

Kobolds

Source—doctor_madu (<http://www.burningwheel.org/forum/showthread.php?10089-A-Monster-a-Week&p=101471#post101471>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B3	B3	B5	B5	B3	B4	B4	B4	B8	B4	B1	B1
Spd Mult.			3x			Hesitation			7		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B3	B4	B5	B6	B7	B8		1D	1D	1D	1D
Cha Traits		Stumpy-tailed, Snouty, Gem-Eater									
Die Traits		Small Stature (MoB338, Modestly Scaly*, Agoraphobic*, They're Everywhere!*, Iron Teeth*									
Skills		Brawling B3, Spears B4, Javelins B3, Mining B4, Rude Carpentry B3, Gem-wise B3, Tunnels-wise B3, Traps-wise B3									
Wpn	Type/Name		I	M	S	Length	VA	Spd	Rng		
	Bare-Fisted		2	3	4	Shortest	-	Fast	-		
	Iron Teeth* (Devastators)		2	4	6	Shortest	2	Slow	-		
	Kobold Spear		3	5	7	Long	1	Fast	-		
	Kobold Pick		3	6	9	Short	1	Unw	-		
	Javelin		3	5	7	50 paces	1	-	1D/1D		

Insert Picture

Notes—Help: Up to five kobolds may Help for positioning and attacks. **Bite:** Any armor failure dice vs. bite count as -2D.

Concept—Small chthonic people with a great big chip on their collective shoulder

Hook—Slain for practice or fun by the bigger folk, the kobolds have had enough—they're out for revenge, and they're going to eat your baby.

Beliefs—We will have revenge on the Dwellers Under the Sky for their mistreatment. All the fruits of the earth rightfully belong to the Dwellers Under the Ground.

Instincts—Always Help each other when able. Always build tunnels with defense in mind. Never trust the bigger folk

Gear—Kobold spear, kobold pick, clothes

Resources—Small stash of gems (snack mix)

Agoraphobic (Dt)—A Steel test is required when going out to stand unprotected Under The Sky

Iron Teeth (Dt)—A kobold in melee does not just bite to hurt—it takes a piece out of anything that gets between its iron teeth. Armor in particular tends to suffer from kobold mid-combat snacking – for the teeth (and teeth alone) are Devastators—each hit counts double vs. inanimate/2x Isot dice on armor failure (MoB322).

Modestly Scaly (Dt)—Kobolds have leathery skin and light scales of horn, earning 1D of natural armor at every location.

They're Everywhere! (Dt)—Well-versed in fighting big folks, kobolds are masters of the swarm-and-overwhelm strategy. Up to five kobolds may give Helping dice for positioning and attacks, provided they are all similarly armed. The helpers thus forfeit individual actions in Fight!

Kobold Specialists

Earthbinder— Any group of kobolds might have an Earthbinder, the kobolds' ambassador to the spirits of earth and stone. She possesses Spirit Binding B4, Circination B3, is Embodied in Kobold-tunnels (+2) and has 0-level Domain bindings in Caves, Wells, Pits, and Cellars – pretty much any place below ground.

King Kobold— Every kobold clan will have a leader-type who is Diminutive (+1MW) and possesses Command B4 and Oratory B3 in addition to the listed abilities. The King coordinates the warren's defense, and has first pick of babies from the stewpot. Great Warrens will usually host 3-5 clans, each with its own King.

Purple Worm

Source—doctor_madu (<http://www.burningwheel.org/forum/showthread.php?10089-A-Monster-a-Week&p=102353#post102353>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B2	B2*	B2	B2	B9	G4	B4	B2	B14	B7	-	-
Spd Mult.			1x	Can burrow			Hesitation	4			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B4	B8	B10	B12	B13	B14		-	-	-	-
Cha Traits		Vast Purple Bulk,									
Die Traits		Gigantic Stature (MoB339), Enormous Maw*, Stinging Tail*, Unfeeling*, Digester*, Unflinching (MoB340), Potent Venom*, Earth Sense*									
Skills		Brawling B5, Burrowing B5, Hungry-wise B2, Tunnels-wise B2									
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Tail Sting (poison)		B4	B7	B10	Long		2	Unw	-	
	Bite		B5	B9	B13	Long		-	Slow	-	

Insert Picture

Notes—**Swallowing**: May Bite and Lock simultaneously; swallowed when Pwr reduced to 0 (*Enormous Maw*), then begins digesting (*Digester*). Not incapacitated until Pwr reduced to 0. Tail Sting is poison, but it may only be brought into play when there is sufficient room for the worm to maneuver freely (e.g. on the surface or in a large cavern).

Concept—A 40 to 50' subterranean worm of great size and prodigious appetite

Hook—Purple worms can be found any place below the earth, bound by magic to guard treasure, or simply lured there by a steady supply of meat (in the form of adventurers) the purple worm is huge and slow, but tough and with a huge maw.

Beliefs—All things that move are my prey. I must sleep long after eating my fill. My eggs must be protected.

Instincts—Always start fights in Aggressive stance. Never leave a meal undevoured.

Sample Script— The worm typically Charges (with Power) with Bites with the intent to consume—it has little room for strategy in its ganglial brain. It may use its tail sting to weaken its prey first if it has sufficient room to maneuver.

Digester (Dt)—The purple worm's vile stomach fluids immediately begin dissolving its victim's armor, clothing, hair, hooves, and/or horns. Make an armor test at the end of each exchange: treat a failure result as a 1 (e.g. for SQ armor, if the die fails, reroll and another failure results in losing 1 point, and PQ armor loses a die for each traitor die). Chemical burns from the acidic slime inflict a B4 wound at the end of each exchange.

Earthsense (Dt)—The purple worm adds +1D to its Perception when 50% or more of its body is in contact with its native habitat. Earthsense enables the beast to count Perception as Observation against Stealthy characters in its native environs, but only if they are moving—characters who stand perfectly still are essentially invisible to the 'worm.

Enormous Maw (Dt)—The purple worm's hook-toothed mouth is large enough to swallow a human(oid) with minimal difficulty. In fact, this is its preferred method of feeding. The worm may Bite and Lock simultaneously: an opponent reduced to 0 Power (unable to struggle) is drawn into the beast's gullet; provoking a Steel test (Run Screaming is not available). At that point the Lock is technically released, but the unfortunate victim can only use weapons on the Inside and may not position. Worse, the victim and potential meal is smeared in the creature's digestive juices which immediately attack armor, clothing, and flesh – see *Digester*, above. Even worse, the victim may only linger on for (victim's Health) exchanges before starting to suffocate: each additional exchange spent inside the beast prompts a Forte test, beginning at Ob1 then +1Ob each following turn. Failure means asphyxiation. A victim may escape by inflict a Severe or 3 Midi wounds (gouging a large enough hole to escape).

Potent Venom (Dt)—Successful injection (Mark result on a tail sting strike) provokes a Ob 5 Health test: Take MoF as an Ob penalty to all actions and as a reduction to the Health attribute. Health returns at the rate of 1D/day of rest.

Stinging Tail (Dt)—A bony spine on the end of the purple worm's lengthy body allow it to inject its venom (see above).

Unfeeling (Dt)—The creature is essentially a 40' chunk of mindless purple appetite. Its bulk is such that meager cuts and bludgeoning do little to engage its notice. Adventurers seeking to lay the beast low (short of a mortal wound) must reduce its Power to 0 – Mental stats, Agility, and Speed do not count for purposes of incapacitation.

