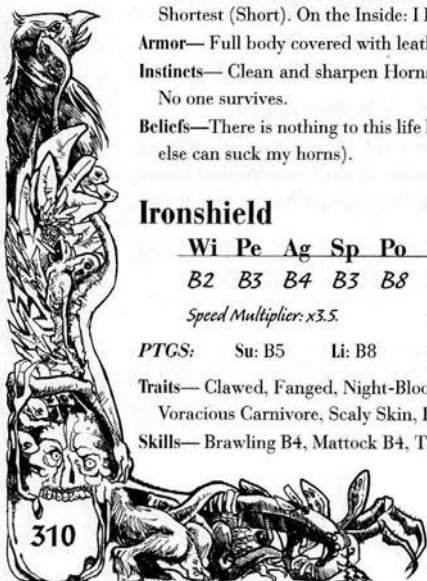
Speed Multiplier: x3.5.

Hesitation: 8 actions

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night-Blooded, Night Eyed, Massive Stature, Stone's Age, Tough, Voracious Carnivore, Scaly Skin, Berserker, Fangs, Earth Blood

Skills— Brawling B4, Mattock B4, Throwing B3, Shield Training.



Stuff— Rags, Black Iron Shield (3D), and a Mattock

IMS— Bare-Fisted: I B5, M B9, S B13. VA 1, Fast, Shortest (Short). Mattock: I B6, M B12, S B16. VA 2, Slow, Longer (Longest). Shield Bash: I B5, M B10, S B15. VA 1, Slow, Long.

Armor— Plated leather equivalent covering whole body

Instincts— Destroy utterly that which harms me. Defend and protect the Named. Obey the whip.

Beliefs— The whip is law; fear the whip, obey the whip. Hate the whip; the whip burns and shames. Orcs taste good and should be eaten, not heard.

Troll Warlord

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B3	B5	B5	B8	B8	B6	B4	B14	B8

Speed Multiplier: x3.5.

Hesitation: 2 actions, none vs pain

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night Blooded, Night Eyed, Massive Statue, Stone's Age, Tough, Troll Skin, Voracious Carnivore, Mind Numbing Work, Hauling, Tasting the Lash, Insidious Strategy, Unflinching, Where There's a Whip, There's a Way, Tough as Nails, Bellowing, Wickedly Cruel, Brutal, Enemy of the Sun, Repulsive Blood, Iron Hide

Skills— Climbing B3, Dwarf-Wise B3, Brawling B4, Hammer B4, Shield Training, Torture B3, Command B5, Strategy B3, Formation Training, Rock-Wise B2

IMS— Bare-Fisted: I B4, M B8, S B12. VA 1, Fast, Shortest (Short). Hammer: I B6, M B12, S C2, VA 2, Slow, Long (Longer). On the Inside: I B5, M B9, S B13. VA 1, Fast, Short.

Armor— Leather equivalent covering whole body.

Natural Defenses— -1 pip to all incoming damage due to Iron Hide trait

Wolves

Young Wild Wolf Spirit Chaser

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B4	B6	B4	B5	B5	B5	B10	B5

Speed Multiplier: x7.

Hesitation: 6 actions

PTGS: Su: B3 Li: B6 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, Wanderlust, Chosen One, Raven Friend, Rash

Skills— Pack Etiquette B2, Territory-wise B2, Brawling B5, Stealthy B5, Tracking B5, Primal Bark B3, The Way of the First Hunter B3

IMS— Crushing Jaws, +3 Power: I B4, M B7, S B10. VA 2, Fast, Shortest.

Instinct— Always Stealth. Assess for the Odor of Spirits and Stink of Ancient. Avoid hooves.

Beliefs— Chosen to serve and destined to join the First Hunter, Great Grandfather. Fell-Ancients corrupt the Wood with their presence. Badgers are tastier than you think.

Howling Beast

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4(6)	B3	B5	B5	B5	B4	B6	B11	B6

Speed Multiplier: x7.

Hesitation: 7 actions

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11



The Monster Burner

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Graceful, Pariah and Overbite

IMS—Crushing Jaws: I: B4, M: B8, S: B12. Fast, VA 2, Add 2

Skills—Howling B1, Pack Etiquette B1, Stealthy B5, Tracking B4(6), Intimidation B2(6), Begging B2, Savage Attack B4, Rider Training, Mounted Combat Training

Beliefs—I am a good, loyal wolf. All the other wolves hate me.

Instincts—Go for the throat. Avoid when surprised. Listen to master.

Black Destroyer

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B5(7)	B4	B6	B5	B5	B4	B5	B11	B7

Speed Multiplier: x7.

Hesitation: 5/4 vs Pain actions

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, and Wolverine

IMS—Crushing Jaws: I: B4 M: B8 S: B12. Fast, VA 2, Shortest.

Skills—Howling B2, Pack Etiquette B3, Stealthy B6, Tracking B4(6), Intimidation B3(7), Begging B2, Savage Attack B5, Rider Training, Mounted Combat Training

Beliefs—I am loyal to my master.

Instincts—Wait for master to mount up. Obey master. Charge/Tackle then go for the throat.

Ebon Tyrant

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(7)	B4	B5	B6	B5	B5	B5	B11	B8

Speed Multiplier: x7.

Hesitation: 6/3 vs Pain

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, Fearsome Beast, and Fey Blood: Lynx-Eyed, Like Burning Coals.

IMS—Crushing Jaws: I: B5 M: B9 S: B13. VA 2, Add 2, Fast, Shortest.

Skills—Howling B2, Pack Etiquette B3, Stealthy B5, Tracking B4(6), Intimidation B5(9), Begging B1, Savage Attack B5, Conspicuous B4, Command B2, Rider Training, Mounted Combat Training.

Beliefs—I am loyal to my master. I rule the pack.

Instincts—Stand alongside master. Intimidate/Command those who master Intimidates/Commands (help him). Avoid then Strike.

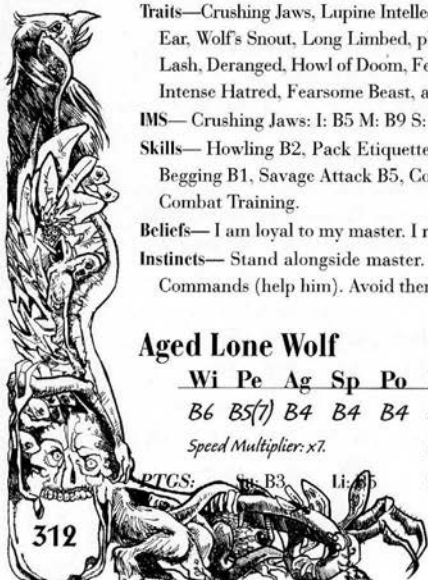
Aged Lone Wolf

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B6	B5(7)	B4	B4	B4	B4	B5	B5	B10	B5

Speed Multiplier: x7.

Hesitation: 4 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10



Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, Submissive, Stained, Wanderlust, Tasting the Lash, Changeling Coat, Mangy Coat, Quiet, Bitter, Big-Boned, Bulbous Nose, Dreamer

IMS—Crushing Jaws: I: B4 M: B7 S: B10. VA 2, Fast, Shortest.

Skills—Pack Etiquette B4, Hunting B3, Begging B3, Cage-Wise B2, Stealthy B4, Rider Training, Foraging B3, Man-Wise B3, Scent-Wise B3, Village-Wise B4, Dog-Wise B3, Scavenging B3, Hoof-Wise B4, Intimidation B3, Brawling B3, Orc-Wise B4, Elf-Speak B3, Tracking B6(8), Trail-Wise B4, Mounted Combat, Savage Attack B2, Howling B4, Elf-Wise B3, Escape Artist B4, Forest-Wise B3, Man-Speak B3, Pack-Wise B4

Beliefs—Look after those who travel with you. I'm the oldest, but that does not mean that I'm the smartest. Elves are real friends.

Instincts—My trust is the hardest thing to earn. Look for new trails. Deeply assess other creatures.

Female Dominant

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B4(6)	B4	B5	B5	B4	B4	B5	B10	B5

Speed Multiplier: x7.

Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, Quick-Witted, Righteous, Patient, Proud, Dominant, Submissive

Skills—Pack Etiquette B3, Stealthy B3, Hunting B3(5), Tracking B3(5), Brawling B3, Howling B3, Nursing B2, Pup-Wise B2, Begging B2, Intimidation B4, Command B4

IMS—Crushing Jaws: I: B4 M: B8 S: B12. VA 2, Fast, Shortest.

Instincts—Watch pups. Make others hunt for me.

Beliefs—Children are our future, protect them at all cost. I lead this pack.

Dire Haunt

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B6	B6(8)	B4	B5	B4	B4	B5	B5	B10	B5

Speed Multiplier: x7.

Hesitation: 4/3 vs surprise

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, Submissive, Stained, Wanderlust, Scavenger, Mark of the Ancient, Keen Sense of Humour, Dog-Friend, Cool-Head

Skills—Begging B4, Pack Etiquette B3, Territory-Wise B5, Pack-Wise B3, Scavenging B5, Scent-Wise B3, Village-Wise B3, Dog-Wise B3, Nature of All Things B6, Tongue of the Ancient One B6

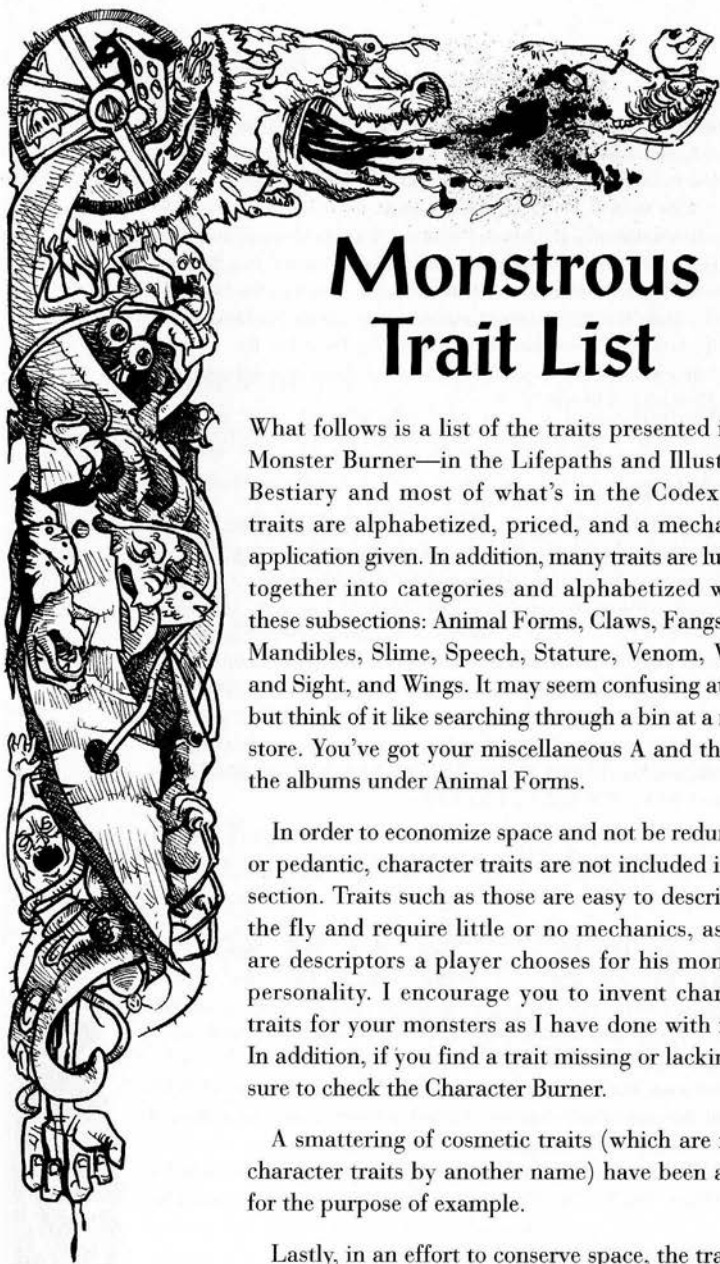
IMS—Crushing Jaws: I: B4 M: B7 S: B10. VA 2, Fast, Shortest.

Instincts—Do not make casual jokes; words have power. Mark my territory. Avoid dominant wolves.

Beliefs—Night is my time. I am the speaker of great mysteries.

Spells—Blue-Blooded Heart: Ob 4, 40 syll. Grey Cloak: Ob 2-4, x4 syll. Ancient Grip Ob 2-5, x4 syll.





Monstrous Trait List

What follows is a list of the traits presented in the *Monster Burner*—in the *Lifepaths* and *Illustrated Bestiary* and most of what's in the *Codex*. The traits are alphabetized, priced, and a mechanical application given. In addition, many traits are lumped together into categories and alphabetized within these subsections: *Animal Forms*, *Claws*, *Fangs*, *Fur*, *Mandibles*, *Slime*, *Speech*, *Stature*, *Venom*, *Vision and Sight*, and *Wings*. It may seem confusing at first, but think of it like searching through a bin at a music store. You've got your miscellaneous A and then all the albums under *Animal Forms*.

In order to economize space and not be redundant or pedantic, character traits are not included in this section. Traits such as those are easy to describe on the fly and require little or no mechanics, as they are descriptors a player chooses for his monster's personality. I encourage you to invent character traits for your monsters as I have done with mine. In addition, if you find a trait missing or lacking, be sure to check the *Character Burner*.

A smattering of cosmetic traits (which are really character traits by another name) have been added for the purpose of example.

Lastly, in an effort to conserve space, the trait list format has been changed and condensed. I hope you still find it readable and utilitarian.

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A Note on Price

The prices in this list are higher than the same traits listed in the Lifepath sections. Many of the those traits have been discounted as per the *Special Special Traits: Discount!* rules in the Lifepath Burner.

Key

Cos = Cosmetic trait, 1 pt.

C-0 = Call-On trait. Cost 2 pts, allows rerolls or tie-breakers in the situations described.

Dt = Die trait. Cost is variable, affects die rolls or game numbers in a variety of ways. Individual effects are always described.

A

Aggressive C-0/Dt 4 pts.

This creature's blood runs hot, and he is quick to anger. He relies on confrontation to deal with most problems. Call-on for Intimidation. Must *enter* combat in Aggressive stance.

Alarmist Dt 3 pts.

May add an extra Instinct: "Shout when surprised or hesitating."

Alien Dt 6 pts.

When in a Duel of Wits against a creature of another stock, the creature gets +2 points to his body of argument. Also, add +1 Ob to any Intimidation tests against the Alien.

Amoebic Infection Dt 9 pts.

Amoeba reproduce by dividing. Even a tiny piece can grow into a full-sized specimen. They love to get these drops into the mouths of other organisms.

Once inside, the piece grows in the stomach. The host will feel ill and lose his appetite. Then one night at dinner, he'll vomit up a head-sized surprise.

While infected, the host will lose -1D Health die per week for four weeks. After that time the young creature will spring forth with exponent 2-4 stats. The host then recovers 1D of Health per day. If Health drops below zero, the host dies.

Amulet-Bound Dt 8 pts.

This creature's spirit resides trapped in an amulet. Destroying it (smashing it with a hammer, for example) greatly harms the creature. If he is mortal, he is destroyed when the amulet is destroyed. If he is Dual-Natured, he is trapped in his current form, and killing that form will end the creature's existence utterly.

Ancestral Taint Dt 3 pts.

This trait infects monsters with the Chosen One trait. The more the Chosen One sings the ancient songs, the more the Taint grows within him. See the *Ancestral Taint Mechanics* in the Great Wolves' Spirit-Hunter section for more on this.

Antennae Dt 2 pts.

Creatures with antennae may conduct all sensory operations except vision—touch, smell, taste and auditory input—through these unique appendages.

Armor-Plated Skull Dt 12 pts.

This trait counts as a great helmet (full plate) with mask, both of gray quality.

Aura of Terror Dt 6 pts.

Ancient fear rolls off this monster in waves. Add +2D Intimidation tests.



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Animal Forms

An easy way to describe our creatures is to use the natural world as a model. The following section offers a few examples of animal forms in addition to detailing various interesting body parts that can and should be swapped onto other creatures' bodies.

The vast majority of the forms are cosmetic traits—they describe a creature's appearance and don't modify dice. In most cases, the title of a trait provides all the information we need. However, many forms have been listed with suggested traits to add onto the form to give the creature more depth and verisimilitude. Those traits are the ones that really add to the cost; they are bought separately like any other trait and are not discounted.

Amoeboid Dt 5 pts.

A big roiling mass of translucent protoplasm, what more could you ask for? Suggested traits: Phagocytic, Membrane, Blind, Formless and Contortionist. Speed multiplier: x1.

Ant Form Dt 5 pts.

The familiar form of the segmented body—head, thorax and abdomen clearly defined—six legs, antennae and mandibles. Suggested traits: Grasping Mandibles, Antennae, Insect Legs and Chitin. Speed multiplier: 3x.

Arachnid Body Dt 5 pts.

The spider form consists of a rounded, fleshy abdomen and a (usually) smaller, bonier thorax surmounted by eyes and a mouth (thus called a cephalothorax because contains the head and torso of the creature).

The abdomen contains the digestive system, the silk generating organs, spinnerets and the spider's breathing apparatus.

The cephalothorax contains the spiders' brain, stomach, eyes, poison sacks, chelicera, fangs, palps, mouth, and the moorings for its eight legs.

The chelicera are the vehicle for the spider's fangs.

Recommended traits: Eight-legged, Eight-eyed, Chelicera, Spider Sense, Bristles, Fanged, Venomous, Silk Spinner.

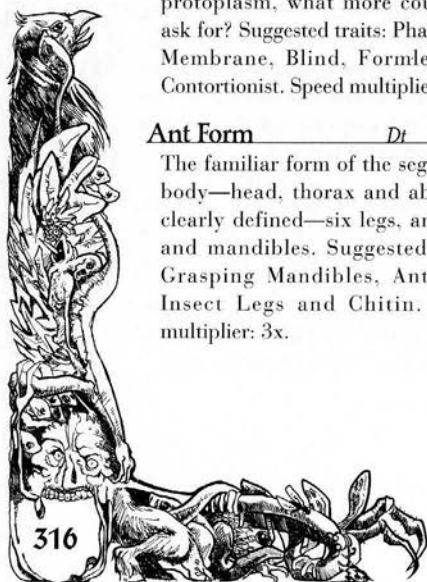
Speed multiplier: 4x.

Avian Form Dt 7 pts.

Avians, or birds, bear feathers rather than fur, chitin or scales. They have two strong legs that end in clawed feet, and their arms have been replaced by wings. The rib cage and spine are solid and compact. Bones are hollow and internally reinforced for strength. The head is smallish and compact with a beak in place of a jaw and teeth. Recommended traits: Feathered, Beak, Winged, Talons or Clawed Feet. Speed multiplier: 14x.

Bat Form Dt 5 pts.

I prefer the flying fox-shaped bat to all others. Their faces are very expressive and "human-like" which gives them a lot of potential character. Possible traits: Bat-Winged, Furry, Snout, Fangs, Large Ears and Clumsy Walker. Speed multiplier: 10x.



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Canine Form Dt 5 pts

Suggested traits: Keen Hearing, Keen Smell, Coat of Fur, Powerful Jaws and Hackles. Speed multiplier: 7x.

Dog's Head Dt 4 pts

A rounded skull topped with largish ears, fronted by a protruding snout containing biting teeth. The snout can easily double the length of the skull. Dog-headed bite counts as Short weapon and may Lock and Strike. Recommended traits: Large Ears, Wolf's Snout, Powerful Bite.

Dragonfly Form Dt 4 pts

A dragonfly analog creature has a head with two massive compound eyes, and a thorax from which sprout four wings and six legs. The body ends in a startlingly long segmented abdomen (twice as long as the head and thorax combined). The legs are slender and consist of a femur, tibia, and tarsus, and terminate in a small claw. Suggested traits: Chitin, Crushing Mandibles, Bulbous Bug Eyes, Insect Legs, and Dragonfly Wings. Speed multiplier: 8x.

Eight-Legged Dt 9 pts

Spiders walk on a set of eight jointed legs. Each leg consists of a femur, tibia, metatarsus, tarsus and claw. In addition, each leg contains a set of equilibrium enhancing sensory organs that help the spider keep its footing. Speed multiplier: 4x.

Spiders have a +2D bonus to Close in Fight! and Range and Cover, and +1D to Lock due to their additional limbs. All spiders use Agility or Power (player's choice) to perform Locks. But however agile he may be, a spider still may not scratch his own back.

Elephantine Form Dt 5 pts

Suggested traits: Gigantic Stature, Long-legged, Tusks, Hooves, Iron Hide, Leathery Skin and Trunk. Speed multiplier: 4x.

Feline Dt 5 pts

Suggested traits: Coat of Fur, Claws, Powerful Jaws, Keen Hearing, Keen Sense of Balance and Hackles. Speed multiplier: 6x.

Fish Dt 5 pts

Suggested traits: Fins, Scaly Skin or Iron Scales, Fish Lung and Fish Eye. Speed multiplier: 7.5x.

Frog Dt 5 pts

Suggested traits: Leaper, Poisonous Skin, Abnormally Long Tongue, Disturbingly Large Mouth, Sonorous Voice, Webbed Hands and Feet. Speed multiplier: 7x.

Goat-Headed Cos 2 pts

A long face, almond eyes, biggish pointed ears, short hair, a beard and two horns growing back from the temple. Suggested additional traits: Horned, Devourer, Scary.

Goat-Legged Dt 1 pt

This is a cosmetic trait to make your monsters look cool. The die trait would be Hooved.

Human Head Cos 1 pt

Many mythical creatures are described as bearing a human visage. Use this cosmetic trait to represent said monsters. Note that all senses should then fall within the human range, rather than the animal. Suggested traits: High Speech.



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Insect Legs Dt 6 pts.

This monster possesses six spindly legs with four joints apiece. +1D to Climbing and +1D to Get Inside and Lock actions. It is assumed these legs replace his other limbs. Speed multiplier: 3x.

Jelly Body Dt 3 pts.

This monster has no bones. Instead, its skin is filled with a thick, pasty yet spongy gelatinous substance. Jelly bodies have a max Agility and Power exponent of 6, and a max Speed of 4.

Jellyfish Dt 1 pt.

Suggested traits: Blind, Cilia, Paralytic Venom and Jelly Body. Speed multiplier: 1x.

Lion's Legs Cos 2 pts.

I suggest that creatures who have such attributes use the Feline movement multipliers and have access to the Slashing Claws trait for forelegs and/or Rending Claws for hind legs.

Lupine Form Dt 6 pts.

This is the basic form common to wolves. They have a rangy, muscular body set on high, powerful legs with large, well-padded feet. They have long snouts and massive, protruding jaws. Their fur is a crown of coarse guard hairs supported by a nigh-impermeable layer of soft under-fur.

Suggested traits: Powerful Bite, Crushing Jaws, Long-Legged, Deep Fur, Wolf's Snout and Woodland Ear. Speed multiplier: 7x.

Naked Muscle Dt 2 pts.

This monster has no bones and his skin is thick, smooth and wet. Beneath that skin is a massive rippling muscle that allows the creature to glide along the ground. Such creatures have a max Speed and Agility exponents of 5.

