

CIRCLE OF HANDS

Three monsters for Italy / Kickstarter reward

By Ron Edwards, Adept Press 2015 / illustrations by Ed Heil

Please feel free to share them with others

Essence – a demon (2 points)



The essence appears to be a very tall, slender androgynous wrapped in a concealing black robe with a deep cowl; its face is only occasionally and partly visible. The robe is divided at the front and held folded together by one or more hands from inside, with only the fingers and part of the hand visible, not easily matched to the positions in which hands would ordinarily appear, and numbering from one to as many as five or six.

It appears to a person when he or she is alone, speaking in a low-pitched and thrilling voice, promising a new and important role in life which would otherwise pass them by. The relationship is clinched when the person swears an oath of Rbaja – he or she may name either the target or the action, but whichever is chosen, the essence provides the other. In the absence of such an oath, the demon takes no actions of its own aside from approaching people, always in private.

Black color points are gained via the oath as usual, but the person does not collect them; they are held by the essence and will only devolve back to the person if the oath is completed, or if the essence vanishes or is killed.

Brawn 6, Quickness 6, Armor 6. The essence may also spend the points it has accumulated from the Oath as Brawn to power attacks identical to the spell Blast, which it uses either for self-defense or for attacking avatars and people with Gifts of Amboriyon, if any are present.

Puddleman – a monster of Tamaryon

Its usual form is a moving puddle of viscous, whitish-gray or whitish-brown goo, about twenty feet across on flat ground, varying in depth due to terrain. It travels about as fast as a person can walk or run, scavenging meat when it can or more rarely, destroying vegetation by sitting on it for a long time. It can move faster than a person can run for brief periods, usually to escape. It typically does not attack living animals, although it's dangerous to get caught in, and a hungry one may flow over a sleeping person.

Its mass reacts to the presence of persons or beasts, forming brief shapes and sculpted images that mimic the other creature's general body shape, then resorbing them and reforming similar ones at other points. These shapes have no volition and take no actions.



If a person is menaced by one of these, or attacks it at close range, a Quickness vs. 12 roll is required to harm it, with the only damage delivered being derived from the difference in the total from 12. A failed roll delivers the difference from 12 in return, which armor cannot stop. It has Brawn 9 in terms of absorbing damage. Its amorphous and decentralized mass typically gives it the advantage in any such encounter. It is not affected by ranged attacks as pinpoint strikes do not harm it.

Farmers of Tamaryon are keen to protect their crops from these creatures and have discovered that their imitative abilities can be subverted. By feeding one and then wading into it, and succeeding in a Charm vs. 12 roll, one can prompt it to form into a statue-like facsimile of oneself, with either Brawn 3 and Quickness 6, or Brawn 6 and Quickness 3, and Armor 3. It acquires the physical skills associated with a single profession held by the person, which it may employ only to help another in those tasks.

Failing the roll is a bit dangerous unless one has friends to help, but these gooey, faceless, voiceless golems are an occasional sight among the fields, bloomeries, and other task-heavy locations in Tamaryon.

Sigil – an avatar (2 points)

It appears to be a small flock of gorgeous white birds, similar to doves – hard to count exactly, but between a dozen and two dozen. It or they settle upon a person's living or habitual working area and do nothing but sit, flap about a little, and coo, with no biological functions.

The person affected by a sigil either acquires the artisan profession or becomes more sophisticated with it, producing ornamental objects and decorations of great abstract beauty. These objects are not enchanted and cannot be affected by oppositional magic.



The wearer or holder of such decorated objects cannot be affected by Charm, and should one try to attack him or her, doing so requires a Charm vs. 12 roll. Unnamed characters and groups cannot take action against the person at all.

Whether as a magical or a psychological effect, the person comes to a realization of moral certainty and proceeds to take action to make the world a better place.

Attacking a sigil is much like fighting a swarm, with three units, but whose attack is an effective Dazzle spell, with multiple strikes taking cumulative effect. If it's damaged, then it typically attempts to escape, re-forming with all units for a later scene.