Gnolls

Source— Judd (<http://www.burningwheel.org/forum/showthread.php?9584-Gnolls-heyena-men-who-worship-a-demon-god-of-murder-and-blood&p=95805#post95805>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	
B3	B5*	B4	B5	B5	B4	B2	B4	B10	B5/B6*	B0	B1	
Spd Mult.			3.5x			Hesitation			7*	<i>See Berszerker</i>		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor (+1 Ob)	Head	Torso	Arms	Legs	
	B3	B5	B7	B8	B9	B10		B2	B4	B2	B2	
Cha Traits		<i>Savage, Coarse Fur, Territorial</i>										
Die Traits		<i>Jackal's Head (MoB317), Crushing Jaws (MoB212), Murder Nose (Spirit Nose-murdered spirits; MoB336), Wolf's Snout (MoB343), Iron Stomach (CB278), Berzerker (MoB320), Pack Hunter*</i>										
C-O Traits		<i>Fearsome Beast (Intimidation), Scavenger (Foraging), Coat of Fur (Health for cold and wet)</i>										
skills		<i>Flail B4, Intimidate B3, Stealthy B4, Cackling B3, Climbing B3, Begging B2, Hunting B1, Mending B1, Orienteering B4, Tracking B5, Foraging B4, Trapper B2, Wizard-wise B2, Corpse-wise B3, Pack-wise B2,</i>										
Wpn		Type/Name		I	M	S	Length		VA	Spd	Rng	
		<i>Bare-fisted</i>		B3	B5	B7	<i>Shortest</i>		-	<i>Fast</i>	-	
		<i>Crushing Bite</i>		B4	B8	B12	<i>Short</i>		2	<i>Slow</i>	-	
		<i>Flail (~G Mace)</i>		B4	B7	B10	<i>Long</i>		3	<i>Slow</i>	-	

Insert Picture

Notes—**Jaws**: Lock and Strike as a single action (*Crushing Jaws*). **Help**: +1D to all Steel tests if outnumber enemies, +1D R&C maneuvers if 2+ gnolls, and Help each other with Positioning (*Pack Hunter*). **Berzerker**: If fail Steel or suffer wound, immediately/automatically shift to Aggressive stance and attacks what hurt/scared him, then moves on to nearest target (friend or foe); no hesitation—Rage lasts (10-Will) exchanges (*Berzerker*).

Concept— Savage anthropomorphic hyena-men. The build above is for mercenaries.

Hook—Mercenaries working for the Red Wizard's of Thay (or similar organization) and working to raise their demon-god of murder and blood.

Beliefs—We will serve the Red Wizards for as long as their orders allow us to feed our stone altars with blood and murder. Any pack-mates who endanger the rest of us with weakness will be eaten. Once we have enough altars throughout the land, our demon-god will rise again; we must feed our blood altars with tokens from our fell deeds.

Instincts— If opponent is easy prey, go aggressive. Always eat our kill. Never eat a wizard, their arcane blood gives nightmares and eventually madness.

Gear— Flail, Stolen chest-plate and armor bits, tokens for the blood altar.

Resources—*Affiliations*: Red Jackals of Thay (2D), Bloody Muzzle Pack (1D). *Reputations*: Murderous Cannibals (-2D)

Pack Hunter (Dt)—Gnolls hunt with one another in an instinctual fashion. This trait adds +1D to all Steel tests so long as the gnolls equal their enemy's numbers. It also adds +1D to all field maneuvers (in Range and Cover) when attacking in a rroup (as small as two gnolls). Lastly, the gnolls may help one another with positioning tests in Fight!

Bugbear

Source— Burning THACO (Stormsweeper/Anthony Hersey)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	<i>Insert Picture</i>	
B4	B4	B4	B4	B7	B7	B4	B4	B13	B7	B0	-		
Spd Mult.			3.5x			Hesitation			6 (3)	<i>Pain, fear, violence</i>			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor (+1 Ob)	Head	Torso	Arms	Legs		
	B4	B8	B10	B11	B12	B13		B2 ^{PQ}	B3 ^{PQ}	B2 ^{PQ}	B2 ^{PQ}		
Cha Traits		<i>Coarse Fur, Bear-headed, Hoarding</i>											
Die Traits		<i>Fangs (MoB326), Piercing Fangs (MoB326), Rending Claws (MoB321), Tearing Claws (MoB321), Smells Blood (Eye of the Hunter-CB276), Heartless (MoB327), Night-Eyed (MoB343),</i>											
C-O Traits		<i>Fearsome Beast (Intimidation), Soft Step (Climbing and Stealthy)</i>											
Skills		<i>Brawling B4, Mace B5, Intimidation B5, Stealthy B4, Tracking B4, Forest-wise B3, Stray child-wise B3, Scavenging B3, Hunting B3</i>											
Wpn	Type/Name		I	M	S	Length	VA	Spd	Rng				
	Claws		B5	B9	B13	Shortest	1	Fast	-				
	Fangs		B4	B8	B12	Shortest	1	Slow	-				
	PQ Mace		B5	B9	B13	Short	2	Slow	-				

Notes—Damaging Lock: +1 Power if has opponent in Lock and chooses to do damage instead of increasing Lock. Smell Blood: Perception counts as Observation vs. Stealthy, Camouflaged, and other concealed (not open-ended). Night Vision: See fine in darkness; still obstructed by rain, mist, etc.; +1 Ob to act in bright light (*Night-Eyed*).

Concept—An amalgam of the D&D creature and the old English "bogyman" myths.

Hook—

Beliefs—The young ones taste the best, so I'll take them first.

Instincts—Never leave the woods. Always take my prey to my lair.

Gear—Poor quality reinforced leather armor, poor quality mace

Resources— *Reputations*: Goes Bump in the Night (-1D), scavenged bits and bobs, nest full of bones

Onddo (Mushroom Men)

Source—Fuseboy (Michael Prescott) <http://www.burningwheel.org/forum/showthread.php?10194-Onddo-The-Mushroom-Men>

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B4	B4	B3	B3	B3	B4	B5	B3	B8	B6	-	-
Spd Mult.						Hesitation			6		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
-	B4	B6	-	-	B8	-		-	-	-	-
Cha Traits	<i>Fungal Biped, Tiny Three-Fingered Hands, Stocky, Enormous Flat Head, Clammy, Musty Smell</i>										
Die Traits	<i>Diminutive Stature (MoB338), Alien (MoB315), Low Speech (Soil Mother), White Spongy Flesh*, Spore Tooth*, Inedible*, Born in Spring*, Soilbound*</i>										
C-O Traits	<i>Mottled Exterior (Stealthy in forested locations)</i>										
Skills	<i>Pointed Stick B4, Spore-Laden Bite B2, Orienteering B4, Stealthy B5, Ardent Persuasion B3, Spiked Pits B4, Soil Mother-wise B3, Soil-wise B4</i>										
Wpn	Type/Name	I	M	S	Length	VA	Spd	Rng			
	Pointy Stick	B2	B4	B6	Long	-	Fast	-			
	Spore Bite*	B2	B3	B4	Shortest	-	Slow	-			

Insert Picture

Notes—A

Concept—A misunderstood race of mushroom men.

Hook—The Onddo kidnap or infect someone the PCs know for their Soil Mother to reproduce.

Beliefs— It pains the soil mother that the quick ones no longer come willingly. Since they know nothing of sporing, we will trap them and teach them. What is good for us is good for the forest.

Instincts— Never stray from the moist places. When the quick ones come, stay very still. When talking with those from Far Away, always ask about soil conditions.

Sample Script—

White Spongy Flesh (Dt)—The flesh of the onddo is soft, spongy and bright bluish white. Their organs are highly decentralized, and although they are not tough, it takes quite a bit of structural damage to impair them. (modified PTGS.)

