

The Commonwealth is one of many regions in the world of Beasts. With tall mountains, rolling hills, dense forests, countless lakes and rivers, vast grasslands, and hundreds of miles of caves, the Commonwealth boasts diverse wildlife and natural wonders. It also is a battleground between the forces of industry and the forces of nature.

The Commonwealth is inspired by Kentucky and my experience living there. Some aspects of the Commonwealth are idealized or changed, but at its core that's where a lot of my ideas come from.

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Types of the Commonwealth

Type	Pl	Fi	Wa	Br	Sp	Cu	Sh	Ea	Ps	To	Co	Me	Li
Plant	1/2	1/2	2					2				1/2	2
Fire	2	1/2	1/2					1/2			2	2	1/2
Water	1/2	2	1/2					2					
Brawl				1/2		0		2	1/2			2	
Spark	1/2		2					0				2	
Curse	1/2					1/2	2		2				2
Shadow	2	1/2				2	1/2						0
Earth		2	1/2		2						1/2		
Psion				2		0			1/2	2			
Toxic	2			2				1/2		1/2		0	
Cold	2	1/2						2				1/2	1/2
Metal		1/2	1/2					2	2				
Light	0					2	2			1/2			

There are numerous types of Beasts in the Commonwealth. Each type has specific strengths and weaknesses, but none are strictly better or worse than others. A 2 on the chart means that the type on the left has improved effect against the type above. A 1/2 on the chart means that the type on the left has reduced effect against the type above. A 0 on the chart means that the type on the left has no effect against the type above.

Plant types control plants to a small extent and usually have plants growing on them or are made up of plants. They use vines, leaves, roots, flowers, pollen, and other plant parts to do battle with other beasts.

Fire types burn passionately and wildly. They are at home in flame and they can breathe fire or manipulate open flames to burn their opponents.

Water types direct the flow of liquids and use the immense pressure water creates to blast their opponents. They are always comfortable in the water, and some spend their entire lives there.

Brawl types combine brute force with trained discipline to deliver powerful blows to their foes. They often use their own body as a weapon, but some have adapted to using simple weapons.

Spark types channel large amounts of electricity and release it on their opponents to devastating effect. They are never lacking in energy.

Curse types manipulate chaos, causing misfortune for their enemies and good luck for their friends. Their proximity to death makes them feared by many.

Shadow types avoid detection and strike when their opponents least expect it. Whether they cast shadow or hide in them, shadow types are almost undetectable to the untrained eye.

Earth types use the ground beneath their feet as protection, weapons, ammunition, and shelter depending on the situation.

Psion types manipulate otherworldly powers. They use their mind to control objects in their environment or sway the minds of their foes.

Toxic types thrive where others waste. Many of them are dangerous to even touch, while others produce toxins that they can spit or inject.

Cold types thrive in the cold and absorb heat to create a cold environment around them. They can create snow and ice to protect themselves.

Metal types are nearly unbreakable. They use their impenetrable nature to overpower foes and to withstand the forces of nature.

Light types are radiant and majestic. Though their light can burn, to those they like their light is a comfort instead.

Monsters of the Commonwealth

Starbright

This bird leaves trails of solid light as it soars through the air. Swarms of them can create temporary flight hazards.

Type: Light

Tier: 1, Befriend Quality: Drive

Tags: Flight, Permanent transformation (Ravenglow)

Ravenglow

Though usually peaceful scavengers, predators know to avoid Ravenglow and their deadly light missiles.

Type: Light

Tier: 3, Befriend Quality: Drive

Tags: Carry, Flight, Tracking

Snopossum

When winter comes, these creatures descend from the mountains en masse like an avalanche.

Type: Cold

Tier: 1, Befriend Quality: Cunning

Tags: Status

Vulpage

The sparks that fly off this fox's tail often leave behind a trail of electrical fires.

Type: Fire/Spark

Tier: 2, Befriend Quality: Drive

Tags: Burning, Status

Georode

These leafy creatures can cause massive rockslides when they search for a new fertile patch of soil to sleep in.

