

# LURGLEKK (LURK)

## "THE MYSTIC"

Male Bog Trog Bone Grinder/Mist Speaker



**Description:** A stooped, reptilian fish-man with all manner of tattered arcane totems decorating his body. Carries a surplus of body parts, pastes from smashed organs and bones, fluids, and other harvested parts for his arcane form of alchemy as well as a few trophies from particularly interesting prey taken down in cooperation with Longchops.

**Background:** As a bone grinder, you have the talent for turning organic components into powerful magical artifacts. Years ago you were part of a bone grinder hunting party led by the farrow bone grinder Knor. It went well for a while, but you had a habit of taking the most powerful components for yourself. Things came to a head between you and Knor, and the farrow swore he'd grind *your* bones the next time you met. You helped yourself to a few choice items before leaving to hide out in the swamps, where you met Longchops.

Since then you two have hunted together. The relationship has worked out well so far, but Longchops struck a deal with the Tharn Zocha to hunt down the farrow warlord Morrg—Knor's new employer. You could run, but if Longchops and Zocha fail, Knor will likely discover your whereabouts and it will only be a matter of time before your old friend comes calling.

**Attitude:** You're always looking for ways to increase your own personal influence and power. Fortunately you've made some impressive friends who help you do just that. Having them around always makes negotiations go smoother, and they're a great aid in bringing down bigger and better beasts you can turn into powerful arcane charms. You're not actively scheming *against* them, but you're always on the lookout for ways to make your own life better.

**Personal Goal:** Your number one goal is to eliminate Knor. Your former bone grinder associate holds a grudge against you, and if he's not dealt with it's only a matter of time before he comes around looking for payback.

### Relations with others:

**Gullin Oakbreaker, "The Chief"** – The pyg thinks he's in charge. That's fine. It just means that when trouble comes, it comes to him first. You're careful and patient, and working with him has had its advantages so far. Whenever you need to push him a certain way, a few well-chosen words seem to do the trick.

**Longchops, "The Hunter"** – He's a big, scaly wall of meat that draws attention away from you. More than that, though, he's useful to you. Traveling with him has given you the opportunity to harvest components from creatures you never could have defeated on your own.

**Zocha, "The Guide"** – Too clever for her own good. The Tharn seems to think you're actively scheming against her. Well, maybe a little, but no more than anyone else. You're smarter than her, but she doesn't miss many details. Lucky for the both of you, you're working together.

### UNLIKELY HEROES

When Longchops suggested joining up with Gullin and Zocha, you had your reservations. Moving against Morrg means you'll have to confront your old enemy, the farrow bone grinder Knor. You think you can influence the others into helping you confront Knor and take him out of the equation. You definitely have a better chance of survival if there are others with you, and your mystical talents can help keep them alive until they get the job done. If you can get your hands on one of the razor boars Morrg's warband keeps around, you can make use of its flesh to create a scent mask to throw the old bone grinder off your trail—you hope.



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## ARCHETYPE: GIFTED

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Those with the Gifted archetype are born with the capacity to work magic. This potential can be latent, discovered only later in life, or it can be pronounced from an early age.

Additionally, a Gifted character begins the game with one of several benefits. Characters gain additional benefits as they accumulate experience points. Lurk has Combat Caster.

### Combat Caster

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When this character makes a magic attack roll, he gains an additional die. Discard the lowest die of each roll.

### Amphibious

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Bog trogs treat water as open terrain and gain concealment while within water. Amphibious characters never make Swimming rolls and can always advance their full SPD while swimming.

### Blending

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Bog trog skin pigmentation naturally changes to enable them to blend into their surroundings. Provided his body is mostly uncovered and while not wearing armor, a bog trog gains boosted Sneak rolls.

### Greed Mania

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Bog trogs become highly aggressive in the presence of objects of wealth and are overcome with a desire to possess them. The Game Master determines what constitutes an object of wealth, but generally the larger and gaudier it is, the better. A bog trog that takes possession of such an object immediately gains 1 feat point. Once a bog trog gets his hands on an object of wealth, he will fight to the death to remain in possession of it. Letting go of it or otherwise allowing it to slip willingly from his possession requires the bog trog to succeed in a Willpower roll with a target number of 16.