Spore Tooth (Dt)—On a Mark wound from a bite, the victim is injected with a dark, resinous liquid laden with spores. While present, the spores inhibit healing, making it more likely for the victim to die from injury or disease. The victim makes an immediate Ob 5 Health test; failure means the spores have lodged themselves in the host's body, causing a permanent +2 Ob penalty to Health tests. Once per year, the victim may make an Ob 5 Health test to neutralize the spores (this test is not penalized by the spores). Success reduces the penalty by one. Should the penalty ever be reduced to zero, the spores are completely gone. Should the victim die while infected with spores, a new Soil Mother will sprout from the corpse. (She will soon die unless the corpse is near good soil.)

Inedible (Dt)—Onddo have an extremely bitter taste. Eating more than a few bites of onddo flesh will cause stomach cramps, fever, violent sickness and incapacitation. Make an Ob 5 Forte test. Failure results in an Obstacle penalty equal to the margin of failure, lasting for twenty-four hours.

Born in Spring (Dt)— Onddo are generally budded in the spring, beginning as small brown spheres attached to the filaments of the soil mother, poking through the leaf litter of the forest floor. Nurtured by vast nutrient reserves of the soil mother, they reach full size and maturity in a matter of days. Onddo cannot survive the cold of winter; each spring the soil mother buds a new crop. A cold snap will kill them, forcing the soil mother to either bud a costly second crop or to go without for the remainder of the autumn.

Soilbound (Dt)— Onddo are nourished only by the soil mother, and they spend most of their time connected to her filaments. Onddo that are forced beyond the soil mother's reach will gradually wither and die, lasting a few weeks at most.

Soil Mother (of the Onddo)

Source— Fuseboy (Michael Prescott) <http://www.burningwheel.org/forum/showthread.php?10194-Onddo-The-Mushroom-Men&p=102061#post102061>

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
G6	G4	B2	B3	G5	G6	G8	B3	G13	G9	-	-
Spd Mult.						Hesitation			0		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B6	B12	G9	G11	G12	G13		-	-	-	-
Cha Traits		Territorial, Lonely									
Die Traits		Colossal Stature (pg#), Alien (pg#), Force of Nature (pg#), Low Speech (Onddo), Fibrous Fungal Network*, Decayer*, Unseen Hands*, Earth Embrace*, Mother's Milk*, Soil Mother*, Crypsis*, Earthsage*, Mycotoxin*									
Skills		Persuasion G6, Poisons G5, Stealthy G5, Water-wise G5, Root-wise G6, Soil-wise G8, Forest-wise G5, Animal-wise G4, Urine-wise G6, Worm-wise G5, Onddo-wise G7									

Insert Picture

Concept—A vast entity made up of a fibrous fungal network spreading throughout the entire forest.

Hook—The Soil Mother can easily come into conflict with farmers, or any who drink her mother's milk.

Beliefs—The quick dwell within me (the forest) at my pleasure. My sisters call to me, but the Onddo are too afraid to venture forth with my messages. Springings within me are futile, I must find able vessels!

Instincts— Always spread to the limits of the forest soil. When I grow weak, bud Onddo to trap animals and weaken the trees. When able vessels dwell nearby, lure them into the forest with fruiting plants.

Fibrous Fungal Network (Dt)— The soil mother is a vast network of hair-like filaments (hyphae) spread through the forest soil; she has no central brain or organs. Mature soil mothers can extend for miles, bounded only by soil, adversity and other soil mothers. Killing a soil mother is almost impossible, except by magic or miracle, deep tilling, or clearing all trees.

Decayer (Dt)— The soil mother lives on the decaying vegetable matter of the forest, competing with natural. The soil mother takes time to displace native fungi and insects; in ideal conditions she can claim 6 to 8 square miles per year.

Unseen Hands (Dt)— The soil mother's filaments can act in concert to manipulate physical objects. This happens with imperceptible slowness, but over time the soil mother will shape the forest to her needs (moving seeds, killing plants, dislodging trees, cracking rocks, pulling down, even redirecting streams over centuries). Animals have nothing to fear.

Earth Embrace (Dt)— The soil mother benefits greatly from the bodies of dead animals. Corpses left in contact with her soil will be infiltrated and sucked dry within a day or two, the tougher parts yielding a few weeks later. Only mammals, particularly more intelligent species (e.g. wolves), provide her with the substances necessary to grow Onddo.

Mother's Milk (Dt)— The soil mother stores nutrients in buried coconut-like pods full of sweet, milky fluid. The husks are hard and bitter to repel pests, but when cracked open, the milk is safe and nutritious, equal to a day's food and water. A thriving soil mother has one pod per 2-3 square yards. Drinking the milk is a mortal insult to the soil mother.

Soil Mother (Dt)— The soil mother can grow Onddo in a few days. Growing and feeding Onddo consumes many nutrients, so she keeps the minimum necessary. A content soil mother has two or three active Onddo for her entire area, but if pressed, a she can grow two per square mile. If necessary, each square mile of area sacrificed allows one more Onddo.

Crypsis (Dt)— The soil mother's filements are no thicker than human hair and are very hard to detect (test her Stealthy against attempts to find her filaments or milk pods - e.g. using Laborer, Soil-wise, Farming, etc.).

Earthsage (Dt)— The soil mother has no senses except touch and taste, but these allow her to eventually learn what transpires in her forest. She knows the locations of fresh water, unusual plants, sick trees are sick, structures, hollows and caves, and where animals have lived, died or urinated. From this last, she can identify individual animals or people and what they have eaten (including the distinctive residue of mother's milk).

Mycotoxin (Dt)—If angered, she can manufacture toxins to secrete in springs and wells; she can kill crops, render them bitter and inedible, or lace them with hallucinogens. Drinking or eating poisoned water or crops provokes an Ob 6 Forte test. If the test is failed, the victim suffers stomach cramps (+1 Ob) and hallucinations (+3 Ob to Steel and Will tests) for days equal to the margin of failure.

The Tyrant (Beholder)

Source— Fuseboy (Michael Prescott) <http://www.burningwheel.org/forum/showthread.php?9021-Tyrant>

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
G6	G6	B2	B4	B6	B8	B9	B4	B13	G6	Varies	G3
Spd Mult.			2x					Hesitation	2		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Eye	Body	Stalk	
	B5	B9	B10	B11	B12	B13		1D	5D	5D	
Cha Traits		Cruel, Insecure									
Die Traits		Massive Floating Sphere*, Faceted Carapace*, Monstrous Eye*, Eldritch Gaze*, Eye Stalks*, Night-Eyed (MoB343), Numbing Rays*, Lunging Jaws*, Unsleeping*, Gifted (CB161)									
C-O Traits		Floats Silently (Stealth), Dreadful (Intimidation & Interrogation)									
Skills		Lunging Bite B5, Numbing Ray B6, Sorcery G4, Intimidation G5, Stealthy B4 (6), Observation G6, Ugly Truth G4, Oratory G5, Read G4, Composition G5, Estate Management B5, Sorcerer-wise G4									
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Numbing Rays		B3	B6	B9	Longest (100)		4	Slow	1D/2D	
	Lunging Jaws		B4	B8	B12	Short		2	Fast	-	
Spells	Spell Name		I	M	S	Ob	Act	Orig	AoE	Rng	
	Pick a handful										

Insert Picture

Notes—Night Vision: See fine in darkness; still obstructed by rain, mist, etc.; +1 Ob to act in bright light (Night-Eyed). **A**

Concept—Tyrants are found in the heart of well-protected lairs (abyssal caverns, mountain strongholds, or in lean times remote villages or keeps), but always surrounded by terrified slaves held in thrall through lies, threats and manipulations. It usually inserts itself through violence, but the Tyrant's towering insecurity forces it to quickly consolidate its position through intimidation and manipulation, turning its victims against one another. It seeks sorcery to further protect itself.

