

A game by Aidan Habedank
Hi Zach!

Pivot RPG

In Pivot, planning, cooperation, creative use of items and a pinch of luck is the only way to survive.

Deadly fights and the fate of worlds will be decided by your intelligence and creativity.

So get creative! Think outside the box, think of any strange combination of tools and contraptions you can - your life may depend on it.

The Core Mechanic

When you roll in this game for attack rolls and ability rolls, you roll a d12 and add the applicable bonus.

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Character Creation

You start at level 1 with 0 EXP.

Abilities

You have 4 abilities:

- Strength (STR) - used for bodily strength and resisting poisons and disease
- Agility (AGI) - used for moving, balancing and firing bows
- Will (WIL) - used for exerting your personality and resisting charm effects
- Intelligence (INT) - used to recall facts, cast spells, perceive and investigate

Roll a d12 for each ability. Record these somewhere on your sheet.

d12	Abilities
1	-3
2	-2
3 - 5	-1
6 - 7	0
8 - 10	+1
11	+2
12	+3

Record Maximum Hits

You start with 1 maximum hit.

Record Defense

Your defense is equal to 5 + your agility bonus.

Choose your starting feature

+1 to hit with weapons

1 spell slot

1 level of turn unholy

One of the following roguish skill sets:

- Tracking, Foraging, Survival
- Climbing, jumping, balancing
- Moving silently, hiding in shadows
- Tinkering, picking pockets, picking locks

Turn Unholy

When using Turn Unholy, an adventurer rolls 1d12 + their WIL bonus. This roll is opposed by WIL roll from every unholy creature the adventurer can see. On a failure, the target is either turned, stunned or killed.

An unholy creature is anything your god deems unholy. Undead, demons and devils are always unholy, even to themselves.

		Maximum Hits of Unholy Creature, Demon, Devil or Undead									
		1	2	3	4	5	6	7	8	9	10
Level of turn unholy	1	T	T	-	-	-	-	-	-	-	-
	2	S	S	T	T	-	-	-	-	-	-
	3	K	K	S	S	T	T	-	-	-	-
	4	K	K	K	K	S	S	T	T	-	-
	5	K	K	K	K	K	K	S	S	T	T
T = Turn - the unholy creature must run away from you for 1d6 rounds. S = Stun - the unholy creature becomes Stunned for 1d6 rounds. They cannot move or take any actions. Attacks automatically hit them and deal double damage. They automatically fail STR and AGI checks. K = Kill - the unholy creature turns to dust and dies											

Roll eight items

The success of your character will rely on how cleverly they utilise the items available to them.

You have 4 spots in which you can put items. Hands, belt, worn and backpack. Record these on your sheet.

- You can have as many things in your **hands** as you have hands. Heavy weapons and bows use 2 hands, light weapons and shields use 1.
- You can have up to 3 things hanging from your **belt**. Items hanging from you belt can be used during response time in combat.
- You can have cloaks, clothes and other wearable things **worn**. This includes weapons on your back and things like bedrolls and kits that don't fit in your bag.
- Everything else goes in your **backpack**, but keep in mind that you're only one person. You can only have what would reasonably fit.

Roll 1d12. That will tell you which table to roll another d12 on. For example, a roll of 3 and 11 point you towards the 3rd table, 11th item.

Remember, this is just what you start with! You can get more things and trade with other players.

