

## **What is a Dream?**

A **dream** is the combination of agendas, principles, setting, themes, characters, items, moves, beasts, and more that inform the game you are playing. A dream can be a small modular piece that fits in with other dreams, or they can be comprehensive collections of information that allow a group to play a game with nothing else besides the core rules of the game. This dream is meant to be the latter. It is still in development, so for now using it means there's a lot you'll have to come up with on your own. However, the plan is to eventually provide everything you'd need to run a game in the Commonwealth in this one document.

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**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. People live in cities powered by coal that has been mined through devastation of nature, and the smoke and ash from burning the coal poisons the air, ground, and water. In all this, there are the beasts, fantastic creatures that call the Commonwealth their home. Some live among humans in peace, others seek solitude away from the noise and danger of humans, while others adapted to the poisons of industry and live in the most uninhabitable places. Though they do not possess the intelligence of humans, beasts are deeply empathetic creatures, and bonds between humans and beasts allow those that seek to do good to travel the Commonwealth and hopefully make it a better place.

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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## Agendas

There are three agendas for Game Masters running the Commonwealth:

- Portray a living world
- Fill their lives with adventure
- Play to find out what happens

You should strive to fulfill these agendas with everything you do.

**Portray a living world:** with every description you should make the Commonwealth feel like a world that is alive. Show players vivid nature, bustling cities, active and interesting people, and beasts that have minds of their own.

**Fill their lives with adventure:** no game of Beast Dream should ever be without excitement and adventure. If the location and status quo are not changing regularly, add more conflict or urgency to drive adventure and make the players' lives more interesting.

**Play to find out what happens:** playing the game determines what happens next, nothing else. Do not plan any further ahead than you need to. Let the decisions and rolls determine what happens next rather than a plan you thought out before you played the game.

## **The Commonwealth as a Setting**

The Commonwealth is a massive region that is just one small part of a larger world. The Commonwealth is entirely landlocked apart from a river that borders its north. It is equal parts rural, forest, and mountainous, with large stretches of pastures and farmland separated by vast forests, and a mountain range that splits the region in two. Countless small towns dot the region, with only a handful of large cities to speak of.

### **Area: Vale City**

The largest city in the Commonwealth is home to sports, business, tourism, and lots of pollution. It sits at the northern border of the Commonwealth, separated from the rest of the continent by the Hide River.

### **Area: Bard Town**

This small, scenic town boasts beautiful sights, historic landmarks, and dozens of distilleries. The location of this town is its greatest asset, as it is roughly in between the two largest cities in the Commonwealth.

### **Area: Goliath Cave**

Believed to be the largest system of caves in the entire world, Goliath Cave runs under the majority of the Commonwealth, and some believe it even extends beyond. For centuries the caves were overrun by beasts, but in the last century portions of the cave were cleared and some were even turned into tourist attractions. Still, those that delve deep enough into the caves will find dangers and beasts. Some emerge miles from where they entered the caves, and others never return to the surface.

### **Location: Goliath Cave Visitor's Center**

A small building that calls itself a museum displays some information about the history of Goliath Cave and offers guided tours of sections of Goliath Cave. This is the safest way to enter Goliath Cave, but the guides do not allow tourists to venture beyond carefully curated areas.

## Handlers in the Commonwealth

In the Commonwealth, there are opportunities for handlers 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:** Every handler 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 box on its battle track.

**Refined Tonic:** Costs 2 Coin. Use it to heal a beast. It recovers two boxes on its battle track.

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

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

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

**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.

### Handler Limitations

Handlers are free to bond with as many beasts as they are able to, but there's logistical problems to taking them all with you. By default, a handler can lead a team of three beasts without any issues, but leading any more than that becomes stressful. If a handler has more than three beasts traveling with them, then their push maximum is decreased by two for each additional beast. Under normal circumstances, a handler cannot have more than six beasts or their push maximum would be decreased to 0 and they would immediately stress out.