Hook—A Tyrant has secretly taken over a stronghold related to the PCs.

Beliefs— Find a secure lair populated with servants I can manipulate: They shall be my hands. Keep the servants off balance with conflicting orders. Urge my personal guard to such cruelty that they will not survive my downfall.

Instincts— Paralyze the mobile, bite the fallen. Rule invisibly through servants. Keep any sorcerer in clear view at all times.

Sample Script—

Resources—Secure lair, guards, slaves, treasure, artifacts it can't use but seeks to understand.

Massive Floating Sphere (Dt)—An armless, legless sphere. Sprint multiplier 2x. The Tyrant's low agility does not count against it for purposes of incapacitation from injuries.

Faceted Carapace (Dt)—The Tyrant's thick, scaly hide protects as plate mail.

Monstrous Eye (Dt)—A midi wound delivered to the monstrous eye will injure the eye and force it closed. (It costs 2 successes to move a hit to the eye). The rubbery cartilage of the eye protects as leather armour.

Eldritch Gaze (Dt)—Owing to an ancient pact, no magic or enchantment may operate under the gaze of the Tyrant's monstrous eye. Spellcastings and sustained spells fail harmlessly. Acts of Faith are unaffected.

Eye Stalks (Dt)—6-10 sinuous eye stalks emerge from the upper carapace of the Tyrant, allowing it to see in every direction. It costs 1 success to move a hit to the eye stalks. Each light wound to the eye stalks severs one. (They regrow at a rate of one per month.) As long as the Tyrant has three or more eye stalks, it may script Assess or Acquire as tandem actions.

Numbing Rays (Dt)—When it so wills, the gaze of the eye stalks numbs flesh and deadens the mind. The invisible rays leave no exterior wounds and don't bleed, but cause major nerve damage (painful tingling, lasting paralysis or organ failure).

Lunging Jaws (Dt)—When it bites, the Tyrant's upper and lower jaws are propelled forward by great bands of muscle.

Unsleeping (Dt)—The Tyrant never sleeps, dispatching orders to its personal guard day and night. Woe to any sorcerer unlucky enough to be taken captive!

Mannish Warriors (Wilderness)

Bandit (cannon fodder)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	
B3	B4	B4	B5	B5	B4	B3	B4	B10	B5	B0	B1	
Spd Mult.			3.5x			Hesitation			75/5p	<i>Cold-Blooded</i>		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B3	B5	B7	B8	B9	B10		1D	2D	1D	1D	
Die Traits		<i>Cold-Blooded (CB152)</i>										
C-O Traits		<i>Quiet (Stealthy)</i>										
Skills	<i>Spear B4, Intimidation B2, Stealthy B3, Fire Building B2, Tree Cutting B3, Caravan-wise B3</i>											
Wpn	Type/Name		I	M	S	Length	VA	Spd	Rng			
	<i>Bare-fisted</i>		B3	B5	B7	<i>Shortest</i>	-	<i>Fast</i>	-			
	<i>Spear</i>		B4	B7	B10	<i>Longest</i>	1	<i>Fast</i>	-			

Notes—Set up ambushes and Help each other for Positioning and attacking.

Concept—Peasants turned to banditry.

Beliefs—I was driven to banditry!

Instincts—Always attack from ambush. Always know the way back to base.

Gear— Spear, leather armor, clothes, shoes

Resources—1D Affiliation with bandits

Freebooter (tougher mercenary ex-soldier)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	
B4	B4	B4	B4	B4	B4	B4	B4	B10	B6	B0	B2	
Spd Mult.			3.5x			Hesitation			6s/2p	<i>Cold/Fearless</i>		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor (+2 Ob)	Head	Torso	Arms	Legs	
	B3	B5	B7	B8	B9	B10		4D	5D	4D	4D	
Cha Traits		<i>Merciless</i>										
Die Traits		<i>Stubborn (CB287), Cold-Blooded (CB273), Fearless (CB276)</i>										
C-O Traits		<i>Fleet of Foot (Speed when racing or positioning)</i>										
Skills	<i>Axe B5, Brawling B3, Crossbow B5, Shield†, Command B3, Intimidation B5, Tactics B4, Firebuilding B2, Foraging B2, Foreign Languages B2, Soldiering B2, Countryside-wise B2, Extortion-wise B2, Soldier-wise B2,</i>											
Wpn	Type/Name		I	M	S	Length	VA	Spd	Rng			
	<i>Bare Fisted</i>		B2	B4	B6	<i>Shortest</i>	-	<i>Fast</i>	-			
	<i>Light Axe</i>		B4	B7	B10	<i>Long</i>	1	<i>Slow</i>	-			
<i>Hvy Crossbow</i>		B5	B9	B13	<i>300 paces</i>	3	<i>33 act</i>	<i>2D/4D</i>				

Notes—Stubborn trait gives +2D body of argument if contravenes a Belief.

Concept—Veteran mercenary or bandit

Beliefs—

Instincts—

Gear—Light axe, dirk, heavy mail armor & shield, heavy crossbow, clothes, shoes, traveling gear

Resources—1D Affiliation (mercenaries or bandits). 1D Reputation (Mercenary)

Hired Killer

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	
B4	B4	B6	B5	B3	B3	B3	B5	B9	B4	B1	B2	
Spd Mult.			3.5x			Hesitation			5s/6p	<i>Cold-hearted</i>		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B2	B4	B6	B7	B8	B9		1D ^{PQ}	2D ^{PQ}	1D ^{PQ}	1D ^{PQ}	
Cha Traits		<i>Cruel, Desperate</i>										
Die Traits		<i>Cold Hearted (CB152), Hard Hearted (CB153)</i>										
C-O Traits		<i>Fleet of Foot (Speed when racing or positioning)</i>										
Skills	<i>Brawling B5, Crossbow B5, Stealty B4, Interrogation B4, Intimidation B4, Torture B2, Assassination-wise B2, Wilderness-wise B2</i>											
Wpn	Type/Name		I	M	S	Length	VA	Spd	Rng			
	<i>Bare Fisted</i>		B2	B3	B4	<i>Shortest</i>	-	<i>Fast</i>	-			
	<i>Club</i>		B2	B4	B6	<i>Long</i>	-	<i>Fast</i>	-			
<i>Crossbow</i>		B4	B8	B11	<i>125 paces</i>	2	<i>17 act</i>	<i>2D/3D</i>				

Notes—Hard Hearted trait gives +4s to BoA in DoW if opponent is weaseling out.

Concept—Assassin hired to bring back quarry alive or dead.

Beliefs—

Instincts—

Gear—Crossbow, cudgel, poor quality leather armor, clothes, shoes, travel gear.

Resources—Rent in city. 1D Local Reputation (Assassin for hire).