Type: Earth/Plant

Tier: 3, Befriend Quality: Drive

Tags: Burrow, Carry

Shrimpil

This small crustacean escapes from predators by cursing the water it swims through, slowing down anything that pursues it.

Type: Water/Curse

Tier: 1, Befriend Quality: Cunning

Tags: Swim, Permanent transformation (Lobspire), Permanent transformation (Prawnlight, must have Bond of 3)

Lobspire

It emits a blue glow to lure prey to its lair, then creates a cloud of shadow before draining the life from its prey.

Type: Shadow/Curse

Tier 3, Befriend Quality: Cunning

Tags, Carry, Swim

Prawnlight

When pursued by predators, sea creatures flee to prawnlight because they know they will be safe in its glow.

Type: Water/Light

Tier 4, Befriend Quality: Heart

Tags: Carry, Swim

Mubble

These moles flock to abandoned cities and slowly return them to the earth.

Type: Earth

Tier: 1, Befriend Quality: Cunning

Tags: Burrow

Demole

Though friendly, the fiendish appearance of this giant mole leaves witnesses terrified.

Type: Earth/Curse

Tier: 3, Befriend Quality: Cunning

Tags: Burrow, Demolish

Psichuck

These brawny ground squirrels channel psychic energy when they're preparing to kick some tail.

Type: Brawl/Psion

Tier: 2, Befriend Quality: Heart

Tags: Telekinesis

Goleon

This elegant statue of a lion was brought to life by ancient magic to fight those that strip the mountains for coal.

Type: Metal/Earth

Tier: 5, Befriend Quality: Drive

Tags: Carry, Demolish, Independent

Tag Encyclopedia

Beasts in the Commonwealth possess a myriad of abilities. Here's a brief description of all the tags available to Commonwealth beasts.

Burning: This beast produces a constant source of flame that makes it dangerous to touch.

Burrow: This beast can dig through the soil rapidly, allowing it to travel through the earth.

Carry: This beast can carry at least one human in its arms or on its back.

Demolish: This beast can easily break through walls and other structures.

Flight: This beast can fly through the air with ease.

Independent: When befriended, this beast will come and go, having its own motivations and agenda beyond simply traveling with their companions.

Permanent transformation: This beast can permanently transform into another beast if certain conditions are met.

Status: This beast can inflict some sort of condition on its opponents in place of direct damage.

Swim: This beast is at home in the water as it is on land, and can maneuver in the water uninhibited.

Telekinesis: This beast has the ability to move physical objects with its mind.

Tracking: The ranged attacks made by this beast track their target, allowing for greater precision.

Players in the Commonwealth

In the Commonwealth, there are opportunities for players not found in other settings. Not all of the items, gear, and moves listed below are exclusive to the Commonwealth, but they can all be found here.

Items and Gear

Extensive traveling in the Commonwealth requires some preparation, and these items can help you on your journey.

Backpack: Everyone has a backpack. It lets you carry as much items and gear as you want, almost like magic!

Coin: In the Commonwealth, dollars have been phased out in favor of Coin, a currency used all over the world. Coin can be stored digitally or as actual coins.

Tonic: Costs 1 Coin. Use it to heal a beast a little. It recovers one tick on its battle clock.

Refined Tonic: Costs 2 Coin. Use it to heal a beast. It recovers two ticks on its battle clock.

Superb Tonic: Costs 5 Coin. Use it to heal a beast a lot. It recovers four ticks on its battle clock.

Max Tonic: Costs 8 Coin. Use it to heal a beast completely. It recovers all of the ticks on a battle clock.

Recover: Costs 4 Coin. Use it on a beast with a full battle clock to restore it to consciousness and recover one tick on its battle clock.

Climbing Gear: Costs 5 Coin and has 5 uses. Spend a use to gain improved effect on an attempt to climb up or down something.

Player Moves

Players in the Commonwealth have all sorts of abilities that can help them become better adventurers, leaders, and friends. If you want an ability not listed below, talk to you MM and try to figure out a solution.

Connections: You know people. Once per session you can call on a connection to get a piece of useful or valuable equipment or information without spending coin.