Light Weapon 10-Foot Ladder 10-Foot Pole Abacus Alchemical Fire Animal scent Backpack Ball bearings Bandages Barrel Basket Bedroll	Light Weapon Light Armor Bell Bellows Bit and Bridle Blanket Block and Tackle Bolt Cutters Book Book, Locked Bucket Bullseye Lantern	Light Weapon Caltrops Candle Cart Catapult Chain (10 ft.) Chalk Chest Chisel Clasp Amulet Compass Crowbar	Light Weapon Crystal Ball Deck of Cards Dice Door Ram Dye Ear Trumpet Empty Vial x5 Fire Oil Firewood x5 Fishing Hook Fishing Net	Light Weapon Shield Flask Flour sack Fur Cloak Glass Bottle x5 Glass Marbles Glasses Glue Goggles Grappling Hook Grease	Light Weapon Hacksaw Hammer Hand Drill Hay bale Health Potion Herbs, pouch of Hireling* Holy Symbol Holy Water Horn Hourglass
Heavy Weapon Hunting Trap Ink Iron Pot Iron Tongs Jug Lantern and Oil Large Sack Lens Livestock x4 Lock and Key Lockpicks x3	Heavy Weapon Heavy Armor Shield Magnifying Glass Manacles Medicine x3 Merchant's Scale Mess kit Metal File Miner's Pick Mortar/pestle Nails x10	Heavy Weapon Shield Needle Pack Mule Parchment x3 Pipe and Tobacco Pitchfork Pitons Pliers Quarrel Case Quill Quiver	Heavy Weapon Rations x3 Reliquary Riding Horse Rope (50 ft.) Saddlebags Sandbag Scissors Scroll Case Shovel Signet Ring Soap	Heavy Weapon Solvent Spellbook Spice Sack Spikes, Iron Spikes, Wooden Spyglass Steel Mirror Steel Wire String (10 ft.) Tinderbox Torch x3	Heavy Weapon Tuning Fork Vial of Acid Vial of Antitoxin Vial of Perfume Vial of Poison Wand Waterskin Whetstone Whistle Wooden Sign Wooden Staff

*Hirelings are like regular adventurers, except they cost money to keep around. For hireling rules, see [Hirelings](#)

Roll Starting Silver

In addition to your items, roll 3d12 for starting Silver. It's 10 copper to 1 silver and 100 silver to 1 gold.

Roll or Create Background

Your background has no concrete mechanical effects, but you GM should take it into account when deciding what and who you know.

Alchemist Beggar-Prince Blackmailer Bounty-Hunter Chimney sweep Coin-clipper	Contortionist Counterfeiter Cultist Cutpurse Debt-collector Deserter	Fence Fortuneteller Galley slave Gambler Gravedigger Headsman
Hedge knight Highwayman Housebreaker Kidnapper Mad prophet Mountebank	Peddler Pit-fighter Poisoner Rat-catcher Scrivener Sellsword	Slave Smuggler Street performer Tattooist Urchin Usurer

Roll or Create Appearance

Aquiline Athletic Barrel-Chested Boney Brawny Brutish	Bullnecked Chiseled Coltish Corpulent Craggy Delicate	Furrowed Gaunt Gorgeous Grizzled Haggard Handsome
Hideous Lanky Pudgy Ripped Rosy Scrawny	Sinewy Slender Slimped Solid Square-jawed Statuesque	Towering Trim Weathered Willowy Wiry Wrinkled

Roll or Create Personality

Bitter Brave Cautious Chipper Contrary Cowardly	Cunning Driven Entitled Gregarious Grumpy Heartless	Honor-bound Hotheaded Inquisitive Irascible Jolly Know-it-all
Lazy Loyal Menacing Mopey Nervous Protective	Righteous Rude Sarcastic Savage Scheming Serene	Spacey Stoic Stubborn Stuck-up Suspicious Wisecracking

Background, Appearance and Personality Tables borrows from Maze Rats under Creative Commons BY 4.0

Gaining Experience

When you kill a monster with as many hits or more as you, your party gains 2 EXP, distributed as you wish. To gain a level, you need as many additional experience points as the level you are attempting to attain. For example, you need 2 EXP to become 2nd level, then 3 EXP more for a total of 5 to attain 3rd level.

Gaining Levels

When you level up you can get:

+1 maximum hit

In addition, choose one:

+1 maximum hit

+1 to your attack rolls

+1 spell slot

+1 level of turn unholy

+1 roguish skill set

Starting at level 3, and every 3 levels from thereon, you also get +1 to an ability score of your choice, up to a maximum of +3.

Combat

Combat in Pivot is fast and lethal.

In combat, hits are deadly. Only those that use their wits and their items creatively can succeed.

A battle that has more combatants than you is very likely to get very deadly very fast.

When the GM announces combat, everyone rolls initiative. This is a d12 roll + your agility bonus.

Combat takes place in rounds. Once every character has taken a turn, one round is over. One round lasts 10 seconds.

Your Turn

On your turn you may move up to 30 feet and use an action. Attack rolls can only be made during your turn.

On your turn, you get:

- Your movement
- An action
- Up to two reserve actions
- A swap - swap two items from hands to belt to worn.

