

FRANKENMONSTER CREATURESTEIN



*A pen & paper RPG for people who understand that Frankenstein
was the real monster*

Disaster looms over 19th Century Europe!

The secrets of rogue science have been loosed upon the land, and in their wake all manner of feckless egotists and avarice-stricken nabobs wring the most terrible things into existence within their misshapen mansions and crumbling castles. Half-understanding the work of those like Frankenstein, Faust, or the time-traveller Tesla, these *Rogue Scientists* seize body parts from strange beasts, robbed graves, alchemical mutations, and eldritch realms beyond, and with them stitch together strange works they believe, in their delusions, can bring them great pride and fortune.

Inevitably, when their living mistakes are set to roam free, when their alchemical effluents pollute the rivers, when their dark rituals corrupt the land, *The Mob* will rise to scour this evil from the world, but find the sly perpetrator absconded. Robbed an enemy before them, the *Connections* of the Rogue Scientist steer society towards an easy scapegoat: the *Monsters* left behind...

You are such a Monster, your story beginning as you narrowly escape destruction at the hands of The Mob. Along with your monstrous companions, you will pursue either justice or revenge in this hostile world.

Frankenmonster Creaturestein (shortened to FC throughout this book) is a game of collective storytelling. In FC, everyone plays a Monster, except one player who is the Game Master of 'GM'. The Monsters are the main characters of the story, while the GM provides a narrative frame for the Monsters while narrating the consequences of their actions, and arbitrates the rules. Over the course of a number of games of FC, the Monsters will embark on Quests, progressing through a chain of Connections to finally catch the Rogue Scientist who wronged them and the world, all the while trying to elude destruction at the hands of The Mob. At the end, the players will have together told a story, the contents of which is up to you!

You will need:

- *A number of six-sided dice.* Typically called 'd6' in this book. For example, 'roll 3d6' would mean you roll 3 six-sided dice. You will need at least 12d6. Typically players will only roll 1d6.
- *Paper and pencils to record each Monster's details on.* It is recommended you print off copies of the official FC Monster Sheet.
- *Players.* FC is best played with 4-5 friends.

Contents

BODY PARTS & SKILLS	3	THE GM INTRODUCES THE FIRST CONNECTION	14
BODY PARTS	3	THE MONSTERS ARE SCAPEGOATED	14
SKILLS & BODY PARTS	3	SCENES	14
BODY PART TABLE	3	GETTING ABOUT BETWEEN SCENES	14
SKILLS TABLE	4	PACING THINGS OUT	14
MAKING YOUR MONSTER	4	PLUNDER	14
ANIMUS	4	THE MOB	14
MONSTROUS AND HUMANE SKILLS	4	UPTICKS & DOWNTICKS	15
CREATION METHOD	5	THE MOB STRIKES!	15
EXQUISITE REANIMATED CORPSE	5	ELUDE PURSUERS	15
CHAOTIC ASSEMBLAGE	5	INNOCENT	16
PLAYING THE GAME	6	SYMPATHETIC INNOCENTS	16
USING SKILLS	6	HUMANIZATION	16
ADVANTAGE AND DISADVANTAGE	6	BECOMING HUMAN	17
GRAFTING REROLL	6	THE LAST QUEST	17
THREATENING	6	ALTERNATIVE ENDINGS	17
ATTACK ROLLS	6	A NEW ADVENTURE?	17
MONSTER ATTACK ROLLS	6	FAILED QUESTS	17
HORRIFIC DEFENCE	7	GAME MASTER'S TOOLKIT	18
HUMAN ATTACK ROLLS	7	SOME BASIC TIPS	18
HARM & DEATH	7	ROLLING DICE AS A GM	18
HUMAN BODY PARTS AND HARM	8	SIMULATING RANDOM CHANCE	18
MONSTROSITY SCORE	8	SKILL CHECKS FOR HUMANS	18
MONSTROSITY CHECK	9	CREATING CONNECTIONS	19
MINDLESS BEAST	9	QUICK QUEST GENERATOR	19
SPECIAL ABILITIES	9	ADVERSARIES	19
SPECIAL ABILITIES LIST	10	THE FINAL QUEST	25
TELLING THE STORY	13	CREDITS	26
HOW TO TELL THE STORY	13		
QUESTS	13		
THE FIRST QUEST	13		
THE GM INTRODUCES THE STORY	13		
THE GM INTRODUCES THE OBJECTIVE	14		

The Game

FC is a 'pen & paper role playing game', a game where the players collectively tell an improvised story within a framework of game rules. The 'action' of the game takes place not on a board, but in the players' collective imagination.

Body Parts & Skills

Body Parts


At the centre of FC is **Body Parts**! Monster and the adversaries they face are composed of them, and their loss and gain form an integral part of every Monster's story.

There are six different Body Parts in total: the Head, Torso, Left Arm, Right Arm, Left Leg, and Right Leg, listed on the Body Parts Table below. This table is important, and as a game of FC progresses it will be returned to repeatedly.

When you first create a Monster, you have one of each of the Body Parts, but Monsters can endure the loss of any of their Body Parts (including any Heads and Torsos) as well as attach new Body Parts to themselves. These abilities are afforded due to a Monster's **Animus**, explained in the Making Your Monster section on page 4.

As should be obvious, Humans have one of each of the Body Parts (unless they've lost any limbs in their past).

Body Part Table

1  HEAD

2  TORSO

3  LEFT ARM

4  RIGHT ARM

5  LEFT LEG

6  RIGHT LEG

Skills & Body Parts

For Monsters, each of their starting Body Parts is associated with one of the **Skills**. Multiple Body Parts can be associated with the same Skill.

Skills represent a Monster's abilities. Whenever you want to do something in FC with an element of risk, the GM will tell you the appropriate Skill for the task. The more Body Parts you have associated with that Skill, the more likely you are to succeed! Skills and this process are explained in full in the section Playing The Game on page 6.

For example, let's say the Monster Igor is called upon to use the Mutilate Skill. Because Igor has a Torso, Left Arm, and Right Leg associated with Mutilate, he's likely to do well! If Igor is then called upon to use the Imitate Skill but had no Body Parts associated with Imitate, he's unlikely to succeed.

The following are the six Skills of FC:

Stalk. Stalk is the Skill of being unheard and unseen while you move and act, and also the Skill of tracking and finding objects and people.
The Stalk skill might be used to slip into a house undetected, pick someone's pocket, or follow the scent of your quarry.

Horrify. Horrify is the Skill of using fear to control people, and resisting fear in oneself. In addition, Horrify is also the Skill of defence, as your terrifying appearance saps the strength of your assailants.
The Horrify skill might be used to make people flee, obey your commands, or be repelled from your territory.

Mutilate. Mutilate is the Skill of strength and violence.
The Mutilate skill might be used to hold up a collapsing ceiling, break the chains binding someone, or rend an enemy!

Imitate. Imitate is the Skill of acting like a Human. That might mean using the abilities and senses of humans, or mimicking their behaviours and talents (potentially for the purpose of fooling other humans).
The Imitate skill might be used to convincingly speak and sound as if you were human, smell and taste a food to know its ingredients, or forge someone's handwriting.

Analyse. Analyse is the Skill of intellect and engineering, both recalled and applied.
The Analyse skill might be used to recall the works of an author, complete a maths equation, or fix a broken engine.

Manipulate. Manipulate is the Skill of speed, dexterity, and detail.
The Manipulate skill might be used to grab a falling object, climb a building, run quickly from A to B, or sketch an accurate representation of a person you've seen.

Body Parts can be named after their associated Skill. For example, a Head and a Left Leg associated with the Skill 'Stalk' might be collectively called 'Stalk Body Parts'.

Like the Body Part Table, the below Skills Table will be returned to as you play out a game of FC.

Monstrous and Humane Skills

Skills split into two groups: Monstrous and Humane.

Stalk, Horrify, and Mutilate are the Monstrous Skills, beyond the pale of what humans can do.

Imitate, Analyse, and Manipulate are the Humane Skills, related to the abilities humans possess.

Some effects explained further on vary in effect depending on how many of your Body Parts are associated with Humane Skills or Monstrous Skills.

Skills Table

1		STALK	MONSTROUS
2		HORRIFY	
3		MUTILATE	
4		IMITATE	HUMANE
5		ANALYSE	
6		MANIPULATE	

Making Your Monster

To create your Monster, first you must understand the powers afforded to a Monster by their **Animus**, then the players as a group must choose a **Creation Method** to create their starting Monster.

Animus

Every Monster has an Animus, something that could also be called a soul, which is the unified will over their Body Parts. Possession of an Animus grants Monsters the following abilities:

Immutable Essence. A Monster isn't altered in personality or memory when they lose and gain Body Parts, unless their player wants it to happen.

Kindred Creatures. You can fully communicate with your fellow Monsters and speak in a way that is comprehensive to Humans even if you don't have what could normally be understood as a mouth. It is up to the player how such a Monster would speak.

Evil Eye. You can perceive your surroundings even if you don't have normal senses such as vision or smell, but only as acutely as these senses would be able to.

Formidable Flesh. Your Monster does not die when they lose a Body Part or suffer injuries that would kill a typical flesh-and-blood creature. This even applies when you lose your Head(s) and Torso(s) - in such instances you continue as if you had lost any other limb! Monsters instead die when they exceed their Max Harm. Harm is explained in the section Playing the Game on page 8.

Grafting. Monsters are able to **Graft** new Body Parts onto themselves, meaning they attach it to their form and it becomes part of their body - how this happens within the narrative is up to the Monster's player. Unless preserved in some way, Body Parts must be Grafted onto a Monster at the moment they become available. Otherwise rot quickly sets in and the Body Part becomes **Destroyed**, meaning it is mangled and broken, and cannot be Grafted.

Nothing prevents a Monster from having multiple kinds of the same Body Part, such as two Torsos or three Left Arms, although having multiple copies of the same type of Body Part can come with penalties explained in the Monstrosity Score section of Playing the Game on page 9.

Human Body Parts can be attached to a Monster, but a typical human's Body Parts are not associated with any Skill, so it is not often a benefit to do so.

Severing. Your Monster can remove any of its Body Parts as it pleases. When you remove your own Body Parts, they are **Severed**, meaning it is removed intact and retains what kind of Body Part it is and its associated Skill. If you Sever a Mutilate Right Arm, another Monster cannot attach it as a Horrify Left Arm, for example.

