"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?"

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.
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.