Ophidian Dt 5 pts.

The body of a snake. Possible traits: Iron Scales, Scaly Skin, Death Rattle, Fangs, Venom, Forked Tongue. Speed multiplier: 3.5x.

Porpoise Dt 5 pts.

Suggested traits: Deep Lung, Fish Eye, Fluke, Powerful Jaws, Fins, High Speech, Echolocation and Sleek. Speed multiplier: 5.5x.

Rabbit Dt 5 pts.

Suggested traits: Coat of Fur, Long Eared, Long-Legged, Enlarged Incisors, Skittish. Speed multiplier: 6x.

Rat Tail Cos 1 pt.

Rat tails are hairless, tough appendages sprouting from the base of the spine. They tend to be as long as the torso of the creature.

Rodent Dt 5 pts.

Suggested traits: Coat of Fur, Skittish, Communal, Enlarged Incisors and Rat Tail. Speed multiplier: 4x.

Semi-Biped Dt 3 pts.

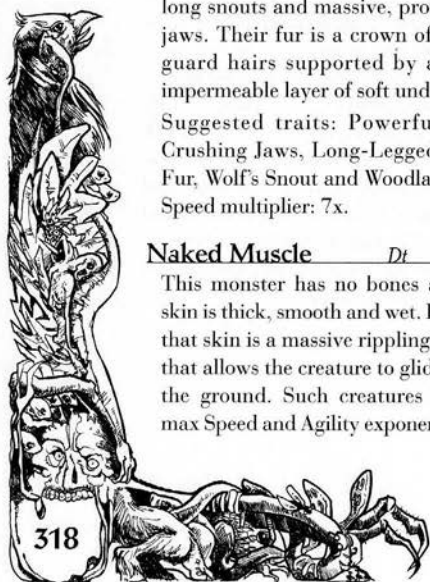
This monster has the look and form of a quadruped but can walk (1x Speed) in an upright position. Jogging and Sprinting are done on all fours.

Simian Dt 3 pts.

The form of apes and monkeys. Suggested traits: Dense Sinew, Efficient Climber, Fangs, Prehensile Tail and Coat of Fur. Speed multiplier: 3x.

Slug Dt 5 pts.

Suggested traits: Slime, Radula, Naked Muscle, Eye Stalks, Decomposer, Pheromones, Hermaphrodite and Alien. Speed multiplier: .5x.



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Squid Body Dt 5 pts

The bizarre shape of the squid, with its long head, cold eyes and flowing tentacles. Suggested traits: Camouflage, Beak, Ink, Fish Eye, Fish Lung, Suckers, and Tentacles.

Tiger Form Dt 5 pts

The feline form with it's ellipsoid head, and prominent jaw; long curved spine that ends in a swishing tail; narrow rib cage and four relatively short legs. Suggested traits: Claws, Fangs, Camouflage, Soft-step and Padded Feet. Speed multiplier: 6x.

Toad Dt 5 pts

Suggested traits: Webbed Hands and Feet, Abnormally Long Tongue, Disturbingly Large Mouth, Poisonous Skin, Horned and Leathery Skin. Speed multiplier: 3x.

Tortoise Dt 5 pts

Suggested traits: Bony Shell, Retractor, Slow, Beaked, Long-Lived, Deep Lung, Fish Eye and Fins. Speed multiplier: 1.25x.

Ungulate Dt 5 pts

Ungulates are long-legged, hooved, barrel-chested quadrupeds like horses, elk and deer. Suggested traits: Middling or Massive Stature, Long-Legged, Hooved, Sharp Bite, Horned and Keen Hearing. Speed multiplier: 8x.

Ursine Dt 5 pts

Suggested traits: Deep Fur, Semi-Biped, Powerful Bite, Rending and Slashing Claws, Massive Stature and Efficient Climber. Speed multiplier: 5x.

Worm Dt 5 pts

Suggested traits: Blind, Missing Limbs, Burrower. Speed multiplier: .75x.

Beaked Dt 4 pts

Instead of a mouth or lips, a bony beak protrudes from the front of the monster's face. This beak can be used in two ways, to stab or to grasp. If used to stab, it adds +1 Power to the bare-fisted attack. If used to grab, it allows a Lock and Strike action with no Power bonus.

Believer Dt 2 pts

Faith-based actions are -1 Ob against this creature.

Blood Lust Dt 3 pts

This creature cannot refrain from feeding when it hungers. It simply must have blood. Blood Lust is transferred to its victims, who will crave blood—in the form of meat—while they live. So powerful is the lust that, when they die, they are transformed into Vampyrs.

Bladed Tarsi Dt 4 pts

The tarsi of this insect or arachnid's two forelegs have grown into bladed ridges. These make excellent slashing weapons: +2 Power, +1 VA, Slow, Short.

Bristles Dt 4 pts

These bristles are very sensitive to the touch and add +1D to Perception when in their Born setting..

Broken Dt 2 pts

His spirit is gone and he is ready to accept whatever is offered. Reduce by one any obstacles to motivate this character via Preaching, Oratory or Suasion.

Bellowing C-O 2 pts

The sound of this monster's voice is unimaginably loud. Use as a Call-on for Intimidation and Command.



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Berzerker Dt 6 pts

When he fails a Steel test or suffers a wound (that he can feel; Numb and Dead to Pain work *against* this trait), the monster immediately and automatically shifts into Aggressive stance. There is no hesitation, even if he failed a Steel test. While enraged, he will (and must) attack any living (or seemingly living) thing around him—starting with what just hurt/enraged him. He then moves on to the next closest target, friend or foe. He remains in Aggressive Stance even if he sprints. The rage lasts for exchanges equal to 10 minus the character's Will exponent.

If the monster is already in Aggressive stance when the above conditions are met he must make a Steel test with -2 hesitation. If the monster hesitates, instead of standing and drooling, he may "roar and bellow." Two actions of roaring and bellowing count as an Intimidation test. He may only Intimidate (or run away) while hesitating. After he recovers himself, it's back to the smashin'! (Also, he does not lose his stance for hesitating).

Brutal C-O 2 pts

This monster reacts to challenges with a ferocity and brutality far above what is necessary or even appropriate. Use this trait as a call-on for Intimidation.

Brute Dt 6 pts

This monster is so tough (or stupid) that he doesn't know when to give up. When taking die penalties from wounds, *mental stats do not count for the purposes of incapacitation.*

C

Camouflage Dt 4 pts

This creature's exoskeleton mimics wood, dirt, leaves or rock (Choose one). Add +1D to Stealthy in the chosen environment.

Chelicera Cos 1 pt

This monster possesses two largish bony appendages that descend over his mouth. Refer to a spider for example visuals. They are usually used as a vehicle for fangs.

Chosen One Dt 3 pts

Only certain beasts are chosen to become Spirit Hunters. This trait is required to be able to use Spirit Hunter songs.

Cilia Dt/C-O 5 pts

This monster is covered in a mass of flowing, waving hair-like appendages. These cilia keep the creature free of debris, move food from one part of its body to its mouth and even aid in swimming. (Can be used as a call-on for Speed tests for swimming.)

Corpse Bound Dt 7 pts

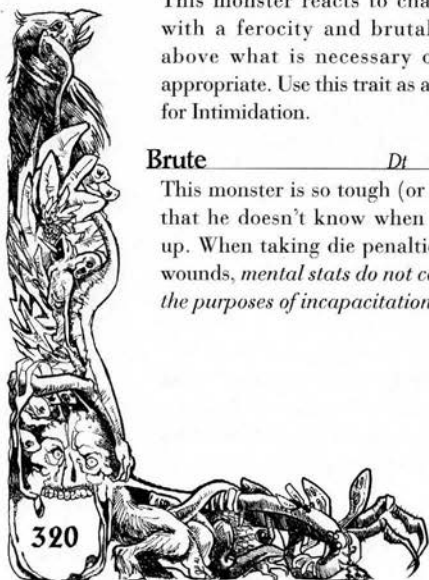
Like Amulet-Bound creatures, this monster's life force is linked to a corpse. In order to completely destroy the monster, the corpse must be destroyed.

Clumsy Walker Dt 2 pts

This monster is unsteady on his feet. +1 Ob to all land-based Speed tests.

Confusing Rant Dt 9 pts

During a Duel of Wits, this trait grants the character +3D to Incite. The only hesitation option is to "Stand and Blink." All attempts to Intimidate or Command a Confusing Ranter are at +2 Ob. Also, Ranters are at a +2 Ob to all Oratory and Rhetoric tests.



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Cold Blooded Dt 5 pts.

This creature carries the blood of lizards and snakes in his veins. This brings with it some advantages and some disadvantages. The monster is able to survive on less food than his warm-blooded counterparts. He can also raise and lower his body temperature in order to better suit his needs (getting into a warm or cool area will do it). He gets a +1D Health bonus when fighting off illness or disease. However, in cold temperatures, the monster must eat more (than a warm-blooded counterpart) in order to stay active. Otherwise, he suffers +1 Ob to *all* activity, including Health tests.

Cruel Strength C-O 2 pts.

This is a call-on for Power. May be used when trying to subdue or Lock a victim.

Crushing Jaws Dt 11 pts.

Creatures with this trait have powerful jaws honed into deadly hunting weapons. Crushing Jaws count as: Pow +3, Add 2, VA 2, Fast, Shortest weapon; may Lock and Strike on the same action.

Crystalline Spines Dt 4 pts.

This monster is encumbered with a growth of crystalline spines across its back and shoulders. The spines are sharp to the touch and break off and lodge themselves in the flesh of the unwary, causing great discomfort. Any creature that gets inside striking distance on the monster or otherwise comes into contact with the spines suffers a +1 Ob to all tests until the spines are removed.

Spines can be plucked out in about a half hour or, if the Surgery or Field Dressing skill is used, in the time it takes to tend to a Superficial Wound.

If a crystalline-spined creature is forced onto his back—if he falls or is pushed—it is possible that the spines are crushed and flattened. Roll the DOF, on a 1 the spines are crushed and unusable. It takes about a month for the crystals to regrow.

Claws

Grasping Claws Dt 7 pts.

Crabs, lobster and certain spiders develop the metatarsi and tarsi of their forelegs into prodigious claws. These claws give an additional +1D for Locking maneuvers (over and above the Insect Legs, Eight-Legged and Extra Limbs advantages.) However, they reduce the Climbing skills and abilities by -1D. Other Agility-based skills (aside from Brawling) are at a double obstacle penalty. Grasping Claws also grant +1 Power for foreleg-claw Strike attacks. Thud.

Rending Claws Dt 5 pts.

Claws like a bear. +2 Power, VA 1, Fast, Shortest.

Slashing Claws Dt 4 pts.

Slashing claws like a cat. +1 Power, VA 1, Fast, Short.

Tearing Claws Dt 2 pts.

If this monster has a character in a Lock and chooses to do damage (rather than increase the Lock), add +1 Power to the damage of the attack due to the claws digging into the victim.

D

Dæmon's Skin Dt 9 pts.

A creature with this trait cannot be grasped by mortal hands; the flesh burns at the touch. Any non-Spirit Nature, non-Resistant to Fire creature



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touching Dæmon's Skin receives a wound equal to the monster's Will. A monster with this trait must have Spirit Nature or Resistant to Fire.

Dead to Pain Dt 9 pts

This monster's senses are so dulled to pain that he may ignore Superficial wound penalties and reduce all other wound penalties by -1D. He also suffers +2 Ob to any touch-based Perception tests and +1 Ob to all Seduction tests.

Death Rattle Dt 4 pts

This monster possesses a signature sound that strikes fear in the hearts of its foes. Death rattle takes two action to use and forces a Steel test on all within the Presence of the creature.

Decomposer Dt 2 pts

Debris and litter make up this monster's diet. He takes rotting vegetation and animal matter and turns it into sustenance.

Dense Sinew C-O 2 pts

Call-on for *versus* Power tests.

Devastator Dt 7 pts

So mighty and powerful is this creature, stone crumbles, metal shatters and wood splinters under his blows. When this creature attacks a material, count each hit as double: If one breach is done, count it as two. If one surface scratch is done, it counts as two.

Also, when this creature smacks an armored opponent, count any armor failure as two dice lost.

This trait is limited to creatures of Massive Stature or larger.

Devourer Dt 6 pts

This monster has a tendency to eat anything—soil, stone, wood, metal and flesh. He is indiscriminate in his choices, and in fact cannot help himself from sampling his surroundings. Add +1 VA to bite attacks.

Dissent Parasite Dt 5 pts

This trait allows the monster to earn one persona point artha for every conflict that he instigates. Points may be spent to add dice to appropriate rolls.

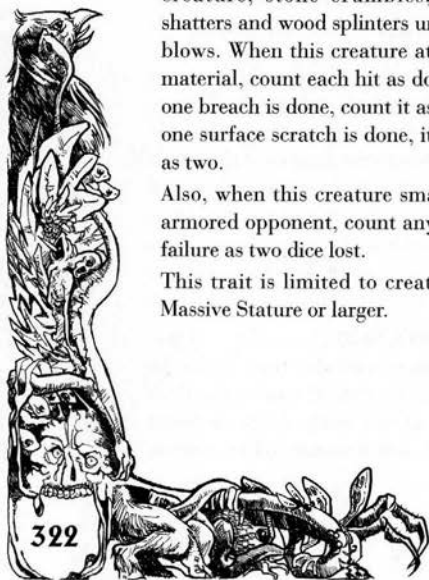
Dominant Dt 5 pts

This trait refers to creatures who live in packs, like wolves. There are only ever two Dominants in a pack, a male and female pair. These two serve as the mother and father of the group by guiding them to new hunting grounds; and by producing more offspring to strengthen and expand the pack.

There are only ever two Dominants in a pack, a male and female pair. These two serve as the mother and father of the group, guiding them to new hunting grounds and producing more offspring to strengthen and expand the pack. This trait grants a 1D affiliation with a pack and a 1D reputation within that pack as a Dominant.

Dominants force the rest of the pack to submit to them. This is done via both psychological and physical intimidation. Any pack member that will not submit to the will of the Dominants is relegated to pariah, driven away or even killed.

This behavior is learned, not born: A creature who was driven out of her pack may find another lone wolf to join with to form a new pack and thereby become the Dominant.



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Dominant Procreator *Dt* 2 pts

The child of a monster with this trait will *always* take on this parent's traits.

Dominant Will *C-O* 4 pts

This creature will always attempt to lead by domination and intimidation. Use this trait as a call-on for social skills when the monster is trying to dominate.

Doppelganger *Dt* 9 pts

Doppelgangers may assume the shape of another. If another character would like to penetrate the guise, test the Doppelganger's Will vs the character's Observation. If the character generates more successes, he notices that something is amiss and this creature is not who it says it is.

The Doppelganger trait automatically comes with the *Telltale* trait. When assuming the mantle of another, monsters are bound to keep one identifying feature no matter what their guise. For example, whatever shape he takes, a *Dæmon's* hair must always be black or a *Greater Dæmon* must always keep his brass teeth.

Dragon's Blood *Dt* 7 pts

A Dragon's nature manifests in its blood—the flight, the breath, the rancorous disposition and the need for gold. The blood is highly acidic and toxic. Its reaction with certain compounds contained within the Dragon itself creates a gas that enables both flight and the fiery breath. The stuff will burn through and corrode whatever it touches. A small jar's worth or a good splash of it can cause a wound equal to the Dragon's Forte exponent. Anything that penetrates the Dragon's hide also suffers the corrosive effects of the

blood (Forte=Wound). This is usually quite enough to destroy the offending object.

Interestingly, Dragon's Blood does not dissolve gold (or lead). For this reason, the beasts prize the stuff as sturdy bedding as much as they do for its glitter and wealth.

Dragon's Blood generates noxious fumes which fuel Dragon's Flight and Dragon's Breath.

Dragon's Breath *Dt* 9 pts

A Dragon can belch forth a massive gout of oily fire. Base Power of the fire is equal to the Forte exponent. Shade is the Forte Shade. Final IMS is determined by DOF (1-2: I. 3-4: M. 5-6: S.). No armor saves. This counts as a *Natural Effect* area of effect spell for positioning and other effects.

After each breath, test the Dragon's current Forte against Ob 6. Margin of failure is subtracted from either the Mark result damage of the breath or from the Dragon's Speed for the purposes of flying. If two or more dice are lost, the player may divide them as he sees fit. If the Mark result of the breath is reduced to zero, the Dragon is temporarily unable to breathe fire. If his "flight" Speed is reduced to zero, he is unable to fly.

Lost dice are recovered at the rate of one die every ten hours minus the Health exponent. Health may be tested to reduce this time as per the *Working Quickly* rules.

Dragon's Flight *Dt* 3 pts

Dragons do not possess true flight. Their massive bulk is too much for simple wings to handle. However, using the gasses generated by their blood and toxic gullet, Dragons literally lighten themselves. Wings provide additional lift and maneuverability. They can fly nearly as fast as any bird



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using this method, but they are less maneuverable. +1 Ob to all in-air Speed tests.

Dragon's Breath is directly linked to his ability to fly. Each time a Dragon breathes fire, he risks losing too much gas. This can lessen his ability to remain aloft. See the Dragon's Blood trait for exact details.

Dual-Natured Dt 8 pts.

Mortal Nature vs Spirit Nature: This monster is a dual-natured creature. He outwardly appears, acts and feels human. Inside though, he's been transformed into a vengeful spirit. Thus he can be stabbed, wounded and even killed, but he cannot be destroyed. If he is "killed", then Spirit Nature takes over and he is reborn. To destroy him utterly, one needs spirit weapons, spell craft or abjuration, or to destroy the amulet or corpse he's bound to.

E

Earth Blood Dt 6 pts.

No matter how badly wounded, this monster will always heal. Cuts will close, bones will knit and even lost limbs will regrow. This beast can *never* fail a Health test for Recovery. (Though he can roll poorly, in which case maximum healing time is required for the wound to close.) The only way to destroy this creature is to put it to the fire.

Echolocation Dt 8 pts.

Bats possess the ability to project and hear sound beyond the range of human hearing (requires Keen Hearing to detect). They also have specially adapted ears (and noses!) that allow them to hear the "echoes" of that sound and thereby locate creatures, objects and obstacles

in the complete absence of light. Echolocation can't see color or fine detail, but even in complete darkness, bats can tell size, distance, movement and altitude of objects. They suffer no penalties for darkness and reduce penalties for weather and smoke by two. Counts as Observation for detecting Stealthy characters.

Efficient Climber C:O 2 pts.

Call-on for Climbing tests in trees and vines; and on rough rock faces.

Enlarged Venom Sacks Dt 2 pts.

Increase this monster's total venom carrying capacity by two doses.

Elongated Forelegs Dt 2 pts.

This spider or insect's forelegs are abnormally long for its size. The forelegs count as a Longest weapon.

Enemy of the Sun Dt 3 pts.

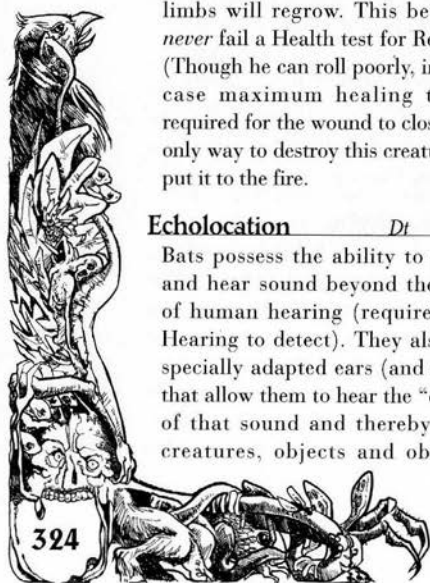
This trait counteracts the ill effects of Night Blooded and/or Cold Black Blood.

Extra Arms Dt 4 pts.

+1D to Brawling or other appropriate weapon skills. Counts especially for Get Inside and Lock maneuvers.

Eye Stalks Cos 1 pt.

This creatures eyes are mounted on the end of slender eye stalks. They are retractable and extendable, allowing the bestalked monster to peer into unlikely places.



F

Faerie Gift Dt 3 pts.

This is a special Gifted trait required to cast Faerie magic spells.

Faith in Dead Gods Dt 4 pts.

Faith in Dead Gods uses mechanics similar to Faith. However, the power of these gods is diminished, and faith in them only grants the worshipper miraculous power over those who truly believe. In this case, the Faithful may affect only himself and those who *believe* in the Dead Gods. He may heal the believing sick, and bend the minds of the believing wayward. However, he has no dominion over non-believers and apostates—he cannot affect them with the power of the Dead Gods. Characters must have a relevant Belief in order to be affected by this trait.

Fearsome Beast C-O 2 pts.

There is something odd and unsettling about this monster—something very old and frightening. Use this trait as a call-on for Intimidation.

Feathered Cos 1 pt.

This creature is covered in feathers like a bird.

Fine Bones Dt/C-O 4 pts.

This creature is +1 Ob to Health tests for recovery from Midi through Mortal wounds. However, the creature is also incredibly light and this trait may be used as a call-on for any test requiring lightness or delicacy of movement.

Fins Dt 2 pts.

Underwater monsters who take the Fins trait use the Fish movement rate, 7.5x. Land creatures who take “add-on” fins (that are not simply vestigial), have a x3 swimming Speed multiplier.

Fish Lung Dt 3 pts.

The ability to breath while underwater.

Flagellum Dt 6 pts.

A flagellum is a singular, long, whip-like appendage extending from the body. This strange limb can be used as an aid to swimming—it flails madly back and forth, propelling the monster forward. It adds +1D to any swimming Speed. It can even be used as a weapon. It also counts as a Longer weapon. However, it is an awkward weapon and suffers a +1 Ob penalty. Otherwise, it counts as a regular ol’ unarmed Strike.

Flammable Dt 2 pts.

+1 pip of damage from fire attacks. No armor or Iron Hide protection.

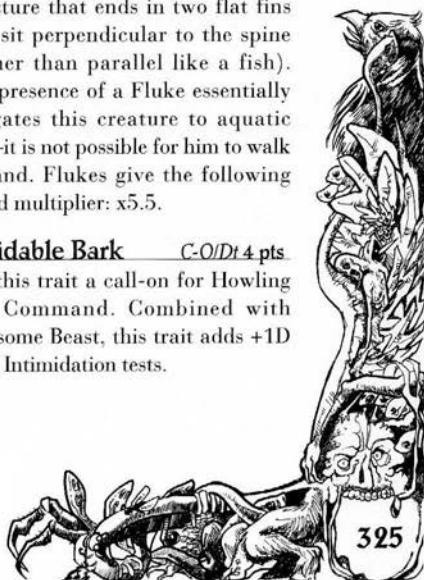
Fluke Dt 4 pts.

This creature’s legs and feet have fused into a powerful tail-like structure that ends in two flat fins that sit perpendicular to the spine (rather than parallel like a fish). The presence of a Fluke essentially relegates this creature to aquatic life—it is not possible for him to walk on land. Flukes give the following Speed multiplier: x5.5.

Formidable Bark C-O/Dt 4 pts.

Use this trait a call-on for Howling and Command. Combined with Fearsome Beast, this trait adds +1D to all Intimidation tests.

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Fangs and Teeth

Fangs are a natural weapon that may only be used on the Inside.