Mannish Warriors (Urban)

Street Thug (fodder)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B3	B4	B5	B4	B4	B5	B3	B4	B10	B4	B1	B1
Spd Mult.			3.5x			Hesitation			7		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B3	B5	B7	B8	B9	B0		-	-	-	-
Cha Traits		Cruel									
C-O Traits		Street Smart (Streetwise, City-wise and Circles within Citydweller), Plain Face (Inconspicuous)									
Skills	Brawling B4, Inconspicuous B3, Streetwise B3, intimidation B2, Sleight of Hand B2, City-wise B2										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Bare-fisted		B3	B5	B7	Shortest		-	Fast	-	
	Club		B4	B7	B10	Long		-	Fast	-	

Notes—

Concept—Young street thugs

Beliefs—

Instincts—

Gear—Club, clothes, shoes

Resources—1D local reputation (Thug), rent

City/Town Guardsman

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B4	B3	B4	B5	B5	B5	B5	B4	B11	B4	B1	B1
Spd Mult.			3.5x			Hesitation			6s/7p		Cool-headed
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor (+1 Ob)	Head	Torso	Arms	Legs
								2D	3D	2D	2D
Die Traits		Cool-headed (CB273)									
Skills	Staff B4, Crossbow B4, Brawling B2, Intimidation B3, Conspicuous B3, Inconspicuous B2, Drinking B2, Streetwise B2, City-wise B2										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Bare Fisted		B3	B5	B7	Shortest		-	Fast	-	
	Staff		B4	B7	B10	Long		-	Fast	-	
	Crossbow		B4	B8	B11	125 paces		2	17 act	2D/3D	

Notes—

Concept—City/village guardsman

Beliefs—

Instincts—

Gear—Staff, crossbow, reinforced leather armor, clothes, shoes, guard's badge

Resources—Small house, 1D Affiliation (Member of Guard)

Skilled Duelist

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	
B3	B4	B6	B5	B4	B3	B3	B5	B9	B5	B1	B1	
Spd Mult.			4.5x			Sprint Train			Hesitation		3p/4s	Jaded/Fearless/Cold
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B2	B4	B6	B7	B8	B9		-	-	-	-	
Cha Traits		Skinny, Mercenary, Brash										
Die Traits		Co-d Blooded (CB152), Jaded (CB278), Fearless (CB276)										
C-O Traits		Fleet of Foot (Speed for Positioning or Racing)										
Skills	Sword B5, Knives B5, Two Fisted Fight†, Sprinting†, Inconspicuous B2, Conspicuous B3, Streetwise B2, Guard-wise B2, Trial by Combat-wise B2											
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng		
	Bare Fisted		B2	B4	B6	Shortest		-	Fast	-		
	Small Sword		B3	B6	B9	Long		-	Fast	-		
	Dirk		B3	B5	B7	Shortest		-	Fast	-		

Notes—

Concept—A brash, quick duelist

Beliefs—

Instincts—

Gear—Small sword, knives, clothes, shoes

Resources—1D Local Reputation (skilled swordsman), rent

Owlbear

Source— Burning THACO (Stormsweeper/Anthony Hersey)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	Insert Picture
B3	B3	B4	B5	B8	B8	B6	B4	B14	B7	-	-	
Spd Mult.		5x		Ursine		Hesitation		3	Unflinching			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B5	B9	B11	B12	B13	B14		1D	1D	1D	1D	
Cha Traits		Ursine body, Avian head, Untamable, Feathered, Abomination, Red-Rimmed Eyes										
Die Traits		Massive Stature (MoB338), Terrible Beak*, Berzerker (MoB320), Unfeeling (MoB340), Unflinching (MoB340), Sight of the Owl (MoB343), Rending Claws (MoB321), Tearing Claws (MoB321), Hideous! (MoB327), Leathery skin (MoB321)										
C-O Traits		Cruel Strength (Power to subdue or Lock), Fearsome Beast (Intimidation), Coat of fur (Health for cold or wet)										
Skills		Savage Attack B7, Intimidation B6										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng		
	Beak		B5	B10	B15	Short		1	Slow	-		
	Claws		B5	B10	B15	Short		1	Fast	-		

Notes—Scary: +1 Hesitation to Steel checks caused by owlbear (*Hideous!*) and Call-On (*Fearsome Beast*). Incapacitating: Only incapacitated when *Power* reaches 0. Berzerker: If fail Steel or suffer wound, immediately/automatically shift to Aggressive stance and attacks what hurt/scared him, then moves on to nearest target (friend or foe); no hesitation—Rage lasts (10-Will) exchanges (*Berzerker*). Night-Vision: Reduce darkness/visimility penalties by 2; +1 Ob to act in bright light. Locks: +1 Power to damaging locks (*Tearing Claws*) and Call-On (*Cruel Strength*).

Concept—A magical hybrid of a bear and owl.

Hook—Usually encountered wild; any encounter is likely to lead to immediate attack (they're almost impossible to placate).

Beliefs—Must protect the young. Everything is my prey. I will not be tamed.

Instincts—Attack on sight. Kill all prey. Defend the nest.

Sample Script—Intimidate, Intimidate | Charge | Strike

Terrible Beak (Dt)—The owlbear's beak grants +2 Power and VA 1.

Otyugh

Source— Burning THACO (Stormsweeper/Anthony Hersey)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	<i>Insert Picture</i>
B3	B3	B3	B4	G8	B8	B7	B3	B15	B7	-	-	
Spd Mult.			3x			Hesitation			7			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B5	B9	B12	B13	B14	B15		B4	B4	B4	B4	
Cha Traits		<i>Otyugh form</i>										
Die Traits		<i>Resistant to Fire (MoB333), Encrusted Hide*, Rife with Disease*, Thorn-tipped tentacles*, Long grasp*, Crushing Jaws (MoB321), Unfeeling (MoB340), Night-Eyed (MoB343), Massive (MoB338)</i>										
C-O Traits		<i>Covered in Filth (Stealthy and Camouflage in sewers and swamps)</i>										
Skills		<i>Brawling B5, Stealthy B4, Camouflage B4, Observation B4</i>										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng		
	<i>Thorn-tipped Tentacles</i>		B3	B6	B9	<i>Longer</i>		1	<i>Slow</i>	-		
	<i>Crushing Jaws</i>		B7	B13	G3	<i>Short</i>		2	<i>Fast</i>	-		

Notes— Tentacles: No penalty for Locks at Optimal (*Long Grasp*); +1D Lock *–or–* Lock and Strike as same action without bonus (*Thorn-tipped Tentacles*). Disease: +2 Ob penalty to treatment tests for wounds caused by otyughs (*Rife with Disease*). Crushing Jaws: May Bite and Lock as same action. Incapacitating: Only incapacitated when *Power* reaches 0. Night Vision: See fine in darkness; still obstructed by rain, mist, etc.; +1 Ob to act in bright light (*Night-Eyed*).

Concept—Tentacled subterranean monster that devours anything. The otyugh has a large ovoid body supported by three stubby legs. A vicious maw sits on the body, with two thorn-tipped tentacles sprout from the sides, and a smaller tentacle with its sensory organs sprouts from the top.

Hook—

Beliefs—They're all food eventually, but the fresh ones are tastier.

Instincts—Always camouflage myself in the muck. Always retreat once I've got my food.

Sample Script—

Encrusted Hide (Dt)—This creatures tough hide is encrusted with dried and decayed matter, giving it the protection of chainmail armor over all of its body.

Rife with Disease (Dt)—This creature is so unsanitary that wounds it causes are infected badly. Adds a +2 Ob penalty to all treatment tests for wounds caused by this creature.

Thorn-tipped Tentacles (Dt)—The tentacles grant +1D to Locks when used alone. The ends sport nasty thorns, and it may choose instead to lock and strike with these (without the bonus to lock). The thorns are +1 Power Add 2 VA 1 Slow weapons, but the base Power is halved. The tentacles, whether locking or locking and striking, are Long weapons.

Long Grasp (Dt)—This creature is adept at grabbing its prey from a distance. There is no penalty to locks at optimal, and the penalty is halved at lunging.