Grafting and Severing means you and your fellow Monsters can potentially swap Body Parts with each other. Note that removing Body Parts contributes to your Harm, so the act does not come without a cost.

Creation Method

There are two methods to create the starting body of your Monster: **Exquisite Reanimated Corpse**, or **Chaotic Assemblage**. All the players must decide between themselves which method they want to use before they create their Monsters. Exquisite Reanimated Corpse is intended as the ‘true’ way for players to create their Monsters, while Chaotic Assemblage provides an option for players who want a quicker creation method that doesn’t require any drawing ability. Exclaiming “It’s alive!!” once your Monster is complete is not necessary, but encouraged.

Regardless of the method, each player will need a sheet of paper, here-on called your Monster Sheet. The official FC Monster Sheet is recommended.

Once your Monster is completed, you’re almost ready to start **Playing the Game** and **Telling the Story!** First you’ll need to calculate your initial Monstrosity Score, as explained in the Playing the Game section on page 9.

Exquisite Reanimated Corpse

To begin, each player secretly draws the Torso of their Monster on the Monster Sheet. They then put in five folds away from the drawn side of the paper, around the Torso where it will join with the Head, Right Arm, Right Leg, Left Leg, and Left Arm, marking each fold as such. It is advised to leave a little bit of the drawn lines showing on the other side of the fold, so the next person to draw a Body Part for this Monster knows where it attaches. These drawn Body Parts can be whatever shape and form the artist desires!

Every Player then passes their Monster Sheet to the Player to their left, with the side of the paper with the Torso on face-down, and the fold where the Head goes showing. That Player then draws the Head, undoes the fold, reveals the blank fold clockwise (which after the Head will be where the Right Arm is drawn) and hands the Monster sheet to the next Player to the right. This process repeats with each Player drawing a Body Part



then passing the Monster Sheet right until all the Body Parts are drawn in. The Monsters are then revealed, and each Monster Sheet is returned to the Player who drew the Torso.

Each Player then looks at their completed Monster, and decides which Skill applies to each Body Part based on that Body Part’s appearance. Players note down the Skill of each Body Part of their Monster on the Monster Sheet as they go.

Players can use the following suggestions to guide deciding what Skill should be associated with a Body Part:

If the Body Part is... *camouflaged, predatory, or translucent* ...then the Skill could be Stalk.

If the Body Part is... *grotesque, bulbous, or intimidating* ...then the Skill could be Horrify.

If the Body Part is... *sharp, muscular, or hazardous* ...then the Skill could be Mutilate.

If the Body Part is... *humanoid, or has humanoid parts* ...then the Skill could be Imitate.

If the Body Part is... *technological, or features brains* ...then the Skill could be Analyse.

If the Body Part is... *grasping, articulate, or lithe* ...then the Skill could be Manipulate.

Players can have a lot of leeway when interpreting which Skills apply to which Body Parts. For example, if their Monster has a Tesla coil for a Left Arm, the Player could decide the relevant Skill is Analyse, as the arm is a piece of technology, or Mutilate, as the lightning from the coil is hazardous.

Note that the name of this method is merely homage to its inspiration of the surrealist art exercise of ‘exquisite corpse’. Your Monster does not need to be a reanimated corpse, although that’s certainly an option!

Chaotic Assemblage

For this simpler method, each player rolls 5d6, one after another, and compares the results with the Skills Table five times to determine in turn the associated Skill for their Head, Right Arm, Right Leg, Left Leg, and Left Arm (in that order). Then finally, they choose for themselves the Skill of their Torso. The player notes down the Skill of each Body Part on their Monster Sheet, and the Monster is good to go!

Playing the Game

Using Skills

Skills are used whenever a Monster wants to attempt something where there is an element of risk, from breaking down a door to quickly finding a book in a library. So long as there is a chance of failure, a Monster must use the appropriate Skill.

Whenever a Monster's player describes the course of action they'd like to take, the GM first decides whether a Skill is appropriate. If the course of action has no risk of failure, the GM simply lets it happen within the narrative. Otherwise, the GM names the appropriate Skill for the task and the **Difficulty** for the task.

Difficulty marks how hard the task the Monster is about to undertake is. There are four possible Difficulties, with a corresponding number:

Easy Difficulty: 4

Normal Difficulty: 5

Hard Difficulty: 6

Very Hard Difficulty: 7

Having heard the appropriate Skill and Difficulty, the Monster player then decides whether they want to go ahead with the course of action. If they do go ahead, they then roll a d6 and add the number of Body Parts with the relevant Skill they currently possess to the roll. This roll is named a Skill Check, and for a particular Skill the roll is called a (Skill Name) Check - for example, an Analyse Check.

Adding your number of Body Parts with the relevant Skill to the d6 roll gives you your 'score' for this Skill Check. If the score of the Skill Check is equal to or higher than the Difficulty's number, the Monster succeeds in the course of action! If the total score is lower, they fail, and that course of action is no longer tenable for the Monster. The GM and player then narrate the consequences of the Monster's success or failure.

The most a Monster ever adds to the d6 rolled for using a Skill is +3. If a Monster has 4 or more Body Parts associated with that Skill, they still only add +3 to the roll. However, there are additional benefits a Monster gains when they come to possess 4 and 5 Body Parts all of the same Skill, explained in the Special Abilities section on page 9.

If the Monster possesses no Body Parts associated with the relevant Skill, they make the roll on Disadvantage, explained below.

Here's an example of a Skill being used: The player of the Monster 'Igor' says they want to quickly smash down a door between them and their quarry.

Given there's a chance Igor could fail to break the door and be held up, the GM decides a Skill is needed here; specifically the Skill 'Mutilate'. The GM then decides that, as this door is old and flimsy, the Difficulty will be 'Easy'; so Igor needs to match or beat a 4.

Igor has 2 Mutilate Body Parts, so will be adding +2 to the roll. Igor's player rolls a d6 and gets a 3. Adding the +2 gives them a total score of 5. That beats the Difficulty of 4, so Igor proceeds to smash the door to splinters, and the story continues!

The GM can also ask for a Monster to make a Skill Check for a reactive (rather than proactive) action. For example, if a Monster unknowingly walks into a booby trap, the GM may ask the Monster to make a Stalk Check to avoid triggering the mechanism!

Advantage and Disadvantage

Sometimes narrative circumstance or Special Abilities can give your Monster an edge or handicap in their attempted action. In such instances, you make the Skill Check representing the attempted action on Advantage if you've got an edge, or Disadvantage if you have a handicap.

Advantage. When you have Advantage on a Skill Check, you instead roll 2d6 for the roll and pick the higher roll as the one that counts.

Disadvantage. When you have Disadvantage on a Skill Check, you instead roll 2d6 for the roll and pick the lower roll as the one that counts. Skill Checks made for a Skill you have no associated Body Parts for are always made on Disadvantage.

If your edge or handicap is because of a narrative reason (for example, the person you're attacking is restrained), the GM declares alongside the Skill to be used and the Difficulty for the Skill Check whether the Skill Check will be made with Advantage or Disadvantage. Most Skill Checks will not involve Advantage or Disadvantage.

Some Special Abilities can also give Advantage to certain courses of action. Special Abilities are listed on page 10.

Grafting Reroll

When you fail a Skill Check, if one of your Monster allies Severs one of their Body Parts associated with the Skill you just made a Skill Check for, and you Graft that Body Part onto yourself, you can reattempt the Skill Check.

You add your new amount of Body Parts associated with the Skill Check to this reattempted roll.

Your group of Monsters can make Grafting Rerolls as many times as they please. However, Severing a Body Part for a Grafting Reroll ally still increases Harm by 1 as normal.

Group Checks

At some points a GM may have multiple Monsters make Skill Checks for the same single action. This is called a Group Check. When Monsters make a Group Check, every Monster involved rolls as if they were making an ordinary Skill Check, all for the same Skill, with the GM determining a Difficulty for the Group Check.

If half or more of the Monsters succeed on their Skill Check then the Group Check, and the course of action the Monsters were collectively attempting, succeeds. Otherwise the Group Check and its course of action fails.

Generally multiple Monsters working together can achieve a greater effect than what a Monster could achieve on their own.

You cannot use the Grafting Reroll rule to reattempt Group Checks.

For example, the Monsters Igor, Bela, and Fritz want to lift a flagstone concealing a hidden passage. The task would be too difficult for an individual Monster, but together it might be possible.

The GM explains the Skill for this Group Check is Mutilate, and its Difficulty is 5.

Igor scores a 7 on a Mutilate Check.

Bela scores a 3 on a Mutilate Check.

Fritz scores a 5 on a Mutilate Check.

As Igor and Fritz have both beaten the Difficulty of 5, meaning more than half the Monsters involved in the Group Check have succeeded, the Monsters manage to lift the flagstone!

Threatening

Sometimes when the GM tells you the appropriate Skill and Difficulty for a Skill Check, they will also tell you that the Skill Check is Threatening, meaning failure comes with some immediate physical risk to the Monster. An example of a Threatening Skill Check could be climbing with a large fall below you.

If the Monster fails the Skill Check, not only do they fail within the narrative, but they also suffer injury! The GM rolls between 1d6 and 3d6 based on how hazardous the course of action was, with more d6s representing greater hazard, and compares the dice roll(s) to the Body Parts Table to see which Body Part(s) of the Monster are Destroyed. Within the rules, how many d6 are rolled is written after 'Threatening', such as Threatening (2d6).

If the Monster has multiples of the same Body Part, they choose which one is Destroyed.

Attack Rolls

Whenever a Monster or Human attempts to attack another Human or Monster, they make an Attack Roll. Normally when someone is attacked, the attacker must be adjacent to whomever they're attacking, unless a device or ability is allowing them to attack from afar.

When an Attack Roll is made, a number of d6 are rolled (how many is determined by certain rules explained later and who is making the Attack Roll). Then, if there are any duplicates of a number or numbers rolled by the d6s, compare those duplicate numbers to the Body Parts Table. Those are the Body Parts hit by this attack.

An additional Body Part of the same type is hit for each duplicate of a number rolled beyond the first duplicate.

If no duplicate numbers are rolled, the attack is considered in the narrative to have missed. In addition, if the target of the attack doesn't have the Body Part(s) that would be hit by the attack, that attack is also considered to have missed.