Brutal Fangs Dt 5 pts

These fangs are long and wicked. +2 Power to biting attacks. May be combined with Piercing Fangs.

Dull Fangs Dt 1 pt

This monster's fangs have gone dull over the years. -1 Power to biting attacks. Intended to be combined with the Fangs trait.

Enlarged Incisors Dt 3 pts

Enlarged incisors grow continually through life and need to be filed regularly. They tend to be quite sharp and can be used to bite opponents if the situation becomes desperate. +1 Power, Add 2, VA -, Fast, Shortest weapon.

Fangs Dt 3 pts

+1 Power, VA -, Add 2, Slow, Shortest weapon.

Piercing Fangs Dt 3 pts

This monster's fangs are particularly sharp. Add +1 VA to the monster's bite. This may be combined with other fang traits.

Sharpened Incisors Dt 9 pts

Extra sharp teeth reduce to Add 1, and give +1 VA to bite attacks. If the creature is snout-less this bite attack may only be used on the Inside. This trait is meant supplement other teeth and fangs traits.

Fur

Changeling Coat Dt 4 pts

This beast was born to be a trickster. His coat shifts patterns and colors at will. Add +1D to Stealth and Inconspicuous tests.

Coat of Darkness Dt 7 pts

Creatures covered with this fur add +2D to their skill roll when attempting to Stealth in areas of darkness and shadow.

Coat of Fur C-O 2 pts

This monster is covered in a short, thick, coarse fur. This coat protects the beast from the elements, particularly the cold and wet. This trait acts as a call-on for Health tests relating to cold and wet.

Deep Fur Dt 5 pts

Heavy and thick fur protects this monster against the cold of his harsh environment. He can tolerate extremely cold temperatures, whereas extended times of hot weather tend to agitate him. This trait allows the monster to ignore penalties/tests relating to cold weather. However, extended time in hot weather causes +1 Ob to all tests.

Fur Cos 1 pt

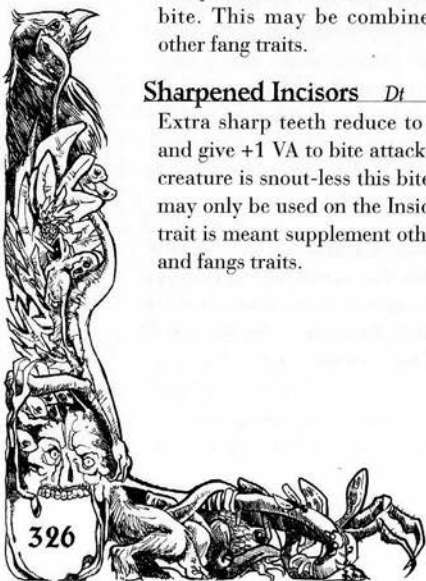
A soft coat of fur covers the monster.

Fur of the Fields Dt 6 pts

A wondrous coat of fur that allows monsters to blend into any field or woodland terrain. When attempting to Stealth in such areas, this fur adds +2D to the roll.

Frost Coat C-O 2 pts

Use this trait as a call-on for Stealthy when stalking the tundra and arctic wastes.



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Ghost Coat C-O 4 pts

This monster's coat shifts subtly from dark to light, from mottled to clear, depending on what land he stalks and haunts. Use this as a call-on for Stealthy in any terrain.

Shadow Coat C-O 2 pts

Use this trait as a call-on for Stealthy when stalking the forests and valleys. Requires Fur or other similar cosmetic traits.

G

Gift of Babel Dt 5 pts

This creature can understand and speak all languages. It is his nature, not an academic study. When in a room with characters speaking different tongues, the monster understands all, and all understand him as he speaks. Language is almost non-existent for him.

Good Listener C-O 2 pts

May be used as a call-on for Hagging, Persuasion and Seduction.

Great Cunning C-O 2 pts

This trait acts as a call-on for Strategy, Tactics, any "wise" tested for insight.

H

Hand Shaker C-O 3 pts

The tool of the politician's trade. May be used as a call-on for Oratory or Persuasion when shaking hands.

Hand-Eye Coordination Dt 2 pts

Character may round up when factoring "Agility/Perception" rooted skills.

Hands of Stone Dt 10 pts

Allows gray shade damage with bare-fisted melee attacks for monsters.

Hackles C-O 2 pts

This monster possesses fur on the back of his neck that flares menacingly when he attempts to Intimidate. Call-on for Intimidation. Requires a cosmetic Fur trait or something similar.

Hammer Hands Dt 4 pts

With hands like great mattocks, this monster is best suited to brawling and pummeling. Add +1D to the creature's Brawling skill for purposes of Block, Strike, and Push actions. The beast suffers a +1 Ob to any other skill that requires manual dexterity (including Throwing and weapon skills).

Hauling C-O 2 pts

Use this trait as a call-on for Power when pushing, pulling or hauling loads.

Heartless Dt 4 pts

Reduces hesitation by three for pain, murder, fear or violence.

Heaving C-O 2 pts

Use this trait as a call-on for Power when trying to break, smash or knock over something.

Hermaphrodite Cos 1 pt

This animal possesses both male and female sexual organs.

Hideous! Dt 2 pts

Add +1 hesitation to all Steel checks caused by this creature.

Hive Mind Dt 4 pts

Such creatures can communicate instantaneously across distances with one another. Essentially this ability broadcasts an Instinct, like Protect Hive. The Instinct is triggered for every member of the Hive Mind—no matter where they are located. Also, hive creatures can trade or switch



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tasks between them without delay or explanation. Both creatures know instantly what the other was doing.

Hook Hand Di 6 pts.

One of this monster's hands has formed into a massive bony hook. This hook can be used as a weapon: +2 Power, VA 1, Slow, Short weapon, may Great Strike. In fact, it is really too big and clumsy to be used for anything else.

Hooved Di 3 pts.

Bony hooves instead of feet. This trait really requires goat or bull legs to make it official. +1 Power, VA 1, Slow, Short weapon. Any Speed or Stealthy tests made while on smooth stone, ice or really hard, smooth wood are at a +1 Ob..

Horns Di 11 pts.

Horns count as plated leather equivalent armor for the head (unlike other natural armor, they may fail and break) (3 pts). On the Charge, they can be used to do a Strike in addition to the normal Charge (2 pts) or to add +1D to the Charge action (4 pts). They can also be used as a +2 Power weapon for a head butt Strike on the Inside (3 pts).

(The trait cost has been broken down here to demonstrate why it is so expensive. Players should feel free to pick and choose aspects of it in order to reduce the price. Horned was also assigned the Cool Beans bonus.)

Horrific Aura Di 8 pts.

Horrific Aura causes all those within the creature's Presence to take a Steel test with an obstacle penalty equal to the creature's Will exponent.

Howl of Doom Di 10 pts.

The monster can fire off a thunderous howl. Add +4D to the Intimidation test when using the Howl of Doom. Monster may FoRK the Howling skill into this test. If no Intimidation skill, add the four dice to Will and make the roll at a double obstacle penalty. This Howl requires 2 actions to perform and cannot be done while moving. The monster must pick a single target. It counts as a natural effect spell for purposes of positioning.

I

Incredibly Strong Di 8 pts.

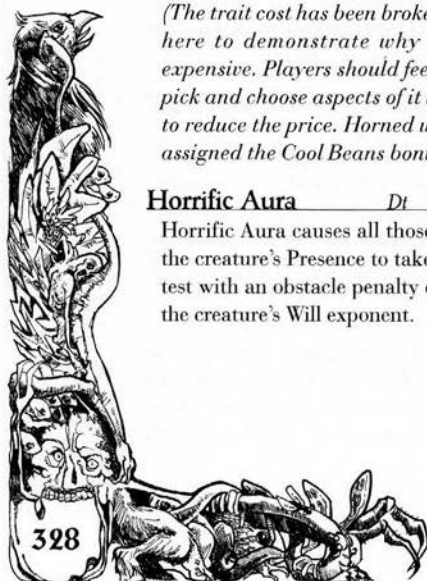
Yet another trait that grants heroic shade Power. (This trait doesn't grant gray damage, though. That ability is reserved solely for Hands of Stone.)

Ink Di 6 pts.

This trait indicates the monster has a reservoir of thick, dark ink which it squirts out to hide itself (in water) or blind its opponents. One squirt fills water with pitch black ink. This counts as a Presence area of effect spell. All sight obstacles are at +4 Ob. Also, the stuff stings the unprotected and inflicts a Superficial wound (B4) to the eyes. The monster contains 2x Forte exponent in squirts of ink. He regenerates one squirt per hour.

Iron Hide/Scales Di 7 pts.

This monster's skin is as tough as iron and scaled like a shark. All incoming damage is reduced by -1 pip on the PTGS. Thus a Mark hit from a hunting bow would do a B7 rather than a B8.



J-K

Keen Sense of Balance C-O 4 pts

Complex sensory organs throughout their body keep the creature balanced at all times. They do not grow dizzy or suffer from hanging in odd positions. Due to this, they easily and adeptly climb on nearly any surface, from web to wall. Call on for Climbing, Speed and Forte tests when climbing.

L

Large Ears Dt 4 pts

This monster has large, sensitive ears that sit atop his head. This gives him excellent hearing. +1D to Perception rolls.

Lawbreaker Dt 8 pts

There are strict celestial laws that govern the presence of otherworldly creatures in the mortal realm. When a Spirit-Natured creature crosses over, he is bending those very laws—warping the natural order of things. Thus they are accompanied by all manner of bizarre phenomena as the mortal fabric reacts to their presence: Birds sing backward, windows crack in strange patterns, clocks cease to tick, water fails to boil, strange smells rise from nowhere, noises and knocks are heard in the dark, and so on.

The effects of Lawbreaker extend to the limits of the Presence for black shade Will and 10x Presence for gray shade Will.

Leaper Dt 5 pts

Certain creatures have developed the ability to leap great distances. This ability grants +1D to all positioning tests and +2D to any Speed test to clear a gap or jump an obstacle. Any

positioning test failed while using the Leaper trait causes the character to hesitate for his next action.

Light-Touch C-O 2 pts

The key to a successful “lift” is in the fingers. May be used as a call-on for Sleight of Hand.

Luminescent Dt 3 pts

This monster can, at will, glow with the radiance of candle light.

M

Mad Dt 2 pts

When a Mad monster fails a Steel test, he must rave. He then capers about in circles spouting profanities and vagaries. No other result is available.

Mark of Fear C-O 2 pts

This monster bears a bright, obvious mark on its body as a warning to other creatures. Call-on for Intimidation and Conspicuous.

Mark of the Ancient Dt 3 pts

This trait is required for using the skills *Tongue of the Ancient* and *Ancient Ways*.

Megalomaniac Dt 8 pts

This trait increases the Megalomaniac's Presence by 10 paces.

Membrane Dt 6 pts

In place of skin, this creature is covered by a bizarre membrane that protects it from the elements and harm. Should anything penetrate the membrane (Light wound or higher), the creature may attempt to absorb the offender into itself. This is a *versus* Power test. It happens instantly; no actions need be expended. If the attacker loses the test, he or whatever he is holding (if he chooses to let go) is sucked into the body of the membranous creature.

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Mesmerizing Gaze Dt 6 pts

Test victim's Will vs Ob equal to the creature's Will. Margin of failure temporarily reduces Will and raises all physical action obstacles. Will reduced to zero means the victim is dumbstruck and just stands there. Also, any victim succumbing to the gaze (by even one lost die) must focus his attention on the source of the gaze/head of the creature.

Mimic Dt 6 pts

Monsters with this trait can perfectly imitate others in physical actions. Reduce aptitude for learning any skill except academics by two (so long as the creature has seen it in use). Also, if the creature has seen an act performed successfully he may add that memory as a FoRK helping die should he ever attempt the same specific action.

Mossy Coat C-O 2 pts

Covered in a fur of moss and slime, this monster blends in quite well to forest or earthy surroundings. Call-on for Stealthy in forest or mines.

Mandibles

Crushing Mandibles Dt 8 pts

+3 Power, VA 2. Slow, Shortest.

Grasping Mandibles Dt 12 pts

Power +2, VA 1, Fast, Shortest. May Lock and Bite on the same action. Mandibles grant +2D to straight Lock actions (not Lock and Bite).

N

Named Dt 3 pts

This creature is cosmically linked to its name, and its name is linked to the cosmos. Such a creature may choose many names for themselves. When any of these are spoken, the Named

can hear as if he were in the next room listening. He knows intuitively the place where it was spoken, and may travel there like a homing pigeon if he is able.

More importantly, a Named has a *true name* and knows its nature. This is a closely guarded secret, as it allows a summoner or sorcerer to have power over said creature. For summoning, the true name can be used to call forth the exact creature, rather than one randomly determined. For sorcery, the name may be incorporated into spells as an element facet (Ob equals half Will rounded up, +2 for gray, actions equal actual half the syllables of name).

Natural Pattern C-O 2 pts

This monster's fur and carapace are colored in earth tones and simple patterns. This is a call-on for Stealthy.

Night Blooded Dt 2 pts

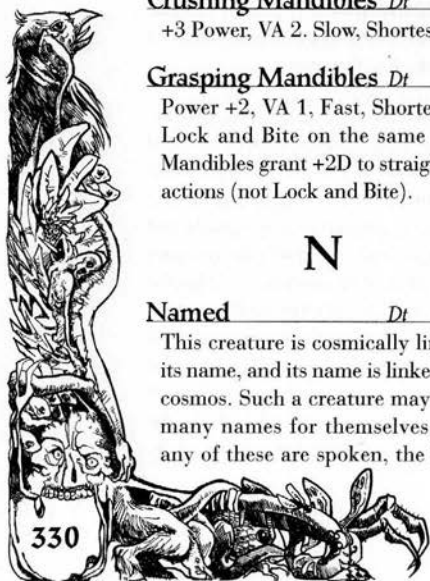
Creatures who possess this trait will shun the sunlight, for it will undo the sorcery that gave their night-stalking ancestors life. Exposure to sunlight causes the monster's dark, stony roots to consume him and crush him from within.

Nocturnal Dt 2 pts

+2 Ob penalty for activity in bright daylight. +1 Ob penalty for regular old daylight.

Numb Dt 8 pts

Tortured monsters are hardened with scars from years of pain. They may ignore the effects of Superficial wounds. However, three Superficial wounds still count as -1D.



Natural Armor

The following section details all of the various natural armors described in the Monster Burner.

Natural armor cannot "fail" and become damaged like normal armor. 1s are discounted in this case. VA works as normal against this armor. There are no Clumsy Weight penalties for natural armor.

If natural armor is overlaid with worn armor, the natural armor does suffer applicable Clumsy Weight penalties in addition to the worn armor's own Clumsy Weight penalties.

Bony Shell Dt 4 pts

This monster's back is covered with a hard shell, much like a turtle. The shell counts as plated leather equivalent armor for the chest/back.

Brass Skin Dt 9 pts

Plated chain equivalent covering whole body.

Barkskin Dt 8 pts

Ancient and incredibly tough bark. Chainmail equivalent armor covering the full body.

Chitinous Carapace Dt 7 pts

Chitin is the stiff armored plates that cover many insect-like creatures. Plated leather equivalent armor, covers entire body.

Fused Rib Cage Dt 5 pts

This monster's ribs are inflexible and form a bony plate just under the surface of the skin of his chest. Can act as plated leather armor equivalent for the chest and also as a call-on

for Power when performing very strenuous heavy lifting. However, Fused Ribs add +1 Ob to Speed tests requiring flexibility.

Leathery Skin Dt 6 pts

The skin of this creature is like tough leather. Full-body coverage of leather type armor.

Light Chitin Dt 6 pts

As leather armor, covers entire body.

Rugose Flesh Dt 5 pts

This is a thick leathery skin that covers the torso and abdomen of the creature. It cannot cover the limbs as it is too stiff to allow easy maneuverability. Counts as leather armor.

Scaly Skin Dt 7 pts

Counts as plated leather covering the entire body.

Scintillating Scales Dt 7 pts

Chainmail equivalent armor covering full body. Plated leather equivalent covers stomach.

Stone Skin Dt 8 pts

The hide of this creature is tough and unyielding. This creature's skin is equivalent to chainmail armor.

Troll Skin Dt 6 pts

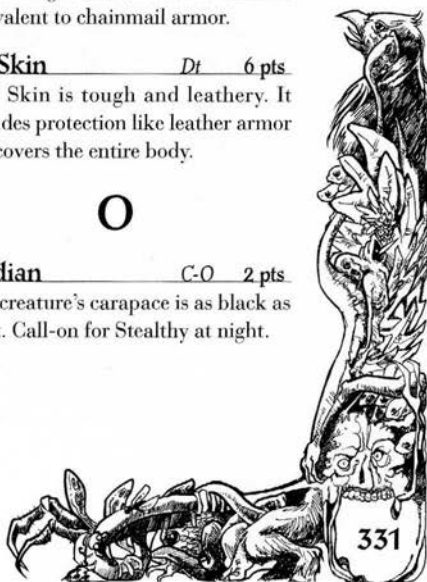
Troll Skin is tough and leathery. It provides protection like leather armor and covers the entire body.

O

Obsidian C-O 2 pts

This creature's carapace is as black as night. Call-on for Stealthy at night.

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Orb-Walker C-O 2 pts

This monster is adept at crossing webbing—web-walking is second nature to him. Call-on for Speed while on a web.

P

Padded Feet C-O 2 pts

This monster has thick pads on his feet. These pads are ideal for walking quietly. Call-on for Stealthy.

Parasite Dt 7 pts

Parasites require a living host to sustain themselves. At each feeding the creature drains one die of Health from its victim. If the victim's Health reaches zero, then he is killed.

A parasite's Health drops by one for each month he goes without feeding. Each feeding restores one die of Health. This time frame may be altered by the GM during the monster's Peer Review.

Phagocytic Dt 3 pts

Amoeba eat by surrounding their prey and absorbing it. Giant amoeba (Middling statured and bigger) will attempt to Lock and subdue their victims. Once subdued, the victim is pulled inside. After a number of exchanges equal to the victim's Forte, he begins to be digested, taking a B9 wound each exchange until all stats are reduced to zero. Must have amoeba analog form or something similar to take this trait.

Pheromones Dt 3 pts

This creature can leave invisible pheromone markers to provide information for other monsters with either the Pheromones or Keen Smell trait. The markers can offer simple information like direction, or location of danger or food.

Piercing Gaze Dt 6 pts

This trait is a call-on for Intimidation. Also, anyone attempting to deceive the monster (using Falsehood, Persuasion, Soothing Platitudes) is at a +1 Ob to do so due to the burning flames in his eyes, which flash implacably and speak of the terrible fate of liars.

Poisonous Skin Dt 4 pts

This traits indicates the character exudes a poisonous mucous from the pores in his skin. The poison requires injection or other contact with the blood stream to take effect; it is not a contact poison. The actual venom exuded is chosen from the list in the Venom section and must be paid for separately.

Pouched Cheeks Dt 2 pts

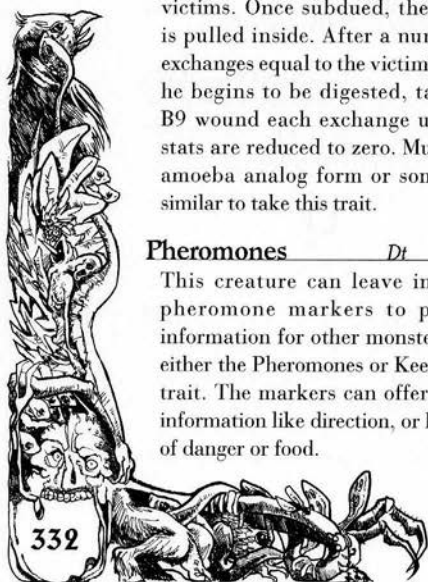
The cheeks are very elastic and may be used to carry a surprising amount of objects such as fruits, nuts and vegetables. Consider it feasible to place up to 6 apples in each cheek. Knives and other sharp objects are carried at the bearer's own risk!

Powerful Chelicera Dt 3 pts

Large and powerful chelicera drive the fangs into the monster's victim. Add +1 Power to bite attacks. This may be combined with other fang traits. Fangs are required to do any actual damage.

Powerful Jaws Dt 6 pts

This creature has a mouth full of teeth and the jaw structure that enables him to use them as a weapon. +2 Power to bite attacks. If the creature has a snout or similar cosmetic trait, he may Lock and Strike. If without a snout, then the jaws may only be used to Strike as normal as a Shortest weapon.



Preternaturally Calm *Dt* 3 pts

A calmness that rivals the most serene glade on a starry summer night. Reduce hesitation by 2.

Pyromaniac *C-O* 2 pts

The fire is lovely and pure. It cleanses and purifies and burns and sings and calls out in waking dreams. Call-on for Firebuilding.

Q

Querubic Mantle *Dt* 16 pts

Querubim are queer creatures. They possess four faces—that of a lion, an eagle, an ox and a man—four arms and four wings.

A Querub fights with his lion's claw, which is: +2 Power, VA 1, Fast, Shortest. His extra limbs and heads give +2D to Lock attempts. Also, on the inside, Lock successes count as a Strike. Ouch!

R

Radula *Dt* 3 pts

This monster has a muscular, barbed, toothy tongue. The radula is used to grind up potential food for ingestion. It can be used as a weapon on the Inside: +1 Power, +1 VA, Unwieldy, Shortest.

Raven-Friend *Dt* 3 pts

This trait identifies a monster who is especially fond of ravens and who in turn is well thought of by the birds. He can understand the quacks and squawks of the raven's speech.

Repulsive Blood *Dt* 4 pts

This creature's blood is noxious and caustic. If he should be bitten for effect by another creature, the horrid blood runs into the mouth of the attacker and causes discomfort and nausea. Any creature that bites this monster, achieves a Mark result and penetrates armor must make an Ob 4 Forte test. Margin of failure equals an obstacle penalty that lasts for three exchanges.

Resistant to Fire *Dt* 4 pts

This trait renders a creature immune to the effects of mundane (black shade) fire. However, magical and heroic fire still affects him. The creature's Forte essentially counts as an Eldritch Shield vs *Fire Element*, *Destroyer Impetus* spells. Also, the Resistant's Forte reduces heroic fire, like Dragon's Breath, by pips equal to the exponent.

Retractor *Dt* 3 pts

This monster has honed the instinct to pull into his shell. It is a lightning-quick reaction. Anytime he fails a Steel test or suffers a wound he may instantly retract into the safety of his protective shell. (No actions required.)

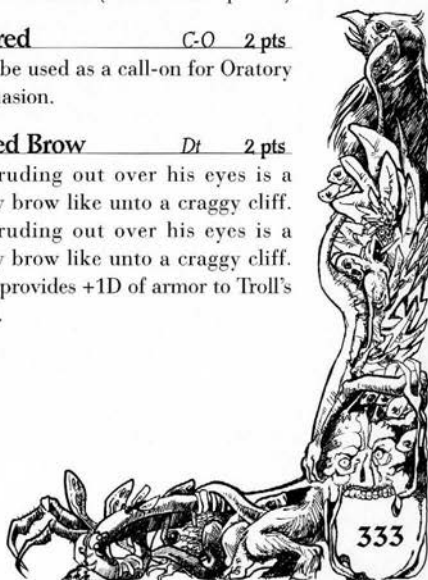
Revered *C-O* 2 pts

May be used as a call-on for Oratory or Suasion.