### Stink

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While out of water bog trogs exude a repellent, fishy odor. Though close companions can learn to ignore this stench over time, any character attempting to track or detect a bog trog by scent gains +2 to his die roll. Additionally, bog trogs suffer -1 on non-Intimidation social rolls when dealing with creatures potentially offended by their stench.

### Bone Grinder

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This character can create and use bone grinder fetishes.

### Conniver

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The character is well skilled in the arts of deception. The character can reroll failed Bribery- and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.

### Disease Resistance

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The character can make boosted rolls to resist disease and infection.

## ITEM: ARCANE RELIC

**Description:** This is a talisman made from the desiccated flesh and bones of an arcanist, sorcerer, warbeast, warlock, or other innately arcane creature. The bone grinder can call upon the power of the relic to extend his own arcane powers.

**Special Rules:** When a character with the Bone Grinder ability casts a spell while holding an arcane relic in one hand, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected.

## WILL WEAVERS & FATIGUE POINTS

Most sorcerers and arcanists are will weavers, who rely on their own physical stamina and the force of their mental will to summon and direct arcane energy. This process can be incredibly taxing to the spellcaster's body and mind but allows for the subtle weaving of intricate formulae.

### Gaining Fatigue Points

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A will weaver can gain fatigue points in a number of ways.

- **Upkeep a Spell** – A will weaver gains 1 fatigue point for each spell he upkeeps during each Control Phase.
- **Cast a Spell** – When a will weaver casts a spell, he gains a number of fatigue points equal to the COST of the spell.
- **Boost a Magic Attack or Magic Damage Roll** – Each time a will weaver boosts a magic attack or magic damage roll, he gains 1 fatigue point. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but a will weaver can boost as many different rolls as he can afford.
- **Increase the Range of a Spell** – A will weaver can gain 1 fatigue point to increase the RNG of a spell by thirty feet (5"). Each spell cast can have its RNG extended only once as a result of gaining fatigue. Spells with a RNG of CTRL or SP cannot be affected in this way.

### Removing Fatigue Points

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Will weavers remove a number of fatigue points equal to their ARC each Maintenance Phase.

### Fatigue Rolls and Exhaustion

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If his fatigue points exceed his ARC, a will weaver must make a fatigue roll immediately after resolving each spell he casts. To make a fatigue roll, roll 2d6. If the total is equal to or greater than the number of fatigue points the will weaver currently has, nothing happens. If the total is less than the number of fatigue points the character has, he becomes exhausted.

When a character becomes exhausted, his turn immediately ends and he cannot cast spells during the next round.



**GEAR**

NAME	BENEFIT
APOTHECARY KIT	A character requires an apothecary kit to create alchemical solutions
BOG TROG ARMOR	Does not interfere with a bog trog's ability to use Blending
BONE GRINDER FETISH (ARCANIC RELIC)	With an arcane relic in one hand, the spellcaster's spells gain +2 RNG. Spells with a RNG of SELF, SP, or CTRL are not affected.
ALCHEMICAL WASTE CRYSTAL (5)	
MINERAL ACID (5)	

**WORN ARMOR**

NAME	DESCRIPTION/NOTES	SPD	DEF	ARM
BOG TROG ARMOR		<input type="checkbox"/>	-1	6
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**CONNECTIONS**

NAME	DESCRIPTION/NOTES	PAGE #

**SPELLS**

ARCANIC TRADITION	NAME	COST	RNG	AOE	POW	UP	OFF
	ARCANIC BOND	2	10	-	10	N	Y
	CLOAK OF FEAR	2	SELF	-	-	Y	N
	MARKED FOR DEATH	2	8	-	-	Y	Y
	PHANTASM	2	6	-	-	Y	N

A character damaged by Arcane Bond cannot run, charge, or be placed for one round.

The spellcaster gains Terror [Willpower + 2].

Target suffers -2 DEF and loses Incorporeal and Stealth and cannot gain them while affected by Marked for Death. Friendly characters can target an affected character regardless of LOS.

When friendly target character is targeted by a ranged attack, the effective range of the attack is reduced by 30 feet (5').

**NOTES**

**PERMANENT INJURIES**

**SPOKEN LANGUAGES**

FARROW  
MOLGUR-TRUL  
QUOR-OG

**RELIGIOUS BELIEFS**

ASHIGA

**GOLD**

20 GC