Rust Monster

Source— Burning THACO (gnashnaga/Ara Kooser)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B3	B3/6	B4	B5	B2	B4	B3	B3	B9	B4	-	-
Spd Mult.			4x		Hesitation			7			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B2	B4	B6	B7	B8	B9		B4	B4	B4	B4
Cha Traits		Aardvark-like form, Diminutive									
Die Traits		Night-Eyed (MoB343), Metal Lust*, Antennae (MoB315), Rust Aura*, Armor-plated Hide*, Sense Metal*									
Skills		Antennae strike B4, Two-Antennae Fighting†, Stealthy B3, Scavenging B3, Foraging B3, Metal-wise B4									
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Antennae (uses 2 antennae)		B1	B2	B3	Short		-	Fast	-	

Insert Picture

Notes—Sense Metal: +3 Per to sense metal (*Find Metal*). Night Vision: See fine in darkness; still obstructed by rain, mist, etc.; +1 Ob to act in bright light. Hunger: If presented with metal, it must make a Steel check to stop other actions and eat the metal (*Metal Lust*). Rust: Anytime it touches metal (strikes armor or shields or is hit by metal weapons), the metal is rusted (see *Rust Aura* for mechanics).

Concept—A subterranean ant-eater looking creature with two giant feelers and armor plating. Likes to eat metals.

Hook—

Beliefs— Underground is better. Darkness even better. Iron is exalted above all else.

Instincts— Always pursue metal and then strike with antennae. Eat ferrous first then all others. If they hurt you, eat what you can and then run.

Sample Script—

Metal Lust (Dt)—When presented with a metal object the rust monster must make a Steel check to avoid stopping and eating it. It takes the rust monster 1 action to consume roughly 1 lb of material. All other actions scripted by the rust monster become Eat metal until the object is consumed.

Rust Auta (Dt)—Each time the rust monster successfully strikes metal armor or is blocked by a metal shield, the armor loses 1D of protection. If a metal weapon makes contact with the rust monster, reduce the weapon's VA by 1. Once the VA reaches 0 reduce the quality of the weapon by one step. If a weapon is reduced below Poor, the weapon is a pile of rust.

Armor-plated Hide (Dt)—The rust monster's thick, hard skin protects like chain mail over its entire body.

Find Metal (Dt)—The rust monster's antennae give a +3 to Perception when seeking metal.

Lich

Source— Burning THACO (Stormsweeper/Anthony Hersey)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	Insert Picture
G8	G8	B4	B6	B6	G8	G8	B6	B14	G10	-	G4	
Spd Mult.			3.5x			Hesitation			0			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	B5	B9	B11	B12	B13	B14		-	-	-	-	
Cha Traits		Desiccated Body, Not Alive Yet Not Dead										
Die Traits		Second Sight (MaB230/CB285), Shadow and Dust (MoB334), Amulet Bound (MoB315), Dead to Pain (MoB322), Night-Eyed (MoB343), Gifted (CB161)										
C-O Traits		Stillness (Any skill used for ambush)										
Skills		Sorcery G8, Enchanting G8, Intimidation G6, Persuasion G4, Research G4, Symbology G6, Astrology G4, Alchemy G8, Graveyard-wise G4, Philosophy G6, Calligraphy B4, Profane-wise G4, Stealthy B5, Engraving B3, Falsehood G4, Brawling B4, Torture G6, Death-wise G4, Aura Reading G6										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng		
	Bare-fisted		B3	B6	B9	Shortest		-	Fast	-		
Spells	Spell Name		I	M	S	Ob	Act	Orig	AoE	Rng		
	Horror											
	X											

Notes—Dead to Pain: No +1Ob from Sup and -1D to all other wound penalties; +2Ob to touch-based perception. Aura Reading: *While on*: FoRK Aura Reading into Sorcery. Perception counts as Observation vs. Stealthy or Inconspicuous. +1Ob to all physical action. See MaB232 (or CB229) for other uses. Amulet: Must destroy body and amulet to permanently destroy lich (*Amulet-Bound*; *Shadow & Dust*). Night Vision: See fine in darkness; still obstructed by rain, mist, etc.; +1 Ob to act in bright light (*Night-Eyed*).

Concept— Classic Lich - a wizard who in pursuit of power has given up his mortal body and become an undead horror.

Hook— x

Beliefs— There is no death I cannot overcome. Mortal men are there to be preyed upon.

Instincts— Cast Horror at the start of a conflict. Never leave a witness alive.

Sample Script— x

Gear—Rags, Iron Crown, Eldritch Staff (Sustainer Matrix)

Minotaur

Source— Burning THACO (Thos Olavsrud)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B3	B5/6	B4	B5	B7	B7	B6	B5	B13	B7	-	-
Spd Mult.			4x			Hesitation			7		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B4	B8	B10	B11	B12	B13		B3	B2	B1	B1
Cha Traits		Bull Head, Bull Tail, Omnivore									
Die Traits		Massive Stature (MoB338), Horned (MoB328), Bull's Snout (as Wolf's Snout-MoB213), Large Ears (MoB329), Berzerker (MoB320), Brute (MoB320)									
Skills	Brawling B5, Axe (labrys) B4, Maze-wise B5, Foraging B3, Tracking B4, Intimidation B5, Throwing B4, Sacrifice-wise B3										
Wpn	Type/Name	I	M	S	Length			VA	Spd	Rng	
	Bare-fisted	B4	B7	B10	Short			-	Fast	-	
	Head-butt	B5	B9	B13	(Inside only)			1	Fast	-	
	Labrys (axe)	B6	B11	B16	Longer			1	Slow	-	

Insert Picture

Notes— Incapacitate: Mental wound don't count for incapacitating (*Brute*). Berzerker: If fail Steel or suffer wound, immediately/automatically shift to Aggressive stance and attacks what hurt/scared him, then moves on to nearest target (friend or foe); no hesitation—Rage lasts (10-Will) exchanges (*Berzerker*). Horns: May Strike with horns on same action as Charge —or— +1D Charge (*Horns*).

Concept— Terrifying, bullheaded maneater.

Hook—x

Beliefs— They must worship me, for I am the son of a god. They are all my meat. I shall escape from this labyrinth and wreak my vengeance!

Instincts— Always Charge when cornered. Always keep a rock for throwing. Always spray new corridors.

Sample Script—x

Gear—Labrys (as Footman's Axe), leather armor, loin cloth, meat.

Animated Cauldron

Source—Burning THACO (Thor Olavsrud)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	<i>Insert Picture</i>
B1	B3	B3	B4	B6	B6	-	B3	B12	-	-	-	
Spd Mult.		3x		Stubby legs		Hesitation		-	No Steel checks			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor Can't dam	Head	Torso	Arms	Legs	
	B4	B7	B9	B10	B11	B12		4D	4D	4D	4D	
Die Traits		Cauldron Form*, Unfeeling (MoB340), Tough as Nails (CB289), Iron Hide (MoB328), Amulet Bound (MoB313), Unyielding Iron*, Low Center of Gravity*										
skills	None											
Wpn	None (only Charge and Push)											

Notes—Incapacitate: Power must be reduced to 0 to incapacitate (Unfeeling). Amulet Bound: Brass plate engraved with Rune of Movement on cauldron's pedestal; if removed, cauldron is inanimate. No Steel: No Steel or Steel Checks (*Tough as Nails*). Charge/Push: +1D to Charge and Push (*Low Center of Gravity*) –plus– +1 Ob to Natural Defense vs. cauldron's Charge and Push (*Unyielding Iron*).

Concept—An iron cauldron five feet across cauldron that becomes animated and attacks when disturbed. The outside of the cauldron is engraved with cavorting devils.