Ridged Brow *Dt* 2 pts

Protruding out over his eyes is a stony brow like unto a craggy cliff. Protruding out over his eyes is a stony brow like unto a craggy cliff. This provides +1D of armor to Troll's head.

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Ringed One Dt 5 pts.

Ringed One describes the slow aging process for tree-creatures. They do not suffer from age as drastically as other mortal creatures, nor do they suffer the effects of cold and wet like blooded creatures do.

Roots Run Deep Dt 7 pts.

When this creature sets his roots down in the forest floor, he is never obliged to move. Should he fail a Steel test, he will always stand—he may never Run Screaming. Also, he *cannot* be knocked down from a Charge or Push action—the attacker's extra successes are simply ignored. This trait requires Trunked and Branched or a similar trait.

S

Sadistic C-O 2 pts.

Causing pain and suffering in others is a highly entertaining and enjoyable pastime. May be used as a call-on for Torture.

Sapped Dt 6 pts.

This trait describes the sap-blood of tree-like creatures. These monsters do not bleed like others. All wounds except for Traumatic will close up unaided. Traumatic wounds "bleed" to Mortal in days equal to Forte. A Sapped creature dies from Mortal Wounds in hours equal to Forte (rather than minutes).

Scavenger C-O 2 pts.

This is a call-on for the Scavenger or Foraging skills.

Serpent Hair Dt 3 pts.

When the monster is inside striking distance, once each volley, the serpent hair bites using Brawling. On a Mark result (and a failed armor test), poison

is delivered. Actual venom must be purchased separately. IMS damage for the bite is negligible.

Silent Voice Dt 8 pts.

This monster may speak directly to the mind of another—without making a sound. He may do so to any character within his Presence. No test is required. Eldritch Sink, Eldritch Shield or any *Arcana Control, Tax* or *Destroy Auras* block this ability.

Single-Minded C-O 2 pts.

Call-on for Steel when "on the job."

Skittish Dt 2 pts.

Some creatures are instinctively afraid of loud noises and surprises. Increase hesitation by 1 for Steel tests caused by fear or surprise. Hesitation for more than one action indicates the creature must flee.

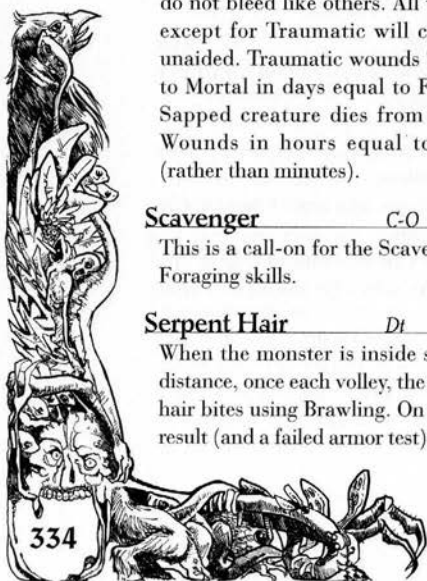
Shadeshifter Dt 4 pts.

This monster's carapace shifts color slightly to match to the surroundings it is in. Add +1D to all Stealthy tests.

Shadow and Dust Dt 8 pts.

Creatures of Shadow and Dust have two distinct halves. The shadow is its active and "living" half. It is the shadow that does the work. It is the "physical" manifestation and can be harmed by steel and fire. However, it cannot be permanently destroyed. If dealt a Mortal Wound or if incapacitated, the shadow dissipates. It reforms in days equal to 10 minus Health.

The "dust" comprises the second part of the creature. The dust can be a corpse, a vessel of ashes, a skull or some other relic of a life past. In order to completely destroy this creature, the dust must be dragged into the morning sun and a Minor Miracle performed.



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Shapeshifter *Dt* 6 pts

A shapeshifter can change between two distinct (and predetermined) forms. One form is usually human, the other is demonic, monstrous or animal. Transformation takes actions equal to 10 minus Will. Shapeshifter requires the Telltale trait.

Shooting Spines *Dt* 7 pts

A nest of spines that launch from the creature's body. I: B2. M: B4. S: B6. VA 1. DOF 1-2, 3-4, 5-6. Spines are 2D Optimal, 1D Extreme. Requires a skill test and actions like any shooting weapon. In Fight! it requires a sequence like Acquire, (Aim, Snapshot), Release.

Silent *C-O* 2 pts

Not a sound emerges as this monster treads. Call-on for Stealthy.

Silk Spinner *Dt* 10 pts

This creature produces silk from spinnerets and adhesive from special glands. Silk strands may be nearly any length (within reason). It is quite common for a Silk Spinner to be walking along spinning out and anchoring a drag line behind it as it goes.

Silk strands are not sticky or tacky at all, they are smooth and pliable. A strand of silk has the following Material Statistics: Surface B7, Breach B15, Destroyed B16, Integrity 1, Strength 0.

Adhesive is produced in a separate adjoining gland and can be applied by the monster at will to the silk strands as they are extruded—a glob can be added to the end of a strand to anchor it, or dotted along it to make it sticky. Silk Spinner adhesive grabs with a strength equal to a B8 Power.

Snake Bite *Dt* 3 pts

+1 Power, Add 2 VA -, Fast, Shortest plus venom on Mark result bite.

Soft-Step *C-O* 2 pts

May be used as a call-on for Climbing and Stealthy.

Speech of Ages *Dt* 8 pts

This trait allows the character to speak with the spirits of rocks and trees. (Water moves too quickly to understand.) A Will test is required to extract information. Recent, fleeting information is Ob 6; general, long-term information is Ob 4; traumatic or shocking events are Ob 2; state of health or current condition is Ob 1. The test requires hours equal to the Ob minus one hour per extra success.

Spider Sense *Dt* 7 pts

This monster possesses a preternatural sense of his surroundings. Equipped with sensitive sensory organs all over his body (including his hairs, spines and bristles), he can detect changes in air flow, vibration and faint sound. Monsters with this trait gain +1D to all Perception tests for the purposes of Assessing or detecting movement, detecting sound, sensing air currents or vibrations. This includes people walking, birds flying and beasts breathing. This trait counts as Observation for detecting Stealthy characters (not Inconspicuous, Sleight of Hand or Trapper).

Spiked Tarsus *Dt* 4 pts

The spines at the tip of the foreleg tarsi have fused and hardened into deadly spikes that may be used as weapons: +1 Power, +1 VA, Fast, Shortest. Insect or arachnid legs are required to use this trait.



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Spine Cloud _____ Dt 6 pts

This trait requires the Spines trait. By rubbing his hind legs together, the spider dislodges his spines into the air. Counts as the longest weapon in Fight! and as a throwing knife in Range and Cover with 2D optimal range dice. Make a Forte test vs Ob 4. Margin of failure is the victim's obstacle penalty. This penalty lasts for one hour, or it may be treated like a Superficial wound with Surgery, Field Dressing or Herbalism.

Creating the spine cloud wears away at the spiders own spines. Each time the spine cloud is used, roll a Die of Fate. On a roll of 1, all of the spines on the hind legs have been rubbed off, and this trait may not be used again until the spider molts. Creating a Spine Cloud requires two actions in the exchange.

Spines _____ Dt 4 pts

Certain hairs on this monster have developed into netting spines. They are sharp to the touch and can lodge themselves in the flesh of the unwary, causing great discomfort. Any creature that Gets Inside or otherwise comes into bodily contact with the spined creature suffers a +1 Ob to all tests. Natural Armor does not protect against this trait. A character must be covered from head to toe, including eyes and mouth to be protected.

Spines can be plucked out in about a half hour or, if the Surgery or Field Dressing skill is used, in the time it takes to tend to a Superficial Wound.

Spirit Ears _____ Dt 4 pts

A monster with this trait has the ability to hear those of the Spirit Nature. Counts as Observation for detecting the movements of spirits, demons and other creatures of spirit nature. Obstacle to detect *spirits*

is 10 minus their Strength. Other auditory Perception enhancing traits may combined with Spirit Ears. A monster with Spirit Ears must open up the Taint as described under Spirit Wolves.

Spirit Nature _____ Dt 17 pts

Time, space and the elements affect those with Spirit Nature differently than they do those of mortal nature.

All surfaces are stable—they may walk on earth, mud, water or ice without difficulty. Gravity lays a lighter hand on them, and they are able to easily climb (and fly, for those with wings). Give +2D to appropriate skills and stats when the Spirit Natured creature needs them.

The harmful elements of this realm have no effect on them—fire does not burn, cold does not chill, rope does not bind and metal does not harm.

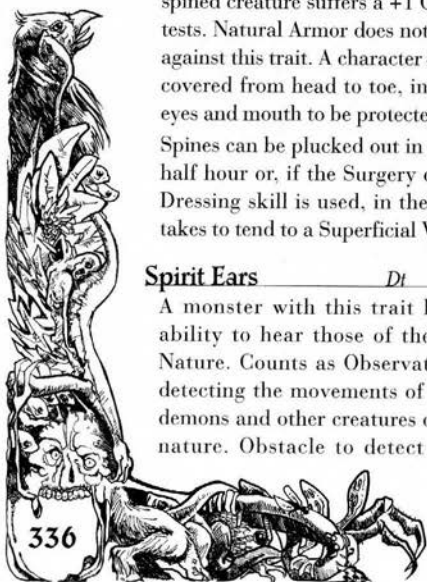
In order to affect, harm or bind a creature of Spirit Nature one must have tools inscribed with special spirit runes. Only Sorcery, Faith, other spirits and these "spirit weapons" can harm those of Spirit Nature.

Spirit Nose _____ Dt 5 pts

Spirit Nose allows the monster to use Wolf's Snout or Keen Smell to detect spirits (as Spirit Ears). Also, Spirit Nose allows the monster to *Track* spirits, even those who leave no marks or do not touch the ground. A monster with Spirit Nose must open up the Taint as described under Spirit Wolves.

Spirit Unseen _____ Dt 9 pts

This creature may choose to hide his form from sight. With a single thought (1 action), he can raise a Chameleon spell with successes equal to his Will exponent (+2 for gray shade, +3 for



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white). He may still be detected via Sixth Sense, Second Sight and The Sense or a lucky Observation test.

Stillness C-O 3 pts.

This trait allows a monster to lie in wait in perfect stillness—waiting for hours on end without so much as a twitch. Use this trait as a call-in for any skill involved in laying an ambush.

Stinger Dt 4 pts.

Stingers are kept recessed in the creature's body and emerge only when it's time for use. -1 or -2 Power, Inside only, Unwieldy. Typically, they are venomous. Poison must be purchased as a separate trait.

Stone's Age Dt 2 pts.

Though not immortal, these creatures age very slowly and are capable of living for long centuries—if they can survive their own violent tendencies. However, the weight of granite in their blood has detrimental effects. Their view of the world is dim and ponderous, and their ability to intuit or empathize is minimal. A monster with this trait may not have a Perception or Will exponent higher than 6.

Strand Runner Dt 3 pts.

No Speed penalties for moving along strands of webbing. Monsters without this trait may climb strands at one quarter their Speed.

Strength of Oaks Dt 8 pts.

Gray Power for plant creatures.

Suckers Dt 3 pts.

Suckers are ring-shaped, muscular grippers that adorn the underside of a creature like a squid's limbs. They grant a +1D bonus to Power once the creature has gotten a Lock on his

prey. *This bonus die is applied only after the creature has managed to get a Lock on his opponent.*

Sun Drinker Dt 2 pts.

Plant-based creatures must sleep in the winter. If encountered in the winter, physical stats are all reduced by -2D. If under the spell of cold or an unseasonable summer, stats are similarly reduced.

Sweet-Talker C-O 3 pts.

Call-on for Persuasion and Soothing Platitudes.

Slime

Sticky/Slippery Slime Dt 4 pts.

This creature exudes slime in a puddle or trail. Sometimes this slime is for gross-out effect (and just a cosmetic trait), and sometimes it has an effect like being sticky or slippery. This latter effect causes a +1 Ob to all movement and physical activity taken when "in the slime."

Corrosive Slime Dt 9 pts.

Certain creatures exude a toxic slime that corrodes anything it touches. This slime has a Power of 8. When it comes into contact with living creatures, it delivers a B8 wound. However, it takes eight exchanges (24 seconds) for the slime to take effect. If the slime is scraped off in half the time, it only does half the damage. It takes 12 exchanges scrape off one "dose" of the slime—minus 1 exchange per success on an Agility test. Also, this slime corrodes metal and wood. If left on material, it does a B8 as above. If this doesn't cause a breach, then the breach rating is reduced by eight points, as the slime has weakened it considerably. Very toxic stuff.



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Speech

I strongly urge the players and GM decide on a "speech" level for their game. Either grant all characters Low Speech or allow them all High Speech. Language should not be an impediment to playing monsters. However, the ability to communicate with creatures beyond the chosen speech level should be considered a special trait purchased by players for their characters/monsters.

Low Speech Char 1 pt

This is the method of speech used by the animal world—forest beasts, fish, birds, reptiles, amphibians, etc.

High Speech Char 1 pt

This is the method and ways of communication of highly developed, intellectual creatures: Great Wolves, Spiders, Chiropterans, Odonata, Hsigo, Roden, Dragon, Giants, Men, Elves and Dwarves.

Rat-Squeak Char 1 pt

This character can talk to and understand rats and mice.

Vile Language Char 1 pt

This is a bizarre hybrid mix of High Speech and Low Speech. Propagated by the darker elements of nature during times of war, it is used as a cabalistic cant and code in order to deter spies and eavesdroppers.

Stature

These are listed in order of size rather than alphabetical order. Length and height are synonymous.

Tiny Dt 7 pts

Less than 1' height, 1-10 lbs. Mortal Wound base 3. Tiny creatures—like rats and birds—have three wound tolerances: Stunned (Superficial), Broken (Midi) and Squished (Mortal). Tiny stature reduces weapon length for positioning by two steps.

Small Dt 4 pts

1-3' in height, 10-100 lbs. Mortal Wound base of 5. This includes critters like cats, dogs and sloths. Small stature reduces weapon length for positioning by one step.

Diminutive Cos 1 pt

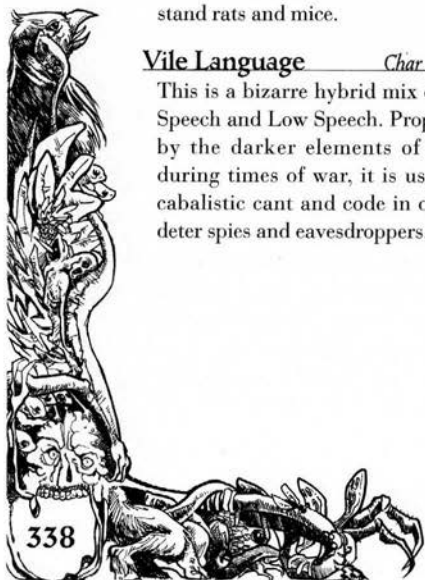
3-5' in height, 100-300 lbs. Mortal Wound base of 6. Dwarves possess Diminutive Stature. They are consistently shorter than five feet tall.

Middling Cos 1 pt

5-7' height, 100-300 lbs. Mortal Wound base of 6. Humans, Orcs and Elves possess Middling Stature. They are neither penalized or benefitted by their size. This size is the default for all creatures, if your monster doesn't have a size trait, it's considered to be Middling.

Massive Cos 1 pt

7-10' height, 250-2000 lbs. Mortal Wound base of 6. Trolls, war horses and Undernest Spiders possess the Massive Stature trait. They stand over seven feet tall but not larger than 10 feet. Massive stature, as described on page 281 of the Character Burner, increases weapon length by one step.



Gigantic Dt 4 pts

10-50' height, weight in tons. Base Mortal Wound of 7. Giants, Dragons and Elephants stand well over 10 feet tall and possess the Gigantic Stature trait. This trait grants +1 to the Mortal Wound (Base 7 MW). Gigantic stature increases weapon length by two steps.

T

Talons Dt 8 pts

Very long, sharp nails: +2 Power, VA 2, Fast, Shortest.

Telltails Cos 1 pt

Even when in human form the Shapeshifter or Doppelganger evinces characteristics of its true nature. For example, its eyes reflect light like a cat's, or its canine teeth are more prominent than they rightly should be.

Tentacles Dt 4/7 pts

Tentacles are supple, strong, sticky and agile. Creatures with just two tentacles gain +1D to Lock (4 pts for this reduced form of the trait). Monsters who possess a multiplicity of tentacles gain +2D to Lock.

Terrible Beak Dt 4 pts

Using his beak, this creature may perform a Lock and Strike simultaneously. IMS damage for the action is based on the creature's base Power. Alternately, the creature may stab with the beak: +2 Power, VA 1, Slow, Shortest.

Terrifying Screech Dt 5 pts

The target of the screech must immediately take a Steel test. The only result available is Stand and Drool unless a Belief, Instinct or trait says otherwise.

The Tongue Dt 8 pts

The words of this demon are foul and corrupting: Beware. The Tongue is the equivalent of the sorcerous incantation Persuasion. When the Tongued creature suggests something to another character, test Will against Ob equal to the character's Will. *In this case the Will dice are open-ended.* If successful the suggestion is implanted and believed by the victim. It remains so for as long as he is in the presence of the creature.

Third Eye Dt 6 pt

An additional eye sits prominently on the brow of this monster. This is no mere ocular organ. It is a sign of enlightenment and insight. Through it, the monster gains access to the sorcerous incantation, Magesense (on page 180 of the Character Burner). Each time the eye is opened, test Perception to determine area of effect. 10 paces per success. (This is a natural magic test so there is no Tax.) All other abilities and strictures of the spell apply. Should the eye ever be harmed, the monster loses access to his special vision until it heals.

The Third Eye may be opened and closed separately from the creature's other eyes.

Tremendous Strength C-O 2 pts

Call-on for Power when showing off.

Tremendous Endurance C-O 2 pts

Call-on for Forte or any fatigue-related Health tests.

Trunk Dt 5 pts

This monster has a trunk extending from the center of his face down to his feet. This appendage replaces the nose; the creature may breathe through it. It is also prehensile and may be used to grossly manipulate objects—grab, pull, throw, push, pick

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up, pull down—fine manipulation comes at a double obstacle penalty. It may be used as a Longer bare-fisted attack.

Trunked and Branched Dt 12 pts

This trait describes anthropomorphic tree creatures. They may walk and talk, having semblances of arms, legs and mouths: It counts as Gigantic Stature (+1 MW). Trunked and Branched creatures are magical in essence. *All skills are considered natural magic and are therefore open-ended.*

Tusks Dt 2 pts

+1 Power, Slow, VA 1, Shortest. May be combined with Crushing Jaws and Fangs on bite attacks.

Tails

Club Tail Dt 4 pts

This tail is thicker and stiffer than most. It can be a surprising weapon during a melee. +2 Power, Add 2, VA -, Slow, Long. May not be combined with Whip Tail.

Prehensile Tail Dt 6 pts

Using his tail, this monster can hang upside down or even pull himself upright. It is not developed enough for fine manipulation—it can't reliably hold a cup or weapon—but it can grab, pull or even throw. When engaged in physical activity the monster may use his tail as a call-on trait to reroll failures on a Speed test—where he would have normally lost his balance and fallen, the tail keeps him on his feet. Also may be used to help in Brawling or other appropriate situations. In this case, it provides a +1D helping die bonus.

Serpent Tail Cos 1 pt

Who doesn't want a snake's tail protruding from the base of their spine? This is an ultra-fashionable cosmetic trait that works well with Scaly Skin, Iron Scales, Prehensile Tail and even Stinger! (This is in addition to legs, not replacing them.)

Whip Tail Dt 6 pts

These tails are typically one or two paces longer than most others and tend to be slender. They are also tough, flexible and make interesting surprise weapons. Power 0, Add 1, VA -, Fast, Longer. May not be combined with Club Tail.

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Unfeeling Dt 8 pts

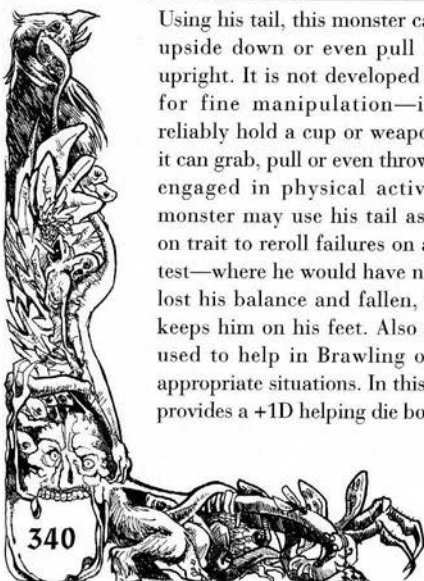
This monster can only be incapacitated when its *Power* reaches zero.

Unflinching Dt 5 pts

This trait reduces hesitation by 4.

Ultra-Fast Reflexes Dt 9 pts

This munchkin trait grants +2D to the Reflexes attribute.



V

Vestigial Wings *Cos* 1 pt.

Two small, bat-like wings protrude from the shoulders. Flap, flap. Call-on for comedy.

Venom

In general, a monster must achieve a Mark result bite/sting in order to inject a dose of its poison. The poison generally takes one exchange to take effect and any obstacle penalties last hours equal to 10 minus the victim's Health (minimum one hour). Any wound delivered by the poison heals as per the standard rules.

Venom is held in specially designed sacks just inside the mouth of fang-delivered-poison creatures or in the abdomen of stinger-poison-delivered creatures. Diminutive Stature monsters venom sacks hold six doses of poison. Middling stature monsters hold seven doses, and Massive Stature monsters hold eight doses. The venom sacks refill at a rate of one dose every twelve hours. Generally, a creature may only have one type of venom.

Unless otherwise noted, venom penalties drop one per hour.

Deadly Venom *Dt* 7 pts.

The most powerful of all spider venoms. Once injected, after one exchange, the victim suffers an obstacle penalty equal to 6 minus

his Forte exponent. The poison also inflicts a B9 wound. It takes one exchange to act.

Insect Venom *Dt* 4 pts.

This poison incapacitates its victims. Victims must make a Health test vs Ob 5. Margin of failure is temporarily subtracted from Speed and Power exponents.

Insect Venom 2 *Dt* 4 pts.

This poison is an irritant: Victim must make an Ob 4 Health test. Margin of failure equals obstacle penalty for 10 minus Health in hours.

Intoxicating Venom *Dt* 6 pts.

This poison causes nausea, severe disorientation and hallucination. Once injected, after one exchange, the victim suffers an obstacle penalty equal to 8 minus his Forte exponent; plus a B5 wound.

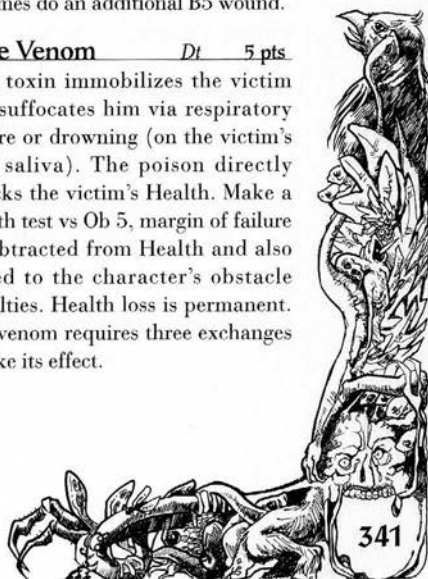
Paralytic Spider Venom *Dt* 10 pts.