For example, the Monster Igor is the target of an attack where 7d6 are rolled. The assailant's dice rolls are: 1, 1, 3, 5, 5, 5, 6

The single duplicate of the number 1 means Igor loses one Head, and the two duplicates of the number 5 means Igor would lose two Left Legs. However since Igor doesn't have any Left Legs, the only thing he loses is a Head. Igor has two Heads, and chooses which one he loses. Poor Igor!

Body Parts hit by an Attack Roll are normally Destroyed, but a Monster can choose to Sever Body Parts they hit when they make Attack Rolls instead.

Monster Attack Rolls

For Monsters, to determine the number of d6 they roll for their Attack Roll, before they actually make the Attack Roll they must first roll a Mutilate Check. The score of that Mutilate Check is the number of d6 they will roll for the Attack Roll. Note a Monster only makes an Attack Roll like this when they are specifically trying to kill someone - if a Monster wants to physically act upon someone but isn't focused on harm (for example, attempting to grab and restrain someone) then the Monster simply makes a Mutilate Check.

Horrific Defence

A Monster's horrifying appearance can be a ward against attacks, as their fear-inducing form weakens the sword arm or wavers the aim of opponents. Whenever a Monster is the target of an Attack Roll, the number of d6 to be rolled is reduced by the number of Horrify Body Parts the Monster has, up to a maximum of 3.

Human Attack Rolls

Normal, individual Humans tend to flee at the sight of Monsters rather than engage them in combat, but for the few brave souls who try, they simply move up to the Monster and make an Attack Roll. The number of dice rolled is determined by the kind of armament they come at the Monster with:

Unarmed / Small Armament: N/A. Monsters are simply too resilient to be physically harmed by the likes of knives, cudgels, stones, or bare fists.

Light Armament: 3d6. Such as a sword, bow, crossbow, or flintlock pistol.

Heavy Armament: 4d6. Such as a greatsword, axe, rifle, or heavy rock thrown from on high.

In special circumstances such as if someone fires a cannon or tries to dump acid over a Monster, the GM can decide on the spot how many dice are rolled for the Attack Roll.

Adversaries (special characters the Monsters will face) have special rules determining how many d6 are rolled for their Attack Rolls, explained in the Adversaries section of the Game Master's Toolkit on page 18.

The Mob's Attack Roll is always 6d6, unless a Monster chooses to Bear The Brunt, in which case the Mob Attack Roll is 12d6. These rules are fully explained in the The Mob section of Telling The Story, on page 13.

Harm & Death

Monsters have a count that tracks how close to death they are, called Harm. Harm starts at 0 and is reset to 0 at the start of every Quest.

Whenever your Monster loses a Body Part, for whatever reason (included Severing your own Body Parts), your Harm increases by 1. When your Harm equals your Max Harm, your Monster dies, and their Animus sheds its mortal coil. Your Max Harm is calculated at the start of each new Quest, and is equal to 1 + half your total Body Parts (rounded up). For a starting Monster it will always be 4.

When a Monster dies, any surviving Body Parts are Severed, meaning other Monsters can Graft them onto their form if they have the convenience.

Humans do not have Harm or Max Harm - for most of them, loss of any Body Part is enough to kill them outright, although there are some possessed of a steely disposition who can endure the loss of a limb or two. Whenever an ordinary Human loses any Body Part, they die, and all Humans, regardless of how special they are, instantly die when they lose either their Torso or Head.

Human Body Parts and Harm

Human Body Parts you have Grafted onto yourself are not counted when calculating your Max Harm. However, having Human Body Parts Grafted onto yourself be Severed or Destroyed does increase your Harm by 1 as if you had lost a normal Body Part.

Human Body Parts you Graft onto yourself can contribute to your Monstrosity Score as normal.

Monstrosity Score

Are you Man? Or are you Monster? Every Monster has a 'Monstrosity Score', a number that marks how visibly and mentally aberrant they are.

Your initial Monstrosity Score is calculated when you first create your Monster. It is equal to 1 + total number of Monstrous Body Parts (Stalk, Horrify, and Mutilate Body Parts are Monstrous Body Parts). The later addition of further Monstrous Body Parts does not increase your Monstrosity Score.

The higher a Monster's Monstrosity Score is, the more twisted and bestial they look and behave, while the lower it is, the more humanoid they look and the more self-control they possess.

Every time you kill an Innocent, increase your Monstrosity Score by 1. Innocents are explained in the Telling The Story section on page 16.

If you have any duplicates of Body Parts (for example, two Left Arms would be one 'duplicate'), each duplicate adds 1 to your Monstrosity score. The Skill of the Body Parts is irrelevant to them being 'duplicates' in this sense. If you lose these duplicates, you lose their additions to your Monstrosity Score.

Monstrosity Check

Sometimes the GM will ask a Monster to make a Monstrosity Check. When you do so, you simply roll a d6. If the roll is equal to or higher than your Monstrosity Score, you succeed. Otherwise, you fail. Success or failure can mean different things depending on the context in which you do so. If your Monstrosity Score is 7 or higher, you always fail Monstrosity Checks.

Monstrosity Checks are most often used when a Monster is seen by a Human while obscured, either by darkness or some other effect. In such instances, the GM will have the Monster player make a Monstrosity Check the moment they are seen. On a success, the observer believes the Monster is a Human, at least while the Monster remains obscured. This doesn't necessarily get the Monster out of trouble - for example, if you are believed to be a human interloper, an alert may still be raised.

Mindless Beast

If your Monstrosity Score ever equals or exceeds 12, you become a Mindless Beast. Your ability to be a thinking, feeling being quickly erodes, and by the end of the Scene you will have become a violent creature that attacks anyone and everyone in sight. As the transformation to a Mindless Beast is not instant, the Monster's player has a chance to use their last shred of self-control to aid their allies (or at least give them a chance to get away) before they are truly lost.

The GM takes control of your Mindless Beast, which begins pursuing destruction with no regard for self-preservation. If this Mindless Beast is encountered again, it has no recollection of its Monster fellows and will attack them if able to. The player of the Monster that became a Mindless Beast either parts from the game, or can play a new Monster discovered by the group when they Plunder.

Special Abilities

When a Monster gains 4 Body Parts and again when they have 5 Body Parts all associated with the same single Skill, they gain a Special Ability associated with that Skill, chosen from the Special Abilities List beginning on the next page.

You gain the Special Ability at the moment in which you gain the 4th and 5th Body Part, and lose the relevant Special Ability when you drop below the required number of Body Parts. If you would later regain enough Body Parts, you regain the Special Ability you had previously chosen.

Special Abilities List

STALK SPECIAL ABILITY: JUMP SCARE

If you are in a scene where your Monster's presence or location is vague, meaning neither you nor anyone else has declared where you are or specifically acknowledged you, you can choose to burst from any hiding place you could conceivably conceal yourself within, to attack a Human adjacent to it. You do not need to make a Stalk Check to have concealed yourself in this way.

The Mutilate Check you make that will determine the Attack Roll representing this 'jump scare' is made on Advantage.

STALK SPECIAL ABILITY: SECOND SHADOW

Whenever a Human passes through darkness while you are hidden near them, you can choose to become their Second Shadow, meaning you hide yourself on or around their person, and move with them. You are only noticeable if specifically searched for while a Second Shadow. How this ability narratively manifests is up to you. You might become ethereal and 'haunt' the Human, or become ropery flesh that hides itself amongst their pockets and person, for example.

When the Human passes through darkness again, you can choose to end this ability while remaining concealed. If you otherwise end it, you appear adjacent and visible to the Human.

Exposure to sunlight or other strong light dispels this ability, causing you to appear adjacent to the Human.

STALK SPECIAL ABILITY: RAT KING

You become friends to rats, mice, cockroaches, and other vermin that hide from those that would exterminate them.

You can communicate with such creatures, learning what they know of their territory, and can have them perform simple tasks for you, so long as the tasks do not significantly inconvenience or risk the creature.

HORRIFY SPECIAL ABILITY: DREAMWALKER

Once per period of them sleeping, you are able to mentally enter the dreams and nightmares of a Human, learning their subconscious fears and deepest secrets.

Dreams are inherently chaotic and hard to understand. When you enter someone's nightmares, the GM secretly rolls a d6. On a roll of 1 or 2, the GM instead narrates a deceptive nightmare, with no real relevance to the Human.

You need to be nearby to the Human to use this ability, such as under their bed or in their cupboard.

HORRIFY SPECIAL ABILITY: PSYCHIC SCAR

When you inflict severe mental or physical injury upon a Human (such as when you Destroy one of their Body Parts, successfully scare them with a Horrify Check, etc), you can choose to place a Psychic Scar upon them.

While someone has this Psychic Scar, you gain brief visions of what they are doing, saying, and thinking. Effectively you know all of the important things they do while they have the Psychic Scar.

You can only have one Psychic Scar active at a time. When you give a new Human a Psychic Scar, the old Psychic Scar ends its effects.

HORRIFY SPECIAL ABILITY: MIND-SHATTERING

Once per Quest, you can summon all your horrific power to drive an Innocent mad. You do not need to make a Horrify Check to do this.

A maddened Innocent is reduced to incoherent babbling, and becomes unable to convey what they have witnessed or any other information about the Monsters. As a result, if this maddened Innocent is allowed to flee, they Downtick the Mob Score instead of Uptick.

MUTILATE SPECIAL ABILITY: DESTRUCTIVE FORCE

Once per Quest, you are capable of creating a powerful, destructive attack that can smash through anything in its way. This Destructive Force affects an entire area before you.

The Mutilate Check you make for this Destructive Force is made on Advantage, and the Destructive Force is powerful enough to smash through stone walls, steel plating, and so on.

If anyone is caught in the area affected by your Destructive Force, you make a single Attack Roll (using the score of the Mutilate Check) that applies to everyone in the range of your Destructive Force, be they Human or Monster, friend or foe.

The nature of the destructive force is up to you. It could be a hoard of lashing tentacles, fire breath, a giant claw, or so on.

MUTILATE SPECIAL ABILITY: PROJECTILE ATTACK

Up to three times per Quest, you can launch a Projectile Attack, allowing you to exert your Mutilate Skill at range.

Your effective range is 300 metres / 1000 feet, and so long as you can draw a line from yourself to your target, you can act upon any targeted Human or object as if you were adjacent to it and using your Mutilate Skill upon it. For example, this can allow you to attack someone or break an object at distance.

The nature of the projectile you launch is up to you. It could be quarrels of bone, balls of fire, a lightning bolt, or so on.