Actions

- Making an attack roll
- Using an item from your belt or hands
- Using a second swap
- Cast a spell
- Swapping an item from your pack to one of the other 3 slots

Reserve Actions

Reserve actions are where your creativity with items really shines.

A reserve action can be taken at any time during anyone's turn. Once you have used your reserve action, you do not receive another one until the start of your next turn. You can have up to two reserve actions at a time.

Your reserve action can be used to take any action that is not an attack roll. Catching someone's weapon with your crowbar, tripping someone with a 10 foot pole, throwing dust in a creature's eyes. The items you use in a reserve action must be on your hands or belt.

A reserve action interrupts any current action. If multiple reserve actions are taken in the same moment, they resolve in initiative order. A reserve action can disrupt a creature currently taking an action. For instance, if you succeed a STR roll to catch an enemy's weapon with a rope after an enemy has gone to swing, their attack will fail.

Attack Roll

An attack roll is a d12 + your relevant bonus. If you meet or surpass your target's defense, you hit.

- Light Weapons or Thrown Weapons may add STR or AGI
- Heavy Weapons add STR
- Ranged Weapons add AGI

Light, Thrown and Ranged Weapons deal 1 hit.

Heavy Weapons deal 2 hits.

Swap

A swap is the time in combat you have to move items about your person. You may swap the places of up to two items from your hands, belt or worn. Remember, only items in your hands or belt can be used in reserve actions.

Damage and Death

If you get knocked to 0 hits, you die.

Planned use of your reserve actions is the key to not getting hit.

Conditions

Certain attacks may impose conditions onto enemies or you

Prone Disadvantage on melee attacks, attackers have advantage with melee and disadvantage with range.

Restrained Something is holding on to you. You cannot move.

Poisoned You has disadvantage on ability rolls

Bleeding You have a bleeding die. Every turn, your bleeding die decreases. When it reaches 0, you take a hit and your bleeding die resets.

Blind You make attack rolls with disadvantage and can't see.

Deaf You fail INT rolls to perceive sound.

Grappling

It takes an action to initiate a grapple. While grappled, a creature is Restrained (it cannot move).

Attacker roll STR, defender roll STR or AGI. This happens at the beginning of the attackers turn and the grappled creatures turn, it's free. Attacker wins contests.

Equipment

Unless noted, all costs are in gold pieces

Using equipment

You will be faced with a wide array of problems during your career. Missing limbs, broken legs, bleeding wounds, poison, electric shock and possibly more. When faced with an issue, the most obvious solution will usually work. Antitoxin reliably cures poison, bandages stop bleeding.

These do not have game terms, use your imagination and common sense when thinking about your items.

Wealth

Is worth...	Copper	Silver	Electrum	Gold
Copper	1	1/10	1/50	1/100
Silver	10	1	1/5	1/10
Electrum	50	5	1	1/2
Gold	100	10	2	1

Combat Gear

One handed and ranged (light) weapons inflict 1 hit. They are usually worth ~10gp

Two handed (heavy) weapon inflict 2 hits. Usually worth ~20gp

Shields add 1 to armor. They usually sell for around 15gp

Light Armor allows you to add your agility to defense while adding 1. Usually sells for ~50 gp

Heavy Armor adds 3 to armor but doesn't allow you to add agility (nor subtract it!). Worth 200+ gp.

Combat Gear	Value
Light Weapon	10
Heavy Weapon	20
Shield	15
Light Armor	50
Heavy Armor	200+

Delving Gear

Metal File	2	Rations x3	1	Candle	1
Whetstone	1	Bucket	5	Miner's Pick	5
Quarrel Case	5	Spikes, Iron	5	Caltrops	5
Hacksaw	5	Spikes, Wooden	1	Hand Drill	5
Alchemical Fire	10	Hammer	1	Steel Wire	10
Quiver	5	Rope (50 ft.)	5	Chain (10 ft.)	10
Shovel	1	Grease	5	Bullseye Lantern	10
Chisel	1	Glue	5	Lantern and Oil	5
Steel Mirror	10	Crowbar	5	Lock and Key	15
Ball bearings	5	Iron Tongs	1	Torch x3	1
Chalk	1	10-Foot Pole	1	Glass Marbles	5
10-Foot Ladder	10	Pitons	1	Grappling Hook	5