This venom relaxes its victim's muscles. Once injected, after one exchange: the victim suffers an obstacle penalty equal to 5 minus his Forte exponent; also, -2D to the victim's Power per dose; acidic enzymes do an additional B5 wound.

Snake Venom *Dt* 5 pts.

This toxin immobilizes the victim and suffocates him via respiratory failure or drowning (on the victim's own saliva). The poison directly attacks the victim's Health. Make a Health test vs Ob 5, margin of failure is subtracted from Health and also added to the character's obstacle penalties. Health loss is permanent. The venom requires three exchanges to take its effect.

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The potency of this toxin may be increased, adding to the Health obstacle. This increases the trait cost by +2 pts per increase.

Snake Venom 2 Dt 5 pts

Blood toxins cause tissue damage, scarring, and excessive bleeding. In game, this venom reduces the physical stats (Ag, Sp, Po, Fo) and exacerbates bleeding. Test Forte vs Ob 5. Margin of failure is temporarily subtracted from the physical stats (like a wound). Bleeding rates are stepped up one wound category for victims injected with this toxin. Takes three exchanges to take effect. The stat loss lasts for days equal to 10 minus the Health exponent.

Virulent Venom Dt 4 pts

An injection of virulent venom causes a wave of disorientation and nausea. The disorientation temporarily increases all obstacles by 6 minus the victim's Forte exponent. In addition, the acidic poison begins to dissolve flesh and sinew. This causes an additional B6 wound to the victim. Virulent Venom requires one exchange from the time of injection to take effect.

Weak Venom Dt 3 pts

This creature has ineffectual poison. Once injected, after one exchange, the victim suffers an obstacle penalty equal to 5 minus his Forte exponent and a B4 wound. If taken by creature who already possesses a venom trait, this replaces the current venom trait.



Vision and Sight

Bulbous Bug Eyes Dt 2 pts

Two big, round, compound eyes take up most of the monster's face. Detail and color-vision is poor, but the monster can see nearly 360° around him.

Celestial Sight Dt 8 pts

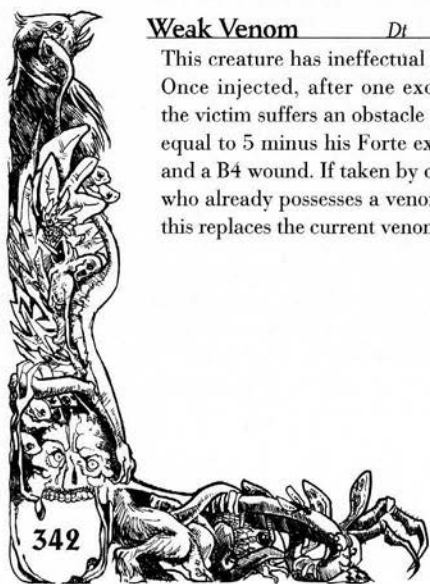
Those with Celestial Sight do not see as mortals do. No visible light affects their eyes. Instead, their vision is confined to the realm of auras. They see the pure auric emanations given off by life, arcana and ephemera.

Celestial Sight is a much improved version of Second Sight or the incantation for The Sense. These abilities show a cloudy, distorted window to the other side, whereas Celestial Sight sees clearly and without impediment.

With this trait, one can plainly see the auras of spellcraft. Obstacle to detect a spell cast is 6 minus the spell obstacle. If the Ob is zero, the spell is seen outright. Celestial Sight grants the necessary ability to use the Aura Reading skill. Lastly, Celestial Sight counts as Observation.

Eight-Eyed Char 1 pt

This creature possesses eight eyes set on the front and tops of his head. This array allows him to see in front, to the sides and behind simultaneously.



However, Eight-Eyed vision is rather detail-poor. Shape, size, light, dark and even muted color tones can be discerned, but visual details are lost. It is, for example, very difficult for an Eight-Eyed creature to read, and it is difficult for him to recognize another character by appearance alone. He relies heavily on vibration, voice and taste to fill in the details.

Fish Eye Dt 2 pts.

This trait allows the creature to see reasonably well underwater. No additional penalties for being underwater apply—darkness and visibility apply as normal.

Night Eyed Dt 5 pts.

This trait allows the creature to see perfectly well in the darkness and suffer no penalties for night time conditions. Rain and haze do affect him like other characters, however. And bright light imposes a +1 Ob penalty.

Poor Vision Dt 4 pts.

+2 Ob to all vision-based Perception tests.

Pronounced Fore-Eyes Dt 3 pts.

For creatures with Poor Vision, this trait allows them to see with a clarity near to men.

Sight of the Eagle Dt 8 pts.

Adds +2D to vision-based Perception tests because Eagles are *that* good!

Sight of the Owl Dt 3 pts.

This trait reduces darkness/visibility penalties by two. Creature is +1 Ob to act in bright light.

Tunnel Vision Dt 2 pts.

May see as normal in low-lit areas, but not in complete darkness. Reduce darkness visibilities by one step. Those looking directly into these eyes will see glowing, green orbs staring back.

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Wall-Crawler Dt 8 pts.

This monster has tiny claws at the end of its limbs that allow him to climb walls, trees, cliffs, vines and ropes without difficulty. (He may not climb sheer surfaces like glass or slick ice, however.) He moves at his standard Speed rates along vertical surfaces—he may even sprint! Wall-crawlers gain +2D to all Climbing tests. See the Great Spider Climbing skill listing for more on this.

War-Sense Dt 3 pts.

This creature can sense a war about to transpire within 100 leagues of his lair. It gets his appetite up.

Web-Sense Dt 3 pts.

So attuned is she to the vibrations and variations of the orb web, this monster may hear and feel everything that goes on in her web as if it were happening to her.

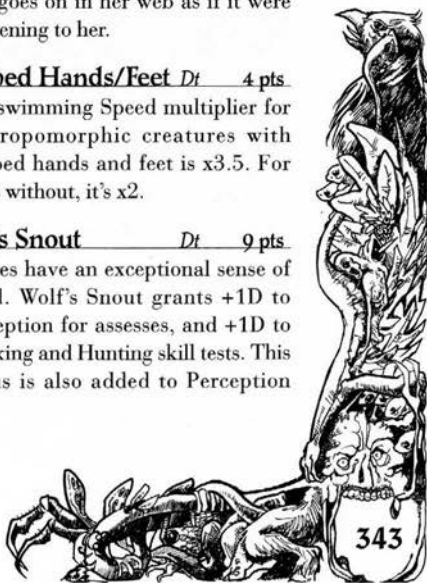
Webbed Hands/Feet Dt 4 pts.

The swimming Speed multiplier for anthropomorphic creatures with webbed hands and feet is x3.5. For those without, it's x2.

Wolf's Snout Dt 9 pts.

Wolves have an exceptional sense of smell. Wolf's Snout grants +1D to Perception for assesses, and +1D to Tracking and Hunting skill tests. This bonus is also added to Perception

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for determining Reflexes. This trait counts as Observation when combined with Woodland Ear.

Woodland Ear Dt 10 pts

Wolves have extraordinary hearing. The Woodland Ear allows wolves to discern different animal calls and add +1D to Perception tests for assesses, Tracking and Hunting. This bonus is also added to Perception for determining Reflexes. This trait counts as Observation when combined with Wolf's Snout.

Wreathed in Flame Dt 8 pts

Flames flicker across this creature's body—a coruscating aura of purification. Any creature touching or who gets inside of striking distance with the monster takes damage equal to the monster's Will exponent. This is a constant condition; damage is taken for every volley that the creature remains close the monster. The Resistant to Fire or Spirit Nature trait is required in order to take Wreathed in Flame.

Wings

Wings in Burning Wheel connote that the monster is capable of flight. If the wings are simply for ornament, take the Vestigial Wings trait and save yourself trouble and trait points.

There are many types of wings, but one thing they all have in common is they grant access to true flight. What is true flight? Simply, the ability to generate one's own lift for take-off; not having to rely on external sources for power, like updrafts or gliding.

It requires three actions in Fight! to take flight from the ground unless otherwise noted. Monsters may take flight in Range and Cover without an action cost.

Wings and Appendages

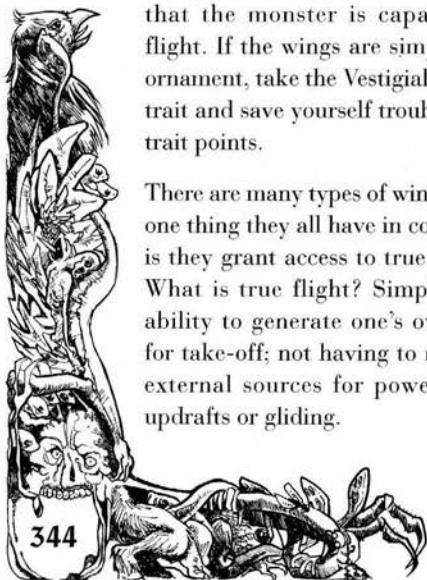
Technically, wings are appendages, and in the animal world they, take the place of arms. In the insect world, they are additional appendages above and beyond the six pre-existing legs. To clear up any confusion, it's worth noting whether your monster's arms are replaced by his wings or whether they are additional. Winged insects are always assumed to have 8-10 appendages (six legs and two to four wings).

The Price of Wings: 10¢

The actual trait point cost of wings is relatively cheap. They are all Additional Ability traits with the More Powerful and Pain in the Ass Penalty tacked on. Despite their low cost, it is worth noting that granting a monster flight is a relatively significant advantage. It's not overwhelming or unbeatable, but worth noting. Wings add a second Speed Multiplier to the creature—one for walking and one for flying.

Bat-Winged Dt 4 pts

This trait is meant to describe that the creature's forelimbs have been replaced by fleshy, bone- and sinew-reinforced wings. Its hands are little more than claws extending from the top of the wing-node joint. The



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fabric of the wing is anchored to the monster's body. Speed multiplier: 10x.

Dragonfly Wings *Dt* 7 pts

These beautiful, gossamer stretches of membrane are the holy grail of flight. The two pairs of wings allow the dragonfly impossible mobility—hairpin turns, the ability to hover, and blistering rate of acceleration. These wings only need one action to take flight, and may hover in place without effort. Consider the creature capable of aerial movements equal to a land-bound acrobat. Speed multiplier: x12.

Fragile Wings *Dt* 2 pts

These delicate wings require double normal recovery times to heal and can be damaged in a fall or even high winds. When under uncontrollable and/or dangerous conditions, On a DoF roll of a 1, the wings are torn and damaged. They must heal as if they took a Midi wound, and flying speed is reduced by two dice (-2D) until healed. Fragile Wings is meant to be added to another wings trait.

Four-Winged *Dt* 7 pts

This is a special trait to describe strange creatures that bear four full bird-like wings. Such magical creatures can fly at x12 Speed multiplier and take flight in two actions, rather than three. Also, they may hover in place.

Gossamer Wings *Dt* 6 pts

These are the mythical wings of faeries and their ilk. Speed multiplier: x14, but only require two actions for lift off.

Insect Wings *Dt* 5 pts

Insect wings are delicate sheets of membrane that allow creatures to buzz about. They grant Speed multiplier: x10.

Membranous Wings *Dt* 5 pts

These are the membranous, translucent and veiny wings that are often a third set of limbs sprouting from the backs of various monsters—Dragons, Dæmonim, and Hsigo to name a few. They are like bat wings in all other respects. (Speed multiplier: x10.)

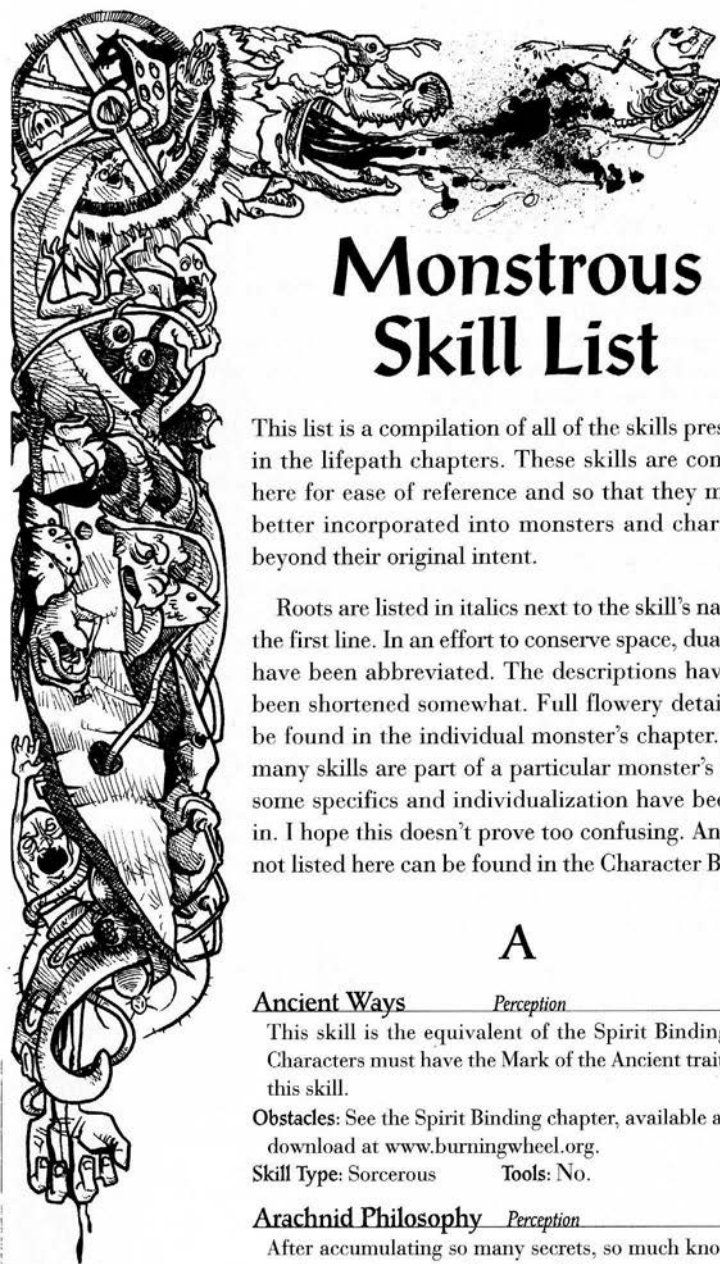
Six-Winged *Dt* 8 pts

Seraphim bear six wings: two to cover their face, two to cover their arms and two to cover their feet. Using this multiplicity of wings, they may fly at x15 Speed multiplier and may take flight in a single action, rather than three. Also, they may hover in place.

Wings *Dt* 6 pts

This creature bears wings similar to a bird and may fly via them. It requires three actions to take flight. Speed multiplier: x14.





Monstrous Skill List

This list is a compilation of all of the skills presented in the lifepath chapters. These skills are compiled here for ease of reference and so that they may be better incorporated into monsters and characters beyond their original intent.

Roots are listed in italics next to the skill's name on the first line. In an effort to conserve space, dual roots have been abbreviated. The descriptions have also been shortened somewhat. Full flowery details can be found in the individual monster's chapter. Since many skills are part of a particular monster's niche, some specifics and individualization have been left in. I hope this doesn't prove too confusing. Any skill not listed here can be found in the Character Burner.

A

Ancient Ways *Perception*

This skill is the equivalent of the Spirit Binding skill. Characters must have the Mark of the Ancient trait to use this skill.

Obstacles: See the Spirit Binding chapter, available as a pdf download at www.burningwheel.org.

Skill Type: Sorcerous **Tools:** No.

Arachnid Philosophy *Perception*

After accumulating so many secrets, so much knowledge and so much power, Masters of Eight spend long days, months, and even years contemplating what they have learned and formulating an over arching philosophy to encompass it all. On the rare occasions that Masters of Eight meet, they love to share and discuss their attendant philosophies.

ForKs: Way of Eight, Wyrding Way, Philosophy, History

Skill Type: Academic **Tools:** No.

B

Begging Will

Begging is the Wolf's version of the Persuasion skill. When a submissive wolf wants something, whether it be food or permission, he must beg the Dominant for it. Begging is not humiliating to a wolf; it is part of their nature. Sometimes the female Dominant will even need to beg when she is nursing her pups—she begs the pack to bring them food.

Obstacles: Most tests are based on the Will of the Dominant. Begging food for pups, Ob 1. Begging food from a kill, +1 Ob. Begging into a pack, +3 Ob.

FoRKs: Pack Etiquette
Skill Type: Social **Tools:** No.

Bridge-wise Perception

Bridge-Haunts always know where the best bridges are.

FoRKs: Man-wise, Dwarf-wise (where appropriate)
Skill Type: Wise **Tools:** No.

Bubble-Breather Forte

Sea Lord spiders can not breathe water. Rather they are taught to carry a bubble of air with them when they dive. The bubble is trapped beneath the abdomen (at the opening of the trachea). A single bubble will last a spider through a half hour of swimming and about an hour of just lying idle.

Skill Type: Special/Misc Tr. **Tools:** No.

Burrowing AgilPow

Ground-dwelling spiders often dig burrows in which to nest, rest and lie in wait for prey. The walls of these dens are supported by a fine layer of silk.

FoRKs: Silken Construct

Obstacles: A spider with this skill may clear one cubic pace of earth per success per hour. For looser, sandier dirt, increase the number to two paces of earth per success per hour. For harder pack reduce that to a half pace.

Skill Type: Craftsman **Tools:** No.

C

Cage-wise Perception

A wolf learns quickly the nature of his confinement—knowledge best used for the escape!

FoRKs: Escape Artist
Skill Type: Wise **Tools:** No.

Camouflage Per/Agi

Using this, monsters may take on the appearance of their surroundings and remain hidden. In the forest, this means covering their bodies with leaves and branches; in the swamp, monsters can cover themselves with moss and stones; in the desert, grass and sand.

Using this skill effectively requires that the monster remain relatively motionless while camouflaged. Test this skill as a Stealthy or Inconspicuous type skill. Characters can use Observation to more easily spot the hidden spider.

FoRKs: Stealthy
Obstacles: The spider creates an obstacle for the Observation test. Obstacle is equal to number of successes rolled on Camouflage test.

Skill Type: Forester **Tools:** No.

Cave-wise Perception

Dwellers in the Great Undernest know much about caves and what lies hidden within them.

Skill Type: Wise **Tools:** No.



Climbing (Spider) Speed

Spiders are quite adept at climbing. Their extra limbs allow them numerous advantages over other creatures in this regard.

Obstacles: Climbing a 70° rock wall, Ob 1. Climbing a tree, Ob 1. Climbing a 90° rock wall, Ob 2. Climbing upside down through rafters or branches, Ob 2. Climbing a 100° rock wall, Ob 3. Climbing across a smooth wooden ceiling, Ob 3. Navigating a smooth rock ceiling, Ob 4. Climbing an icy 100° rock wall, Ob 5.

Skill Type: Physical **Tools:** No.

Culling Perception

Handmaidens practice an exacting ritual to cull out males who are unfit to mate and to keep those who are. It acts like the Aura Reading skill on pages 229-230 of the Character Burner. This skill does not require The Sense, Second Sight, or Celestial Sight to use. May only be used on Great Spiders.

ForKs: Male-wise, Spider-wise
Skill Type: Social **Tools:** No.

D

Dog-wise Perception

Wolves who live close to Men inevitably come to know the ways of dogs.

Skill Type: Wise **Tools:** No.

E

Elf-wise Perception

Some Great Wolves journey to the Elves and speak with them awhile about the passing of the seasons.

Obstacles: Proper etiquette for entering Elf-lands, Ob 4.

Skill Type: Wise **Tools:** No.

Escape Artist Per/Agi

Wolves can learn nearly anything. When trapped or caged, they quickly learn the mechanics of their captivity and devise a method of escape.

Obstacles: Collars, Ob 1. Leashes, Ob 2. Traps, Ob 3. Cages, Ob 4 and up.

ForKs: Cage-wise, Trap-wise
Skill Type: Special **Tools:** No.

Extortion Will/Per

Bull Trolls sometimes learn that it is more fruitful to let their victims live and continue to extort food and shiny bits from them over the years. This way they can get more than a single meal out of them!

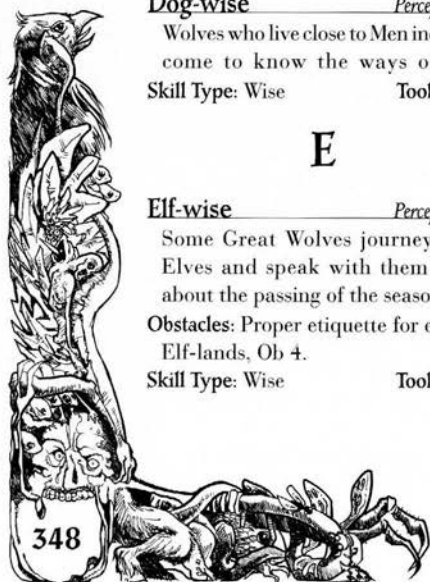
ForKs: Intimidation, Interrogation, Haggling
Obstacles: Obstacles are equal to the Will of the victim.
Skill Type: Social **Tools:** No.

F

Firebombs Per/Agi

The Arsonist learns how to mix ingredients to create incendiary bombs. The Mark result damage is listed with each type. If the explosion hits a character, roll the DOF to determine IMS (like a spell). This skill does not cover the distribution of such bombs. That would come from Agility, Throwing, Artillery or simply inconspicuous placement. When igniting such a device, roll the DOF. On a 1 the bomb malfunctions: Odds, it detonates in the hand; evens, it's a dud.

ForKs: Alchemy, Herbalism
Obstacles: Small, bottle-sized incendiaries, B6, Ob 1. Incendiary bomb, B8, Ob 4. Fat Boy, B10, Ob 6.
Skill Type: Craftsman **Tools:** Yes.



Forest-wise Perception

The knowledge of the forests of the region—their paths, their pools, their glens and dens.

Obstacles: Knowing a good den, Ob 2.
Good hunting grounds, Ob 3.

FoRKs: Territory-wise

Skill Type: Wise **Tools:** No.

G

Garrote Agility

A garrote is a two to three foot length of cord strung between two small wooden handles. It is used to throttle victims to death. To use this skill, the character must be on the Inside. Once there, a 2D (or greater) Lock must be established around the neck with the garrote. If such a Lock is achieved, the victim loses 1D Forte every two exchanges thereafter. If Forte reaches zero, the victim falls unconscious.

FoRKs: Brawling, Throttling Training
Skill Type: Martial **Tools:** Yes.

H

Hoof-wise Perception

Wolves learn the habits and nature of their prey.

Obstacles: Species (Horse, Deer or Elk), Ob 1. Judging the health of intended prey, Ob 2. Age-and gender of prey, Ob 3. Prediction of herd location, Ob 4.

Skill Type: Wise **Tools:** No.