IMITATE SPECIAL ABILITY: UNHOLY CHOIR

You can speak with multiple human voices concurrently, allowing you to create the sounds of a group of people who are socialising, angry, or so on.

In addition, this ability allows you to imitate the sounds of The Mob. Once per Quest when the Mob Score is at 5, you can use this ability to lower the Mob Score by 1 as you mimic their sounds to trick them into thinking the Monsters are elsewhere. Subsequent uses of this ability on the same Quest causes The Mob to realise the deception, and increases the Mob Score.

MUTILATE SPECIAL ABILITY: SPLATTERFEST

Whenever you Sever or Destroy a Body Part of a Human, you have Advantage on all Horrify Checks to terrify and influence any Humans who are witness to this violence for the duration of the current Quest.

IMITATE SPECIAL ABILITY: STOLEN SKIN

You can choose to consume the Severed Body Part or corpse of a Human to briefly appear as them.

When you do so, your body either transforms or projects an illusion to appear exactly as the consumed Human. Roll a d6 as you take on this new appearance - you appear in this new form for that many minutes in the narrative. Using any of your Monstrous Skills while under this effect ends it, but you can use your Humane Skills without losing the effect. You can choose to voluntarily end this effect early at any point.

You do not have any of their memories or personality, so can potentially be found out by those intimate with the Human you are appearing as. You will need to make Imitate Checks to deceive anyone who might otherwise realise your deception.

IMITATE SPECIAL ABILITY: MONEY MONSTER

You become charismatic and knowledgeable enough of Human ways to entrench yourself in the strange world of 'business'.

When you Plunder, you have a third option: Expand Business. When you do so, you take the coin, business contracts, contacts, and so on from the plundered Connection to establish or grow a little business empire before the next Quest.

When you first Expand Business, you gain a Business Score, which starts at 1, and the Score increases by 1 each time you subsequently Expand Business up to a maximum of 5. Your Business Score remains even if you lose this ability.

Whenever you encounter something connected to commerce - a factory, a delivery cart, a banker, or so on - you can roll a d6. If you roll equal to or below your Business Score, that thing is connected to your business empire, and you can use your connections to indirectly influence it, such as altering the movement of goods or daily schedule.

ANALYSE SPECIAL ABILITY: BRAIN DRAIN

When you consume a Head and the brain therein (or just a brain), you gain the memories and knowledge that brain had when it was alive.

Note you do not gain the 'personality' of the brain. Although you possess the person's memories, you don't become able to perfectly mimic their voice or behaviour, for example.

ANALYSE SPECIAL ABILITY: MACHINE SPIRIT

You have an affinity for machinery and mechanisms. Analyse Checks you make to work with machines are made on Advantage.

In addition, you can make Analyse Checks to spiritually influence the behaviour of machines. So long as you are near a machine and understand at least its basic function, a successful Analyse Check allows you to alter the machine's output. You might make a steam train slow down, a difference engine produce an incorrect mathematical result, or a Tesla coil electrocute someone nearby. The Difficulty of the Analyse Check is determined by the mechanical complexity of the machine.

ANALYSE SPECIAL ABILITY: DARK KNOWLEDGE

Up to twice per Quest, you can apply your considerable knowledge to alter the nature of a Monster's body. When you use this ability, choose a Body Part belonging to you or a fellow Monster. You then go to work using knowledge of necromancy, alchemy, engineering, and so on to change the associated Skill of the chosen Body Part. Roll 2d6, compare the numbers rolled with the Skills Table, and choose one corresponding Skill. You can then choose to change the chosen Body Part to be associated with that new Skill.

Choosing to not change the Body Part to a new Skill still counts towards the number of times you can use this special ability.

MANIPULATE SPECIAL ABILITY: EVASIVE TARGET

When you are the target of an Attack Roll, you can reroll up to three of the dice. You do not need to make all the rerolls simultaneously, and can reroll rerolls.

In addition, when you fail a Threatening Skill Check, the GM rolls one less d6, potentially bringing the number of d6 rolled to zero.

MANIPULATE SPECIAL ABILITY: REMOTE CONTROL PARTS

When you take this ability, choose two of your Body Parts that are not Torsos. Each of those Body Parts can Remote Controlled, meaning they are Severed by you without increasing your Harm, and while removed this way remain under the control of your Animus, allowing you to move them at a distance, and meaning they don't become Destroyed as a result of being separate from a body.

While removed in this way, Skill Checks you make treat it as if you'd lost the Body Parts, however you don't count as having lost the Body Parts for the purposes of Special Abilities.

For the purposes of Skill Checks, each Remote Controlled Body Part retains its associated Skill, and you can make Skill Checks with them. The two remote controlled Body Parts can join together while separated from you to combine their Skill Levels.

These Body Parts can be attacked as separate entities, and if attacked and Destroyed separately you count as having lost the Body Part for all purposes, including counting towards Special Abilities.

MANIPULATE SPECIAL ABILITY: PRECISE STRIKE

Whenever you make an Attack Roll, you can reroll up to two of the dice.

In addition, when you make Manipulate and Mutilate Checks to precisely and quickly grab, strike, or reach something, that Skill Check is made on Advantage.

Telling the Story

This section explains the 'blueprint' for playing sessions of FC, as well as the rules for storytelling devices such as The Mob and Innocents. A 'session' is a discrete period where the players all sit down to actually play the game, usually taking 2-4 hours.

Remember the ultimate aim of FC is to tell a good story. The rules and guides in this section should only be followed in so far as they benefit the telling of that story. If they ever get in the way, the players can discard them for the moment.

How To Tell The Story

Normally, the narrative progresses by cycling through the following four steps:

1. *The GM establishes what's happening*
2. *The Monster players describe what they want to do*
3. *The Monsters make any Skill Checks to achieve those aims*
4. *The GM narrates the consequences of those aims.*

However these steps are suggestions, rather than rules - as a collective storytelling game, how the story gets told is ultimately down to the players.

As a storytelling game, what the Monsters can do is only constrained by their players' imagination and their abilities. There is no particular way they must confront a problem... but remember, within the twists and turns of the narrative there is no guarantee things will play out as envisioned.

Quests

Sessions of FC are centred around the Monsters pursuing a Quest. It is intended in FC for a Quest to cover a single session of play, but it is possible for one Quest to cover multiple sessions, or for there to be multiple Quests in one session.

An entire story within FC will be a series of Quests. Within each Quest, the Monsters pursue a Connection, and after progressing through the chain of Connections over a number of Quests, reach their nemesis the Rogue Scientist, all the while eluding The Mob.

A Connection is a person, place or object that has aided the Rogue Scientist in their misendeavours, and will provide a clue to another Connection, or ultimately the Rogue Scientist's location. Part of the Quest will involve the Monsters getting information from the Connection to uncover the

next Connection, whether through interrogation, study, or some other means of interacting with the Connection. Exactly how the Monsters get the information from the Connection is up to them.

Every Quest begins with these three steps:

Establish Scene and Connection. The GM narrates the opening scene, and tells the Monsters what Connection they are pursuing for this Quest.
Calculate Harm. Monsters calculate their Max Harm and reset their Harm to 0.
Calculate Monstrosity. Monsters calculate their current Monstrosity Score.

The Monsters then set about pursuing their goals. The exact nature of those goals will depend on the Connection and how the Monsters are pursuing it, but the general idea of what the Connection is and what must be done with them/it to progress the narrative should be clear from the GM's opening narration.

For example, the GM opens a session explaining that when the Monsters completed their last Quest, they discovered the Rogue Scientist had drawn much of their knowledge from a copy of the Necronomicon kept within the Imperial Library of Austria. However, such a book cannot be publicly accessible. It must be hidden somewhere secret within...

The First Quest

The first Quest is an important introduction to the story where the players come to understand the broad objective and nature of the story they are about to tell. The first Quest must have the following elements:

The GM Introduces the Story

The GM opens the story talking of the terrible works of the Rogue Scientist, and their effects upon their surrounding land and people.

The GM then narrates that the Monsters have just narrowly escaped the destruction of their birthplace, where the Rogue Scientist created them. They are aware the Rogue Scientist also escaped. This destruction comes at the hands of The Mob, who have risen in response to the Rogue Scientist's terrible works.

Not too far away, the cries of The Mob can be heard from the smouldering ruin. The GM sets the Mob Score to 3 and explains The Mob will be pursuing the Monsters.

The GM Introduces the Objective

With the GM guiding the narrative, the Monsters gather themselves, and together realise they must pursue the Rogue Scientist. While the goal is collective, their individual reasons for doing so can be different.

Below are some ideas for why a Monster is embarking upon this objective:

Justice. The Monster was witness to the terrible deeds of the Rogue Scientist, and realises they need to be stopped.

Revenge. The Rogue Scientist enacted terrible experiments upon the Monster, and such suffering must be repaid.

Answers. The Monster wants to know the secrets of their creation. If they were formed by the Body Parts of a reanimated corpse, who were they before they became a Monster?

Escape. The Monster curses their circumstances, and wants to cease to be a Monster. Pursuing the Rogue Scientist seems the only way to find out how.

The GM Introduces the First Connection

The GM narrates that one or several Monsters recall some clue that could lead them to the Rogue Scientist. This is the first Connection, which the Monsters will pursue for this first Quest.

The Monsters are Scapegoated (Optional)

The GM can also add snippets of narration throughout the first Quest that portray The Mob being turned towards the Monsters. Perhaps town criers put out announcements denouncing the Monsters as the perpetrators of The Mob's ills, or bounties for the Monsters are posted.

In a later Quest, the Monster may encounter the very Connections who spurred this scapegoating!

Scenes

Quests are broken up into a series of Scenes, discrete periods in the narrative in which the Monsters act.

Scenes can be montages, such as the Monsters pursuing a number of small tasks across a region, but generally a Scene will begin with the Monsters arriving at an important location and end with them leaving it.

Scenes are fairly informal, and only have use for the GM to keep track of certain rules such as The Mob. What constitutes one Scene or several is at the GM's discretion.

Getting About Between Scenes

Monsters cannot wantonly walk amongst Humans in daylight, otherwise The Mob will quickly find them.

Quests generally take place at night, with the Monsters keeping nocturnal habits, so that the cover of darkness can protect them. In addition, Monsters have an affinity for moving through sewers, alleyways, caves, and other passages that offer concealment. The Monster players and the GM should use these narrative devices to allow the Monsters some ease of movement as they travel.

