

Yama-O, the Sower of Dreams

On first glance, Yama-O does not look too intimidating for a Wyld Behemoth. As a centipede the height of a Yeddim and merely thirty metres long he is far outsized by some of the more terrifying Behemoths the world has seen. Appearances can be deceiving, however. Many communities that took the threat of Yama-O too lightly have been fallen, their members forever lost in their own minds. Wherever Yama-O sets one of his thousand feet, ten-thousand scintillating flowers bloom, rapidly spreading until they form a field of otherworldly flowers regardless of the ground. Even deserts, glaciers and cities soon bloom in alien beauty where Yama-O passes, only liquids or iron-covered surfaces are spared. Most people do not have much time to admire the flowers before they touch them and discover that their petals are covered in an otherworldly drug that induces powerful visions of the Wyld, quickly losing themselves in endless possibilities until they die of thirst or starvation. A few survivors tell tales of a strange and haunting song that mourns their coming death, though none can identify the source.

Essence: 5, Willpower: 7, Join Battle: 15 dice

Personal Notes: 50

Health Levels:

-0x10/-1x10/-2x10/-4x10/Incap

Actions: Feats of Strength: 15 dice (may attempt Strength 9 feats), Senses: 16 dice, Singing: 20 dice, Resisting Environmental Effects and Poison: 15 dice, Dream Manipulation: 20 dice
Appearance 2 (Hideous), Resolve 6, Guile 3

Combat:

Attack (Pincers): 15 dice (Damage 20, minimum 5)

Attack (Slam): 12 dice (Damage 25, Minimum 6, smashing)

Attack (Pin/Grapple): 10 dice (20 dice to control) Yama-O makes unopposed control rolls against enemies of smaller size, unless its victims use magic that allows them to clinch larger enemies, such as Dragon Coil Technique.

Combat Movement: 18 dice

Evasion 2, Parry 6

Soak/Hardness: 20/15

Merits:

Cold Iron Bane: Weapons made of iron deal aggravated damage to Yama-O, sickening and blighting his flesh and making his flowers wither.

Legendary Size: Yama-O is an unstoppable, house-sized centipede, trampling over most human-scale opponents without slowing down. Attacks from smaller enemies do not impose onslaught penalties. Withering attacks from smaller enemies cannot drop it below 1 Initiative unless they have a post-soak damage of 10 dice (although attackers can still gain the full amount of Initiative damage dealt). Decisive attacks made by smaller enemies cannot deal more

than (3 + attacker's Strength) levels of damage to it, not counting any levels of damage added by Charms or other magic.

Spreader of Dreams: Wherever Yama-O steps, countless dream-flowers bloom, their petals glistening with a strange substance known only as dream-sap by the few scholars that study such things. At the end of each round, flowers start spreading around Yama-O, covering everything in close range of him. If all rangebands in close range are already covered, all bands in short range are covered instead etc, to a maximum of long range from Yama-O. All characters standing in the field at the end of their turn (except Yama-O) are exposed to dream-sap (see below). Only cold iron can keep these flowers from spreading, and scythes of iron, scattering iron dust and so on can rapidly wither the flowers and create a safe space.

Armour of flowers: When Yama-O (as a simple action) wills it, the flowers he spreads also bloom on his body for the rest of the scene, setting his Appearance to 7 and removing the hideous merit. In addition, all characters that hit Yama-O bare-handed, attempt to climb on him or are grappled or decisively slammed by him are exposed to dream-sap as well.

Dream-Sap: (5i/round, special in Crash, Duration 5 rounds, -3 Penalty, Vectors: Ingestion, Contact and Damage)

Dream-Sap fills the minds of its victims with visions of colors, sounds and tastes that should not exist, overwhelming their senses and minds while filling them with a feeling of euphoria at experiencing these strange sensations.

A character affected by Dream-Sap that falls into Initiative Crash is overwhelmed by the need to experience the Dream-Sap even more. He must roll (Current Willpower - Poison and Wound Penalties) at the start of each of his turns. If he fails the roll he is overcome by the urge to lie down and roll around in the field of flowers, making him waste his turn, rendering him prone and subjecting him to an additional dosage of the Sap in addition to the one for standing in the field. He may resist this effect for a single turn by paying 1wp.