Howling Will

Wolves love to howl, and they do so for many reasons. Howling is the combination of the Singing, Oratory, and Conspicuous skills.

Obstacles: Sing discordantly, Ob 1. Sing for joy, Ob 2. Howl for the lost, Ob 3. Howl for warning, Ob 4.

Skill Type: Social **Tools:** No.

Hunter-wise Perception

Web-Stalkers learn the habits of the Masters of the Hunt—all the better to ambush the hunters!

FoRKs: Spider-wise, Hunting

Skill Type: Wise **Tools:** No.

Hunter's Dance Will

Masters of the Hunt have their own peculiar mating ritual. This involves much dancing, bowing and gesturing. If the mate is willing, he or she will join in the dance. If he or she is unwilling, or the Dance is done poorly, the ritual may result in a brawl!

FoRKs: Mate-wise

Skill Type: Peasant **Tools:** No.

Hunting (Spider) Per/Spd

Hunting spiders use different hunting tactics than Men and Wolves. Since they have neither the benefit of a bow nor that of a pack, they must rely on patience and stealth to bring them close to their quarry.

FoRKs: Prey-wise, Mimicry, Camouflage

Skill Type: Forester **Tools:** No.

Hunting (Wolf) Perception

Wolves hunt for their prey in a different manner than Men, Elves, and Orcs. Use the sample obstacles below to determine how much prey a pack can bring down over the course of a week. When pack-hunting, be sure to use the Helping rules on page 39 of the Burning Wheel. The Dominant is always the primary for this test. Last Wolves, Pups, Elders, and nursing Dominants may not help in this test—only Hunters, Aunts, Uncles and Yearlings.

Obstacles: Adequate kills to feed a pack of up to three is Ob 4. Adequate kills to feed of pack of three to five great wolves is Ob 5. Adequate kills for a pack of six to seven is Ob 7. Plentiful hunting ground reduces obstacle by 1. Wild land gives neither a bonus



nor penalty. Barren land is +1 or +2 obstacle depending on just how barren it is.

ForKs: Tracking, Scent-wise, Territory-wise, Forest-wise

Skill Type: Forester. **Tools:** No.

I-K

Instruction Will

This skill allows a character to impart his knowledge to his pupils in a more efficient manner. When using the Learning From Another: Instruction rules on page 52 of the Burning Wheel, test this skill. Each success after the first reduces the time required to earn a test by 10%.

ForKs: Aura Reading

Skill Type: Social **Tools:** No.

L

Lariat Agility

Strand-Hunters learn the peculiar art of using their webs like a lariat or lasso to snare their prey. The lariat is usually rather simple—a silk line whose end is coated with the spider's adhesive. This rudimentary device enables a Strand-Hunter to pluck birds out of the air and beasts off the ground.

ForKs: Snares, Throwing, Sleight of Hand

Skill Type: Martial **Tools:** No.

Lash Agility

Bellowers bear a massive lash with which they drive on their lessers. So terrible and huge is this whip that it may be used as a weapon.

Obstacles: As a melee weapon. See the Resources section for stats.

Skill Type: Martial **Tools:** Lash.

Luring Per/Agi

Strand-Hunters know how to construct lures to bring prey within range of their lariats. These lures are built from spider silk and are hung near the hunter's perch to bring curious animals closer. Ambitious hunters have been known to sculpt false birds, young deer and even effigies of children to draw prey in.

ForKs: Snares, Silken Construct

Obstacles: Small animals, Ob 1. Birds, Ob 2. Large Animals, Ob 3. Two-leggers, Ob 4.

Skill Type: Forester **Tools:** No.

M

Male-wise Perception

Hunter-Seekers are taught the habits, routines and rituals of their prey, male spiders.

ForKs: Spider-wise

Skill Type: Wise **Tools:** No.

Legion-wise Perception

Ghosts are wise and knowledgeable; even the ways of the Black Legions are not unknown to them.

Obstacles: Location of worgs in a Legion march, Ob 2. Frequency of Legion patrols, Ob 3. Command structure of Ebon Tyrants, Ob 4.

Skill Type: Wise **Tools:** No.

Man-wise Perception

Certain wolves learn the ways of Men.

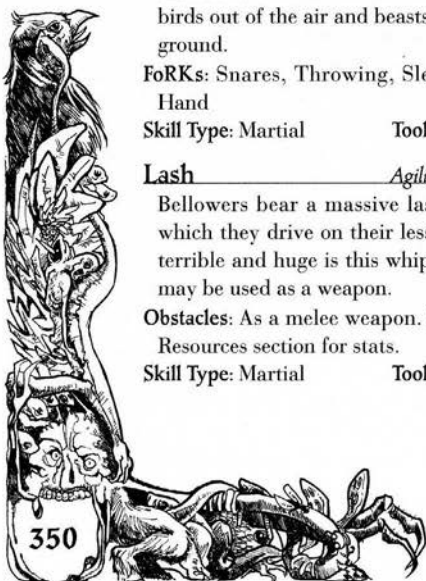
Skill Type: Wise **Tools:** No.

Mate-wise Perception

Choosing the proper mate is very important. Spiders come to know the signs of who will be compatible and who will just be downright murderous.

ForKs: Mating Rites/Rituals

Skill Type: Wise **Tools:** No.



Mimicry Per/Wil

Webstalkers learn to mimic the voices, footfalls and gesticulations of other spiders. They particularly play off the fact that a spider's vision is none too good!

FoRKs: Inconspicuous

Obstacles: Mimicking a type of spider, Ob 1. Mimicking a specific spider's movements, Ob 2. Mimicking a specific spider's gestures or voice, Ob 3. These obstacles assume the mimic is of the same relative size and disposition as the mimicked. Increase obstacles by +1 for different size, and +1 for different body type—Hatched in Air vs Broodling, for example.

Skill Type: Wise **Tools:** No.

Mine-wise Perception

Mine-haunts know their way around the tunnels and delvings.

FoRKs: Dwarf-wise

Skill Type: Wise **Tools:** No.

Mounted Combat Per/Spd

Bearing a rider on a journey and bearing him into combat are two very different skills. A wolf must be trained to modify his fighting style in order to coordinate with his rider and not roll him or throw him. For detailed information on using this skill, see page 241 of the Burning Wheel.

Skill Type: Martial Training **Tools:** No.

N

Nature of All Things Will/Per

This skill teaches the vague knowledge of the interconnectedness of all things. This skill can be used as a FoRK for nearly any other skill (except Martial skills) just like the Astrology skill. This skill is not open-ended.

FoRKs: Appropriate Wises. May FoRK into any other wolf-skill

Skill Type: Academic **Tools:** No.

Nursing Will/Per

This is the delicate process of weaning pups off the teat and slowly introducing them to meat and forage. Nursing may also be used as Field Dressing as per page 202 of the Burning Wheel.

FoRKs: Rearing

Skill Type: Special **Tools:** No.

O

Old World-wise Perception

This wolf knows the Old Ways from before time. He knows of a world before Men, before Orcs, Dwarves, and even Elves—a time when only one wolf stalked a single, great, vaulting forest.

Obstacles: Location of ancient dens, Ob 2. Guessing the age of a tree, Ob 3. Predicting the severity of a regional season, Ob 4.

FoRKs: Way of the First Hunter, Nature of All Things

Skill Type: Wise **Tools:** No.

Orb-Wise Perception

Much can be discerned from the pattern of an orb—the size, gender and perhaps even identity of its maker.

FoRKs: Weaving

Skill Type: Wise **Tools:** No.

Orc-wise Perception

Wolves who live with Orcs learn their tormentors' culture and lifestyle.

FoRKs: Legion-wise

Skill Type: Wise **Tools:** No.



P-Q

Pack Etiquette *Perception*

This is crucial knowledge of the laws of the pack—what behavior is appropriate at what juncture.

Obstacles: Feed order at a kill, Ob 2. Approaching the pack as a foreigner, Ob 4.

FoRKs: Begging
Skill Type: Social **Tools:** No.

Pack-wise *Perception*

To know a pack by their habits and their trails; to know where they would hunt and den.

FoRKs: Wolf-wise
Skill Type: Wise **Tools:** No.

Path-wise *Perception*

This skill reflects a wolf's knowledge of the many paths through the forests, prairies and swamps. Path-wise wolves often know the quickest way to get from here to there.

FoRKs: River-wise, Forest-wise, Hoof-wise, Orienteering
Skill Type: Wise **Tools:** No.

Poisons-wise *Perception*

Dark Friends learn to know poison a by its scent.

Skill Type: Wise **Tools:** No.

Preaching *Will*

As per Oratory, except Preaching relies upon religious doctrine, real-life anecdotes, and folk wisdom.

FoRKs: Intimidation, Falsehood, Doctrine, Soothing Platitudes
Skill Type: Social **Tools:** No.

Predator-wise *Perception*

The sea is a very dangerous place to hunt. All manner of large predators compete with the Sea Lords, from dolphin, to squid, to shark.

Skill Type: Wise **Tools:** No.

Prey-wise *Perception*

Masters of the Hunt quickly learn what is viable prey and what isn't.

FoRKs: Hunting, Appropriate Wises
Skill Type: Wise **Tools:** No.

Pup-wise *Perception*

A wise Uncle can always tell the difference between troublesome pups and well-behaved ones.

Skill Type: Wise **Tools:** No.

R

Rearing *Will*

When a character with the Rearing skill is teaching another character a skill (via the Instruction rules on page 52 of the Burning Wheel), test this skill. Each success after the first reduces the overall time per test by -10%.

FoRKs: Way of the First Hunter
Skill Type: Social **Tools:** No.

Rider Training *Pow/Spd*

This training teaches a wolf how to subordinate itself and accept commands from a rider. For detailed information on using this skill, see the Mount Burner (available as a pdf download at www.burningwheel.org).

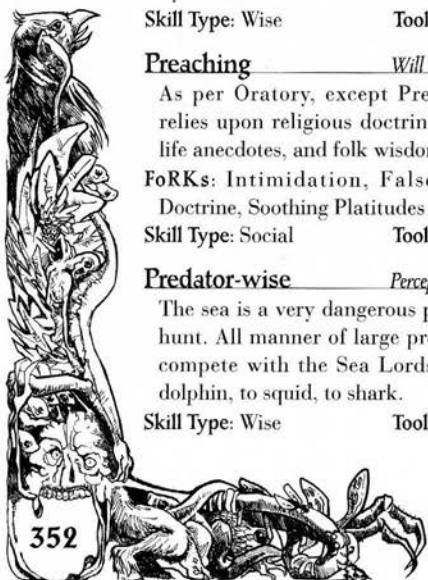
Skill Type: Physical Train. **Tools:** No.

Rituals-wise *Perception*

The Dark Friends learn to know the Rituals of their bloody masters. They can tell the coming effect by the intonation of the Summoner's voice and the amount of blood he spills.

Obstacles: Telling a real ritual from a fake, Ob 1. Knowing a Ritual of Blood vs a Ritual of Night, Ob 2. Knowing the precise Ritual by the sound of the first few syllables, Ob 3.

Skill Type: Wise **Tools:** No.



River-wise *Perception*

The depth, breadth and length of the rivers, streams and creeks that run through the pack's territory.

FoRKs: Forest-wise, Path-wise

Skill Type: Wise Tools: No.

Rituals of Blood *Will*

Secret Spinners are adept with the Orcish Rituals of Blood. In fact, their collaboration with the Orc Dark Servants has created a new ritual, the Secret of Eight.

FoRKs: Rituals of Night

Skill Type: Sorcerous Tools: No.

Rituals of Night *Perception*

Secret Spinners may learn the Orcish Rituals of Night.

FoRKs: Rituals of Blood

Skill Type: Sorcerous Tools: No.

S

Savage Attack *AgilSpd*

Savage Attack is a full on Martial Arts skill. Unlike Brawling, it gives access to all the basic martial maneuvers.

FoRKs: Brawling

Skill Type: Martial Tools: No.

Scavenging *Perception*

A player using his character's Scavenging skill may state what he is looking for—it can be any type of item, but it cannot be a specific or unique thing. A successful roll indicates that the character has found a reasonable facsimile of what he set out to look for.

Obstacles: Common household goods are Ob 2. Hard to find items are Ob 3. Rare objects are Ob 5. Obscure or out of place items are Ob 7.

FoRKs: Village-wise

Skill Type: Forester Tools: No.

Scent-wise *Perception*

This wolf is particularly wise in the ways of scent and smell. He keeps a catalog of scent and identity in his memory.

Obstacles: Recalling a scent from years past, Ob 2. Detecting familial relations via scent alone, Ob 4.

Skill Type: Wise Tools: No.

Spirit-Hunter-wise *Perception*

Ghosts of the Deeping Wood eventually come to know their enemies and pursuers, the Spirit-Hunters.

Obstacles: Discerning the nature of a howl-song, Ob 2. Telling the difference between a Chaser, Howler or Hunter, Ob 3. Knowing where the Spirit-Hunters roam, Ob 4.

Skill Type: Wise Tools: No.

Sea-wise *Perception*

Sea Lords are intimate with the sea they call home. They know her currents, tides, pools, and her moods and habits.

FoRKs: Water-wise

Skill Type: Wise Tools: No.

Silk Sailing *AgilSpd*

Orb-Weavers learn to create great sails of webbing and use them to catch the wind and glide over great distances. To use this skill, the Orb-weaver must first create a sail. This requires about a day's work and is an Ob 3 skill test. Then the spider needs a height or a clear, windy area to lift him off. Great Spiders generally require strong wind in order to get airborne. Once airborne, the spider has only minimal control over his journey—the winds propel him where they will. However, he can make slight adjustments to his course—general direction and descent—by manipulating the sail with his hind legs. On a windy day a spider can



easily travel 100-200 miles before being forced down by bad weather or lackluster winds.

FoRKs: Weaving (For sail creation)

Obstacles: Getting airborne with a proper wind, Ob 2. Descending in a field, Ob 2. Descending on a road, Ob 3. Descending on a house, Ob 5. Altering general course, Ob 3.

Skill Type: Special/Misc **Tools:** Sail.

Silken Construct *Agility*

Spiders with this skill may create walls, floors, tunnels and bridges from their silk. These constructs are solid and fuzzy white in appearance. A spider with the Silken Construct skill may easily traverse such surfaces, but other creatures (including spiders) find these webs somewhat awkward to walk on. All Speed obstacles are raised by +2 while on the web. Thus walking is an Ob 2 Speed test, Jogging is an Ob 3 test, and Sprinting is Ob 6.

FoRKs: Weaving

Obstacles: Wall or Platform, Ob 2. Tunnel, Ob 3. Bridge, Ob 4.

Skill Type: Artisan **Tools:** No.

Snares *Per/Ag*

The snares skill teaches the spider how to create trips, traps and snares to catch her prey. This is nearly identical to the standard Trapper skill, except the spider creates all the traps herself from her own silk. See the Web Mechanics section for more on building snares and nets.

FoRKs: Lures, Burrowing, Lariat (for Netting)

Obstacles: Line Noose, Ob 2. Hanging Noose, Ob 3.

Skill Type: Forester **Tools:** No.

Spider-wise *Perception*

It is useful to know the habits and patterns of other spiders. Not that one would use that knowledge to unfair advantage....

Skill Type: Wise **Tools:** No.

Strand Ritual *Will*

Orb Weavers have their own particular and peculiar mating ritual. The process is long and obscure—the courting mate must know the proper patterns to tap out on the web before even being allowed to approach.

FoRKs: Mate-wise

Skill Type: Peasant **Tools:** No.

Swimming *Speed*

This training skill gives a spider a x2 Speed multiplier when swimming sub-surface. This is not for water-walking.

Skill Type: Physical Train. **Tools:** No.

T-U

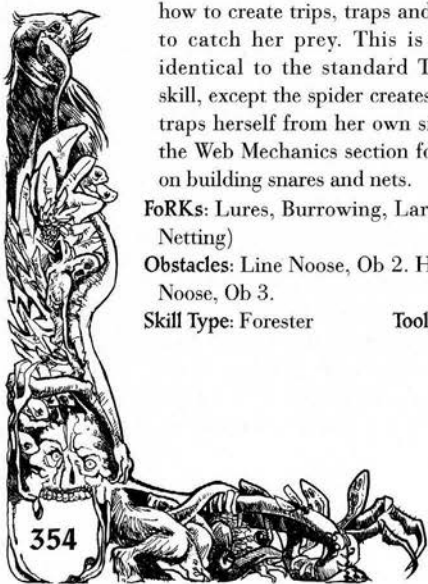
Tongue of the Ancient One *Per*

It is said that the Great Ancient whispered his secrets to his last pup before he passed on from this world. He taught his outcast and hated child how to speak the true speech, how to make his words have power beyond understanding.

This skill is the equivalent of Sorcery for Men. Great Wolves with the Mark of the Ancient trait may use this skill to cast spells.

Obstacles: See Incantations on p. 119 of the Burning Wheel.

Skill Type: Sorcerous **Tools:** No.



Tracking (Wolf) Perception

Wolves track in a slightly different manner than Men, Elves and Orcs—they rely on scent and sound more than sight.

Obstacles: Tracking fresh scent on dry earth, Ob 1. Recognizing a known creature by scent trail, Ob 2. Picking up day old scent: Ob 3. Following fresh scent from nearby prey on the wind, Ob 4. Tracking fresh scent in new, light rain, Ob 5. Tracking quarry that has crossed through a stream, Ob 6. Tracking after rain, Ob 7.

FoRKs: Scent-wise

Skill Type: Forester

Tools: No.

Tree-Wise Perception

An Orb-Weaver learns a great deal about various trees in order to spin a durable web in a proper location.

Skill Type: Wise

Tools: No.

V

Village-wise Perception

Wolves can learn the ways of the villagers and peasants. Where they keep their cattle and trash is of paramount importance.

FoRKs: Man-wise

Skill Type: Wise

Tools: No.

Void Embrace Forté

Neither Orcs nor Spiders are suited to the strain that Rituals cause upon the frame of the caster. This training teaches the disciple of the Dark Blood how to mitigate the pain of Tax, and how to open his Hatred to a new, unholy world. Void Embrace Training is required to purchase the Blasphemous Hatred trait.

Skill Type: Sorcerous Train. **Tools:** No.

W, X, Y, Z

Water-Walking Speed

This skill allows spiders to walk on relatively calm water without difficulty—they actually skate across the surface. While on the surface, they are still subject to the dangerous whims of the sea—to wind and wave.

FoRKs: Silken Construct

Obstacles: Walking on: choppy water, Ob 3; rough sea, Ob 5. Jogging on choppy water is an Ob 4 test; sprinting is an Ob 7 test.

Skill Type: Physical

Tools: No.

Water-wise Perception

The nature of waters, flows, currents and tides.

FoRKs: Sea-wise

Skill Type: Wise

Tools: No.

Wave Rite Will

Sea Lords mate on the open waves. Their rituals are dangerous and arduous.

FoRKs: Mate-wise

Skill Type: Artisan

Tools: No.

Way of Eight Will/Per

The Way of Eight is simultaneously a Doctrine and an Astrology skill. It may be used in both capacities whenever appropriate. The divinations are all done via web-casting and strand-falling. The patterns in which the strands come to rest each represent a message from the Queen-Mother. (May also be used like Astrology for FoRKs. See page 163 of the Character Burner).

Skill Type: Sch. of Thought **Tools:** No.

Way of the First Hunter Will/Per

This is the Spirit-Hunter's history of the world.

FoRKs: Old World-wise, Nature of All Things

Skill Type: Academic

Tools: No.



Weather-wise Perception

Sea Lords must be very aware of the weather when hunting on the sea. Combined with their acute senses, Weather-Wise allows the spiders to make a fair estimate of what the coming weather will be.

FoRKs: Sea-wise

Obstacles: Today's weather, Ob 1. Tomorrow's weather, Ob 3. Next week's weather, Ob 5.

Skill Type: Wise **Tools:** No.

Weaver Agility

Weaving is the trademark skill of the Masters of Orb. It is this skill that allows them to create their beautiful and strong webs. Weaving is more like an engineering skill than a cloth-weaving skill. Orb-weavers learn how to create load-bearing strands, support strands, tension lines and trap lines—the portions of the webbing coated with adhesive to catch prey.

A great spider with this skill may create a 5 pace area web in one minute. Extra successes reduce time as per the working quickly rules.

FoRKs: Silken Construct

Obstacles: Base obstacle for a web that supports a Diminutive Stature spider is Ob 3. Add +1 for Middling Stature and +2 for Massive Stature-webs.

Skill Type: Artisan **Tools:** No.

Web-wise Perception

Web-Stalkers learn the nature of webs—which lines entangle, which are safe to walk on—so that they may have better access to their prey!

FoRKs: Weaver, Silken Construct, Spider-wise, Orb-wise

Skill Type: Wise **Tools:** No.

Wolf-wise Perception

The venerable Ghost of the Deeping Wood comes to know all that can be known about the ways of the Wolf.

FoRKs: Pack-wise, Territory-wise

Skill Type: Wise **Tools:** No.

Wyrd-Weaving Weaving

Wyrd Weaving is a training skill that unlocks the Great Spider's innate magical ability. Once this training is learned, a spider may then combine his Weaving skill and his Will stat in order to spin webs that have magical effects. See the Wyrd Weaving section for more on these spells.

FoRKs: Way of Eight, Wyrding Way

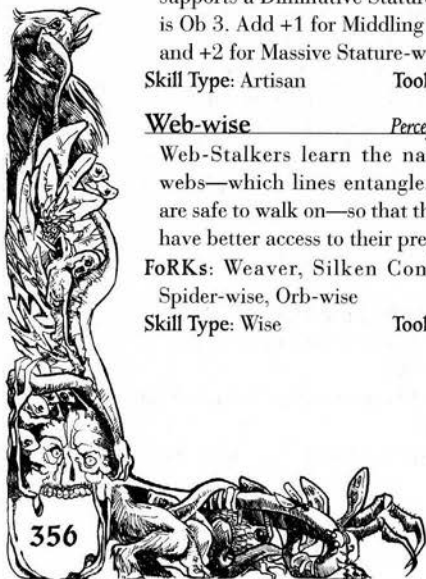
Skill Type: Sorcerous Train. **Tools:** No.

Wyrding Way Perception

Web Wyrds learn the history of their art and its attendant symbology.

FoRKs: Philosophy, History, Symbology

Skill Type: Academic **Tools:** No.





Monstrous Spell List

The spells, songs and rituals from the Spiders and Wolves have been compiled here for easy reference.

Wolf howls are listed with their Root and syllables. Spells are listed with their obstacle and syllables. Spider's web-wyrds use actions instead of syllables.

Ancestral Jaw Will x1 Actions

It is a matter of debate among the Spirit Hunters and the Elven Wanderers as to who taught whom to sing. The Great Wolves attest that the Elves learned to sing from listening to Great Grandfather howl. The Wanderers say otherwise, it was their creator who taught Grandfather how to howl in chord and vary his pitch.

Regardless of who is correct, this song is very similar to the Elven Sword Song. It allows the Spirit Howler to summon ancient power into his jaws, transforming them into a spirit weapon, or worse.

Ob 1: *Spirit Jaws*, jaws become a spirit weapon. (This is the most basic form of this howl. All subsequent forms count as Spirit Jaws in addition to the howled for power.)