Fortunately for handlers, Doctor Hawthorn is happy to take care of beasts while they're away.

## **Handler Moves**

Handlers 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 your GM 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.

**Director:** You can have up to four beasts traveling with you before your maximum push begins to decrease.

**Empath:** You can tell from observing a beast or person what their emotional state is.

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

**Healer:** All forms of tonics recover an additional box on your beast's battle track.

**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 beast 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 handlers 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 beasts 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 beast of that type. This move can be taken multiple times, but you cannot choose the same type twice.

# Rules of the Commonwealth

The Commonwealth has a handful of rules unique to it. They are described below.

## 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.

## **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.

**Growth:** Plant life in the vicinity of this beast grows at an accelerated rate.

**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.

**Slow:** This beast creates obstacles or coats its opponents in a substance to slow them down.

**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.

# Beasts of the Commonwealth

Floofrel (recommended starting beast)

When threatened, this moss-covered flying squirrel curls into a ball, revealing sharp thorns that are normally just below its coat.

Type: Plant

Tier: 1, Befriend Quality: Heart

Tags: Flight, Permanent transformation (Florrel)

Florrel

Sharp sprouts grow out of this creature's back that protect it from predators that fly above it.

Type: Plant

Tier: 2, Befriend Quality: Heart

Tags: Growth, Flight, Permanent transformation (Zepperrel, must have Skill of 1 or higher)

Zepperrel

This squirrel's symbiotic relationship with propeller-like plants mean it no longer glides, but flies confidently through the air.

Type: Plant

Tier: 3, Befriend Quality: Heart

Tags: Carry, Growth, Flight

Incinidrake (recommended starting beast)

These slick ducks appear wherever flammable liquids spill and absorb them to fuel the flame that burns constantly on their head.

Type: Fire

Tier: 1, Befriend Quality: Drive

Tags: Flight, Permanent transformation (Conflagrouse)

Conflagrouse

As the flame that covers this goose's neck grows, so does its clarity of mind and purpose.

Type: Fire

Tier: 2, Befriend Quality: Drive

Tags: Burning, Flight, Permanent transformation (Swanflagration, must have Skill of 1 or higher)

### Swanflagration

This massive flaming swan uses its powerful wing beats to splash tar and oil onto its foes, making them more susceptible to its flames.

Type: Fire

Tier: 3, Befriend Quality: Drive

Tags: Burning, Flight, Status

### Battric (recommended starting beast)

When this aquatic bat senses insects swimming in the underwater caves where it roosts, it dives down and catches them by surprise.

Type: Water

Tier: 1, Befriend Quality: Cunning

Tags: Swim, Permanent transformation (Battive)

### Battive

With echolocation working both underwater and in the air, this bat has developed stronger wings that allow it to spend more time hunting in the air.

Type: Water

Tier: 2, Befriend Quality: Cunning

Tags: Flight, Swim, Permanent transformation (Abbatsal, must have Skill of 1 or higher)

### Abbatsal

Powerful, lithe wings and strong lungs have allowed this bat to be perfectly adapted for both air and water.

Type: Water

Tier: 3, Befriend Quality: Cunning

Tags: Carry, Flight, Swim

### 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, must have Skill of 1 or higher)

### 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

### Ivyhead

Be careful not to confuse this camouflaged snake for a vine when hiking or bites from its three heads will make you quite sick.

Type: Plant/Toxic

Tier: 2, Befriend Quality: Cunning

Tags: Status

### Mubble

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

Type: Earth

Tier: 1, Befriend Quality: Cunning

Tags: Burrow, Permanent transformation (Demole, must have Skill of 1 or higher)

### 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

## **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.

## **Floofrel**

High in the trees of the Commonwealth, these squirrels search for nuts, berries, and other edible foliage. When they have exhausted a tree, they spread their limbs and stretch out the webbing on their sides to catch the wind and glide to another tree. What looks like a thick layer of green fur is actually a moss that grows thicker the more moisture the Floofrel collects. Underneath the moss hides a set of thorns that the Floofrel can extend or retract depending on the level of danger. They are very friendly and usually allow humans to hug them, but sometimes when they are annoyed they emphatically extend their thorns. Handlers with a big heart often choose Floofrel as their first beast because they are tough and endearing.

