

# TORCHBEARER

## The Petersen Bestiary



**Concepts and Illustrations by David Petersen**

*Devil Boar* by Thor Olavsrud

*Gruxu* by Radek Drozdalski

*Owlbear* by Luke Crane

*Sprikken* by Jared Sorensen

*Disturbed Spirit* by Thor Olavsrud and Luke Crane

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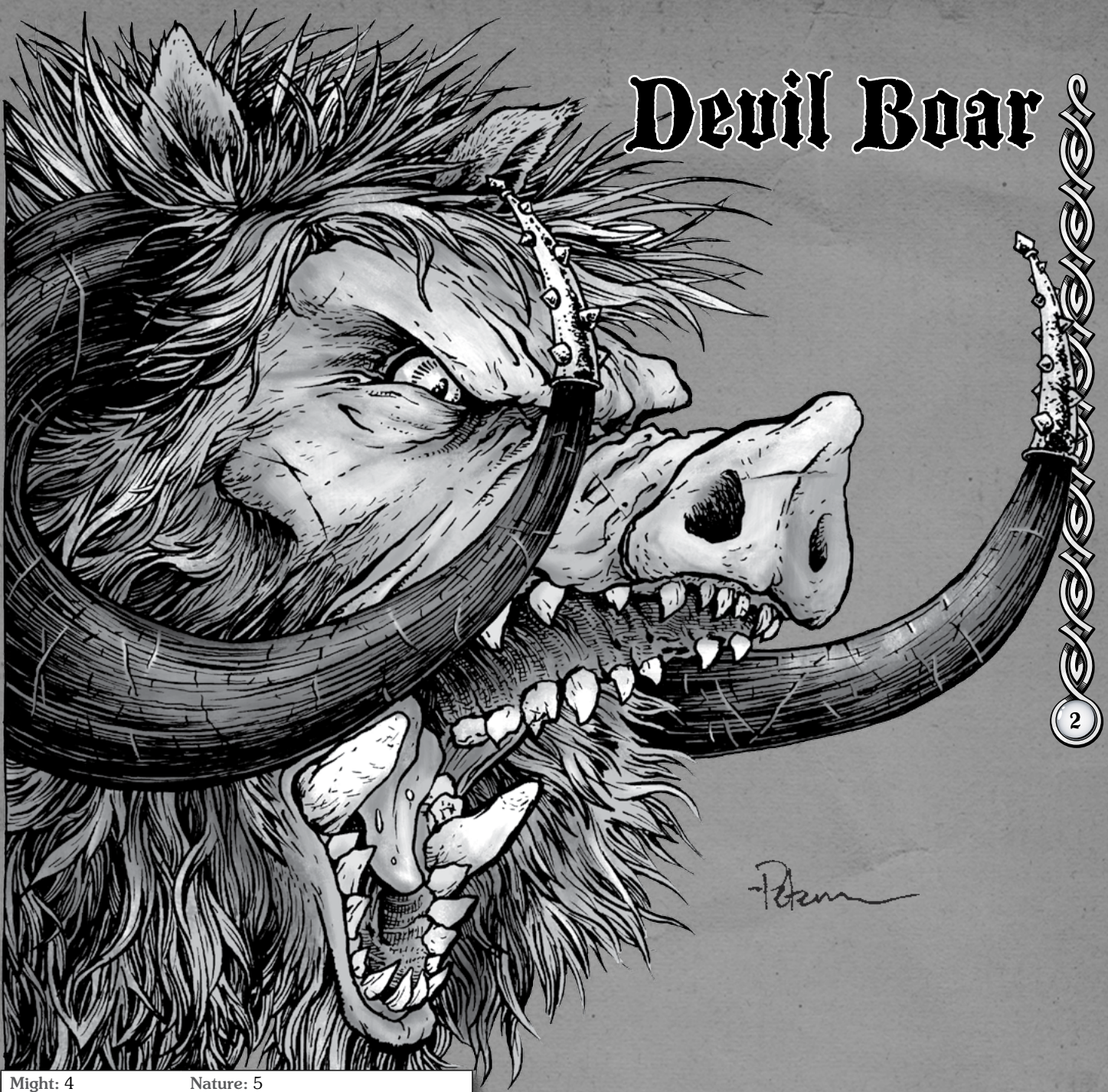
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# Devil Boar

