

The Body of The Beast
A Game of Internal Conflict
First Edition

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Introduction

The Body

In a time beyond memory, before blood, bone, or any living thing, there was only darkness. Total silence and boundless emptiness ruled existence, bounded on either side with realms of fire and ice, from which sparks and frost constantly danced and mingled. It was from these minglings that the first stars were born, which began to heat the eternally frozen expanse, releasing The Beast from its primordial slumber. This eternal, shambling, creature, now warmed to life, then swallowed the stars which had woken it. Now, warmed by the light of those glowing sparks, it continues its glacial pilgrimage across the Void at a pace measured not by moments or days, but eons.

Unbeknownst to the great creature, the stars it swallowed began to kindle life within The Beast: first the smallest of creatures, soon followed by increasingly large beings. Eventually, five intelligent races clawed their way into existence, building small civilizations in the vast, empty expanses of The Beast. These five races, still struggling in the harsh environment of the Void Pilgrim's body are the Marrowists, the Halitusi, the Gastronians, the Mundari, and the Fortisa. Struggling for power, resources, and fuel units, the Beast's children depend on it for their very existence, but the Beast exists on such a different scale that it is not even aware of their presence.

From the sly and stealthy folk who have laid claim to the lungs' cilia forests to the stout revelers of the liver, the vital organs of The Body have been charted, settled and explored. As in any realm, however, danger lurks in the shadows. Travel across the body is hampered by blood pirates, and wars are waged over vital life giving nutrients and strategic lymphatic waterways. As of late, a new quest has called adventurers from across The Body. The Mind, legendary seat of the gods, has entered the state known as an Open Mind. The pantheon of deities is accepting new members, and anyone may ascend - if only they can traverse the Body and endure the Trials of The Neck. You, the player, have heard this call. Will you accept this call, or perhaps find your meaning in life elsewhere and with other pursuits. If you attempt the Trials, will survive your perilous journey and become a god? Or will you fail, consumed by the dangers of The Body?

The Game

The Body of The Beast is a tabletop roleplaying game designed to simulate the adventures of microscopic organisms within a mighty creature. As a band of tiny adventurers, your party seeks to reach the Brain of the Beast and ascend to godhood. Beware, however! This ascension is available to one of you alone - though you will need your friends to reach the head and endure the Challenges of the Neck, only one of you (if any) will attain their goal of divine might. To play, you need three main accessories:

- A standard set of tabletop roleplaying dice
- Paper, to mark down your character's attributes and inventory
- Friends (or whoever you can find)

One of you will assume the role of Body Master, abbreviated BM. This player will not control a character, but will instead guide the story as they describes the environments you traverse, people you meet, and enemies you face on your quest. Equal parts referee and storyteller, their job is to facilitate a fun and engaging experience for the rest of the players. The rest of the players are Player Characters, or PCs. They are joined in a fragile alliance to reach the Brain of the Beast, banding together to survive the challenges that the BM sends your way! Dice are rolled to determine the results of actions your character undertakes, providing an impartial element of chance.

Scope

Designed to provide a multitude of playthroughs that take you along unique journeys within the body of a massive creature, it is our intent that players enjoy an epic adventure in a setting akin to the Viking Age. The Body of The Beast does not provide a strictly collaborative playthrough. During your campaign you will be faced with the difficult decision between collaboration and betrayal. Only one can ascend to godhood, so you must choose whether it will be you or your companions. With such difficult decisions on the table, please try to keep in mind that while your friend may be stabbing you in the back within the game, they are still your friend outside of it. Though the game is designed with this single setting and general plot in mind, its mechanics may be repurposed for other campaigns within a similar world.

Rolling Under

The core game mechanic in Body of the Beast is the roll under system. When attempting an action that may fail, a player rolls a 20 sided dice and tries to score UNDER the appropriate statistic. Thus, a higher statistic is better, as it improves your chances of success. Bonuses to rolls are subtracted, or are written as “-X” bonuses or gains, where X is the quantity of the bonus. This is because subtracting from your roll improves the likelihood of your success. For the same reasoning, penalties to rolls are written as “+X” penalties.

Recommend Equipment

In order to play the game it is recommended that you have the following:

- ❑ This book
- ❑ A standard dice set containing at least one of each of the following for each player
 - ❑ 4-sided die (d4)
 - ❑ 6-sided die (d6)
 - ❑ 8-sided die (d8)
 - ❑ A pair of 10-sided dice (d10s): One with numbers from 0 to 9 and the other from 0 to 90, by increments of 10 (These are known as percentage dice)
 - ❑ 12-sided die (d12)
 - ❑ 20-sided die (d20)
- ❑ 4 to 6 players, including the Body Master
- ❑ Scratch paper and pencils
- ❑ Character sheets (A photocopyable version of this is included in the back of the book)
- ❑ Some kind of markers or miniatures to represent character's positions within the world