002 – Jason Hunts The Beast



The Forest seems peaceful, beautiful, ancient and still. There is nothing to show that just a mile back down the trail had been the ravaged, bloody corpses of one of Jason's rangers and their horse.



Just to get a name really, I rolled with the new "Amber Mook" button on my tools web page https://aigm.igm4u.com/amber oracles.html and got...

MOOK - Name: Morien BODY: 0 SPEED: 0 MIND: 0 STRESS: 3 Fatigued (2 Stress, -1 on rolls) Broken (2 Stress, -1 on rolls) Aspects can act as a +1 to relevant rolls as MOOKS don't have FATE Points First Aspect: Traveler Second Aspect: Strong Apparent Goal: Gain knowledge Apparent Disposition: Friendly

The man's name had been Morien and he had been a friend. Jason was sure it was his curiosity that had led him to his death. If he saw any signs of the beast, he was supposed to have ridden back to our camp, not try to tackle it on his own. It was hard to be angry with him, given that Jason was here doing the exact same thing – alone, tracking down a Chaos Beast of unknown type and capabilities.

Still -- "it's not EXACTLY the same", he thought aloud. "I am Jason, of the Blood of Amber and this Beast will find me to be a far more capable foe than poor Morien. Besides if I turn back now, I may lose it."



Red – Jason's hawk – swoops down to his arm – she's heavier than she looks, tougher and smarter too. The man raises an eyebrow as a question, and she rolls her eyes and says "Talking to yourself again?" yawns then says, "I went about three miles ahead. The trail ends after this rise. The trees are a lot closer, and the ground is tumbled rocks. Your horse may not get through".

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

Let's have a Roll for Red to see what she managed to spot. She's only got 1 for Intellect (actually referred to as MIND for an NPC) but has +1 for a Stunt and I'll give her +2 for her major Aspect "Conjured HAWK – Loyal and protective". As most NPCs don't have FATE Points to spend, I often allow their Aspects to give a constant bonus instead.

I'll assume the difficulty of tracking this creature requires a "Great" Success needing a result of +4.

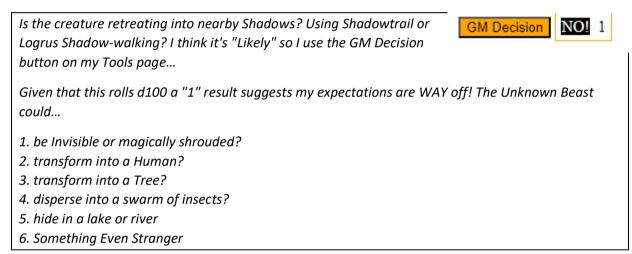
She just fails, so the Beast is probably in there somewhere, but Red hasn't found it yet.

Red OVERCOME	
Intent	Hunt the Beast +3
Roll	-1
Approach	INTELLECT + 1
Consequences	minus 0
Tie=Succeed with Cost? With Style=+Boost	

Somehow this Beast has lasted 5 years, evading the finest of Arden's hunters. Maybe it has some secret power - perhaps even Shadowtrail like Red, able to sense and use the numerous trails leading to and from nearby shadows here at Arden's edge.

	Jason OVERCOME	
Where the trail ends, Jason looks for tracks (perhaps a drip of	Intent	Looking for Tracks +0
blood) on the ground.	Roll	2
3 isn't enough but I'll spend a precious FATE Point and my	Approach	INTELLECT + 1
Aspect "A-Hunting we will go" means that all those hunting	Consequences	minus 0
trips with my father have taught me well. It gives me +2 so I	Tie=Succeed with	Cost? With Style=+Boost
reach the target of +4. I now only have 1 FATE Point left.		

Spots of blood stain some leaves at the edge of the track to the west. The man shrugs gently to send Red fluttering to a low branch then leaves the horse, taking only a bow and quiver from the saddle.. His sword hangs at his waist. He could blow his hunting horn to call for troops and dogs, but that would alert the Beast. "No... I'll handle this myself, I owe it to Morien".



Jason follows the faintest of tracks into the shadows of the trees, picking his way carefully over the uneven terrain. Red flits ahead and to the side, restricted a little by the dense canopy.

Should it ambush me? Should I sneak up on it? I'll go for a	Jason OVERCOME	
Guile-based roll, as I don't yet know what the Beast is, I'll set	Intent	Overcome +0
the target at Great (+4) again.	Roll	-1
	Approach	GUILE + 2
My remaining FATE point wouldn't be enough (although I	Consequences	minus 0
COULD risk if for a re-roll, but I want to keep that point for later).	Tie=Succeed with Cos	t? With Style=+Boost

Jason could contact somebody via Trump to let them know where he is and maybe send help. Not knowing what he's facing that would be a **sensible** move.

Instead, I'll self-compel his Trouble "Too long in the Wilds" to mean he's too independent to consider it and so recover a FATE Point, topping him back up to "2".

I want the Beast to make an appearance now, so finally have to learn/decide what it is and what it can do. I'll roll 1d6 to work out which of the options above is true. I get "5" so it is hiding in a Lake or River – an aquatic beast?

I roll up a Monstrosity on the Tools Page...

Size: Titanic (incomprehensible) Primary Form: Plant Characteristics: Multi-segmented body & Exoskeleton / shell Abilities: Move between realities & Swift

"Move between realities" suggests it has the Shadowtrail ability. Swift suggests maybe +2 Speed. The Exo-skeleton and it's "Plant" nature suggest it will have Toughness +2. I'm going to interpret the "incomprehensible" size and the "multi-segmented" nature to mean it is more of a Spirit that combines and animates multiple plants – trees and bushes – a sort of Swamp Thing! I'll let it have "Rapid Healing" too and knit itself together 1 Stress per Exchange.