Fast Friends: You make friends quickly. All monsters you befriend begin with a Bond of 1. If this move is your specialty, increase your bond with your first monster by 1.

Healer: All forms of tonics recover an additional tick on your beast's battle clock.

Hiker: When you expend a use of climbing gear, you gain an extra die to your roll in addition to improved effect.

Thrift: You're good at bargaining and finding good deals. When you spend 10 Coin or more at once, you get 1 Coin back. This ability stacks with Haggle.

Type Hunter: Choose a type. Your first attack in a battle against a monster of that type has improved effect. This move can be taken multiple times, but you cannot choose the same type twice.

Advanced Moves

More experienced players gain access to these advanced moves when they have at least five moves. These are more powerful than normal moves, but they are also the first to be lost when a player becomes Stressed.

Character Growth: Treat your weakness as if it were a neutral quality.

Faster Friends (Prerequisite: Fast Friends): All monsters you befriend begin with a bond of 2.

Haggle: You're great at bargaining and finding the best deals. When you spend 20 Coin or more at once, you get 3 Coin back. This ability stacks with Thrift.

Type Affinity: Choose a type. Roll an extra dice when attempting to befriend a monster of that type. This move can be taken multiple times, but you cannot choose the same type twice.

Beast Encyclopedia

While a beast's individual stats are pretty simple, there's a lot more to a beast than just numbers and tags. Each beast has a place in their ecosystem, and their types and tags manifest in ways unique to them. The Beast Encyclopedia is where you can find all this important information about each beast.



Starbright

Once a year when countless birds migrate through the Commonwealth for winter, none are more irritating and dangerous as Starbright. Starbright leave behind a trail of solid light behind them as they fly, which deteriorate over a matter of

minutes. While a single Starbright is little cause for concern as its trail is rather small, they travel in flocks that can number in the hundreds. The trails left behind by a flock of Starbright endanger aircraft and other flying beasts, and low-flying Starbright can be a hazard to those traveling along the ground.

Type

Light: Starbright produce solid light that trails behind them as they fly. They use this to make it more difficult for predators to pursue them, and in a bind they make a swift dive down then back up that effectively leaves a shield of light behind them.

Tier: 1

Befriend Quality: Drive

Tags

Flight: Starbright is a natural flier, with sturdy wings that keep it aloft.

Permanent transformation (Ravenglow): After three migrations in the wild, or when bonded with a human, Starbright shed their feathers and in a flash of light transform into Ravenglow.



Ravenglow

Though a peaceful scavenger, Ravenglow is a powerful bird that no beast wants to mess with. They trail a beam of solid light behind them, but unlike the smaller Starbright, they can also launch

beams of light from their wings as a defense mechanism. These beams of light are very powerful, and they also home in on their targets, making it extremely likely that any creature targeted by Ravenglow gets hit.

Fortunately for the wildlife of the commonwealth, Ravenglow scavenges for food rather than hunts, so only predators foolish enough to mess with the bird ever face its glowing wrath. Ravenglow that have bonded with humans are able to carry them on their backs as they fly, making them valuable allies.

Type

Light: In addition to trailing light behind it like the younger Starlight, Ravenglow can launch devastating beams of light that home in on their targets.

Tier: 3

Befriend Quality: Drive

Tags

Carry: Ravenglow is large and strong enough to carry a single person on their back. Any more and they will be unable to take flight.

Flight: Ravenglow's powerful wings give it advanced maneuverability in the air.

Tracking: The beams of light that Ravenglow produces from its wings home in on their targets.

Snopossum

When winter comes, so do avalanches of Snopossum. These creatures live atop mountains for most of the year, but when the temperature drops below freezing they roll down the mountainside in massive numbers to forage for food. Once they've eaten enough, they spend the remainder of the winter climbing up hills and then rolling down them. People that live along hills dread this time of year, as they almost always sustain damage to their houses from the sheer number of Snopossum that crash into them. When spring arrives, the Snopossum begin their climb back up the mountains. However, the snow that surrounds a Snopossum is unusually resistant to melting, as if the Snopossum itself keeps the snowball below freezing.

