

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://aiqm.ig4u.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.

Where the trail ends, Jason looks for tracks (perhaps a drip of blood) on the ground.

3 isn't enough but I'll spend a precious FATE Point and my Aspect "A-Hunting we will go" means that all those hunting trips with my father have taught me well. It gives me +2 so I reach the target of +4. I now only have 1 FATE Point left.

Jason OVERCOME	
Intent	Looking for Tracks +0
Roll	2
Approach	INTELLECT + 1
Consequences	minus 0
Tie=Succeed with Cost? With Style=+Boost	

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".

Is the creature retreating into nearby Shadows? Using Shadowtrail or Logrus Shadow-walking? I think it's "Likely" so I use the GM Decision button on my Tools page...

GM Decision

NO! 1

Given that this rolls d100 a "1" result suggests my expectations are WAY off! The Unknown Beast could...

- 1. be Invisible or magically shrouded?*
- 2. transform into a Human?*
- 3. transform into a Tree?*
- 4. disperse into a swarm of insects?*
- 5. hide in a lake or river*
- 6. Something Even Stranger*

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 Guile-based roll, as I don't yet know what the Beast is, I'll set the target at Great (+4) again.

My remaining FATE point wouldn't be enough (although I COULD risk if for a re-roll, but I want to keep that point for later).

Jason OVERCOME	
Intent	Overcome +0
Roll	-1
Approach	GUILE + 2
Consequences	minus 0
Tie=Succeed with Cost? 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?

GM Decision

No 46

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".

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 = +4

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)

Jason DEFEND	
Intent	Defend +0
Roll	0
Approach	HASTE + 2
Consequences	minus 0
Tie=see Opponent, With Style=+Boost	

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.

Red CREATE ADVANTAGE	
Intent	Create Advantage +0
Roll	-1
Approach	HASTE + 4
Consequences	minus 0
Tie and Success=1 Free Invoke, With Style=2	

As this is NPC vs NPC, I'll take the Beast's SPEED (3) as the Target rather than roll to DEFEND. She succeeds and Jason can have a Free Invoke of a Boost.

Jason's sword is in his hand in an instant, chopping down on the arm.

-1 0 -1 +1 Total -1

+3 for SPEED = +2.

Jason ATTACK	
Intent	Attack +2 for Red
Roll	1
Approach	FORCE + 3
Consequences	minus 0
Tie=Boost, With Style=double or single+boost	

I succeed with Style for either Double Damage or Single Damage plus another Boost for the next Exchange. Jason will be confident and take the Double Damage.

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 Decision** **NO!** 14

The thing lunges for him again, ignoring the hawk.

+1 +1 0 0 Total +2

+3 for its BODY = 5.

Jason DEFEND	
Intent	Defend +0
Roll	1
Approach	HASTE + 2
Consequences	minus 0
Tie=see Opponent, With Style=+Boost	

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.

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

Now the Hawk has no 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.

Jason swings again, grunting "For Morien".

+1 **-1** **0** **0** Total **0**

The Beast's Defence (with +3 for Body) is only 3.

Jason ATTACK	
Intent	Attack +2
Roll	1
Approach	FORCE + 3
Consequences	minus 0
Tie=Boost, With Style=double or single+boost	

Once again Succeeding with Style, Jason gets double damage and the thing becomes Fatigued, then Broken and then dies.

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	
Intent	Spot the Regeneration?
Roll	1
Approach	GUILE + 2
Consequences	minus 0
Tie=Succeed with Cost? With Style=+Boost	

There's no obvious reason from Jason's point of view to push this roll with a FATE Point, so he assumes the fight is over.

Almost Certain Likely 50/50 Unlikely Small Chance **GM Decision** **No 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 *****