As Jason stoops at a river's edge to fill his canteen, the thing erupts from the water. Massive arms, like twisted roots claw at him and try to drag him into the river.

For purposes of its Stats, should I make it a Minor Monster or a Major one? It seems 50/50 to me so is it Major?

No 46 GM Decision Probably just as well!

Minor Monsters "Like significant NPCs, these should have Body, Speed & Mind Approaches but aren't limited in the numbers. GMs should assign numbers as feels narratively right".

= +4

BODY: 3 SPEED: 3 MIND: 1 Toughness: 3 Damage: 4 (equivalent to a Sword) STRESS: 5 Fatigued (2 Stress, -1 on rolls) Broken (2 Stress, -1 on rolls) Aspects can act as a +1 to relevant rolls as MOOKS don't have FATE Points First Aspect: Plant-Animating Spirit Second Aspect: One with its Environment

Powers... Shadowtrail, Amphibious (or no need to breathe), Rapid Healing

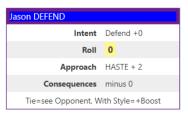
Jason has to dodge away from this ambush attack.

I'll make it an Opposed Roll so the Beast attacks + 3 for its BODY.

4 Fudge Dice 0 +1 -1 +1 Total +1

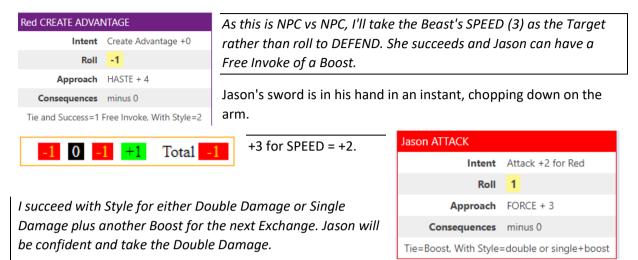
At least it doesn't Succeed with Style (for double damage)!

I COULD spend FATE to Tie, but I'll take the 4 Damage, reduced to just 1 because of Jason's Amber Toughness (2) and Leather Armour (1)



The thing grabs him and pulls, the root-like fingers tightening on his leg like a vice. Fortunately, the blood of Amber runs through Jason's veins and he's a lot tougher than he looks.

Red is faster than both of them and swoops at the beast, clawing for what ought to be its eyes – trying to distract it to let Jason get a swing at it.



His sword does 3pts, doubled to 6 +2 for Blood of Amber = 8. The Beast has Toughness 3, so only takes 5. It's out of Normal Stress.

Jason's strength surprises it again as the sword lops off an arm.

Unlike a beast of flesh and blood, it doesn't waste any time recoiling and grabbing at the severed limb.

It regenerates 1 point of Stress, now taken 4/5. I think it's "Unlikely" to go for Red				
○Almost Certain ○Likely ○	50/50 💿 Unlikely 🔿	Small Chance GM De	ecision NOI 14	
The thing lunges for him again, ignoring the hawk. Jason DEFEND				
+1 +1 0 0 Total +2	+3 for its BODY = 5.	Intent	Defend +0	
Another scratch gets through his armour. A normal man would have been killed by now and the thing seems to realise it's in trouble.		Roll	1	
		Approach	HASTE + 2	
		Consequences	minus 0	
Red CREATE ADVANTAGE Now the Hawk has no		Tie=see Opponent, W	Tie=see Opponent, With Style=+Boost	
			4	

Red CREATE ADVANTAGE	
Intent	Create Advantage +0
Roll	0
Approach	FORCE + 3
Consequences	minus 0
Tie and Success=1	Free Invoke, With Style=2

element of Surprise, I'll say it has to use Force (rather than Haste) for the combat distraction.

A Tie (against its BODY 3) is good enough to give Jason another Free Invoke of +2.

lason swings again, grunting "For Morien".		Jason ATTACK	
		Intent	Attack +2
+1 -1 0 0 Total 0	The Beast's Defence (with +3	Roll	1
	for Body) is only 3.		FORCE + 3
Once again Succeeding with Style, Jason gets double damage and		Consequences	minus 0
the thing becomes Fatigued, then Broken and then dies.		Tie=Boost, With Style=do	uble or single+boost

Red soon gives up trying to peck out its eyes – they were only knotholes in rotten wood. Jason sits on the riverbank contemplating the thing. If it had dragged him into the water, the story might have been different. He was a fool to come after it alone. A proud fool.

Is the thing likely to have survived this fight? Is Jason likely to notice if it regenerates or builds another body nearby?

I'll say a Great Guile or Intellect would spot the regeneration. If I succeed, then decide if it really is coming back and finally decide if it regenerates the existing body or grows a new one off-screen.

Jason OVERCOME	There's no obvious reason from Jason's point of view to push this
Intent Spot the Regeneration?	roll with a FATE Point, so he assumes the fight is over.
Roll 1	
Approach GUILE + 2	
Consequences minus 0	
Tie=Succeed with Cost? With Style=+Boost	
⊖Almost Certain	○ 50/50 ○ Unlikely ○ Small Chance GM Decision № 23
Turns out he was right. The thing	is gone.

I'll try this roll again next session but with UNLIKELY to see if it recovers off-screen and comes back to threaten the people of Arden. Perhaps growing from the Head? Perhaps sprouting as spores from Morien's corpse?

Hacking off the head, Jason heads back to collect Morien's body and return to the Ranger Camp. The body and a decent pension must be repaid to his widow and the head of the Beast can be added to his grave marker.

* * * End of Session 002 * * *