Type

Cold: Snopossum is covered in a permanent snowball, and when it rolls into an enemy (usually by accident), it's the equivalent of getting hit by a massive snowball.

Tier: 1

Befriend Quality: Cunning

Tags

Status: A beast struck by Snopossum's rolling attack is chilled to its core, slowing its movements for a time.

Vulpage

Though it is friendly and cute, anyone foolish enough to pet this elemental fox ends up burned or shocked, or both. Vulpage makes its home in forests, where its unstable nature leads it to inevitably start a forest fire. They are an important part of the Commonwealth's ecosystem, as they let old trees burn and nourish the soil for new trees to grow. However, they also pose a risk to hikers and campers. Their fires are usually contained by moisture in the environment, but during the dryer months, fires caused by these creatures can burn out of control and endanger many people. When bonded with a human, a Vulpage can learn to regulate its fur temperature, allowing them to be pet safely as long as you avoid the electric tail, though an excited Vulpage tends to forget and burn its friends in its excitement.

Type

Fire: Vulpage's body burns hotter than the boiling point of water, and though it does not breathe fire, its hot breath can catch flammable things on fire.

Spark: Powerful sparks of electricity fly off Vulpage's tail at random intervals, and when stressed it releases all of its built up energy at once, shocking its foes.

Tier: 2

Befriend Quality: Drive

Tags

Burning: Vulpage's fur is extremely hot, and it sometimes catches grass on fire when it rolls around.

Status: Vulpage can temporarily paralyze foes with electricity or catch foes on fire.



Georode

In the Commonwealth, when you feel the ground shake beneath your feet, the most likely culprit is a Georode. These massive crabs dig through dirt and stone as if it were sand, and their passage leaves small ravines in their wake. Though they are peaceful creatures, Georodes are immensely powerful, and make a huge impact on their environment just by passing through.

While they knock over

trees and destroy rock, they leave freshly tilled ground behind them, and soon after a Georode moves through an area, new plant life sprouts in its trail. Georodes that bond with humans often help their allies by digging tunnels and carrying people safely through the underground.

Type

Earth: Georode remains thoroughly planted in the ground at all times, and draws power from fertile soil.

Plant: A bush that is part of Georode's body grows out of its back. It is able to dislodge leaves that it can launch at foes.

Tier: 3

Befriend Quality: Drive

Tags

Burrow: Georode is capable of digging through dirt and stone easily, though it almost always remains on the surface except under extreme circumstances.

Carry: Georode is large and strong, capable of carrying multiple people on its back without slowing down.



Shrimpil

Though more common in the oceans outside of the Commonwealth, Shrimpil have adapted to the rivers and lakes that make up a large portion of the region. As they swim through the water, a visible trail of darkness follows them, and if you spend too much time around wild Shrimpil you're

likely to become sick or have some other minor disaster befall you. Because of their ability to curse people and monsters, lots of superstitions exist about them, and many are true. However, they are not aggressive or malevolent creatures, and feed primarily on detritus and plant matter.

Type

Water: In the wild, Shrimpil all live underwater, and they can shoot jets of water from their mouth both as an attack and as a means of propulsion.

Curse: Shrimpil sow chaos around them, and they cause their predators to become cursed, slowing them down with bad luck and disasters.