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|---|--|
| Might: 4  | Nature: 5  |
| Descriptors: Rooting, Goring, Devouring   |  |
| Conflict Dispositions   | Conflict Weapons   |
| Kill: 9   | Kill Weapons<br>Attack: +1s, Devil Tusks<br>Feint: +1D, Devil Tusks<br>Maneuver: +1D, Ferocious Charge       |
| Flee: 11  | Flee Weapons<br>Attack: +1D, Keen Sense of Smell<br>Defend: +1s, Unrelenting                                 |
| Drive Off: 6  | Drive Off Weapons<br>Attack: +1s, Devil Tusks<br>Feint: +1D, Devil Tusks<br>Maneuver: +1s, Thundering Hooves |
| Armor: Tough hide (leather equivalent)  |  |
| Instinct: When startled, charge!  |  |
| Special: In a kill conflict, unless the death blow is delivered by a missile (or spell), the devil boar gets one more action—an Attack against its slayer (regardless of action order). |  |

Jordurr, or devil boar, are massive swine that rival small horses in size and weigh as much as a ton. Aggressive and ill-tempered with razor-sharp tusks and hooves that can crack stone, they roam widely in forested lands and are known to devour just about anything. In lean years, jordurr may batter down a stading's stockade, trample those within and devour them. Male jordurr tend to be solitary, while female jordurr usually travel in sounders composed of one to three adult sows and their piglets.

Among certain tribes of orcs, the bravest and most ferocious warriors capture jordurr piglets to train as war mounts. Many a warlord has seen her enemies quail and surrender when her mercenary orc lancer troop has taken the field astride jordurr mounts.



# Gruxu



Gruxu are known as the Lord of Darkness's cruel joke on our civilization. They have been a blight upon men, dwarves and elves as far back as our legends reach: border reavers, slave takers, cold, calculating, quiet. They prey upon us like we prey upon beasts of the wild.

They have our frame—and walk like us—but they are not like us. Their blood is cold, their skin covered with scales, their eyes are the eyes of the beasts, their bodies tailed, their heads horned.

Gruxu are one of the civilizations that walked among the ancients before the time of elves came to pass. They seem cruel and calculating to us, because we do not understand them. Just like animals we hunt do not understand our doings until it's too late.

They live in secret underground cities, but spend most of their lives away from their dark and damp homes.

Their bodies are ageless and their lives are committed to constant improvement of both body and mind. They study ancient texts, but abhor magic; engage in philosophical debates with one another but shun any established order of things, instead playing games of chance and mastering combat abilities or hunting for slaves.

Once every 100 years, all of the travelers return to their homes under the earth for the great games. Each of them brings one slave champion that they have trained in combat, survival and wit. The champions are released in great underground caves and after a year, only one champion emerges.

Gruxu usually travel through our lands either alone (sometimes accompanied by their champion-in-training) or in groups of three to five.

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| <b>Might:</b> 4   | <b>Nature:</b> 5   |
| <b>Descriptors:</b> Reaving, Scheming, Swimming   |  |
| <b>Conflict Dispositions</b>  | <b>Conflict Weapons</b>  |
| <b>Kill:</b> 8  | <b>Kill Weapons</b><br>Attack: +1D, <i>Horns</i><br>Feint: +1s, <i>Lightning Reflexes</i>                            |
| <b>Flee:</b> 11   | <b>Flee Weapons</b><br>Attack: +1D, <i>Relentless</i><br>Defend: +1s, <i>Sensitive Ears</i>                          |
| <b>Convince:</b> 6  | <b>Convince Weapons</b><br>Attack: +1s, <i>Sad Lizard Eyes</i><br>Defend: +1D, <i>Creature from the Ancient Past</i> |
| <b>Ambitions:</b> Chain   |  |
| <b>Instinct:</b> Never kill when you can take a captive.  |  |
| <b>Special:</b> Cold blood. The blood flows slowly in the veins of the Gruxu. Whenever Gruxu lose a kill conflict without compromise, one always lives—mistaken for dead. |  |



