

THE GOON™

THE WOKY



A Savage Worlds Creature Feature™ by
Matthew Cutter, with art by Eric Powell

"Just a question.

"Answer it and I'll give you Mother Corpse.

"Answer it incorrectly and I take you to Hell, where tiny insect swines will suck the juice from your eyes.

"Deal?"

WOKY

A woky is a guardian demon, summoned from Hell into a wooden figure to keep watch over some person or item. The woky animates the wood and grows to massive, terrifying proportions.

It's said that nothing can be taken from a woky without a deal being struck, but that's not due to any supernatural compunction. It's more a case of the woky being so intimidating and leather-tough, hardly any mortals could ever whip it.

If a woky's charge is somehow stolen, the demon stops at nothing to track down the thieves and take revenge. A woky that's killed in combat is banished back to Hell.



The Goon™ © Eric Powell. Savage Worlds, all unique characters, creatures, and locations, artwork, logos, and the Pinnacle logo are © 2017 Great White Games, LLC; DBA Pinnacle Entertainment Group. All rights Reserved.

PINNACLE
ENTERTAINMENT GROUP

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Notice d12, Spellcasting d10.

Pace: 8; **Parry:** 8; **Toughness:** 18 (2)

Special Abilities:

- **Arcane Background (Black Magic):** A woky knows the *boost/lower Trait*, *deflection*, and *smite* powers.
- **Armor +2:** A woky's skin is as tough as a tree's bark.
- **Claws:** Str+d8. A woky's claws are the size of swords.
- **Damnation:** If anyone enters into a bargain with the woky and can't hold up his end, or if the woky defeats some poor sap in combat, the demon drags the victim to Hell, body and soul. A fiery hole opens up, the woky jumps in with the victim, and if he or she belonged to a player you may as well grab a fresh character sheet, slappy.

- **Demon:** +2 to recover from Shaken, immune to poison and disease, half-damage from non-magical attacks except cold iron.
- **Fearless:** A woky is immune to fear and Intimidation.
- **Improved Frenzy:** A woky may make two claw attacks each round with no penalty.
- **Large:** Attackers gain a +2 bonus to hit a woky.
- **Size +7:** A woky stands as tall as a two-story house.
- **Weakness (Cold Iron):** A woky takes normal damage from cold iron weapons