### Type

Plant: A thick layer of moss gives Floofrel the appearance of a furry coat and hides the retractable thorns that lay underneath.

Tier: 1

Befriend Quality: Heart

### Tags

Flight: Webbing between its front and hind limbs allow Floofrel to catch the wind and glide through the air with ease.

Permanent transformation (Florrel): When a Floofrel starts to grow bigger, the thorns that cover its body sprout upward and provide a spiny cover to its back, becoming Florrel.

## **Florrel**

Wherever Florrel travel, the forests grow rapidly behind them. The moss that provides Florrel's coat releases spores that bond with other plants and encourage rapid growth. The growth is so rapid that farmers have been known to tame a few Florrel and then grown a season's worth of crops in a week. However, Florrel are found in the wild only in forests, where they continue to forage for food among the treetops. The thorns that once covered its body sprouted into long quills that protect its back and give it a convenient way to hold fruit when it has more than it can eat. Skewered fruit on a sleeping Florrel's back is a great temptation to other scavengers, but only the most clever and dexterous of them can get the fruit without also getting a painful poke.

### Type

Plant: Moss that grows out of Florrel's back provides a protective coating and the sharp sprouts allow it to attack and defend.

Tier: 2

Befriend Quality: Heart

### Tags

Flight: Though it has grown heavier, Florrel glides through the air without any trouble.

Grow: The moss on Florrel's back releases spores that promote rapid growth in any plants it comes in contact with.

Permanent transformation (Zepperrel, must have Skill of 1 or higher): When Florrel grows too large to glide, the sprouts on its back bloom into spinning flowers that give it the thrust it needs to stay off the ground.

## **Zepperrel**

The constant whirring of propellers is a telltale sign of a Zepperrel's approach. These giant squirrels float through the air, suspended by rapidly rotating flowers that provide the lift necessary to hold this beast in the air. Now no longer restricted to gliding, Zepperrel fly wherever they please, but they usually do so at a leisurely pace. When threatened, Zepperrel can fly with haste, and they control the plants around them, so they can cause a tree to bend and block the path of pursuers.

### Type

Plant: When in trouble, Zepperrel can cause vines to rapidly grow and can control any plants its spores touch.

Tier: 3

Befriend Quality: Heart

### Tags

Carry: Zepperrel is massive, with enough room on its back for a handler or two to sit on if they duck.

Flight: Large flowers spin like propellers, attached to Zepperrel through vines. It floats through the air, usually lazily, but it's capable of flying fast under pressure.

Grow: The moss on Zepperrel's back releases spores that promote rapid growth in any plants it comes in contact with.

## **Incinidrake**

Born to thrive in places of pollution, these ducks endlessly seek out fuel for the flame that burns atop their heads. They store excess fuel in liquid form as a coating over their bodies, so they forever appear to be drenched in oil. What some people don't know is that Incinidrake absorbs the toxic gases that the flame produces as a kind of food, making it one of the most efficient methods of dealing with pollution. Self-driven handlers often choose Incinidrake as their first beast because it's motivated and purposeful.

### Type

Fire: Incinidrake is capable of flaring up the constantly burning flame on top of its head, creating short-ranged jets of flame that ward off foes.

Tier: 1

Befriend Quality: Drive

### Tags

Flight: Incinidrake has modestly-sized wings that are perfectly suited for carrying it through the sky.

Permanent transformation (Conflagrouse): When Incinidrake pushes itself, it grows larger and the flame spreads to its neck, and it takes on more of an appearance of a goose.