Pacing Things Out

In Scenes where there are many Humans and Monsters acting in direct opposition to one another (such as in a fight), it is suggested the GM bring an ordered pace to things with the following method:

1. The Monster Players choose one of their number to act, potentially making a Skill Check or other roll.
2. The GM then chooses one of the Humans to act.
3. Another Monster who hasn't acted yet does so.
4. Another Human who hasn't acted yet does so.
5. Repeat steps 3-4 until everyone has done something, then restart at step 1.

A Monster or Human's 'act' can include them moving to perform the action.

For example, moving across the room and pulling a lever would be a single 'act'.

The Mob

The Mob is an angry gang of Humans pursuing the Monsters, whom they blame for the disasters created by the Rogue Scientist. Within the narrative, The Mob can be any group with the drive to pursue the Monsters and the numbers to not be physically beatable. They might be a group of angry peasants, or a company of soldiers, for example.

For the duration of the story, The Mob cannot be stopped, only avoided. The Mob has a number called the Mob Score which tracks how close they are to catching the Monsters. The Mob Score is a number between 1 and 6, with 1 representing The Mob being very distant from the Monsters, and 6 representing The Mob being upon the Monsters.

The Mob Score can be tracked using a d6.

At the beginning of the first Quest, the Mob Score is set to 3.

Upticks & Downticks

The Mob Score is potentially raised and lowered by Upticks and Downticks, which happen in certain scenarios explained below. The GM rolls the d6s for Upticks and Downticks. If the GM ever needs to simultaneously roll Upticks and Downticks, the Downticks are rolled before the Upticks.

Uptick. When the Mob Score Upticks, roll a d6. If the number rolled is equal to or higher than the current Mob Score, the Mob Score increases by 1, to a maximum of 6.

Downtick. When the Mob Score Downticks, roll a d6. If the number rolled is equal to or lower than the current Mob Score, the Mob Score decreases by 1, to a minimum of 1.

A number of narrative circumstances cause an Uptick or Downtick.

The ways an Uptick can occur in the middle of a Scene are as follows:

Innocent Flees [Uptick Once]. If an Innocent flees having identified a Monster, Uptick once.

Monster Makes A Disturbance [Uptick Once]. If the Monsters create some easily-detectable effect such as an explosion, a fire, or a loud noise, Uptick once.

Monster Seen By Group [Uptick Twice]. If a Monster is seen and recognised as a Monster by a large number of people all at once, Uptick twice.

The ways Upticks and Downticks can occur at the conclusion of a Scene are as follows. More than one of these ways can occur at the conclusion of a Scene.

Undetected Exit [Downtick Twice]. If the Monsters exit a Scene without having been directly seen or heard by anyone, Downtick twice.

Clueless Exit [Downtick Once]. If the Monsters exit a Scene without having left any obvious evidence as to where they're going next, Downtick once. This extends to the Monsters erasing evidence, including through destructive means.

Violent Exit [Uptick Once]. If the Monsters exit a Scene where they left discoverable people restrained or wounded, and/or corpses, Uptick once.

In addition, at important narrative beats in a Scene, the GM can choose to Uptick once to keep up the tension and thrill.

For example, as the Monsters discover the hidden passage within the library, the GM Upticks once, announcing that as the Monsters descend into the passage, some of them hear in the distance the sounds of barking dogs - The Mob has caught their scent, and draws nearer...

The Mob Strikes!

When the Mob Score reaches 6, The Mob catch up to the Monsters and set upon them! Each Monster is targeted by an Attack Roll of 6d6, unless one Monster chooses to Bear The Brunt, in which case that lone Monster is targeted by an Attack Roll of 12d6, and the other Monsters elude the blows.

Once The Mob has struck in this way, the Mob Score reduces to 5 as the surviving Monsters flee the location, and it further reduces by 1 for each Monster that died as a result of The Mob's attack.

Elude Pursuers

Once per Quest, the Monsters can collectively choose to Elude Pursuers, representing the Monsters sacrificing part of themselves to distract The Mob with a false trail. However, taking the time to make the distraction could serve as an opportunity for The Mob to draw closer!

Elude Pursuers happens between Scenes, with the Monsters deciding amongst themselves to engage in it before they enter the next Scene.

When they do so, each Monster can choose to sacrifice a Body Part to create a distraction that potentially loses The Mob. At least one Monster must sacrifice a Body Part to Elude Pursuers.

Once all Monster players have decided whether they want to sacrifice a Body Part, the GM rolls a number of d6 equal to 1 + the number of Body Parts sacrificed in this way. Like with Upticks and Downticks, these d6 are rolled one after another.

If a d6 roll is equal to or lower than the Mob Score, the Mob Score is reduced by 1. If a d6 roll is higher than the Mob Score, the Mob Score is increased by 1.

During Elude Pursuers, The Mob Strikes! only if the Mob Score is 6 at the **end** of Elude Pursuers. If the Mob Score becomes 6 midway through, The Mob Strikes! does not occur, and the GM keeps rolling the d6s as normal until all of them are rolled.

Innocent

Sometimes when Monsters go about their Quests, they will encounter Innocents. An Innocent is someone who witnesses a Monster, but is not adversarial to them.

For example, if the Monsters are breaking into a manor and a nightguard stumbles across the Monsters, if that nightguard sets about mustering the other guards to slay the Monsters, that nightguard is not an Innocent. However if it is the scullery maid that stumbles across the Monsters, and she simply screams and flees into the night, that maid is an Innocent.

It should be clear from the context whether someone is an Innocent, but ultimately the GM decides whether someone the Monsters have encountered is an Innocent or not.

When an Innocent first sees a Monster, if the Monster is hard to see due to darkness or some other obscuring effect, an Innocent might mistake them for a Human. In such cases, the Monster makes a Monstrosity Check the very moment the Innocent puts eyes on them, as explained in the Monstrosity Score section of Playing the Game on page 9.

Depending on the context, an Innocent might flee if they mistake the Monster for a Human, but they will always try to flee if they identify someone as a Monster, unless they are a Sympathetic Innocent, explained below. If an Innocent successfully flees, The Mob Upticks once.

Depending on the context, Monsters may have a moment in which to act if they encounter an Innocent. If a Monster ever kills an Innocent to keep them quiet, that Monster's Monstrosity Score increases by 1.

Sympathetic Innocents

There is always a possibility an Innocent is someone possessing enough wisdom and empathy to not respond with fear to Monsters.

Whenever an Innocent identifies a Monster, the GM secretly rolls a d6. On a roll of 6, the Innocent is Sympathetic. They may not aid the Monsters, but don't bear them any ill will. If they flee or are let go, they will not inform anyone, and as a result the Mob Score does not Uptick.

The GM should not reveal whether an Innocent is Sympathetic, and performing the character in a way that reveals such sentiments should come after the Monsters have let the moment to prevent the Innocent from fleeing pass, if indeed they do let it pass...

Plunder

At the end of each Quest, when the Monsters have successfully achieved their ambition with their current Connection, they Plunder, representing the Monsters making use of the products of rogue science found either alongside the Connection, or elsewhere afterwards.

When the group Plunders, each Monster chooses one of the two below options, or neither.

Monsterize. The Monster has uncovered preserved Monster parts, or the materials to create new ones. You gain two new random monster Body Parts. To generate each of these, roll a d6 and consult the Body Parts Table to determine the type of Body Part, then roll a d6 and consult the Skills Table to determine the associated Skill of that Body Part. Doing this process twice gives you your two new Body Parts.

Humanize. You can choose instead to, using the spare parts available, Humanize and reduce your Monstrosity Score by 1. Humanization is explained fully in the Humanization section below.

Plunder happens specifically at the end of a Quest, but before the next one starts, meaning Monsters also have a chance to trade Body Parts amongst each other without needing to be careful about their Harm. Severing Body Parts during Plunder still increases your Harm at normal, but as long as they don't reach their Max Harm, no Monster is at risk, as their Harm will be reset to 0 following the start of the next Quest following Plunder.

Humanization

When the Monsters Plunder, they have the opportunity to Humanize themselves, meaning they make themselves closer to Human in form.

When a Monster chooses the Humanize option, their Monstrosity Score reduces by 1. Then, they pick one of their non-Humanized Body Parts and replace the more monstrous parts of it with spare human and humanoid parts, to give it the appearance of Human anatomy. This process causes the Body Part to become 'Humanized'.

A Humanized Body Part loses its associated Skill if it was associated with a Monstrous Skill (Stalk, Horrify, or Mutilate), and loses its associated Humane Skill (Imitate, Analyse, or Manipulate) if you already have a Humanized Body Part with that associated Skill.

If a Monster is lacking any Body Parts of a particular kind (such as having no Right Arms) they can choose to instead gain a Humanized Body Part of that kind. A Body Part gained this way has no associated Skill.

For example, Igor decides to Humanize for the first time and chooses his Torso, which is associated with the Analyse Skill. His Monstrosity Score reduces 1, and his Humanized Torso retains its associate Analyse Skill.

Later, Igor Humanizes again, and chooses his Left Arm, also associated with the Analyse Skill. As Igor already has a Humanized Body Part associated with Analyse, this time the Body Part loses its associated Skill, and his Monstrosity Score reduces by a further 1.

Becoming Human

If a Monster Humanizes and it reduces their Monstrosity Score to 0, they become a Human. The Monster loses any duplicate Body Parts such as a second Left Arm (the Monster chooses which duplicate is lost) and all of their remaining non-Humanized Body Parts become Humanized (all following the rules of potentially losing their associated Skill explained above). Having become fully Human, this former-Monster loses all the abilities granted by its Animus, and will die instantly if they lose their Torso or Head.

A Monster that has become a Human can never be mistaken for a Monster (unless they use some kind of illusion or disguise), and as such their actions cannot cause the Mob Score to Uptick.

They can also potentially interact socially with antagonists such as The Mob and Connections, so long as their allegiance with the Monsters is not common knowledge.

The Last Quest

In the final Quest, the Monsters have followed the chain of Connections and made their way to the Rogue Scientist, who has continued to engage in their malpractice.

If fortune is on their side, the Monsters will prevail and defeat the Rogue Scientist, bringing an end to their dark labours.

What fate befalls the Rogue Scientist is up to the Monsters. They may simply slay the scoundrel, or could leave them amidst their destroyed works to be found by The Mob, or devise some other terrible fate.

The GM and the Monster players then together narrate an epilogue to the story. Perhaps the Monsters are recognised by society for their good deeds, or they set off to find a land free from these crude Humans.