Ob 2: *Preternatural Jaws*, extra successes add dice to the wolf's Brawling or Savage Attack skills. Ob 3: *Fox-Luck*, all Brawling, Savage Attack, Speed and Natural Defenses dice become open-ended. Ob 4: *Jaws of Lightning*, +1 to Reflexes for the duration of the combat. Ob 5: *Power of the Avalanche*, the wolf may double his dice on the Charge.

Duration: Exchanges equal to Will exponent.



Ancient Grip

Ob 2-5

2 Actions

The wizard calls upon the deep strength of roots, branches, blades and vines to reach forth and pull down the unwary and weak. Ensorcelling grass and brush is Ob 2; vines and hangers are Ob 3; small branches and saplings are Ob 4; large thick branches are Ob 5.

This spell causes available plants and trees to Close on and Lock the Haunt's target. Ancient Grip's Speed is equal to the caster's Will: +1D for grass and vines, +/- 0D for small branches and -1D for large branches. The Power of the Grip is the caster's Will: -2D for grass, -1D for vines, +/- 0D for saplings, +1D for large branches. Grass and vines act with a Reflexes of B6, branches act with a Reflexes of B4, and large branches with a Reflexes B3. They will attempt to Lock and subdue their victim for as long as the wolf sustains the spell.

The spell affects a number of targets equal to half the Wolf's Will.

Origin: Caster

Area of Effect: Presence

Element: Earth

Impetus: Control

Duration: Sustained

Resource Points: 6

Primal Bark

Will

2 Action

This ferocious and formidable bark comes from deep within the wolf. Channeling the essence of his snarls and barks, the wolf speaks as Great Grandfather once did. This howl acts like the summoner's Abjure spell. Roll the wolf's skill vs the Spirit's Strength. If the wolf wins the test, the spirit is abjured and driven off. It will not return while the wolf remains in its domain. If used against a Named spirit, the obstacle is equal to the victim's Will. Success means the creature must pass a Steel test. If used against a creature of non-Spirit Nature, then the Primal Bark causes a Steel test to be taken. The wolf tests his Primal Bark skill and each success after the first is added to the victim's Hesitation. Any *animal* forced to hesitate from this bark will break and "Run Screaming." Characters may choose their own fate as per the standard Steel test results.

The Primal Bark is impossibly loud and penetrating. It can be heard over a great distance—for dozens of miles on a quiet night. The sound of it will summon forth any Spirit Hunters in the vicinity, who will come to the aid of their brethren.

Duration: Instantaneous

Galvanizing Web

Ob 3

8 Actions

A web wyrd may alter the strands of a web so that all those who look upon it shed their fears. While the wyrd maintains the spell, any Hesitation within the area of effect of this spell is immediately removed.

Origin: Presence

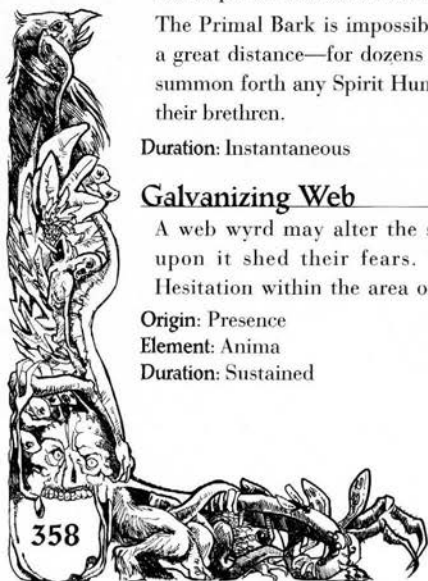
Area of Effect: Single Target/Presence

Element: Anima

Impetus: Influencing

Duration: Sustained

Resource Point Cost: 6



Grandfather's Song _____ Ancestral Taint _____ Actions: See below _____

This powerful and dangerous song allows the wolf to take on the traits of the very spirits he hunts. The danger in this howl is that it brings the wolf closer to joining Great Grandfather in the spirit realms—Grandfather's Song causes the Ancestral Taint to spread more quickly.

Silent Voice Ob: 5 minus Ancestral Taint. This part of Grandfather's song only requires a short (1 action) bark. Thenceforth while under the spell's power the wolf may speak directly to the minds of those within his presence.

Spirit Unseen Ob: 7 minus Ancestral Taint. The Spirit Hunter may go unseen to mortal eyes. This ability acts as a 7-success Chameleon spell around the hunter. 3 actions to cast.

Celestial Sight Ob: 8 minus Ancestral Taint. The Spirit Hunter may see as the spirits do. Combined with his Spirit Ears and Spirit Nose traits, this puts the Spirit Hunter's senses entirely within the realm of the spirits. 4 actions to cast.

Spirit Nature Ob: 10 minus Ancestral Taint. The wolf may walk as the spirits do. Time does not affect him so greatly, nor does gravity or other earthly bonds—shade shift the wolf's Speed one step to the right. Also, the wolf cannot be burned by mortal fire or cold, and mortal weapons do not harm him. When Grandfather's Song is called upon for Spirit Nature, Celestial Sight and Silent Voice are granted as well. 5 actions to cast.

When these song obstacles become zero, the ability becomes automatic—essentially the wolf has earned the trait.

Duration: Hours equal to Will exponent.

The Trackless Path _____ Ob 3^ _____ 4 Actions _____

When ensorcelled with this spell, the traveller leaves no trace of his passage. For each extra success, add +1 Ob to anyone attempting to Track or similarly follow the Great Wolf.

Origin: Presence
Element: Earth
Duration: Sustained

Area of Effect: Caster or Single Targ.
Impetus: Influence
Resource Points: 12

The Secret of Eight _____ Ob 5 _____ 7 Actions _____

Combining the twisted knowledge of Orc rituals with the language of Great Spiders, some addled mind has created a spell to call forth spiders great and small from their dens—beckoning them to the caster.

Origin: Personal
Element: Anima
Duration: Instantaneous

Area of Effect: Leagues
Impetus: Calling
Resources: 10

Web of Fear _____ Ob 5 _____ 14 Actions _____

This spell causes all those who look upon the wyrd's web to make a Steel test.

Origin: Presence
Element: Anima
Duration: Hours

Area of Effect: Single Target/Presence
Impetus: Influence
Resource Point Cost: 10



Web Steel

Ob 3[^]

Actions 12

The web wyrd may increase the strength of his webs. Extra successes can be used to increase the Surface/Breach ratings by one (each success increases both), increase the Integrity by one, or increase the Material Strength by one. Successes may be divided among all three options.

Origin: Personal

Area of Effect: Single Target—one web

Element: Anima

Impetus: Enhancing

Duration: Sustained

Resource Point Cost: 12

Wyrd Call

Ob 5[^]

Actions 15

The wyrd spins a web that, when touched or when the wind passes through it, sends out a siren call to all those nearby and draws them hither.

The spell causes any non-spiders within the area of effect to make a Steel test. If any Hesitation is generated, the character *must move toward the spider's web*.

Once spun, this spell sends its call out for one hour plus one hour per extra success. Characters must make a Steel test for each exchange they remain within the sound of the Call. Spell successes may be allocated between Duration and Area of Effect.

Origin: Personal

Area of Effect: 10s of paces

Element: Anima

Impetus: Influencing

Duration: Hours

Resource Point Cost: 20

Wyrd Cloak

Ob 4[^]

Actions 13

Spinning a weave of darkness and subterfuge, the web wyrd fades into the foliage like a shadow at midnight. Extra spell successes count as a Perception obstacle for those attempting to spot the cloaked spider. Characters without Observation suffer a double obstacle penalty.

Origin: Personal

Area of Effect: Caster

Element: Heaven

Impetus: Control

Duration: Sustained

Resource Point Cost: 16

Wyrd Sail

Ob 4[^]

Actions 12

By spinning special patterns into his silk sail the wyrd weaver may exert greater control over his flight. Add extra successes to his Silk Sailing skill. Extra successes can also be used to increase duration. This spell must be cast as the sail is being created.

Origin: Personal

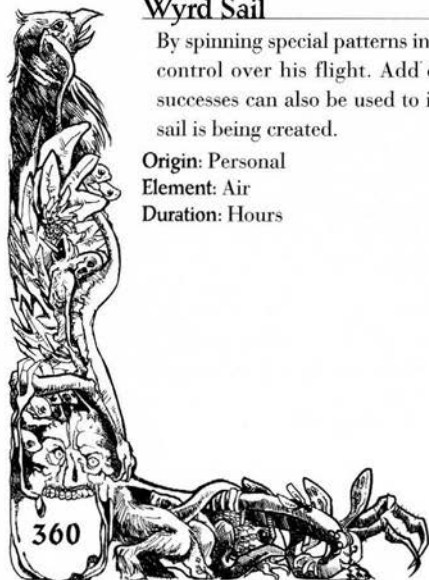
Area of Effect: Single Target—one sail

Element: Air

Impetus: Influence

Duration: Hours

Resource Point Cost: 16



Wyrd Shield

Ob 5^

Actions 16

This spell allows the spider to cover himself in a protective web coating. This Wyrd Shield acts as armor for the spider. The armor counts as a chainmail equivalent and count as armor protection dice for the cephalothorax. Extra successes may be spent to cover the legs location and abdomen location. The spell lasts for one hour, plus one per each success devoted to duration.

Origin: Personal

Area of Effect: Caster

Element: Anima

Impetus: Enhancing

Duration: Hours

Resource Point Cost: 20

Wyrd Strands

Ob 4^

Actions 15

A web wyrd may control web strands as if they were his own limbs. The web moves with a Speed and Agility equal to the caster's Will plus one per extra success. The web wyrd may perform martial actions with these enchanted strands.

Origin: Presence

Area of Effect: Single Target—one web

Element: Anima

Impetus: Control

Duration: Sustained

Resource Point Cost: 16

Wyrd Thrall

Ob 5^

Actions 16

When in view of this wyrd web, victims are susceptible to the spider's suggestions. "Why not step a little closer?"

A web wyrd must meet the obstacle of this spell in order to correctly build the web. Extra successes dedicated to the effect indicate the Will exponent that the web will affect. Thus if a spider puts 4 extra successes into the effect, creatures with a Will exponent of 4 or lower will be susceptible to his suggestions.

The duration of this spell indicates how long the web retains its magical effects. After the allotted time, it degrades and grows useless. Extra successes dedicated to duration increase the time by one hour per extra success. The suggestions themselves last as long as any other mundane suggestion would—they seem completely legitimate and like a fine idea: "I'd love to join you in your web!"

Origin: Personal

Area of Effect: Double Presence

Element: Anima

Impetus: Influence

Duration: Hours

Resource Point Cost: 20





Appendices





Monsters in Play

So what to do with all these monsters, all this potential to do anything character-wise?

Can you custom build special stocks for your characters and then run them through one of the lifepath sets? Yes. Can you just whip up a custom-critter for one-shot play? Yes. Can you just throw a few weird traits onto an existing character stock for the hell of it? Yes.

This book is designed to turn the power over to you, the player, so that you can design and play the kind of character best suited to your games.

In case you haven't noticed, I use the word "character" interchangeably with monster. Let's face it, they're one and the same. Monster really just means "character that isn't a human or a human analog."

Designing Playable Monsters

Certain critters like carnivorous plants, infectious slimes or brain-devouring swarms of maggots don't make good characters in this game. Why? Because, if you look at what is going on there, those types of creatures are obstacles for the characters to overcome. Interaction is generally limited and one-sided.

While cool, that's not the level of play *this book* encourages. I want players to *feel* these monsters. I want fear, anger, love, hate, greed, rage, joy, and lust; encounters that are dirty, gritty, memorable, and fun. They should be more than just an impediment to overcome in order to get to the real stuff. These monsters should be the very fabric of the *real* stuff.



Custom Stock

To create custom stock for use with one of the existing lifepaths sets—Men, Dwarves, Elves, Orcs, Roden, Spiders, Trolls or Wolves—the full monster burning process isn't necessary. Use the model stock as an example, incorporate or remove existing common traits as necessary into the new stock, and then design new common traits unique to this stock. Basically, you only need to use steps **1. Concept**, **2. Otherness=Traits**, **5. Monstrous Beliefs and Instincts**, **8. Trait Burner**, and **9. Peer Review**. (You don't have to worry about stats and skills, since those will come from the existing stock's lifepaths.) Of course, custom stock characters must go through the Peer Review process.

A player in a recent game wanted to play a monster. He wanted this monster-character to be the child of a woman raped by a snake demon—half man, half snake. This concept was agreed upon by the entire gaming group; it fit into what we were after for this particular campaign.

For this game, all players were under the stricture of creating City-Dweller characters. So we agreed the monster-building player would also use the Lifepaths of Man to build up his half-snake.

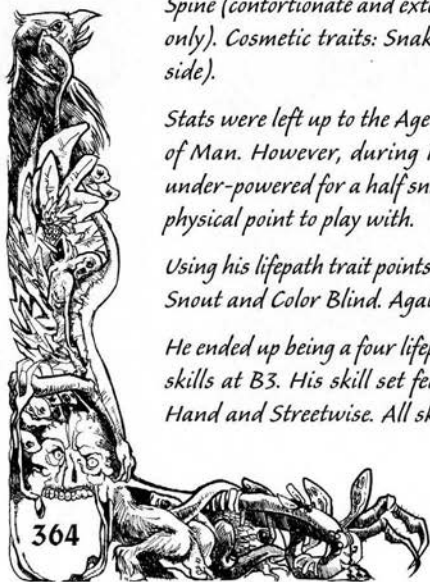
Once the concept was nailed down, the next step was to come up with common traits for a half-snake man. The player was clear in his concept—he wanted him to be human on one side of his face and scaly and snake-like on the other. Everything else about the character was driven by this decision.

Here are the traits he chose: Form: Human. Natural Advantages: Snake Spine (contortionate and extending), Poison Blood, Iron Scales (right side only). Cosmetic traits: Snake Eye (right eye), Green Scaled Skin (right side).

Stats were left up to the Age Chart and LP stat bonuses in the Lifepaths of Man. However, during Peer Review, I felt he was a bit physically under-powered for a half-snakeman. So as GM, I gave him an additional physical point to play with.

Using his lifepath trait points he bought the following special traits: Wolf's Snout and Color Blind. Again, these focused on the concept.

He ended up being a four lifepath character, 20 years old with all starting skills at B3. His skill set featured Disguise, Inconspicuous, Sleight of Hand and Streetwise. All skills to help him conceal his true nature. He



ended up being a very focused character, built using a custom-stock designed via the 100 Questions.

In play, the character proved useful and fun, if a bit secretive. He managed to remain full of surprises, and saved the other player characters' butts when they least expected it. He went from a thug to an accomplished insurrectionist and a religious zealot. All the while scrupulously maintaining the secrecy of his heritage.

Setting a Trait Point Cap

The Peer Review process works very well in curtailing characters that might not fit into a certain game, but don't be afraid to set limits beyond that rule. Setting a trait point cap—10 pts, 30 pts, etc—is a good way to keep everyone on the same page. Stat and skill point limits are useful as well. These kinds of limits are the same as asking players to make characters with a certain number of lifepaths.

By using limits, the GM lets every player know what he can expect. Players are assured that characters end up roughly on the same page. I'm a firm believer that limits spark creativity rather than stifle it.

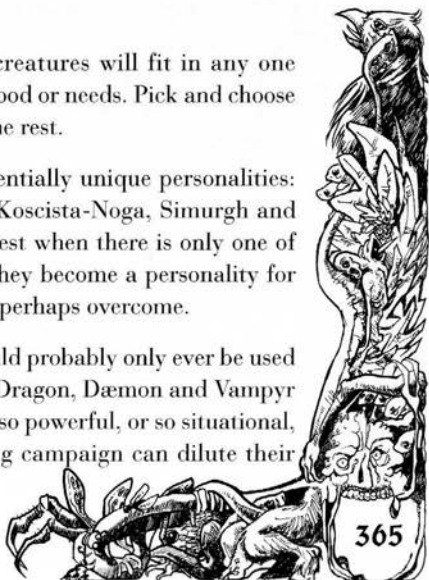
Using the Bestiary in Play

In case it wasn't obvious, the creatures described in the Bestiary were designed to be more than a something to end up on the end of a PC's sword. By illustrating the Hooks, Beliefs and Instincts for these monsters I hoped to provide the set up for whole adventures for players and GMs.

It bears noting that not all of those creatures will fit in any one campaign. Some aren't going to suit the mood or needs. Pick and choose the ones that are appropriate, disregard the rest.

Some of the monsters depicted are essentially unique personalities: the Ancient Seneschal, the Bishop Fish, Koscista-Noga, Simurgh and Uncle Vodnik, for example. They work best when there is only one of them extant in the campaign. This way they become a personality for the players to learn about, grow with and perhaps overcome.

While not technically unique, some should probably only ever be used once in your particular game. The Giant, Dragon, Dæmon and Vampyr spring to mind. These creatures are either so powerful, or so situational, that multiple appearances in an on-going campaign can dilute their



impact. (Or you just risk killing your players' characters by accident, rather than by design or via consent.) My preference for all of the above creatures is to make an on-going game that revolves around extended encounters with them. A Dragon's pretty potent. I think it would be quite easy to write an entire campaign based solely around dealing with one Dragon.

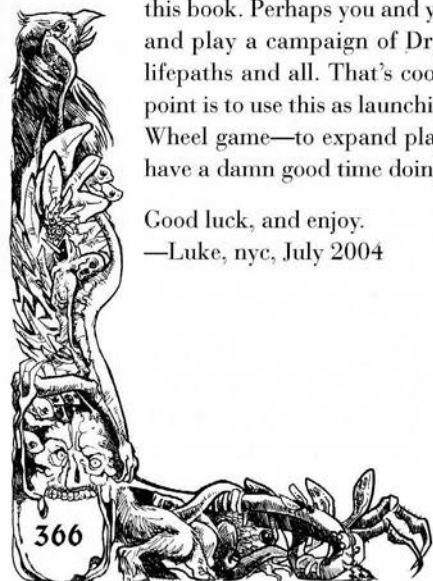
I didn't include the Amoeroth or Raksha in the above category because they are not as potent as the Dæmon, and not as cliched as the Vampyr. While their nature provides a lot of possibilities for an on-going, long term game, I think they will work best when interspersed with a variety of other encounters.

Some of the monsters are races just waiting to be fleshed out. The Chiropteran (pronounced "Kir-opt-e-rin"), Graymen, Great Eagles, Hsigo, Odonata, Ophidia, and Satyr are essentially optimal average templates (meant to be run through the Stock Burner). They are provided as a launching point for in-depth games. Hopefully, you'll use the material provided in the Lifepath Burner to expand on their many themes. Each of these creatures has a unique culture behind them waiting to be explored.

Lastly, there a couple of super-destructo monsters included in the Bestiary. These guys are all about trouble. The B'hemah, Martikhora (pronounced "Mar-tehk-whorah;" pretend you're in Jerusalem and say it), Mischief, and Red Caps are about messing with unsuspecting PCs. When they say trouble, they mean it!

These are just a few of the possible ways to use the material provided in this book. Perhaps you and your players want to take it one step further and play a campaign of Dragons, Dæmons, Raksha and B'hemah—lifepaths and all. That's cool, too. Whatever you choose, the ultimate point is to use this as launching point to further customize your Burning Wheel game—to expand play into new realms, push the envelope and have a damn good time doing it.

Good luck, and enjoy.
—Luke, nyc, July 2004





Gray and White Math

The Monster Burner presents a lot more mixed shades than the Character Burner. Because they are often representative of a force of nature or human psychology that requires heroic effort to overcome, monsters more fluidly span the grayscale.

Mixing Shades

Gray and Black

Whenever a gray shade mixes with black for an average, add two (+2) to the equation and then do the average.

Power G6 and Forte B6 average to 7, which would make a Mortal Wound of B13 rather than B12. $(6+6+2=14. 14/2=7. 7+ \text{base MW of } 6 = B12)$.

Whenever a gray shade stat or skill is setting an obstacle for a black shade stat or skill, add two (+2) to the obstacle.

A Dragon's Mesmerizing Gaze calls for a Will test against an obstacle equal to the dragon's own Will. In this case, the monster's Will is G6. If the victim of the gaze has a black shade Will, his actual obstacle would be 8. Hello challenging test!

White and Black

Whenever a white shade mixes with gray or black for an average, add three (+3) to the equation and then do the average.



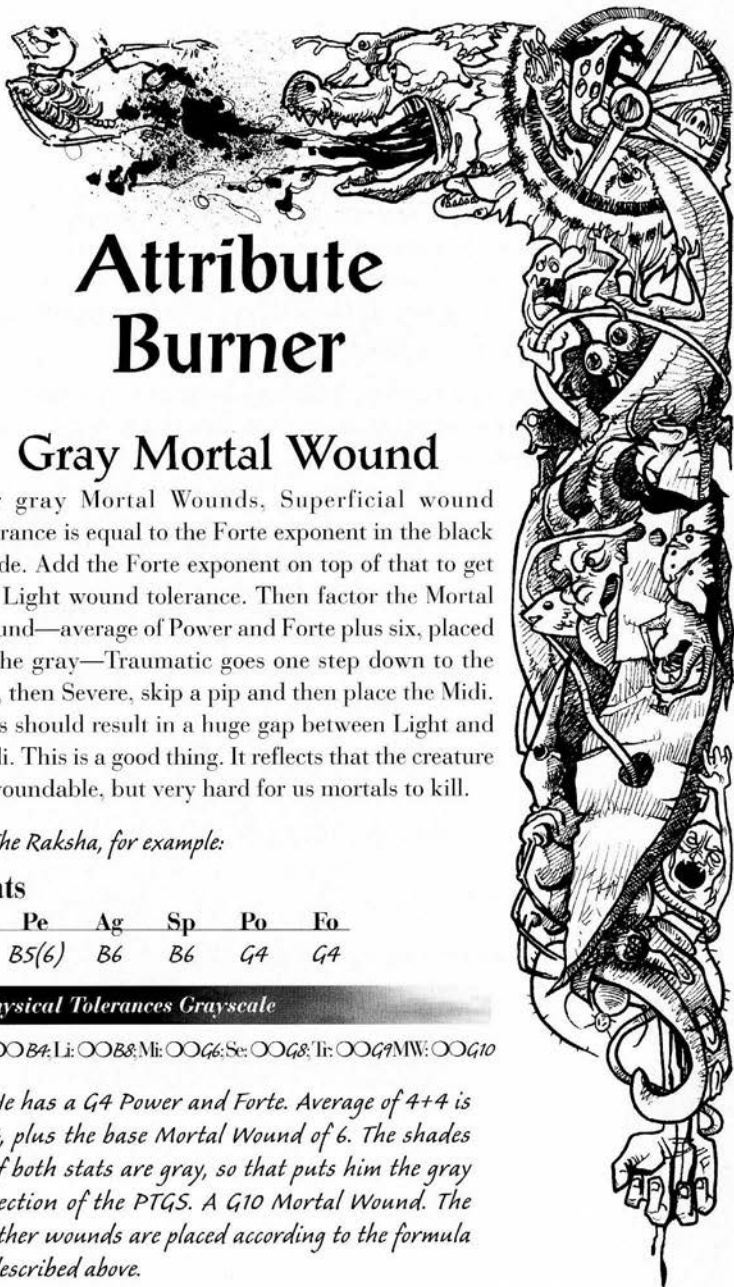
Whenever a white shade stat or skill sets an obstacle for a gray or black shade stat or skill, add three (+3) to find the actual obstacle of the test.