# Owlbear



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| <b>Might:</b> 4  | <b>Nature:</b> 7  |
| <b>Descriptors:</b> Stalking, Terrorizing, Tearing Limb from Limb  |   |
| <b>Conflict Dispositions</b>   | <b>Conflict Weapons</b>   |
| <b>Kill:</b> 8   | <b>Kill Weapons</b><br><b>Attack:</b> +1D, <i>Rending Claws</i><br><b>Attack:</b> +2s, <i>Crushing Beak</i><br><b>Maneuver:</b> +1s, <i>Unusual Agility</i>   |
| <b>Flee:</b> 11  | <b>Flee Weapons</b><br><b>Attack:</b> +1D, <i>Unusual Agility</i><br><b>Maneuver:</b> +1s, <i>Owl Eyes</i>  |
| <b>Capture:</b> 6  | <b>Convince Weapons</b><br><b>Attack:</b> +1s, <i>Monstrous Bulk</i><br><b>Defend:</b> +1s, <i>Rending Claws</i><br><b>Feint:</b> +1D, <i>Unusual Agility</i> |
| <b>Armor:</b> None   |   |
| <b>Instinct:</b> Always drag my prey back to my lair before eating it.   |   |
| <b>Special:</b> Owlbear hug: If a character of lesser Might is eliminated from a kill, drive off or capture conflict by an owlbear, the character automatically suffers the injured condition. If already injured...he or she is torn apart! |   |

No one knows precisely the origin of the owlbear. Are they the product of foul wizardry? A curse laid upon some hapless mortal by the Immortals? Or perhaps progeny of a lost ancient stock?

Regardless of their origin, all agree that these beasts are dangerous. They're aggressive and territorial. Hunting in mated pairs, they make their lairs in shallow caves in deep forests. Their favorite prey are deer, elk and moose, but they'll eat anything they can get their beaks into.

The monstrosities prefer to eat undisturbed and so they drag their kills back to their lairs. Foolhardy adventurers make forays into the creatures' caves looking for lost loot. While a few claim to have found riches, most do not. And even those who do are only claiming the belongings of other fools who fell to the owlbear hug before them!



# Sprikken



## aka Grey Sprites or Bridge Haunts

Gnarled and twisted fey creatures with sharp, lean features and mottled grey skin, sprikken are often mistaken for some offshoot of the goblin bloodline. Sprikken speak a heavily accented form of ancient elvish—in addition to other languages they have acquired over their long lives—and possess both a malicious sense of humor and an inflated perception of honor (easily affronted, but their word is rarely kept). As fey, they possess several innate magical traits.

In the times before time, dark elves employed sprikken enforcers as bodyguards. Greedy and prone to fits of pranking when bored (i.e., not fighting or stealing), sprikken in these days are found amidst ruined battlements, old stone causeways, abandoned fortresses and within dark bowers. Seeking amusement and riches, they delight in waylaying travelers, posing impossible questions or moral imperatives and being the most dangerous of nuisances. Such is the plight of the underemployed!

Sprikken usually travel in groups of two or three. Rarely more, never alone.

