



BEHEMOTH

A LIMITED EDITION PLAYBOOK FOR

APCALYPSE WORLD

History shows again and again

How nature points out the folly of men

— ritual chant of the monstrous Azure Mollusk

Name: Gorgameth, Astidae, Gygax, Ebulon, Octorox, Boressta, Thel, Leviathan, In-Darkness-She-Is-Waiting, Wescott, Xx-2, Staccatos, Thundera, the Black Goat, Invincus, the Great Yesh

Size: of a garage, of a tall tree, of a fortress, of a skyscraper, of a mesa, blocks out the sun, to the clouds

Eyes: fierce eyes, alien eyes, tragic eyes, lonesome eyes, all-seeing eyes, wizened eyes, dark eyes, wise eyes, vicious eyes, emotionless eyes, compound eyes, no eyes, or a single unblinking eye

Look: reptilian, crustacean, pterosaur, mollusk, cephalopod, tortoise, ursine, robotic, molten, elemental, other, 2 of the above

Stats & Monstrous Traits: You start with the following:

- Cool+0, Hard+1, Hot N/A, Sharp+0, Weird+1
- You count as a small gang
- You have natural armor-1

Then, pick two of the following monstrous traits:

- Flying, fearless, or heartless: take Cool+1
- Living weapon, savage, or unstoppable: take Hard+1
- Multiple heads, cybernetic, or ancient: take Sharp+1
- Psychic, mutant, or prophetic: take Weird+1
- Gargantuan or mythic: you count as a medium gang
- Plated, invincible, or fluid: take +1 armor

By default, you are unable to communicate in human languages—though you read emotions well and understand many words.

You cannot use any move that requires Hot. Taking moves from another playbook (such as *Unnatural lust transfixion*) may allow you a workaround.

BEHEMOTH MOVES

You get these 2:

Rage: At the beginning of each session or when you witness the destruction or suffering of something that you protect, mark off one *Rage* countdown segment. If your rage is now at 12 o' clock, you *rampage*.

Rampage: You cannot bear it any longer; the injustices of the world are too manifest and wanton. Until your rage countdown returns to zero, your anger cannot be quenched. Demonstrating an emotion other than rage is *Acting under fire* and you count as a gang one size larger. You may erase a rage segment by doing one of the following:

- Assault a monument to human hubris
- Destroy the fragile trappings of civilization
- Target those responsible
- Unleash chaos
- Terrorize innocents

Then choose 2:

A god among us: Your companions constitute a cult with *Fortunes* (see the Hocus playbook).

Friend to all children: All children, even those you've never met before, count as your companions.

Sooth the savage beast: You may erase a rage segment at any time, even during a rampage, if someone does one of the following:

- Treat you with compassion and respect
- Show you who or what is the real culprit
- Place themselves in harm's way
- Create a moment of quiet and calm

Make yourself understood: When you attempt to impress your feelings upon someone through your expressions, body language, attitude, and actions, if they are an NPC, roll+Sharp. On a 10+, choose 3; on a 7-9, choose 1.

- They share a moment of true empathy with you
- They do something they think you want
- They will not oppose what you do next
- They will not side with those arrayed against you
- They get out of the way

If a PC, pick what you want them to do off the list & treat it as *manipulating someone*, but roll+Hx instead of roll+Hot.

COMPANIONS

Your companions can consist entirely of the other PCs, entirely of NPCs, or any mix. If they include any NPCs, sketch them out with the MC—names (e.g. Angler, Hellion, Joong, Mishi, Docks, Justice, Elsha) and brief descriptions. Make sure they have a reason to hang around in your general vicinity: a fascination, obsession, mission, debt, hatred, delusion, bond, greed, scheme, or something else.

GEAR

You likely have little use for gear or clothing yourself, but each of your companions carries some gift, token, trophy, or device related to you (your choice).

HX

On your turn:

- Any of them who are your companions, ask them how their fate is bound to yours. Then, tell their players Hx+2.
- For the rest, tell them Hx+1. Stories and signs of your disquiet are everywhere.

On the others' turns:

- One of them just barely survived a close encounter with you. Whatever they tell you, ignore it and mark Hx+2.
- One of them is fated to be a true friend or terrible enemy of the natural world. You are keeping an eye on them to see which it will be. Whatever number they tell you, give it +1.
- For everyone else, take the number they tell you and give it -1. Humans always insist on doing things against their own interests and nature, which you find troubling and confusing.

BEHEMOTH IMPROVEMENT

Each time you improve, choose one of the following. Check it off; you can't choose it again. When choosing moves from other playbooks, use your best judgment and work with the MC to determine which are possible for the behemoth.

- ___ manifest another monstrous trait
- ___ manifest another monstrous trait
- ___ get a new behemoth move
- ___ get a new behemoth move
- ___ permanently alter a feature on the map of the area
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- ___ get a move from another playbook
- ___ get a lair (*workspace*, detail) and a major domo

FEEDBACK FROM PLAY

This is only the first draft of this playbook, and I'm looking forward to hearing how this kaiju wrecks havoc (or not) at your table. Please contact me through Corvidsun.com, on Twitter (@corvidsun), or on Google+. Thanks!

— J. Walton