Alternative Endings

There are alternate ways for the story to end, and the players don't have to be wedded to stopping the Rogue Scientist. Perhaps the Monsters all become Fully Human and decide to live their lives amongst normal society, to give up on their pursuit of the Rogue Scientist for other reasons.

A New Adventure?

The defeat of the Rogue Scientist doesn't have to be the end of the story. If the players are all in agreement, the GM can introduce a new Connection in the resolution of the final Quest in order to continue the story.

Perhaps the Rogue Scientist is revealed to be part of a cabal of similar malefactors, or that their actions were only ever dictated by another, more powerful Rogue Scientist? Maybe their experiments still cause chaos, and need to be stopped?

Failed Quests

Sometimes, the Monsters will fail in their objectives for a Quest. The Connection they are pursuing might be destroyed, or die before they can interrogate them, or flee.

In such instances, the GM should provide a new Connection for the Monsters that will enable them to continue. Perhaps although the Connection of a wealthy benefactor fled, they learned where this Connection would be fleeing to? Perhaps although the Connection of a grimoire was destroyed, the Rogue Scientist's notes on it were stored elsewhere, and the Monsters must find where.

Game Master's Toolkit

This section provides tools for the GM to enrich sessions of FC and make them easier to put together.

Some Basic Tips

Never Just Say No

The GM can have a lot of power as the arbitrator of the rules and the person who determines many of the narrative consequences. That means it is up to you to ensure you remain a facilitator of, rather than a barrier to, the storytelling. A great rule to follow is to 'never just say no' to a Monster player when they ask if they can pursue a course of action that sounds outlandish or extreme. If you think a course of action is beyond the pale, you could offer an alternate course of action with a similar effect, or explain something else must be achieved first before that course of action can be pursued.

Allow Flashback Planning

Plans have a habit of falling apart at the first sign of trouble. So that your players don't waste time meticulously crafting a plan that goes inevitably goes wrong, explain to them they can 'plan in flashbacks'. This means that the Monsters can jump straight into the action, and when things go wrong can then flashback to the past when they were planning the caper they're currently engaged in.

The Monster players shouldn't abuse this ability - the Monsters can't prepare for every eventuality, after all - but this tip maintains the pace while allowing the Monsters to function as a team throughout the story.

Don't let the Rules get in the way of the Story

The rules of FC are meant to facilitate telling a story, which means if they ever get in the way, they have become redundant. As a GM, you can at any point declare a rule is no longer in effect, either for the moment or permanently.

Rolling Dice as a GM

Generally as a GM you are not rolling dice, but instead narrating the consequences of the Monster players rolling dice. As the story revolves around the Monsters, their success or failure is more a point of tension than the Humans acting against them.

However, if you want to introduce a bit of chaos to the actions of the Humans, you can use these following rules:

Simulating Random Chance

When Monsters are involved, there is bound to be chaos. If you ever wish to randomly determine something, but are in doubt who should roll what dice, you can use the following method:

For any event or action where the outcome is uncertain, roll a d6, and compare the number rolled with the options below to determine how fortunate or unfortunate the outcome is for the current focus of the narrative.

- 1. Extremely Unlucky.** The worse possible outcome for the character(s) occurs.
- 2-3. Unlucky.** A bad outcome for the character(s) occurs.
- 4-5. Lucky.** A good outcome for the character(s) occurs.
- 6. Extremely Lucky.** The best possible outcome for the character(s) occurs.

Skill Checks for Humans

As a GM sometimes you might want to roll a Skill Check for a Human to see if they succeed in their course of action, rather than just narrating whether they do.

Humans success or fail in Skill Checks the same way Monsters do, although other factors are different.

Humans only have access to the three Humane Skills: Imitate, Analyse, and Manipulate. As such these three Skills have more basic definitions when used by Humans, to ensure that one of them can be applied to any circumstance:

Analyse. Analyse is used for anything intellectual.

Manipulate. Manipulate is used for anything physical.

Imitate. Imitate is used for anything social, and for anything else.

In addition, a Human's Skill Check isn't modified by the amount of Body Parts they possess associated with the relevant Skill. Instead the GM decides how much a Human's Skill Check will be modified by based on the character the roll is for, choosing between +0 and +3. For example, a genius scholar would probably add +3 to an Analyse roll, while a rookie soldier might add +1 to a Manipulate roll.

Creating Connections

Put simply, a Connection is a person or thing that can provide information to the next link in the chain of investigation that ends with the Rogue Scientist. What is important when creating a Connection is to consider how the Monsters will go about interacting with it to learn about the Rogue Scientist, and how that relates to the obstacles of the Quest.

For example, if the Connection is a book within a library, then it would seem the Monsters need to just enter the library and read the book - not exactly a thrilling adventure! In a circumstance like this, it might benefit the story to introduce some further obstacle. Perhaps the book is within a hidden part of the library, or the library itself is within a heavily-guarded estate.

Conversely, if the Connection is a dreaded monster hunter, then this already sounds like a formidable challenge for the Monsters, and the addition of further obstacles may be overkill.

If you are up it, at the start of a Quest you can offer multiple Connections, with the Monsters deciding which one to pursue, to allow the Monster players to choose what kind of challenge they want to take on.

Quick Quest Generator

By rolling a d6 and comparing the result to the options below, you can quickly put together a Quest for the Monsters using the following options.

We open with the Monsters arriving at...

1. A vast, decrepit estate. The gnarled flora of its gardens and crumbling stone of its lower levels form a twisted maze.

2. A mountaintop castle. The industrialisation of warfare has made such places redundant, but dusty servants and munitions still remain.

3. A coastal town. The industrial revolution has brought smoke-spewing factories and poison to the river.

4. A bustling city. As the Monsters move through the sewers, they hear the footsteps of a thousand-thousand people above them.

5. A bumpy countryside. Cottages dot the rolling hills, through which an old stone road snakes. In the distance, mist trickles from a gloomy forest.

6. A holy site. Squat cottages gather around the hill upon which a great church has been built. It is said the sprawling catacombs beneath this aged temple pre-date the earliest settlers of this land.

The Connection the Monsters are here to pursue is...

1. A wealthy patron of the Rogue Scientist.

2. An grimoire of dark knowledge which the Rogue Scientist has annotated.

3. An apprentice of the Rogue Scientist.

4. A laboratory the Rogue Scientist recently used.

5. An exotic animal trader who provided the Rogue Scientist with body parts.

6. An operation of a powerful apothecary business, which provided the Rogue Scientist's alchemical reagents.

Getting in the way of the Monsters is...

1. A monster hunter, aiming to take the Monster's heads as trophies.

2. A cunning mercenary from a distant land, hired by the Rogue Scientist or a Connection.

3. A series of environmental hazards, such as poisonous flora or ancient traps.

4. The path to the Connection is barred by esoteric magic or mechanism. The Monsters must find the barring entryway and solve the puzzle of opening it to progress.

5. A gathering of powerful people, such as a secret society, which the Connection is amongst and must be extracted from.

6. A zealous parish, led by a firebrand priest.

Adversaries

Adversaries are characters with the skills and equipment to battle Monsters. An Adversary might get in-between the Monsters and a Connection, or an Adversary may themselves be a Connection.

An Adversary is a special kind of foe, who is far more capable of taking on the Monsters than a normal person - GM's should clearly convey the threat an Adversary presents, and may want to foreshadow their arrival.

When you build an Adversary, first choose their Calibre. Calibre marks how mighty and dangerous an Adversary is. Calibre is a number of d6 that are spent to build the Adversary, that can be anywhere between 12d6 and 6d6, with a larger number of d6 denoting a mightier Calibre.

The following are some suggested Calibres:

Minor Enemy [6d6]. This Adversary is unlikely to cause great damage to the Monsters, but will present a challenge.

Impressive Opponent [9d6]. This Adversary will require the Monsters to think and act carefully, or they might just lose one of their number.

Legendary Foe [12d6]. This Adversary will be a true test for the Monsters, potentially felling a few of them.

The Calibre of the Adversary you send at the Monsters should be proportional to their current abilities and their place in the story. Using a Legendary Foe to crush Monsters on their first Quest is likely to ruin a session, while putting only a Minor Opponent as the Adversary for the climatic final conflict might detract from the atmosphere.

Returning Adversaries

Once defeated, an Adversary doesn't have to completely exit from the plot! For example, if Hellsing the Monster Hunter was previously defeated when Igor incapacitated him by cutting off his arm, Hellsing could return in a later Quest minus one limb, having survived and sworn revenge.

You can alter the Calibre and abilities of a returning Adversary, potentially allowing them to adapt and grow into a formidable nemesis for the Monsters.

Adversaries & Body Parts

Adversaries, being Humans, have one of each of the different Body Parts unless they lack any limbs. Adversaries die if they lose their Torso or Head, and unless they have a special rule that enables them to stay in the fight despite such wounds, will instantly fall incapacitated when they lose any Body Part.

Rewarding Defeating Adversaries

Adversaries can be a tough challenge for the Monsters, so you may want to reward the Monsters for defeating one who posed a particular threat. When the Adversary lies dead, you can declare that a Body Part of the Adversary is associated with one of the six Skills, and that a Monster can Graft that Body Part if they wish. For example, a particularly cunning Adversary could leave an Analyse Head, or a strong Adversary leave a Mutilate Torso.

Creating an Adversary

An Adversary begins with the 'Base Stats' listed below. You then increase these Base Stats and grant extra abilities to the Adversary by spending the Adversary's Calibre on the Adversary Tables on the next pages.

Each Table focuses on a particular group of abilities befitting an archetype. When you 'spend' Calibre on a table, you choose how many d6 of the Adversary's Calibre you want to spend on that particular table, then roll that many d6, rerolling any duplicate numbers. Comparing the numbers rolled to the options on the table, the Adversary gains those benefits. Each option can only be gained once. *For example, for Hellsing the Monster Hunter, the GM decides to spend 3d6 on the Knight Table. The GM rolls a 1, a 4, and a 6, meaning Hellsing gains the benefits of the options Spry Footwork, Veteran Spirit, and Holy Protection.*

It is suggested to use between 2 and 4 tables for building an Adversary.

Adversary Base Stats

Imitate: +1

Analyse: +1

Manipulate: +1

Attack Roll: 2d6

Defence: 0d6

Grit: 1

Armour: None

Imitate, Analyse, and Manipulate. If the Adversary ever has to make a Skill Check, these are the numbers their roll is modified by.