Tier: 1

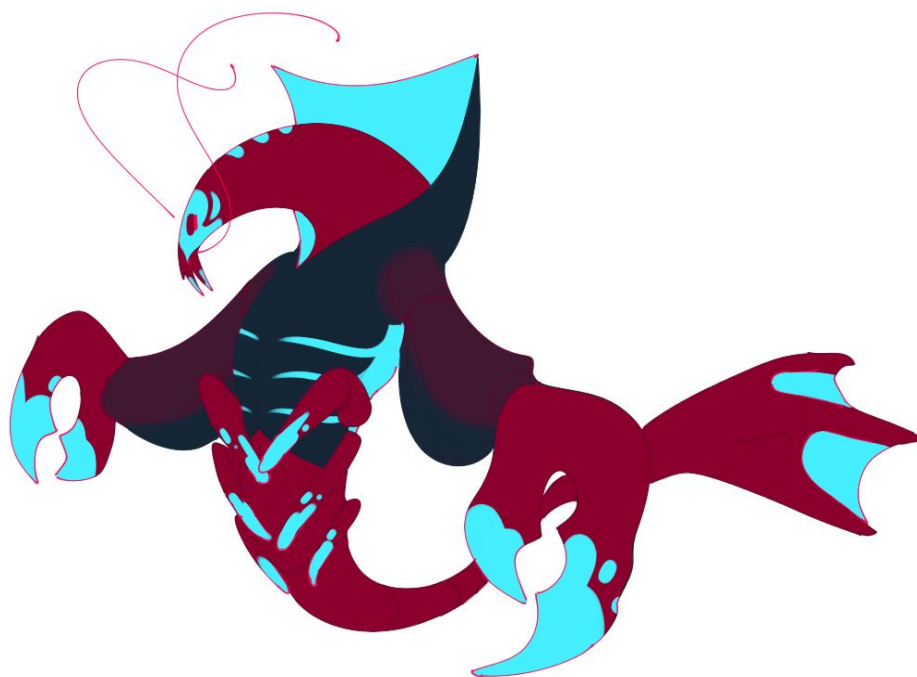
Befriend Quality: Cunning

Tags

Swim: Shrimpil uses its limbs, tail, and jets of water to propel itself through water with ease.

Permanent transformation (Lobspire): Shrimpil that spend their lives inside caves eventually molt into the vampiric Lobspire.

Permanent transformation (Prawnlight): Shrimpil that live their lives in the sunlight absorb the light and become the angelic Prawnlight.



Lobspire

Dreaded predators of caves and muddy rivers, Lobspire are terrifying creatures that live in the shadows, and where there is no shadow they create it. They are capable of absorbing light, creating an area of shadow

around them. However, their natural, soothing blue luminescence does not get absorbed, so confused prey often swim towards the source of light only to get nabbed by Lobspire. Lobspire are sworn enemies of Prawnlite, and the two creatures often clash. Though they could easily overpower a human, Lobspire generally avoid them, and can even befriend them. Still, most humans avoid Lobspire because they fear them.

Type

Shadow: Lobspire can flare its cape-like appendage, which absorbs all light around it, creating an area of pure darkness, from which it can strike unsuspecting prey.

Curse: Lobspire feeds by draining the life force from its prey, which it does through grasping them between its claws and cursing them.

Tier: 3

Befriend Quality: Cunning

Tags

Carry: Up to two humans can ride on Lobspire's back if they hold on tight and hold their breath.

Swim: Lobspire moves quickly through water, darting from place to place like a blur.



Prawnlight

The guardian of the water, Prawnlight is a benevolent creature that brings light and protection wherever it travels. Prey flee to Prawnlight's glow, and Prawnlight will do everything in its power to keep its charges safe, and they have considerable power. Prawnlight are among the more powerful beasts found in the Commonwealth. Because Prawnlight control the water around them, and the fact that the light they produce burns any creature they do not like, they are the dominant life forms wherever they are. Their presence signals to predators that it's time to move to a different location. Fortunately for predators of the Commonwealth, Prawnlight are rare, as only the strongest Shrimpil can transform into them. The few predators that do attempt to tackle a Prawnlight almost never succeed at taking them down, and if they do succeed it is at great

cost. On rare occasion, multiple Lobspire team up to take out a Prawnlight that encroaches on their territory, but they almost always meet with failure.

Type

Water: Prawnlight directly controls the water that surrounds it, using it to propel itself or hinder foes.

Light: Prawnlight glows radiantly, and the light comforts those it seeks to protect and burns those it seeks to repel.

Tier: 4

Befriend Quality: Heart

Tags

Carry: A human can ride on Prawnlight's back, and it considerately creates a bubble of air so its rider can breathe beneath water.

Swim: Prawnlight swims gracefully, exerting no apparent effort in the process.

