

Warlocks Journal

May 2014 Entries

Voting document

Tinygork.com





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Tiny Gork

The Warlock's Journal is an interdimensional book that teleports from place to place, recording knowledge in whatever location it finds itself. The places it goes may be widely separated in time and space and even be in different dimensions or alternate realities.

The handful of people who have actually seen the book more than once suggest that it sends its information back to some central location, as they have seen the book nearly filled with information, only to find it almost empty again, or filled with completely different information, at some later point.

Of course, since there is no real proof that the book itself travels through time in a linear manner, such analysis is speculation at best. What powerful entity could have created such a marvel? Where is the ultimate repository (if any) of the wealth of knowledge collected by the Journal in its roving, and is its creator still waiting there, learning about the multiverse? It is, perhaps, better not to know.

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The task was to write a beast of the time flow, feared by the Time Hunters. For inspiration you can download the FreeG - Time Hunters, found at <http://www.oneclick.tinygork.com/shadowteaser/finished-tinkerings/groupsorganisationsfactions/>

You can win a gift coupon of 100% discount for purchasing one of d20pfsrd.com own published products. The winning entry will also be featured in the future re-vamp of the Time Hunters Sourcebook!

Entries should include the following

Name of the beast

Physical description (image optional)

Origin story

Behavior of the beast

At least one unique power description

Special: as part of any of the above should be mentioned WHY the beast is so feared by Time Hunters.

The following pages contains the entries submitted to the contest.

Page 2: Vicentes Cartas Espinel's "**Relativistic Shark**"

Page 3: Dominick Riesland's "**Millimanus**"

Page 4: Phil Nolan's "**Beneficus, plural Benefici**"

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Page 6: Randal McD's "**Time Frog**"

Page 7: **how to vote!**



Relativistic Shark – A futuristic threat to FTL civilizations

“Predators from outside time and space, we have lost more timelines to relativistic sharks than to any other threat we have faced before.” – Annals of the Time Hunters

Physical description

Relativistic sharks get their name because their shape resembles somewhat the old Earth's great white sharks. An adult relativistic shark measures around 30 feet with an elongated shape, powerful jaws capable of ripping even the strongest alloys and a rocky carapace surrounding it. They do not seem to have any external organs like eyes or gills.

Origin story

Relativistic sharks are ancient monsters, but no one knows their exact origin. Time Hunters theories vary wildly, some arguing that they are an extra-dimensional life form, and others thinking that they are weapons of war between two highly advanced civilizations long ago destroyed when the sharks got out of control.

Recovering the body of one of these beasts could help a lot understand where they come from, how to defeat them... Accordingly to this, the Time Hunters have placed an immense bounty on them.

Behavior of the beast

Relativistic sharks are a danger to all civilizations as they prey on FTL (faster-than-light) entities. They travel between timelines and dimensions searching for anything moving faster than light and destroy it mercilessly, engaging without hesitation as if they had a total confidence on their skills or because their instincts have them programmed for it.

Most civilizations, when suddenly deprived from this mean of transport collapse and tend to extinguish themselves in a few centuries in a mix of civil conflict, shortages and other troubles. Time Hunters have managed to stabilize some of these timelines but most of the time they are unable to do anything.

Powers and Abilities

The most powerful ability of a relativistic shark is its ability to induce the effects of time dilation around itself. When a shark surrounds a target, time flow nearly stops for everyone around the shark except for itself and other relativistic sharks.

That means that their victims are rendered defenseless, unable to act against the shark “fast attacks” while watching how they are torn apart and destroyed.

Designed by: Vicente Cartas Espinel



Millimanus - artist rendering

Millimanus

Description

The Millimanus is a giant (7 meter) humanoid with a thousand hands (human and animal), each capable of independent action and attack. In practice, though, only a fraction of these attack at any given time, and the rest act defensively, making the beast hard to fight in physical combat.

Origin

It was slain the first time it was encountered (as recorded in universal time), and it was believed that there were multiples of this beast. But reports from those who have escaped encounters with Millimani indicate that there is just the one, and it operated in reverse universal time. Thus, any future encounter with it has already happened in its timeline, and it has either won or escaped it.

That is why time travelers never want to meet this creature; they know the encounter can only result in a draw at best.

The Millimanus is a time traveler who will discover a regenerative formula. Each time it is used, the former human gains about a centimeter of height and an extra pair of arms. So future encounters will be of a shorter beast with fewer arms than the 1000 counted at its death, dwindling to some smaller number at its last (i.e. first) encounter in the timestream.

In order to maintain itself, the Millimanus needs to draw temporal energy from powerful vortexes and events. This means that the very events that draw Time Hunters to intervene might also contain the Millimanus looking for a quick meal.

Initial encounters were of an "older and more tired" beast that just wanted to escape and eat alone. But with each new encounter, the Millimanus has grown more cunning and bolder, and is more physically strong and willing to "play" with the Time Hunters it encounters.