Hook— An iron cauldron five feet across dominates the center of the abandoned hut of the witch Ulizmila. It awakens and charges when the hut is disturbed.

Instincts— If the hut is disturbed, awaken. Charge them! Push them out!

Sample Script—Charge | Push | Push

Cauldron Form (Dt)—Stubby Legs on the cauldron give it 3x Speed Multiplier.

Unyielding Iron (Dt)—Opponents are +1 Ob to Natural Defenses against Charge and Push.

Low Center of Gravity (Dt)—+1D to Charge and Push actions.

Tentacle

Source—Enlil (<http://www.burningwheel.org/forum/showthread.php?6824-Tentacle>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B4	B3	B4	B3	B8	B8	B6	B3	B14	B7	-	-
Spd Mult.			6x			Hesitation			6		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B5	B9	B11	B12	B13	B14		-	-	-	-
Die Traits		Massive Stature (MoB338), Tentacle Body*, Blind Groping*, Suckers*, Squeezing Tentacles (as Crushing Jaws-MoB321), Whip Back Into the Deep*, One of Many*,									
C-O Traits		Bludgeoning Force (Pushes)									
Skills		Brawling B5, Shipwreck-wise B4, Carrying off screaming sailors-wise B6, Cracking the mast-wise B4 (change -wises for tentacles from a chasm)									
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Bare-tentacled		B4	B8	B12	Longest		-	Fast	-	

Insert Picture

Notes—Damaging Lock: Can Lock and Strike as one action (*Squeezing Tentacles*). Suckers: +1D maintain a Lock vs. Shields, plated mail or reinforced leather, but +1) vs. light or heavy chainmail (*Suckers*). Withdraw/Flee: +2D to Withdraw positioning and Running Screaming (*Whip Back Into the Deep*)—and Withdraws when wounded (*see Instincts*).

Concept—The appendage of some vast creature under the waves of in a deep, dark pit (each tentacle is effectively a separate monster).

Hook—You've disturbed something in the deep or perhaps are simply unlucky enough to be its next prospective meal...

Beliefs—Pain bad. Victims should be brought to the Maw. Help "siblings".

Instincts—Lock a snack, then drag it under. Withdraw if wounded and attempt to shrug it off in the deep. Crack the mast!

Sample Script—Charge | Lock + Strike | Lock + Strike

Tentacle Body (Dt)— This is a somewhat independent appendage of a larger beast. It is extremely long, counting as longer than Longest for purpose of weapon length. It also gives 6x Speed Multiplier as long as the area in question is in reach of the sea or chasm.

Blind Groping (Dt)— As Blind (+2 Ob to all sight-based Speed and Perception tests), but does not give obstacle penalties in combat to hit or positioning once it has found a foe, unless it is distracted.

Suckers (Dt)— +1D to maintain a Lock against opponents with shields, plate mail, or plated leather armor, but +1Ob to maintain a Lock against a target wearing chainmail armor.

Whip Back Into the Deep (Dt)— The tentacle gains a +2D to positioning test when Withdrawing or Running Screaming.

One of Many (Dt)— Multiple tentacles are aware of each other and their actions (because they are from the same beast). They may Help or otherwise aid each other.

Basilisk

Source—Darth Midget (<http://www.burningwheel.org/forum/showthread.php?6825-Burning-THACO-Monster-The-Basilisk>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B3	B3	B3	B4	B7	B6	B5	B3	B12	B5	-	-
Spd Mult.			3x			Hesitation			7		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B4	B7	B9	B10	B11	B12		2D	2D	2D	2D
Cha Traits	Stocky Lizard-like Body, Eight Legs, Spines, Sluggish, Wary, Stupid										
Die Traits	Gaping Maw (as Crushing Jaws-MoB321), Petrifying Gaze*, Tough Skin*, Reptilian*, Stand and Stare*										
C-O Traits	Glowing Eyes (Conspicuous)										
Skills	Tearing Maw B5, Foraging B4, Observation B4, Conspicuous B6, Stealthy B3										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	Tearing Maw		B4	B7	B10	Shortest		-	Slow	-	

Insert Picture

Notes— Damaging Lock: Can Lock and Strike as one action (*Squeezing Tentacles*). Gaze: (Takes 1 action; 1 target at a time) Provokes Steel test at +5 Ob; if fail, may only choose Stand and Drool (*Petrifying Gaze*). Hesitate: If Hesitates, stares at cause of Steel test for duration of Hesitation (replaces other Hesitation action choices) (*Stand and Stare*).

Concept—A hungry, reptilian monster than can petrify with but a glance!

Hook—

Beliefs— Meat tastes good. Two-legs mean danger. Avoid open spaces.

Instincts—Petrify. Bite. Eat.

Sample Script—Stare | Strike | Strike

Petrifying Gaze (Dt)—The basilisk has a potent magical ability that it can expend simply by looking at the victim. This takes 1 Action. Only one target may be affected at a time. Only one victim may be affected per exchange. The victim must immediately make a Steel test versus their Hesitation with a +5 Ob to the test. If they fail the only action they may take is to Stand and Drool.

Tough Skin (Dt)—Counts as reinforced leather covering the entire body.

Reptilian (Dt)—The basilisk moves as a reptile. Speed Multiplier x3.

Stand and Stare (Dt)—If the basilisk fails a Steel test the only action it can take is Stand and Stare. The basilisk stares at whatever provoked the Steel test for the duration of the basilisk's hesitation. Petrifying Gaze applies as normal during this time!

Harpy/Siren

Source— Burning THACO (Stormsweeper/Anthony Hersey)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir	<i>Insert Picture</i>
<i>B5</i>	<i>B4</i>	<i>B6</i>	<i>B6</i>	<i>B5</i>	<i>B5</i>	<i>B5</i>	<i>B5</i>	<i>B11</i>	<i>B8</i>	-	-	
Spd Mult.		<i>3x/14x</i>		<i>Wings</i>		Hesitation		<i>5s/2p</i>	<i>Heartless</i>			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs	
	<i>B3</i>	<i>B6</i>	<i>B8</i>	<i>B9</i>	<i>B10</i>	<i>B11</i>		-	-	-	-	
Cha Traits		<i>Cruel, Feathered</i>										
Die Traits		<i>Wings (MoB345), Slashing Claws (MoB321), Heartless (MoB327), Siren Song*</i>										
Skills		<i>Savage Attack B5, Hunting B4, Tracking B5, Stealthy B5, Scavenging B4</i>										
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng		
	<i>Slashing Claws</i>		<i>B3</i>	<i>B6</i>	<i>B9</i>	<i>Short</i>		<i>1</i>	<i>Fast</i>	<i>-</i>		

Notes—**Flight**: 3 Actions to take flight (*Wings*). **Siren Song**: (Takes 1 action) Provokes Steel test at +(singer's Will) Ob; Hesitation is always "Follow the Song" (will follow until Hesitation ends, or something breaks spell—injury, shaken, etc.).

Concept—The creature from Greek myth, often tasked with carrying men off to their doom.

Hook—x

Beliefs—My master may want these men, but I need meat.

Instincts—Always sing to my prey.

Sample Script—x

Siren Song (Dt)—It take one action to sing. Target must be able to hear song to be affected. The call of the siren has lured many a man to his death. Forces a Steel test with the obstacle increased by the singer's Will. The Hesitation action is a special one - Follow the Song. The hesitating character will follow the song until his hesitation runs out, or something breaks the spell, namely being injured or shaken out of it. Any remaining hesitation is changed to Stand and Drool.