Offensive Charms:

Thousand-Foot Charge (10m 1wp; Simple; Instant): This Charm may only be activated to close with an enemy that has attacked Yama-O previously and is not in close range. Yama-O rolls a rush action against that enemy as normal. However, if he succeeds he may immediately move up to two rangebands towards that enemy, ignoring the need for disengage actions if he was in close range to other enemies. In addition he leaves behind a trail of dream-flowers and may roll a withering slam attack against all characters caught in his path and against the target of his rush, as long as he reaches close range with this charm. He also gets the usual benefit of a rush action, letting him keep up with his enemy should he try to retreat.

Gardener of Dreams (5m; Simple; Instant): A gardener must take care his plants grow and spread. With this Charm, Yama-O encourages his flowers to bloom. All dream-flowers within long range bloom and release their pollen, which inflict an additional dosage of poison on all characters that breathe them in and spread flower-fields by one range-band. The cloud of pollen

also spreads upwards one range-band, engulfing enemies that are flying at short range from the ground.

Harvest Comes Early (10m 1wp; Simple; Instant; Perilous): Though he prefers to wait and let people enjoy the fruit of his labour, Yama-O can hasten the process if he sees himself threatened. All characters within long range that are affected by Dream-Sap immediately roll dice equal to the rounds of Dream-Sap they are affected by. Each success on this roll makes them lose one Initiative, but each dice that fails to show a success removes one round of Duration. Yama-O gains all Initiative lost this way, to a maximum of 10.

Dreamer-Puppet Trick (10m, 10i, 1wp; Simple; Indefinite; Perilous, Stackable, Psyche): Though he usually does not use it, Yama-O can influence the dreams and visions of those under the effects of his dream-sap, changing the desire to lie down amid his flowers into something else. Yama-O targets an enemy that has been crashed and is affected by his poison, rolling his Dream Manipulation pool against the enemy's Resolve. If he succeeds he sets a single command or mission for his enemy. If his enemy fails his roll against the Dream-Sap at the beginning of his turn he must follow the command he was given instead of lying down amid the flowers.

If he is forced to go against a defining Intimacy this way he may roll his Permanent Willpower and remove as many rounds of Dream-Sap from his system as he got successes.

Yama-O may activate this charm as many times as he can afford and may instead target a group of mortals and animals that are affected by his sap, creating a Battlegroup.

Defensive Charms:

Mournful Cry of Wounding (5m, 5i; Reflexive; Instant; Perilous, Uniform): Yama-O may use this charm in response to being hit with an attack that inflicted at least 5 levels of Damage. Yama-O lets out a pained cry, shocked at being attacked when he only seeks to spread dreams of the wonders of the Wyld. He rolls his Singing dicepool, augmented by his Appearance if he is not hideous, making an Inspire action to try and wake sympathy in his cruel assailants. Characters whose resolve is overcome automatically lose 1wp, on top of the usual consequences of an Inspire action.

Severed-Dream Absorption (15m, 1wp; Reflexive; Instant): It pains Yama-O to rob someone of the dreams and visions he has granted them, but he will resort to it if he must. This Charm targets a significant enemy within long range that is crashed and affected by Dream-Sap. Yama-O rolls dice equal to the rounds of Dream-Sap remaining in that enemy and regains one health level for each success while the enemy loses one mote for each. However, all remaining rounds of Dream-Sap affecting that target are removed as they are consumed to heal Yama-O and he immediately resets to base Initiative, leaving Initiative Crash. This Charm may only be used once per scene unless reset by taking damage to a -4 health level.

Shattered Concentration Defence (5m, 1wp; Reflexive; Instant; Perilous, Uniform): Yama-O may cause the visions of an enemy to flare up and distract them the moment they strike at him. This Charm may be activated in response to a withering or decisive attack. For every 1 on the attack roll the attacker takes a -1 Penalty to his attack, to a maximum of how many rounds of Dream-Sap that enemy is suffering from. Against enemies in a crash, 1s and 2s may be penalised. For each -1 inflicted this way the enemy loses one round of Dream-Sap from his system.

Utility Charms:

Dreamspeak (1m; Simple; Round): Yama-O is incapable of speaking normally and does not understand any language except a strange and ancient fae-tongue, but he can visit the visions of those exposed to his Sap with this charm, letting him communicate non-verbally with his Dream Manipulation dicepool for a single round and understanding their reply.