Mubble

Ghost towns, abandoned when their mines dried up or when natural disaster struck, are an uncommon sight in the Commonwealth thanks to these moles. When humans leave an area, Mubble move in, and in great numbers. As they burrow under the ground and through stone, the structures above them begin to collapse into the ground, and as they Mubble dig through the collapse more and more falls until there is nothing standing. Mubble scavenge for anything edible in the ruins, often finding lots of abandoned food. Though they are small and mostly harmless, people are frightened by their bony appearance and their association with abandoned towns.

Type

Earth: Mubble digs through the ground, striking from below or escaping from danger.

Tier: 1

Befriend Quality: Cunning

Tags

Burrow: Mubble's bony claws let it dig through dirt and soft stones with ease.

Permanent transformation (Demole): As a Mubble grows, its bony growths become more profound and it more than doubles in size, eventually becoming the terrifying Demole.

Demole

These massive moles are sometimes called the gentle terrors of the underground. Bony growths on Demole's head give it the appearance of a skull, and its massive claws are extremely sharp. Demole is a peaceful creature despite its appearance, but they still possess abilities that some would consider demonic. A Demole can create a field of accelerated entropy, which causes things to decay, collapse, and crumble, and any creature caught in the field becomes very ill. Demole primarily uses this ability to destroy obstacles as it burrows through the ground, but it is also an effective form of self-defense. Though feared, Demole are prized by some for their ability to smash through anything, and those that overcome their fear find a great ally in Demole.

Type

Earth: Demole lives underground and throws stones and mounds of dirt in self-defense.

Curse: Demole creates fields of accelerated entropy that crumbles structures and weakens foes.

Tier: 3

Befriend Quality: Cunning

Tags

Burrow: Demole tears through dirt and stone quickly with its shovel-like claws.

Demolish: Demole's claws are tough enough to smash through most obstacles in its way, and if anything is too tough for its claws, it can deteriorate it with entropic acceleration.

Psichuck

Psichuck is a master of the physical and the mental. These groundhogs train relentlessly to be at peak physical shape while also honing their minds to the point of acquiring immense psychic abilities. When not eating berries and roots, Psichuck engage in sport-like battles between other Psichuck. At first it was believed to be some sort of challenge to attract mates, but further study revealed that it was done for fun and exercise. As Psichuck battle each other, they grow stronger, but instead of becoming a dominant alpha, the strongest Psichuck work to strengthen the weaker among them, so the group overall becomes stronger. Psichuck have also been known to take in outcast humans and train them to become the best they can be.

Type

Brawl: Psichuck is able to beat up opponents with its bare fists, or pick up any item and use it as a weapon.

Psion: Psichuck tosses opponents with its mind, drawing on psychic energy to put the hurt on opponents out of reach of its fists.

Tier: 2

Befriend Quality: Heart

Tags

Telekinesis: Psichuck can manipulate objects with its mind, moving them around at will. It's a little rough with them, so be careful.

Goleon

With the arrival of industry to the Commonwealth, the voracious need for coal and other natural resources led to strip mining and other exploitative practices against nature. In this moment of crisis, ancient magic brought to life a statue and tasked it with protecting the Commonwealth from exploitation. There is only one Goleon. Unlike other monsters, Goleon was created by magic and is truly unique. Before being brought to life, Goleon was an ornate statue of a lion made of metal and limestone, built as a decoration for an aristocrat's manor. Now it prowls the forests along the side of mountains, waiting for someone to disrupt the peace with destructive machines.

Type

Metal: The statue that became Goleon was constructed partially of metal, and in its awakened state Goleon uses its metal components to crash through tough structures.

Earth: The statue that became Goleon was constructed primarily of limestone, and it now wields the power to move the ground around it.

Tier: 5

Befriend Quality: Drive

Tags

Carry: Many people can safely ride on Goleon's back, but it moves rapidly so holding on tightly is recommended.

Demolish: Goleon is immensely powerful and often chooses to smash directly through obstacles rather than go around them.

Independent: Goleon is tasked with protecting the mountains of the Commonwealth from strip mining, so if it is bonded with a human, it will sometimes part ways to go fight off those seeking to exploit the environment.

Credits

Design by Tyler Magruder

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