Penanggalan

Source— doctor_madu (<http://www.burningwheel.org/forum/showthread.php?10089-A-Monster-a-Week>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
B4	B5	B4	B5	B4	B6	B6	B4	B11	B7	B2	B2
Spd Mult.		3.5x/8x		<i>Flight</i>		Hesitation		6			
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B5	B7	B9	B10	B11	B12		-	-	-	-
Cha Traits		<i>Vinegary Odor</i>									
Die Traits		<i>Blood Drinker*, Detachable Head*, Horrid Viscera*, Wingless Flight*, Fangs (MoB326)</i>									
C-O Traits		<i>Surprising Strength (Power involving Horrid Viscera)</i>									
Skills		<i>Bloodletting B3, Brawling B4, Falsehood B4, Herbalism B4, Midwifery B4, Persuasion B4, Soothing Platitudes B3, Stealthy B5, Birthing-wise B4, Blood-wise B3, Pariah-wise B3, Sunrise-wise B3</i>									
Wpn	Type/Name		I	M	S	Length		VA	Spd	Rng	
	<i>Bare-Fisted</i>		B2	B4	B6	<i>Shortest</i>		-	<i>Fast</i>	-	
	<i>Bite</i>		B3	B5	B7	<i>Shortest</i>		-	<i>Slow</i>	-	
	<i>Viscera</i>		B2	B4	B6	<i>Short</i>		-	<i>Fast</i>	-	

Insert Picture

Notes—Detachable Head: *Remove Wounds*—Detaching removes wounds to arms and legs and lowers wound to torso by one step. *Detach*—15 actions in Fight! or 1 action in R&C. *Reattach*—at least an hour; must attach by sunrise or die.

Viscera: *Lock*→+2D Lock with Viscera. *Disease*—Viscera’s touch provokes health test (Ob 3) or wasting disease (see below).

Concept—A vile vampiric creature that thrives on the blood of new mothers and children!

Hook—Babies in the village are becoming sick and dying. Some blame the plague, or the evil eye, or angry gods. But the beautiful midwife is plump and rosy... and her head detaches from her body at night, flying about atop a dangling, swaying tangle of slimy viscera. Before morning she returns to her home, soaks her innards in a vat of vinegar to shrink their blood-bloated state, and slides back into her body.

Beliefs—These wretches deserve to suffer – the blood of their mothers and children will sate me! Men are suspicious and hateful – I’ll throw them off my trail by framing a village outcast. None who bear my touch shall survive.

Instincts—Never tangle my organs in thorny plants. Always congratulate pregnant women near parturition (Birthing-wise). Always come up through the floor (Stealthy).

Sample Script— Avoid | Avoid, Lock | Lock

Blood Drinker (Dt)—The blood of expectant mothers and newborn babies sustains the penanggalan. She feeds by biting a sleeping mother or infant and lapping up the blood. Each feeding drains a Health die from victim: If their Health reaches 0, they die. Each week the penanggalan is denied a feeding, her Forte drops by 1. At Forte 0, she withers and dies.

Detachable Head (Dt)—After sunset, the penanggalan’s head may come away from her body, dragging a slimy mass of pulsing, faintly glowing organs. *Benefits*: When she detaches, wounds to her arms and legs are removed and wounds to her torso are reduced one step (e.g. Mi to Li). Wounds to the viscera must be healed normally, even after reattaching. *Detach*: Detaching takes 15 actions in Fight! or a single action in R&C. *Reattach*: Reattaching requires soaking her bloated innards in a large jar (at least 10 gallons) of vinegar so they’ll fit within the body cavity; this takes at least an hour. If she can’t reattach by sunrise (e.g., body’s hidden, cremated, or packed with broken glass), she dies with a terrible scream.

Horrid Viscera (Dt)—The internal organs of the penanggalan slip out of her body and dangle, coiling, from the base of her neck as she flies through the air. Faintly luminous, they not only can strangle and entangle (+2D to Lock), their touch prompts a Health test (Ob 3); failure results in a wasting disease (open sores and -1D Forte per night) lasting seven nights. Characters reduced to 0 Forte are paralyzed with shivering fits and debilitation. After the seven nights are past, lost Forte returns at the rate of 1 point per day (but the penanggalan is likely to come and throttle them while in their stupor).

Wingless Flight (Dt)—Once freed of the weight of her body, a penanggalan may float quickly through the air, glimmering like a firefly. This is bobbing and swooping flight, not hummingbird darting or falcon-dives.

Illithid (Mind Flayer)

Source— Beast in the Garden (<http://www.burningwheel.org/forum/showthread.php?3075-Classic-D-D-monsters-for-peer-review&p=44590#post44590>)

Wi	Pe	Ag	Sp	Po	Fo	He	Ref	MW	Ste	Res	Cir
G7	B6	B4	B4	B4	B5	B7	B4	B10	B6	B4	G3
Spd Mult.			3.5x			Hesitation			1		
PTGS	Su	Li	Mi	Se	Tr	Mo	Armor	Head	Torso	Arms	Legs
	B3	B5	B7	B8	B9	B10		-	-	-	-
Cha Traits	Octopus-Headed, Cruel, Middling Stature, Asexual, Rubbery Skin										
Die Traits	Hive Mind (MoB327), Brain Eater*, Tentacles (MoB339), Sight into the Mind*, Mental Domination*, Telepathy*										
Skills	Anatomy B4, Aura Reading B7, Extortion G5, Falsehood G4, Intimidation G5, Read B6, Rhetoric G4, Torture B7, Write B5										
Wpn	Type/Name	I	M	S	Length			VA	Spd	Rng	

Insert Picture

Notes—**Mental Lock**: May use Will vs. Will to mentally Lock (Longer range/+1D Range). **Domination**: Once mentally Locked to 0 Will or Per, may implant commands (*Mental Domination*). **Tentacles**: +2D Lock on the Inside (*Tentacles*). **Brain Eating**: Once Locked with tentacles, versus test of Power vs. Forte and Forte Taxed by successes over victim—one Forte is 0, brain is eaten (*Brain Eater*).

Concept—Incredibly intelligent and social humanoids with octopus heads. High-powered psionics and love to eat brains.

Hook—Illithid live in the vast Underdark. If encountered, they will attempt to enslave or eat the brains of the characters (depending on how useful they seem). If they can't be enslaved or killed, the illithid will deal with them socially (always looking for an opportunity to enslave them or eat their brains when their guard is down, of course).

Beliefs—I can learn much from the brains of others! The surfacers have not seen the light of the outer dark, they are not perceptive enough to see it, since they are blind and inferior, they must be enslaved!

Instincts—Assess the situation at hand and then take the offensive. Eat brains if Thrall is not useful. If you cannot dominate and opponent is strong, communicate.

Sample Script—**Dominate**: Assess, Mental Lock | Mental Lock | Mental Lock. **Eat brain**: Assess, Mental Lock | Lock | Lock (use Mental Lock while Closing until on Inside).

Resources—Lair, whatever its thralls have

Brain Eater (Dt)—When locked onto a character, the mind flayer may attempt to draw out the creature's brain from his skull. It does a versus test of its Power against the victim's Forte. Forte is taxed by number of successes over the victim. The brain is only extracted after the base Forte stat is reduced to 0.

Sight into the Mind (Dt)—Telepathic ally "Read" a target. Allows Aura Reading.

Mental Domination (Dt)—The mind flayer is able to Mentally Lock a victim. This takes one action and has a range of Presence. The mind flayer tests his Will against the Will of the victim. This functions exactly as a Lock but Will is used instead of Power. Once Will or Perception is reduced to 0 the mind flayer may implant psychic commands into the victim.

Telepathy (Dt)—Can communicate without talking and without knowing a common language in Presence x2.