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| Might: 3+ see special   | Nature (Fey): 5  |
| Descriptors: Robbing, Blighting, Guarding   |  |
| Conflict Dispositions   | Conflict Weapons   |
| Kill: 8   | Kill Weapons<br>Attack: +1D, <i>Surprising Strength</i>  |
| Trick or Riddle: 6  | Trick or Riddle Weapons<br>Feint: +1D, <i>Low Cunning</i><br>Maneuver: +1D, <i>Fey Secrets</i> |
| Flee: 4   | Flee Weapons<br>Maneuver: +1D, <i>Summon Storm</i>   |
| Convince: 10  | Convince Weapons<br>Defend: +1D, <i>Slippery</i>   |
| Armor: Helmet, leather armor. Some well-heeled sprikken may have chainmail armor.   |  |
| Instinct: Always torment travelers for coin or amusement.   |  |
| Special: Like elves, the sprikken are long-lived and do not require sleep. When irked, they can summon storms to ruin moods, crops, shelters or supplies.   |  |
| Growth: During kill, capture and drive off conflicts, sprikken are able to inflate to immense sizes (+1 Might per subsequent round of combat past the first; maximum of Might 6; size increase persists for the duration of the fight).   |  |
| Special weaknesses: Like other fey creatures, sprikken are allergic to cold iron (+1s to any Feint or Attack with piercing, cutting or stabbing weapons made of iron). If attempting to trick or drive off the sprikken, turning one's clothing inside out grants +2D to any Attack or Feint—but no armor other than a helmet may be worn to gain this advantage. |  |



# Disturbed Spirit

Resting in her crypt, this spirit only lashes out at those who disturb her—stealing her grave goods and tampering with the ancient sigils that protect her!

A disturbed spirit can be born from myriad pains. Perhaps she's an Immortal trapped in transition from one form to the next—the product of a failed quest for immortality—or she's the residue left behind after a powerful hero ascended to Immortality. The exact source of her power is up to you, the important aspect is that she's a trapped, powerful and angry entity.

As a spirit, she cannot materially affect the world around her. In order to have her will done, she must have her servants do it or use her power to possess the body of another.

It is common for disturbed spirits to be attended to by a retinue of tomb guardians.



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| <b>Might:</b> 5 or special  | <b>Nature (Disturbed Spirit):</b> 6  |
| <b>Descriptors:</b> Possessing, Punishing Transgressors, Seeking Knowledge  |  |
| <b>Conflict Dispositions</b>  | <b>Conflict Weapons</b>  |
| <b>Kill:</b> 8  | <b>Kill Weapons</b><br><b>Attack:</b> +2D, <i>Ancient Fury</i><br><b>Maneuver:</b> +1s, <i>More than Human</i>               |
| <b>Convince:</b> 13   | <b>Convince Weapons</b><br><b>Attack:</b> +1D, +1s, <i>Unyielding</i><br><b>Defend:</b> +1s, <i>Secrets of Death</i>         |
| <b>Flee:</b> 4  | <b>Flee Weapons</b><br><b>Feint:</b> +1s, <i>Inhuman Cunning</i><br><b>Maneuver:</b> +1D, <i>More than Human</i>             |
| <b>Banish:</b> 10   | <b>Banish Weapons</b><br><b>Attack:</b> +1D, +1s, <i>Immortal Fury</i><br><b>Defend:</b> +1s, <i>Ritually Prepared Bones</i> |
| <b>Armor:</b> as per her possessed victim   |  |
| <b>Instinct:</b> Always take revenge on those who disturb my rest.  |  |
| <b>Special:</b> The disturbed spirit is immune to mind-affecting spells and though she can be defeated in a kill conflict, doing so only slays her host. The disturbed spirit may be destroyed by dragging her bones into sunlight.   |  |
| <b>Possession:</b> The disturbed spirit acts in the physical world through those she possesses. When doing so, use the Might of that creature. If the possessed dies, the spirit is unharmed and may seek another host in the next phase. She may possess those who have stolen from her, but only one at a time. Roll Target's Will vs. the disturbed spirit's Nature. Success indicates the character fights off the disturbed spirit's attempt at control. Failure indicates he or she is now under the control of the disturbed spirit! |  |