Exploration Gear

Waterskin	½	String (10 ft.)	1	Flask	1
Wooden Sign	1	Blanket	1	Barrel	5
Fur Cloak	5	Manacles	10	Basket	½
Whistle	5	Tinderbox	½	Chest	10
Bedroll	½	Bandages	1	Backpack	½
Firewood (one night)	1/100	Mess kit	20	Large Sack	1/10
Hunting Trap	5	Vial of Poison	20	Animal scent	1/10
Iron Pot	10	Vial of Antitoxin	10	Block and Tackle	10
Quill	10	Vial of Acid	15	Spyglass	25
Parchment x3	10	Health Potion	50	Magnifying Glass	20
Scroll Case	5	Herbs, pouch of	½	Bell	15
Ink	15	Medicine	10	Compass	30

Health Potion. Restores 1d6 hits.

Medicine. Takes 1 minute to apply, restores 3 hits.

Tools

Catapult	250	Door Ram	150	Grappling Hook	5
Iron Spikes	5	Ear Trumpet	10	Grease	5
Bellows	5	Fire Oil	15	Hacksaw	5
Bolt Cutters	5	Fishing Hook	½	Hammer	1
Chain (10 ft.)	10	Fishing Net	1/10	Nails x10	1
Chisel	1	Goggles	1	Hand Drill	5
Lens	10	Needle	½	Rope (50 ft.)	5
Lock and Key	15	Miner's Pick	5	Scissors	2
Lockpicks x3	5	Pitchfork	½	Shovel	1
Manacles	10	Pliers	1	Iron Tongs	1
Tuning Fork	15	10-Foot Pole	1	Lantern and Oil	5
Mortar/pestle	10	Block and Tackle	10	Sandbag	½

Other Gear

Deck of Cards	1	Horn	2	Spice Sack	1
Saddlebags	10	Jug	1/10	Vial of Perfume	5
Glasses	15	Dice	1/10	Pipe and Tobacco	5
Hay bale	1/10	Hourglass	5	Signet Ring	25
Dye	5	Abacus	5	Solvent	10
Flour sack	1/10	Merchant's Scale	15	Soap	1/10
Riding Horse	200	Holy Symbol	10	Glass Bottle x5	1
Bit and Bridle	50	Reliquary	50	Empty Vial x5	½
Pack Mule	100	Spellbook	20	Clasp Amulet	10
Cart	150	Wooden Staff	10	Holy Water	15
Hireling	*	Crystal Ball	50	Book	50
Livestock x4	20	Wand	20	Book, Locked	60

**The cost of a hireling is dependant on its job. For hireling rules, see [Hirelings](#)*

Hirelings

A hireling is like a regular adventurer, and is created as such except that they have half the normal starting equipment, ignore the hireling roll on the starting equipment table and their appearance and personality must be rolled randomly.

Name

Job		Pay	
Appearance		Personality	
Feature			
Hands	Belt	Worn	Pack

A **torch bearer** will hold light for your party but will cower in fights.

A **servant** will tend to your gear, cook you meals and care for your horses.

A **guide** starts with the rogue path Tracking, Foraging, Survival

A **sellsword** gets the feature +1 to hit and damage when they level up

A **priest** starts with 1 level of turn unholy gains a level of turn unholy every level.

A **magician** starts with one spell slot. They gain another each level.

A **specialist** gets one of the rogue paths not taken by the guide and gains another each level.

If a character dies, their player can take over a hireling, given the employers permission. When the employer gains a level, an amount of hirelings up to its Will bonus can also gain a level. When assuming the role of a hireling, levels convert over (a level 2 hireling turns into a level 2 adventurer).

Most hirelings have one job to do, and won't want to do anything else.

Hireling Duty	Price Per Week
Torch Bearer	1/100
Servant	5
Guide	10 - 20
Sellsword	20 - 50
Priest	20 - 50
Specialist	50 - 100
Magician	100 - 200

Prices are per day.

Magic

After every rest, a magician rolls for a new spell for each of their slots.

When rolling for a spell, roll 2d6 to find the magical formula. After you've found it, roll 2d6 on the appropriate tables to create the spell name. The first d6 designates the list, the second d6 designates the item from that list.

Spell effects are based on the spell name. The GM has final say in a spells mechanical effect. If a spell requires a roll to resist, it is your intelligence roll contested by their appropriate ability roll. You win ties.