Attack Roll. When the Adversary attacks a Monster, this is the amount of dice they roll for the Attack Roll.

Defence. Defence represents the Adversary's ability to avoid attacks. Perhaps they dodge blows, or parry them with their weapon. Whenever an Attack Roll targets the Adversary, the number of d6 rolled is reduced by this number.

Grit. Grit represents an Adversary's combined luck and tenacity. Whenever they are about to lose a Body Part, an Adversary can reduce their Grit by 1 to avoid the loss of that Body Part. Once their Grit reaches 0, the Adversary can not reduce their Grit any further.

Armour. Armour means the Adversary has something protecting one or several Body Parts. Each piece of Armour corresponds to a Body Part, and can absorb one blow to that Body Part. You cannot have multiple instances of Armour for the same Body Part.

For example, if an Adversary has Head Armour and a Monster's Attack Roll would strike and remove their Head, instead the Head Armour is removed. If the Adversary would be struck in the Head again, having lost their Head Armour they will be decapitated.

Knight Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Imitate or Manipulate Check (your choice) by 1, up to a maximum of +3.

1. Spry Footwork. The Adversary is skilled in moving sidestepping blows. Increase the Adversary's Defence by 2d6, up to a maximum of 4d6.

2. Defensive Techniques. Knowing how to effectively use protection is just as important as having it. Increase the Adversary's Defence by 1d6, up to a maximum of 4d6, and the Adversary gains Armour on 1 Body Part of your choice.

3. Armoured. The best offence is a good defence. The Adversary gains Armour on 3 Body Parts of your choice.

4. Veteran Spirit. The Adversary has been reborn amidst warfare, and wears a scrap of armour from an old campaign. The Adversary's Grit increases by 1, and the Adversary gains Armour on 2 Body Parts of your choice.

5. Iron-Willed. The Adversary's Grit increases by 1, and in addition when the Adversary reduces their Grit to avoid losing a Body Part, that effect extends to prevent the loss of any other Body Parts as a result of the same Attack Roll.

6. Holy Protection. The Adversary's protective equipment is sanctified by a priest. When a Monster attacks the Adversary and fails to hit a Body Part or Armour, that Monster must make a Horrify Check with a Normal Difficulty (5). If they fail, the Monster is repelled by terrifying holy power, and must move away from the Adversary when they next act.

Warrior Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to a Manipulate Check by 1, up to a maximum of +3.

1. Mighty Sword Arm. Anchored by holy purpose. Increase the Adversary's Attack Roll by 3d6, up to a maximum of 9d6.

2. Parry. Monster Hunters learn they cannot take the force of a Monster's attack - instead they must redirect it. Increase the Adversary's Attack Roll by 2d6, up to a maximum of 9d6, and increase the Adversary's Defence by 1d6, up to a maximum of 4d6.

3. Riposte. Attacking and defending should be as one. Increase the Adversary's Attack Roll by 1d6, up to a maximum of 9d6.

In addition, when a Monster attacks the Adversary and fails to hit a Body Part or Armour, the Adversary as a response immediately makes an Attack Roll against that Monster, rolling half the dice of their normal Attack Roll (rounded down).

4. Flurry of Blows. Whether it is with a sweep of a greatsword, or lightning-fast strikes with a rapier, the Adversary can hit multiple enemies at once. Increase the Adversary's Attack Roll by 1d6, up to a maximum of 9d6.

In addition, when the Adversary makes an Attack Roll, they can target two Monsters adjacent to them with the same single Attack Roll.

5. Suffer Not A Monster To Live. With zealotry comes clarity of purpose. The Adversary's Grit increases by 1. In addition, the Adversary can reduce their Grit by 1 to entirely reroll an Attack Roll. This reroll must happen before any consequences of the Attack Roll occur.

6. Lasting Wounds. Poison, fire, gouging techniques - there are a number of ways to ensure your strikes leaving a lasting impression. When the Scene in which the Monsters and the Adversary clashed ends, each Monster that lost at least one Body Part to the Adversary must make a Mutilate Check with a Normal Difficulty (5). If they fail, the Monster's Harm increases by 1.

Hunter Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Analyse Check by 1, up to a maximum of +3.

In addition, the Adversary gains a separate 'Ranged Attack Roll', which functions just like an Attack Roll, but can be used at a distance to attack a Monster. This Ranged Attack Roll begins at 0d6.

1. Reliable Range. The Adversary's ranged weapon is reliable at hitting its targets - perhaps an extended rifle, or a bow with a sturdy drawstring. Increase the Adversary's Ranged Attack Roll by 2d6, up to a maximum of 4d6.

2. Agonising Ammunition. Barbed arrowheads, poisoned ammo, fragmenting bullets... Increase the Adversary's Ranged Attack Roll by 2d6, up to a maximum of 4d6.

3. Mark of Death. If the Adversary's Attack Roll or Ranged Attack Roll would Destroy a Monster's Body Part, you can choose to instead Mark that Body Part. A Marked Body Part remains intact and usable for the Monster, but until the Body Part is Destroyed, the Adversary knows its general location.

4. Bird Of Prey. The Adversary possesses a trained bird of prey that can provide reconnaissance. While the Adversary has the bird released, if the Monsters move over open terrain such as the countryside, their location and direction becomes known to the Adversary shortly after. Monsters can hide from the keen eyes of the bird if they succeed on a Stalk Check with a Hard Difficulty (6).

5. Hunting Dogs. The Adversary possesses a highly trained Dog. This Dog can help the Adversary track the Monsters, and harry them in a fight. While the Adversary has the Dog at their side, they have advantage on any Skill Checks to track the Monsters.

The dog possesses 1 of each of the 6 Body Parts, and instantly dies if it loses any Body Part. Dogs have an Attack Roll of 3d6 and a Defence of 1d6.

6. Trapper. If given the time, the Adversary can install booby-traps within either a confined space or across a landscape. Monsters that fail to notice and step onto such traps must make a Threatening (1d6) Stalk Check with a Normal Difficulty (5).

Sorcerer Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Analyse Check by 1, up to a maximum of +3.

In addition, the Adversary's Grit increases by 1.

1. Orb of Illusions. The Adversary is able to make themselves appear like any Human they have encountered, an animal, or a Monster they have encountered provided the Monster had a Monstrosity Score of 6 or less.

This change of appearance is only an illusion. It does not grant the Adversary any change in abilities. The illusion is revealed as such if someone tries to touch the creature the Adversary is appearing as. The illusion disappears entirely if the Adversary is exposed to sunlight or bright light, is attacked, or the Adversary attacks.

2. Spectral Servant. The Adversary has summoned a ghostly servant to do their bidding. This servant is intangible, so cannot interact with physical objects, and can go through walls. The Adversary perceives all the servant perceives. The servant is invisible unless viewed in a reflection.

3. Wizardly Ward. The Adversary can summon magical power to deflect blows. Increase the Adversary's Defence by 1d6, up to a maximum of 4d6, and in addition the Adversary can reduce their Grit by 1 to cause a Monster to entirely reroll an Attack Roll.

4. Magic Mirror. The Adversary possesses two magic mirrors, which they have set up in two different locations. Provided the magic word is said in front of one mirror, a portal opens between the two, meaning if you step through one you emerge from the other. Saying the magic word again closes the portal.

5. Summon Calamity. When a Monster makes a Skill Check near the Adversary, the Adversary can reduce their Grit by 1 to cause great misfortune to befall the Monster. The Skill Check is made on Disadvantage, and if not already becomes Threatening (3d6).

6. Wisdom of the Spirits. Once per Quest, the Adversary can instantly learn the answer to any one question of their choosing. It can be a question about the past, present, or future, and be a question that even the Adversary does not understand the context of.

Scientist Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Analyse Check by 1, up to a maximum of +3.

1. Lightning Coil. The Adversary can throw or place down a device that, when activated by radiowaves, causes lightning to lash out at any living thing that enters its 10-foot-radius perimeter. Any creature entering or staying within that perimeter takes an Attack Roll of 4d6.

2. Timepiece. The Adversary can reduce their Grit by 1 to rewind time around a Monster, causing them to briefly move backwards in time to where they were 30 seconds ago. All the actions committed by the Monster and their consequences are undone. The rewound Monster reverts to their form from 30 seconds ago, potentially causing them to regain Body Parts.

3. Enslaving Collar. The Adversary has an collar that can fit on any body with a Head (Human or Monster). While placed on a creature, its body obeys the commands of the Adversary. In addition the creature cannot remove the collar nor intentionally perform physical actions that would result in the collar breaking. The collar only controls the creature's motor functions - they can still protest if allowed to.

The collar can be removed with a successful Analyse Check of Hard Difficulty (6).

4. Electrified Armaments. Increase the Adversary's Attack Roll by 1d6, up to a maximum of 9d6, and in addition whenever the Adversary hits a Body Part of a Monster, that Monster makes a Mutilate Check of Normal Difficulty (5). If the Monster fails, that Monster is briefly stunned by electric shock.

5. Electropulse Plating. The Adversary gains Armour on 1 Body Part of your choice. In addition while the Adversary has Armour on at least 1 Body Part, the Adversary can reduce their Grit by 1 to create a blast of energy that sends anyone adjacent flying back. A Monster can make a Mutilate Check of Very Hard Difficulty (7) to resist this effect.

6. Hot Wheels. The Adversary possesses a cutting-edge vehicle, which takes a few minutes to fire up, but once it does can move faster than any Monster. This vehicle is highly durable, and can resist normal blows from Monsters.

Alchemist Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Analyse or Manipulate Check (your choice) by 1, up to a maximum of +3.

1. Stoneskin Potion. Twice per Quest, the Adversary can drink this potion to develop a stone-like carapace on their body. For 1 minute after consumption, the Adversary's Defence increases by 3d6.

2. Lizardlimb Potion. Twice per Quest the Adversary can drink this potion. If in the next 1 minute the Adversary loses a Left Arm, Right Arm, Left Leg, or Right Leg, that one limb regrows and the effect of this potion ends.

3. Rageroot Potion. Once per Quest, the Adversary can drink this potion to enter a berserk state. For 1 minute, their muscles swell, steam comes from their ears, and whenever they can they must move to attack the nearest enemy. For the duration of the potion's effect, the Adversary's Attack Roll increases by 3d6.