## **Conflagrouse**

Made more powerful by the dangerous chemicals it has absorbed, Conflagrouse pushes itself even harder to clear the Commonwealth of pollutants. As it grows larger, it appears more like a goose than a duck, and the flame spreads all the way down its neck, though its body is still untouched by the flame. They can be seen flying in V formation, heading from landfills to oil spills in search of more pollution it can use as nutrients.

### Type

Fire: Its entire head and neck are covered in flame, and it is capable of spewing bouts of flame in any direction.

Tier: 2

Befriend Quality: Drive

### Tags

Flight: Conflagrouse is a competent flier, with sturdy wings that can take it where it needs to go.

Status: Conflagrouse launches tar at its foes that slows them down and makes them more susceptible to its flames.

Permanent transformation (Swanflagration, must have Skill of 1 or higher): Consumed by passion, Conflagrouse bursts entirely into flames and doubles in size, becoming the fearsome Swanflagration.

## **Swanflagration**

The strongest and most driven Conflagrouse give into their drive to burn away pollution, and their entire bodies become engulfed in flame.

Swanflagration is a powerful force of nature, capable of burning away anything in its path. Unlike the final forms of the other starter beasts, it is impossible for a handler to ride on the back of a Swanflagration because of the intense flames, but it is still a loyal ally, willing to bring its flames to bear on anything its handler desires.

### Type

Fire: Swanflagration is enveloped in flames and can create vortices of flames to chase its foes or provide protection against approaching enemies.

Tier: 3

Befriend Quality: Drive

### Tags

Burning: Swanflagration's entire body is on fire, and anyone that touches it will be badly burned. It can temporarily douse parts of its body for trusted individuals.

Flight: Swanflagration has powerful wings that allow it to fly at rapid speeds and cross long distances without touching down.

Status: Swanflagration can spew tar at its foes, slowing them and making them more susceptible to its flames.

## **Battric**

No one is quite sure what led to this species of bat to adapt to life underwater, but it thrives there. Its wings function like fins, allowing it to swim through the water with great precision. Its poor sense of sight is supplemented with echolocation, which allows it to navigate dark cave lakes and find aquatic insects and small fish to eat. It only ventures to the surface when it needs to breathe or when suitable prey lands on the surface. Handlers with cunning minds often choose Battric as their starting beast because they are clever and agile.

### Type

Water: It lives underwater and its screeches cause bubbles that collapse around its prey.

Tier: 1

Befriend Quality: Cunning

### Tags

Swim: Its wings have evolved to serve as fins, allowing Battric to glide through the water.

Permanent transformation (Battive): As Battric grows bigger its wings develop the strength to work outside of water, and it takes the form of Battive.

## **Battive**

Grown too large to sustain itself just from small aquatic insects and fish, Battive spreads its wings and takes flight, hunting the more abundant insects in the air and even small birds. It still returns to the water to sleep, with its deep lungs allowing it to hold its breath for the entire duration of its sleep. It hunts near water, allowing it to use its affinity for water to help it in the hunt. Unwary prey struck by spouts of water become easy pickings for the bat.

### Type

Water: Battive lives primarily underwater and stirs up whirlpools with its wings, even launching into the air in the midst of one.

Tier: 2

Befriend Quality: Cunning

### Tags

Flight: Battive's wings are significantly stronger than before, and it is capable of flight, though its endurance in the air is limited.

Swim: Battive swims with great precision and strength thanks to its wings that function more like fins.

Permanent transformation (Abbatsal, must have Skill of 1 or higher):

Battive's legs grow to resemble fins, its wings grow much stronger, and its entire body almost triples in size, becoming the powerful Abbatsal.

## **Abbatsal**

The culmination of a life-long transformation, Abbatsal is equally a master of the air as the water. With strong, lithe wings, it is a fearsome aerial predator, while its new fin-like feet allow it to remain a dominant aquatic hunter. It uses its mastery of both air and water to weave above and below, catching foes by surprise and outmaneuvering the most agile of enemies. A handler that bonds with an Abbatsal has made a powerful, cunning friend.