	1 - 3	4 - 6
1	Physical Effect + Physical Form	Ethereal Element + Physical Form
2	Physical Effect + Ethereal Form	Ethereal Element + Ethereal Form
3	Ethereal Effect + Physical Form	Physical Effect + Physical Element
4	Ethereal Effect + Ethereal Form	Physical Effect + Ethereal Element
5	Physical Element + Physical Form	Ethereal Effect + Physical Element
6	Physical Element + Ethereal Form	Ethereal Effect + Ethereal Element

Rituals

With some strings attached, such as a long cast time or the help of a demon prince, you can cast a spell as a ritual. This allows you to perform a different type of deed with the spell. For example, a fire blast might turn into a storm of fire.

Spell Table

*This magic system is from **Maze Rats** and is used under Creative Commons BY 4.0 (Thanks Ben!)*

Physical Effects

Animating	Crushing	Fusing
Attracting	Diminishing	Grasping
Binding	Dividing	Hastening
Blossoming	Duplicating	Hindering
Consuming	Enveloping	Illuminating
Creeping	Expanding	Imprisoning
Levitating	Reflecting	Sealing
Opening	Regenerating	Shapeshifting
Petrifying	Rending	Shielding
Phasing	Repelling	Spawning
Piercing	Resurrecting	Transmuting
Pursuing	Screaming	Transporting

Ethereal Effects

Avenging	Compelling	Dispelling
Banishing	Concealing	Emboldening
Bewildering	Deafening	Encoding
Blinding	Deceiving	Energizing
Charming	Deciphering	Enlightening
Communicating	Disguising	Enraging
Excruciating	Nullifying	Soothing
Foreseeing	Paralysing	Summoning
Intoxicating	Revealing	Terrifying
Maddening	Revoluting	Warding
Mesmerizing	Scrying	Wearying
Mind Reading	Silencing	Withering

Physical Elements

Acid	Clay	Glass
Amber	Crow	Goney
Bark	Crystal	Ice
Cloud	Ember	Insect
Bone	Flesh	Wood
Brine	Fungus	Lava
Moss	Sand	Thorn
Obsidian	Sap	Vine
Oil	Serpent	Water
Poison	Slime	Wine
Rat	Stone	Wood
Salt	Tar	Worm

Ethereal Elements

Ash	Ectoplasm	Light
Chaos	Fire	Lightning
Distortion	Fog	Memory
Dream	Ghost	Mind
Dust	Harmony	Mutation
Echo	Heat	Negation
Plague	Smoke	Thunder
Plasma	Snow	Time
Probability	Soul	Void
Rain	Star	Warp
Rot	Stasis	Whisper
Shadow	Steam	Wind

Physical Forms

Altar	Chain	Elemental
Armor	Chariot	Eye
Arrow	Claw	Fountain
Beast	Cloak	Gate
Blade	Colossus	Golem
Cauldron	Crown	Hammer
Horn	Sentinel	Tentacle
Key	Servant	Throne
Mask	Shield	Torch
Monolith	Spear	Trap
Pit	Steed	Wall
Prison	Swarm	Web

Ethereal Forms

Aura	Bubble	Cone
Beacon	Call	Cube
Beam	Cascade	Dance
Clast	Circle	Disk
Blob	Cloud	Field
Bolt	Coil	Form
Gaze	Pyramid	Swarm
Loop	Ray	Torrent
Moment	Shard	Touch
Nexus	Sphere	Vortex
Portal	Spray	Wave
Pulse	Storm	Word

Adventuring

Resting

Resting and being calm for a period of 6 hours is enough to restore 1 hit and get all spell slots back.

At the conclusion of a rest, a magician must roll a new spell for every empty slot they have open.

Gamemasters Chapter

Using Equipment

Your players will (hopefully) want to use their equipment in all kinds of weird and wacky ways. You should let them, so long as it is within reason. Ask for a roll if you want.

The abilities provide a simple way of players contesting their actions with enemies. Most item uses will result in contests. Usually, a defender wins contests. Notable exclusions to this rule are grappling and magic.

Difficulty

Pivot is a very deadly game. You can make it easier on your players by having monsters act like they are in a lethal world. Monsters (most of them) don't want to die. Cowardly monsters may break and run, humans and demi-human enemies may yield.

Using the Morale rules may provide more survivability for your players.