Power

The Millimanus uses no weapons. Instead, it grabs the victim and propels him backwards in universal time along its own timestream. This heals the Millimanus and gives it the strength it needs to regenerate.

Designed by: Dominick Riesland, aka Rabbitball



Beneficus, plural Benefici

Description

In memories draped by the beneficent spider The Waste Land, TS Eliot

The Beneficus has eight chitinous limbs radiating from an armoured, disc-like body. These articulated limbs function as arms or legs at will, each limb ending in an elongated hand with eight stubby digits. These limbs vanish at random, as the beast reaches through time. A hand may reappear carrying a weapon, or even a precious item belonging to the viewer.

The head of the Beneficus nestles between a pair of limbs, and stands higher than a man when at the top of the disc. As Benefici can balance on any two "legs", the head may appear at any point around the circumference of their body. The head is crowned with a ring of blue eyes, giving the Beneficus 360° vision. Three purple eyes are clustered beneath this crown of eyes, facing forwards.

Origin story

The Benefici are the manifestation of the age before time. The first Benefici wove time itself, as a mantle for the Cosmos reborn. The last few Benefici are the remnants of these early guardians. Some guard ancient secrets of the pre-Cosmos, while others seek to protect the natural flow of time. The Benefici take a longer view of the Cosmos than most Time Hunters, and thus may clash with "hasty meddlers" in the delicate web of time.

Behaviour of the beast

Most Benefici tend the warp and weave of pure time, and have little desire to interact with travellers. Some have grown weary of meddlesome mortals and arrogant gods, and will act to protect the purity of time. Few Benefici will deign to speak to a mortal, and some are angered even if approached. Many Time Hunters fear the temporal powers of a Beneficus.

Powers

Memory Swap

The touch of a Beneficus deals physical and temporal damage.

The Temporal damage swaps one memory of the victim with a random memory from another being anywhere in the Time Stream. At best, this can reveal a lost secret. Most of the time it is just confusing, as the victim has a random ability replaced with another. At worse, this is maddening as the victim tries to resolve the paradox of conflicting memories. How can you be male if you remember giving birth?

A Life that Never Was

The ultimate ability of a Beneficus is a Temporal Ray attack from the purple eyes. The victim is purged from the Time Stream, and none of the victim's deeds ever happened. For the average Time Hunter patrol, this can result in many successful missions reversed, and the death of any members who have previously been saved by the victim.

Designed by: Phil Nolan



Eater of Pasts

Description

The EoP is a simple creature, but very deadly under the right circumstances. It's true name is unkown. It only attacks sentient beings who have a concept of timeand the past. Its form resembles a large eagle like creature, but instead of a beak is has a collection of tentacles and it's feathers have an almsot rainbow hue to them.

Origins

It's orgin can be traced back only 150 years. A Mage, obbsessed with the discovering the nature of time, was dieng and wanted more life. The EoP was created to suck the life force from its victim and rturn to them the mage. Sadly though it was discovered that what the EoP did was more nefarious.

Power

The EoP would , literaly, drain the temporal energy from the victim. Starting with the present, almost all traces of the victim would be removed from the timeline. If a year was removed via feeding, the world would be reformed as if they had died a year ago, if ten years were drained, then it would be as if they died 10 years ago. If enough temporal energy was removed, it would be as if they was never born. The victim feels all this, the very unravelling of thier existance, backwards through their life, through birth and beyond. Then, those who survive are left truely alone in a world in which they never existed.

Designed by: Chris Kentlea



Time Frog

Description

A Glowing frog-esque looking time bubble.

Origin

Time frogs, came to be when a paradox in time occurs. The time frog swallows the paradox, and that moment in time is removed, allowing the simplest version of that time period to prevail, ending the created paradox. Time frogs hold the paradox in themselves for a few days before it's eradicated, and the frog flows through time looking for a new paradox.

Behavior

Time frogs flow through time looking for paradoxes that they can eat. Depending on the paradox, and how much it affects, is how well the frog is fed. A time frog that is starving will attempt to create a paradox, by using suggestions through hallucinations, dreams and inception, to any living time traveling entity they can find.

Power

Time line phase shifting

TLPS, is the ability that the Time frog uses to induce a paradox through hallucinations, dreams and inception.

An example of a "time line phase shift": The small monarch butterfly, that will one day land on the end of a rifle causing the union rifleman to accidentally shoot the enemies sergeant and ending the civil war, appears to have a small transmitter attached to his head with a blinking red light... as a time hunter, this butterfly needs to be eliminated.

Designed by: Randal McD. creator "The Fugue System"



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Tiny Gork

Go to

<http://www.oneclick.tinygork.com/warlocks-journal-may-voting/>

And cast your vote for the beast you think should win this months Warlock Journal!

I would like to thank our contestants, voters, readers and everyone else involved.

Good luck to all.

Gork ya later!

Tiny Gork

A handwritten signature in blue ink that reads "tiny gork".