Shading

White and black make gray, period. However, if there are more black and gray shades in the average than there are white shades, then the shade must darken to black.

White and white make white. White and gray make gray. White and black make gray. Gray and gray makes gray. Gray and black makes black. Black, white and gray make black. White, gray and gray make gray. White, white and gray make gray.





Attribute Burner

Gray Mortal Wound

For gray Mortal Wounds, Superficial wound tolerance is equal to the Forte exponent in the black shade. Add the Forte exponent on top of that to get the Light wound tolerance. Then factor the Mortal Wound—average of Power and Forte plus six, placed in the gray—Traumatic goes one step down to the left, then Severe, skip a pip and then place the Midi. This should result in a huge gap between Light and Midi. This is a good thing. It reflects that the creature is woundable, but very hard for us mortals to kill.

The Raksha, for example:

Stats

Wi	Pe	Ag	Sp	Po	Fo
B6	B5(6)	B6	B6	G4	G4

Physical Tolerances Grayscale

St: 00B4; Li: 00B8; Mi: 00G6; Se: 00G8; Tr: 00G9; MW: 00G10

He has a G4 Power and Forte. Average of 4+4 is 4, plus the base Mortal Wound of 6. The shades of both stats are gray, so that puts him the gray section of the PTGS. A G10 Mortal Wound. The other wounds are placed according to the formula described above.

This means that only weapons that can deliver actual gray damage can *kill* him, others can harm—but not instantly kill.

White Mortal Wounds

For white Mortal Wounds, the superficial tolerance is placed at double the Forte exponent. If this results in a number higher than 16, the Superficial tolerance is placed in the gray on the difference between 16 and the total (a "20" Superficial tolerance is really just a G4). Light is placed at double Forte exponent distant from Superficial. All other wounds are counted from the left of the MW just like a black or gray Mortal Wound.

The supernatural PTGS stretches across the whole scale, and thus they can be wounded by the little things, but it takes something *really* substantial to kill them.

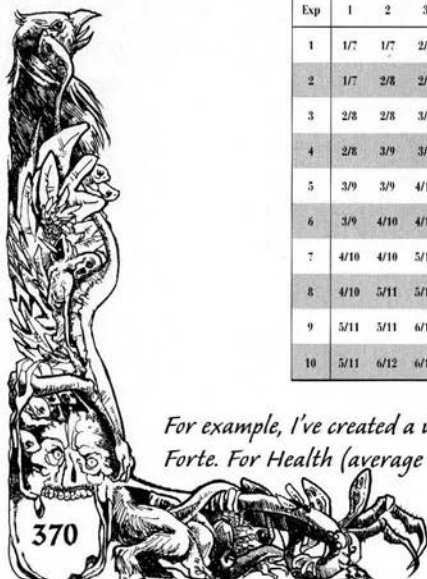
Averaging for Health and Mortal Wound

Use the chart below to determine Health and Mortal Wound (if the shades are the same; if the shades are different see the Attribute Burner). Find the two respective exponents on the X or Y axis. The box where they meet is Burning Wheel average of the two. The number before the slash is for Health, the number after the slash is for Mortal Wound. For Health, use the Will and Forte exponents. For Mortal Wound, use Power and Forte exponents. (Of course, certain traits might modify these numbers, but on the whole they stand for most vanilla characters and monsters.)

Table for Health and Mortal Wound

Exp	1	2	3	4	5	6	7	8	9	10
1	1/7	1/7	2/8	2/8	3/9	3/9	4/10	4/10	5/11	5/11
2	1/7	2/8	2/8	3/9	3/9	4/10	4/10	5/11	5/11	6/12
3	2/8	2/8	3/9	3/9	4/10	4/10	5/11	5/11	6/12	6/12
4	2/8	3/9	3/9	4/10	4/10	5/11	5/11	6/12	6/12	7/13
5	3/9	3/9	4/10	4/10	5/11	5/11	6/12	6/12	7/13	7/13
6	3/9	4/10	4/10	5/11	5/11	6/12	6/12	7/13	7/13	8/14
7	4/10	4/10	5/11	5/11	6/12	6/12	7/13	7/13	8/14	8/14
8	4/10	5/11	5/11	6/12	6/12	7/13	7/13	8/14	8/14	9/15
9	5/11	5/11	6/12	6/12	7/13	7/13	8/14	8/14	9/15	9/15
10	5/11	6/12	6/12	7/13	7/13	8/14	8/14	9/15	9/15	10/16

For example, I've created a wizard with a B6 Will, B2 Power and a B7 Forte. For Health (average of Will and Forte), I check the left column



a 6 and cross reference it with the top column at 7. That gives me an exponent 6 Health. For the Mortal Wound, I look at the convergence of 2 and 7 and take the number after the slash. That's a B10 Mortal Wound for my crazy wizard.

Averaging for Reflexes

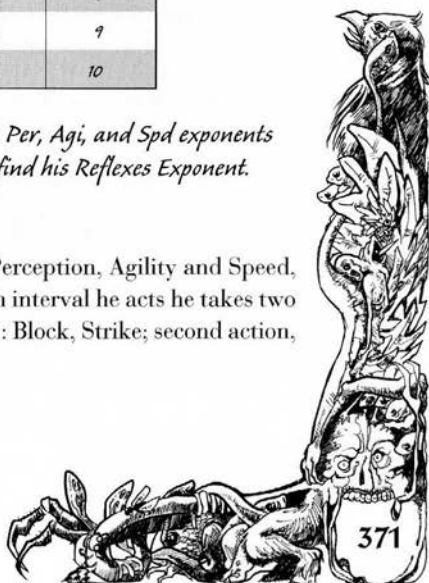
The Reflexes attribute is the average of the Perception, Agility and Speed stats. It determines how often a character acts in a melee. To use the table below, simply total the three stats and then consult the chart at the proper number, the number to the right is the Reflexes attribute.

Per, Ag, Spd Total	Reflexes Exponent	Per, Ag, Spd Total	Reflexes Exponent
3	1	17	5
4	1	18	6
5	1	19	6
6	2	20	6
7	2	21	7
8	2	22	7
9	3	23	7
10	3	24	8
11	3	25	8
12	4	26	8
13	4	27	9
14	4	28	9
15	5	29	9
16	5	30	10

For example, adding together the Raksha's Per, Agi, and Spd exponents gives total of 17. Consult the chart at 17 to find his Reflexes Exponent.

Gray Reflexes

If a monster (or character) has a gray Perception, Agility and Speed, he has a gray Reflexes. This means on each interval he acts he takes two actions instead of one (first action, volley 1: Block, Strike; second action, volley 1: Counterstrike, Strike). Nasty!



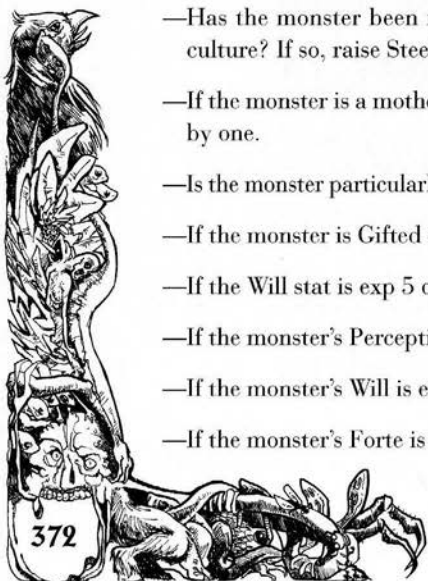
Supernatural Reflexes

Monsters with white Perception, Agility and Speed have a white-shade Reflexes. These creatures act *three* times on each interval. You're dead before you know it—literally! With such an ability they can bid for Initiative and never lose, plus they can always defend themselves with an action and then retaliate how they see fit.

Steel

Base monster Steel is B3, just like regular characters. However, Steel questions are different for monsters. Also, five "yes" answers can be used to buy a gray shade for Steel.

- Is it in the monster's nature to crush, kill, destroy, maim, rape and pillage? If so, raise Steel by one.
- Has the monster ever been severely wounded? If the monster is a killer (if answered Yes to first question), raise Steel by one. If the monster is not a killer, lower Steel by one.
- Has the monster been tortured, enslaved or beaten terribly over time? If yes and his Will is 5 or higher, raise Steel by one. If no, and Will is 3 or lower, reduce Steel by one.
- Is the monster murderous, inured to death or particularly bloody-handed? If so, raise Steel by one.
- Has the monster led a sheltered life? One free from violence and pain? Reduce Steel by one.
- Has the monster been raised in a competitive (but non-violent) culture? If so, raise Steel by one.
- If the monster is a mother and has given birth to a child, raise Steel by one.
- Is the monster particularly emotionless or remote? Raise Steel by one.
- If the monster is Gifted or Faithful, raise Steel by one.
- If the Will stat is exp 5 or higher, raise Steel by one.
- If the monster's Perception is exp 6 or higher, raise Steel by one.
- If the monster's Will is exp 7 or higher, raise Steel by one.
- If the monster's Forte is exp 6 or higher, raise Steel by one.



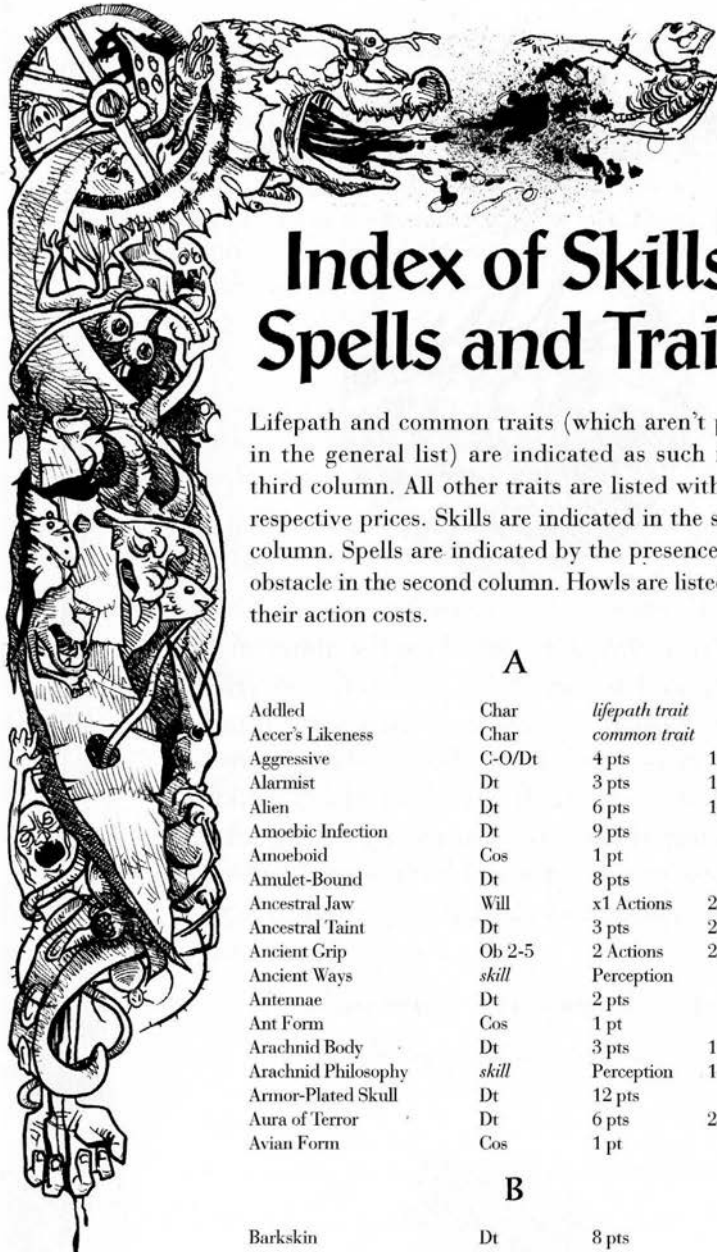


“No doubt I have missed a lot of useful material in my research, and readers who are interested are sure to be aware of other examples of [monster]-lore, or to come across them in the future. They may care to see how well this fresh material fits into my theory, looking always for that telling combination of strangeness and rightness which is evidence of something stronger and older than a story-teller’s whimsy.

Remember. The dragons live. Inside us.”

—Peter Dickinson, from the afterword of *The Flight of Dragons*





Index of Skills, Spells and Traits

Lifepath and common traits (which aren't priced in the general list) are indicated as such in the third column. All other traits are listed with their respective prices. Skills are indicated in the second column. Spells are indicated by the presence of an obstacle in the second column. Howls are listed with their action costs.

A

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Amoeboid	Cos	1 pt	316
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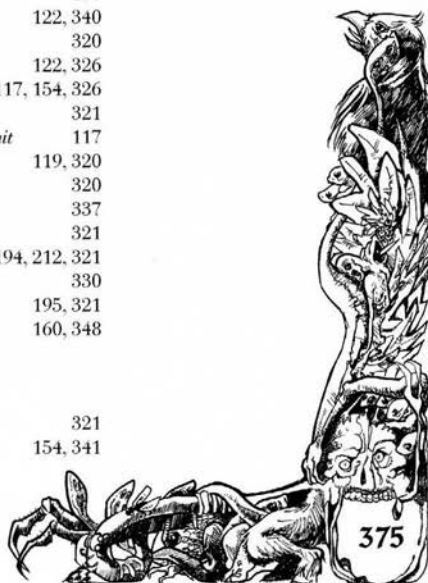
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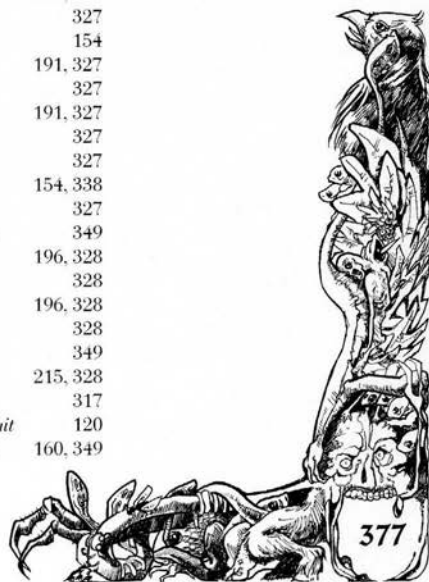


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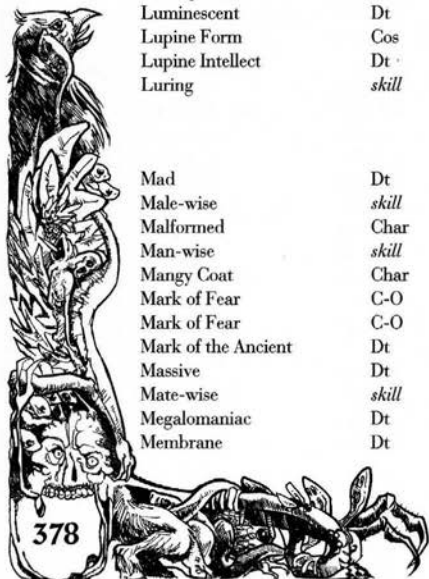
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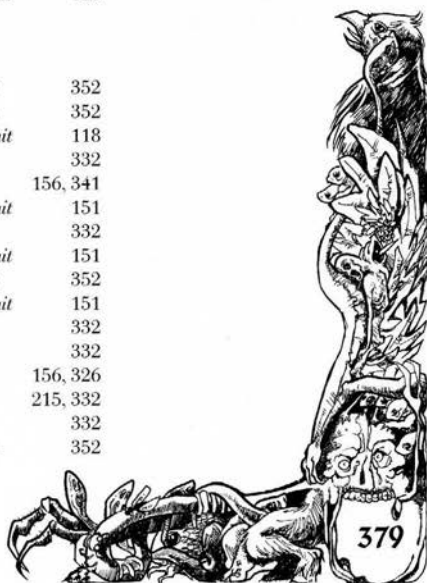
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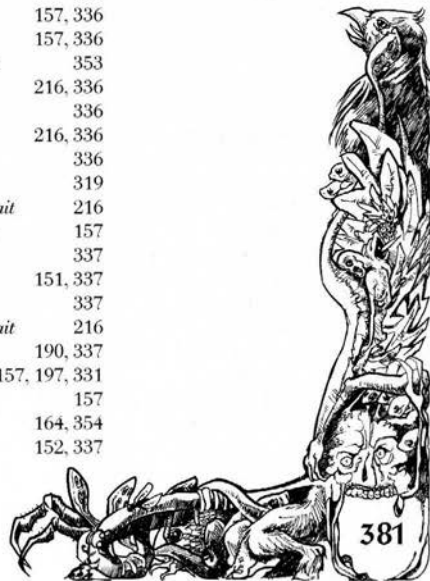
S

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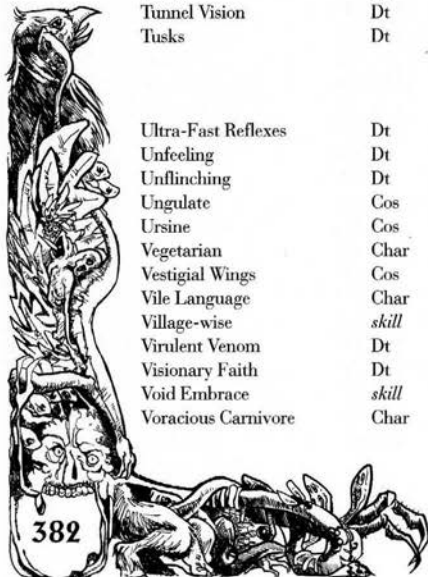
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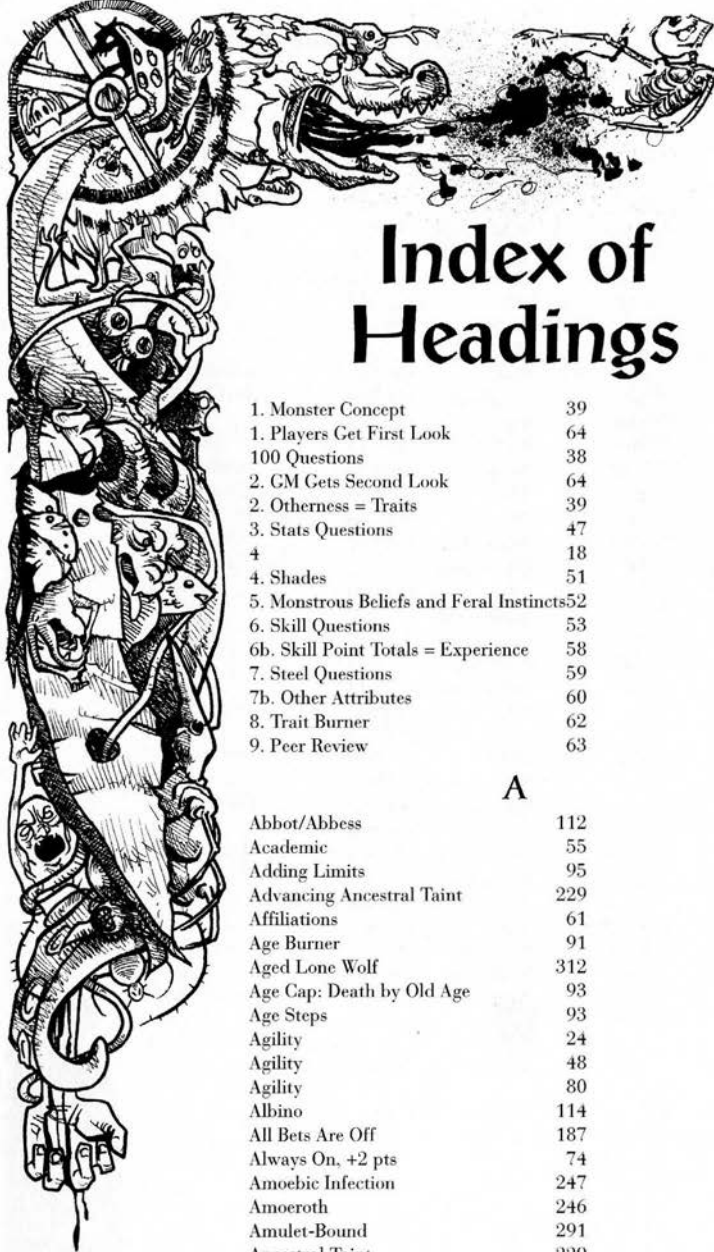
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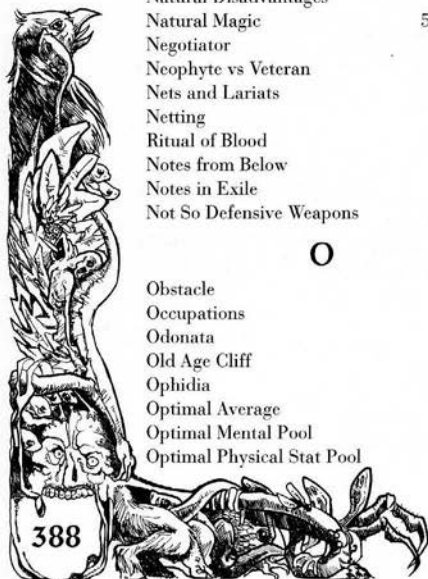
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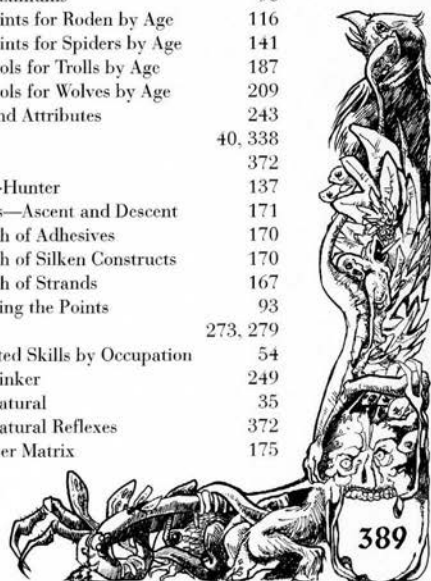


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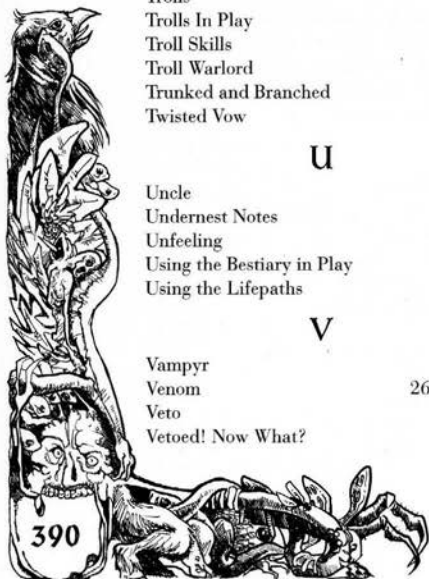
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*Fire
is the
breath
of life.*

—fragment from the original Burning Wheel text.





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