Morale

This section provides rules for morale, should you want them. Each monster gets a courage score from 1 to 4.

A **courage 1** monsters must make a WIL roll against a difficulty of 8 every time it sees one of its allies go down. On a failure, it loses composure and flees.

A **courage 2** monster must make a WIL roll against a difficulty of 10 when half of its side has been destroyed, and another roll against a difficulty of 8 for every monster that dies thereafter.

A **courage 3** monsters must make a WIL roll against a difficulty of 8 when half of its side is destroyed, fleeing on a failure.

A **courage 4** monster must make a WIL roll against a difficulty of 8 when it is the last one standing or has no hope of winning.

There are certain circumstances under which a monster will not flee. A mother protecting her young will never flee, nor will a dragon lording over its hoard.

Abilities

The abilities in Pivot provide a simple way to resolve a variety of complex scenarios. Many items will be interacting in a game of Pivot, most if not all of which will rely on just two abilities - Strength and Agility.

Strength Physical strength as well as constitution. Resisting poison

Agility is moving fast, getting out of the way, catching someone unawares, maneuvering yourself, etc.

The World

There is no way that any village or town will have everything on the equipment table. Most places probably don't even have the stock standard version. A village might only have a wooden 10 foot pole or a hunting trap that includes only a manual trigger.

In addition, merchants are stingy. They will charge higher than what the prices say in most circumstances. Lower quality goods do warrant lower prices, however.

The Setting of Pivot

The fluff in Pivot is intentionally vague so you can do your own thing with it. Creating a setting is a good way to add in things you find lacking.

For a short sample setting that adds traditional fantasy races and a new magician type, see [Okal](#)

Describing Hits

When a player takes a hit, it's a solid strike against them. An arrow in the arm, a great blow to the head, a cracked rib, etc. Only once a player has lost their last hit is it fatal - a sword through the heart, a claw in each eye, limbs lost.

Monsters

Monsters are special, because they can have natural responses that aren't based on items. Remember when making your creatures all of the things available to them. For example, a dragon has claws to parry with, wings to create wind, a tail to swing with. It's sheer size could allow it to stomp and cause tremors on the ground. A roc could use its beating wings to make a torrential wind and a water elemental could blast a high pressure stream of water.

Abilities provide a way to take all of these complex behaviours and simplify them down into a contested roll.

Example Enemies

It's hard to gauge how hard something will be, because it depends so much on the players prep and ingenuity. (That's the aim at least)

With humanoid enemies, plan out what they have on them. It may be useful to determine where these items are.

If you have an enemy spellcaster, either roll their spells up before the game at some point during combat. It doesn't take long.

Mercenary		Soldier	
Hits 1		Hits 1	
Defense 7 (armor and shield)		Defense 9 (armor and shield)	
Hands	Belt	Hands	Belt
Mace Wooden Shield	Knife Darts x5 Rope	Spear Metal Shield	Sling Pouch of bullets
Worn	Pack	Worn	Pack
	1d6 days of rations Bandages		1d6 days of rations Parchment Quill Vial of Ink

Kobold	DRAGON
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Hits 1		Hits 10	
Defense 7 (shield)		Defense 12 (natural)	
Hands	Belt	Armaments	
Shortsword Wooden Shield	Knife Darts x5 Pouch of Dust	Claws Tail Massive Size Fire Breath (2 hits) Ash Control Wings	
Worn	Pack		
Bow Quiver	Vial of Acid		

Cleric of Chaos	
Hits 3	
Defense 9 (shield and armor)	
Hands	Belt
Morningstar Kite Shield	Unholy Water (1 hit) Net
Worn	Pack
Holy Symbol • 2x Spells	Scroll of Summoning

Hydra	
Hits As many as it has heads	
Defense 8 (natural)	
Armaments	
Claws Tail 8 Flailing Heads Massive Size	
Special	
When a hydra takes a hit from a weapon that can cut, it loses a head. Two heads grow from the stump at the start of the hydras turn unless the wound gets cauterised.	

Wizard	
Hits 1	
Defense 6	
Hands	Belt
Staff • 5x Spells	Scroll of fire Spellbook
Worn	Pack
	Healing Potion

Zombie	
Hits 1	
Defense 5	
Armaments	
Claws Bite	
Special	
A zombie cannot die unless its head is crushed or it is set on fire.	