4. Smokescreen. Up to three times per Quest, the Adversary can throw an ampoule of alchemical liquid that instantly produces a smokescreen as the container breaks. This smoke occupies a fairly wide area, and remains for 10 minutes unless it is dispersed by wind. Humans and Monsters are unable to see or smell within this smoke, and can potentially become disorientated. Skill Checks made to interact with anyone or anything within this smoke are made on Disadvantage.

5. Monster Scents. Up to three times per Quest, the Adversary can create a smell that either repulses or attracts Monsters. Whenever a Monster smells the scent, they must make a Monstrosity Check. If failed, the Monster must stay away from the source of the smell if the smell repulses, or move towards the source of the smell if the smell attracts.

6. Alchemical Bomb. The Adversary can place a bomb with a timed explosion. The time is either 1 hour, 10 minutes, or 1 minute. Any creature caught in the bomb's blast is targeted by an Attack Roll of 10d6.

Dark Arts Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Imitate or Analyse Check (your choice) by 1, up to a maximum of +3.

In addition, the options on this table are truly evil. If the Mob Score ever reaches 6 in a Scene where the Adversary is present, the Mob also targets the Adversary with their Attack Roll!

1. Animated Flesh. The Adversary's body is moved by an Animus, like a Monster. The Adversary continues to act unabated if they lose any Body Part, until they lose 4 or more Body Parts, at which point they collapse dead.

2. Soulstealer. When the Adversary kills, they steal their soul of their victim! When this Adversary dies, if they had killed a Human or Monster before this death, they return to life after a day, with any lost Body Parts regrown.

3. Possession. The Adversary can slip a portion of their soul into a Monsters to take control of them. When they do so, the target Monster makes a Monstrosity Score. On a failed save, that Monster comes under control of the Adversary. While controlled in this way, the Monster is only capable of violence, but where that violence is directed is up to the Adversary.

4. Wight. The Adversary does not need to eat, breath, or sleep. They cannot drown, or be killed via poisonous substances. In addition, the Adversary's Grit increases by 1

Due to their condition and the mindset that comes with it, the Adversary pursues the Monsters ceaselessly and relentlessly.

5. Necromancer. The Adversary is capable of speaking with the dead. Using the Humans the Monsters have killed, the Adversary researches the Monsters abilities, tactics, and so on.

If the Monsters have killed at least 5 people, the Adversary's Grit increases by 2. If it's at least 10 people, the Adversary's Grit instead increases by 4.

6. Bound Spirits. The Adversary binds the souls of slain innocents to their weapons and armour. Whenever the Adversary faces a Monster, the Adversary's Attack Roll and Defence increase by a number of d6 equal to the number of Innocents that Monster has killed.

Mind & Body Table

If an Adversary spends at least 1d6 Calibre on this table, increase what the Adversary adds to an Imitate or Manipulate Check (your choice) by 1, up to a maximum of +3.

1. Tenacity. If the Adversary loses a Body Part and it is a Left Arm, Right Arm, Left Leg, or Right Leg, they are not defeated, and instead keep fighting. If a Leg is lost, the Adversary has their mobility impaired, and if they lose an Arm, their Attack Roll is halved (rounded up). If the Adversary loses another Body Part, they fall defeated.

2. Iron Will. The Adversary's mind is a fortress. They cannot be frightened or otherwise compelled to act through fear, and are immune to the effects of Horrify Special Abilities.

3. Sterner Stuff. The Adversary's Grit increases by 2.

4. Razor-Sharp. The Adversary has incredibly acute senses, so sharp always pick up that a Monster is in their presence, even if they don't know how or where. In addition they have Advantage on any Skill Checks to do with detecting or sensing things.

5. Acrobat. The Adversary is able to jump, duck, tumble, and otherwise move around with great finesse and ease. The Adversary makes Manipulate Checks on Advantage, and so long as the Adversary didn't make an Attack Roll when they last had a chance to act, their Defence is increased by 2d6.

6. Mighty Physique. Increase the Adversary's Defence by 1d6, up to a maximum of 4d6. In addition, any Skill Checks made by Monsters to grapple, push, pull, or otherwise physically exert upon the Adversary have a Very Hard Difficulty (7).

The Final Quest

The Mob in the Final Quest

For the Final Quest, you may want to refrain from increasing Mob Score - the Monsters may have enough on their plate, and the confrontation with the Rogue Scientist is likely confined to one location, so should The Mob arrive the Monsters will have nowhere to run to. You could, however, have The Mob show up after the conflict is resolved.

Grand Designs

The final quest is a chance to have a climactic finish to the story you've told with FC, and Grand Designs are a way to embellish that climax.

Grand Designs are the masterpieces of the Rogue Scientists; abject failures that will create ever-expanding problems unless the Monsters stop them. They provide both a set piece and an obstacle for the Monsters to overcome. Below are some example Grand Designs.

The Well of Flesh

The Rogue Scientist has created a mass of shuddering, churning flesh that only continues to grow, dumped in a pit. The flesh, ever-hungry, creates smaller versions of itself to consume organic matter around it. If left, one day it may grow to consume everything.

Endless Polyps. The Well of Flesh continually creates Polyps, writhing bundles of amorphous flesh and teeth. A Polyp is created each time after every other character in the Scene has acted.

When creating a Polyp, roll a d6. The Polyp has that many Mutilate Body Parts, which it uses like a Monster would to attack and consuming the nearest living thing, including plants. On a roll of 1, no Polyp is created. If a Polyp consumes its fill, it returns to become one with the Well of Flesh

Being amorphous, Polyps' Body Parts are not a particular type such as Head or Left Arm. This means that when attacked, it doesn't matter which Body Parts are hit, the Polyp simply loses that many Body Parts. A Polyp reduced to 0 Body Parts collapses into a pile of goo. Monsters cannot Sever Polyp Body Parts, only Destroy them.

A vast quantity of acid or salt will destroy The Growth, which may be able to be produced from the Rogue Scientist's storage.

The Circle of Evil

The Rogue Scientist has drawn a magic circle large enough to occupy an entire building or estate, in order to summon a powerful entity from a realm beyond our own. But the Rogue Scientist has botched the magic wards, and as a result the malevolent being at the magic circle's centre is warping and corrupting the surroundings, and if able to fully break the magic circle will be loosed upon the world.

The presence of this malevolent being brings ruin, corruption and misfortune to everyone nearby. The surrounding area has the following effects:

Misfortune. Every Skill Check made to perform a physical action becomes Threatening (2d6) if it wasn't already, as constant misfortunes cause even the slightest mistep to cause injury.

Darkness Abounds. The shadows encroach upon the light. Everything becomes dark as if it was a moonless night, and torchlight offers diminished illumination. Monsters have Advantage on Stalk Checks, but disadvantage on any Checks to notice or find anything.

Whispers in the Dark. The corrupting influence of the malevolent being can seep into the mind of the Monsters. Occasionally, you can ask a Monster to make a Monstrosity Check. On a failed save, that Monster has a brief outburst of violence, potentially smashing a protective ward or attacking an ally.

The magic circle has five magic wards, objects that contain the malevolent being at the magic circle's centre, but these wards are poorly implemented or crafted. These magic wards must be corrected, to seal away the malevolent being. From the options below, for each ward choose how it must be corrected:

Erroneous Runes. The magic carvings of this magic ward are made in error. A Monster must succeed on an Analyse Check of Very Hard Difficulty (7) to add carvings that correct them.

Misplaced. This magic ward is not placed correctly. A Mutilate Check of Hard Difficulty (6) is required to lift and move the heavy ward to its correct location.

Spiritually Unaligned. The wrong ritual has been performed upon this ward. A Horrify Check or Imitate Check of Hard Difficulty (6) is required say the right magic words over the ward to correct it.

The Time Machine

The Rogue Scientist has created a botched time machine, and an ever-expanding field around it warps the passage of time. If allowed to continue, this terrible machine could end time itself.

While within the field, objects appear and disappear as they travel backwards and forwards time. Past, present, and future are overlapped within the field, visible as ghostly images.

With this Grand Design, the final conflict with the Rogue Scientist happens in three distinct time periods: the Past, where the Rogue Scientist first created the time machine, the Present, where the Monsters have just arrived to stop the Rogue Scientist, and the Future, where the time machine has brought ruin to the world.

Each time a Monster or Human moves into or remains within this field of warped time, roll a d6 to determine what time period they move to, then a second d6 to determine how the flow of time affects them.

Time Period:

1-2. The Past. The creature is sent to or remains in the past, appearing as a ghostly yet tangible entity in the Rogue Scientist's lair.

3-4. The Present. The creature is sent to or remains in the present.

5-6. The Future. The creature is sent to or remains in the future, where the Rogue Scientist's lair has become a hazardous derelict.

Flow of Time Effect:

1-3. Object Overlap. An object from the past or future appears overlapping with the creature's body, causing them to lose a Body Part chosen randomly by rolling a d6 and comparing it with the Body Part Table.

4-5. No Effect.

6. Reversed Flow. The creature's body reverses in time, causing injuries to disappear. If the creature lost any Body Parts in the last 30 seconds, it regains them.

The only way to stop the time machine is to prevent its existence, so the Monsters must complete three different objectives in the three time periods:

In The Past, the time machine's creation must be prevented. Whether that is achieved by killing the Rogue Scientist, destroying their lab, or some other method is up to the Monsters.

In The Present, the time machine must be fixed. This requires three successful Analyse Checks of Very Hard Difficulty (7). Note that fixing the time machine in The Present doesn't end its time-warping effects, as it still exists in The Past and The Future to create those effects.

In The Future, the time machine itself must be physically destroyed, but navigating the ruins of the Rogue Scientist's lair may prove dangerous. Destroying the time machine requires two successful Mutilate Checks of Hard Difficulty (6).

Concluding the Final Quest

Once the Monsters have won the day, you can potentially bring the efforts of The Mob to a close as well. Perhaps The Mob arrives to see the works of the Rogue Scientist, and realises their true enemy. Or maybe the Monsters leave The Mob to mete their own justice upon a defeated Rogue Scientist.

The epilogue should be a collaborative experience between all the players. While you as the GM can explain something like how the Monsters get away after their final victory, each player should have the opportunity to explain what their Monster goes on to do.

Credits

Frankenmonster Creaturestein is a **Dice Kapital** product.

Game Design, Writing, Layout & Art by **Liam Hevey**.

Editing by **Harry Robertson**.

Thanks to **Grace Arnup** and **Daniel Clarke** for playtesting.

If Frankenmonster Creaturestein had a theme tune, it would be 'The Alchemist' by Blue Öyster Cult.