### Type

Water: With near complete control over the water, Abbatsal surrounds itself with a whirlpool whenever it needs to fight or appear intimidating.

Tier: 3

Befriend Quality: Cunning

### Tags

Carry: Abbatsal is a head taller than the average human and can easily carry one on its back.

Flight: Abbatsal's great wings allow it to navigate the sky with incredible precision and speed.

Swim: Abbatsal swims through the water rapidly, and with its back legs now resembling fins it has even more control over its movements.



### **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, must have Skill of 1 or higher):** 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 beasts, 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

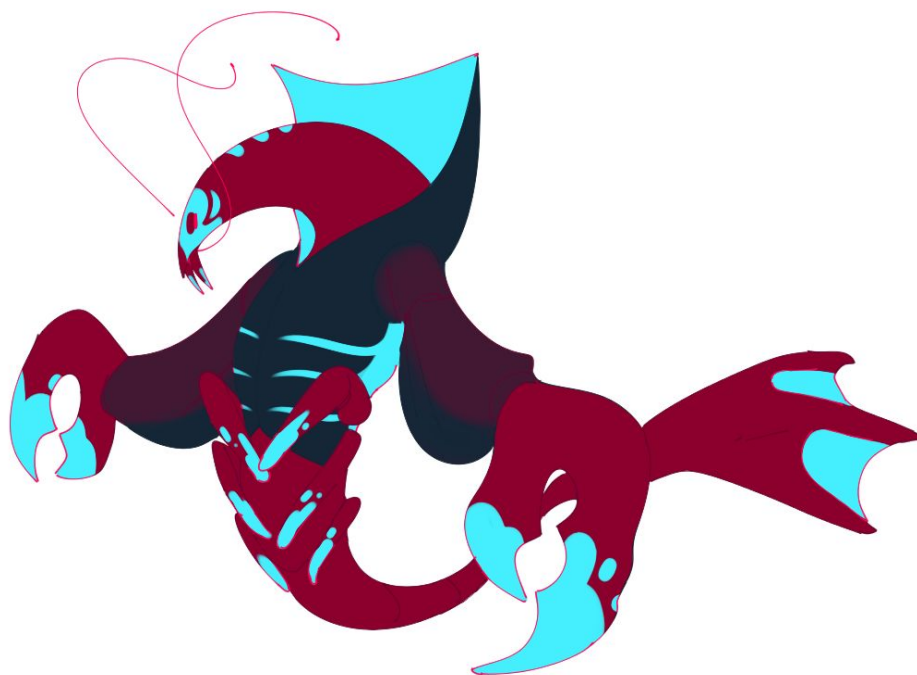
**Befriend Quality:** Cunning

### 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, must have Bond of 3):** 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.

## **Ivyhead**

When in the forest, be careful what vine you reach for. These half-plant, half-snake creatures pack nasty poison that they can deliver through bites or just touch. Because they're often found hunting for prey in the forest, explorers learn to look twice before grabbing any vine, and novices usually learn this lesson the hard way. Though they look like a vine with three snake heads, they're actually three intertwined snakes covered in a symbiotic plant creature that absorbs nutrients and venom from the snakes. The snakes provide the plant with nutrients while the plant provides an extra layer of protection for the snakes, with thick fibers and a coating of painful poison. The snakes are intertwined at birth, and they learn to get along at a young age, but they still sometimes bicker about which gets the first bite when food is scarce and they catch their first prey in a while.

### Type

Plant: Ivyhead is a hybrid species that is part plant and part animal, and its plant components allow it to strike with vines and leaves.

Toxic: Ivyhead produce toxins that coat its body that are harmful to other creatures, but rarely deadly.

Tier: 2

Befriend Quality: Cunning

### Tags

Status: Any creature that touches Ivyhead gets coated in a microscopic layer of toxin that causes rashes and illness.

## **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, must have Skill of 1): 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 beasts, 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

Art by Cole Riz

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