

JARGOGLE'S BESTIARY





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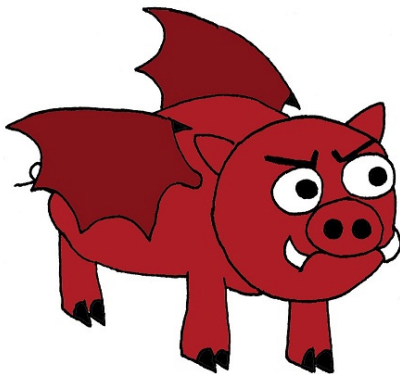
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ALGWA (DEMON PIG) (2)

Archetype: Demon
Size: Average (0)

HP: 25, AC: 1, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Inhabitants of the Abyssmalsphere, algwa are aggressive creatures, flying fire-breathing demonic pigs that graze on sulphur and in turn are preyed upon by other demons. Drifts of algwa are sometimes encountered in the Materiosphere, where the term “Pigs might fly.” is rightly considered a curse. Much to their chagrin, other demons are unable to exert normal demonic control over algwa, and so must hunt them normally.



Gore (1): 1d6 damage. **Fire Breath (1):** Range 30'. 1d6 damage. **Immune to Demonic Control. Immune to Heat. Night Sight. Regenerate.**

BEAROWL (2)

Archetype: Monster
Size: Small (0)

HP: 14, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

The result of insane magical experimentation, bearowls are large owls with the heads of grizzly bears. Insatiable predators, their ululating growls fill the night air and they are known to fearlessly attack even creatures larger than themselves.



Bite (1): 1d6 damage. **Talons (1):** 1d6 damage. **Better Smell. Night Sight.**

BOLGOFLEA (1)

Archetype: Humanoid
Size: Miniscule (-1)

HP: 7, AC: 0, ACT: 5
BRT: 1, DEX: 5, WIT: 1

The bolgoflea is a miniscule monstrosity, a fairy-sized humanoid parasite that crawls amid the fur of bolgocats, sucking blood through its lamprey-like mouth. Swift, able to teleport short distances and clamber across any surface, it is devilishly hard to hit, and worse, will happily try to suck blood from any warm-blooded beings. When truly threatened, it spits a glob of hot, caustic blood at its attacker before swiftly fleeing in search of easier hosts. Bizarrely, while many bolgocats loathe these creatures, others love them, treating them like pets and seeming to suffer no true ill effects from their feeding beyond periodic itching.



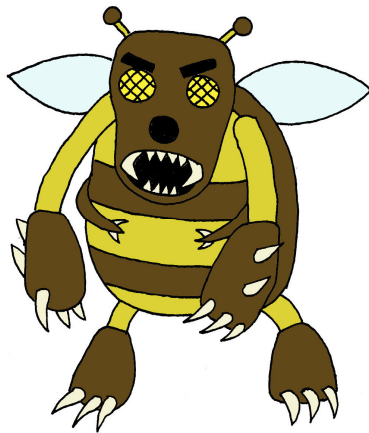
Claws (1): 1d2 damage. **Sucking Bite (2):** 1 damage per round while attached. **Caustic Spit (1):** Range 20'. 1d6 acid/fire damage. **Teleportation (2):** Up to 20'. **Tiny Size:** Creatures of average size or larger take a -2 dice penalty when attempting to hit a bolgoflea due to its small size.

BUGBEAR (6)

Archetype: Monster
Size: Average (0)

HP: 21, AC: 1, ACT: 6
BRT: 3, DEX: 4, WIT: 1

A horrific hybrid of bug and bear, the bugbear has the size and physiology of a grizzly bear, but with a chitinous outer skin, bulging compound eyes, antennae, small buzzing wings, vestigial extra limbs, and drooling filthy mandibles at the sides of its mouth. Bugbears can be found in many temperate to warm climates, and have a particular love of carrion, honey, and other foodstuffs best left unsaid. They can be belligerent, and if other food is not readily available will attack others. While capable of flight, their small wings make them slow, clumsy, short-range fliers.



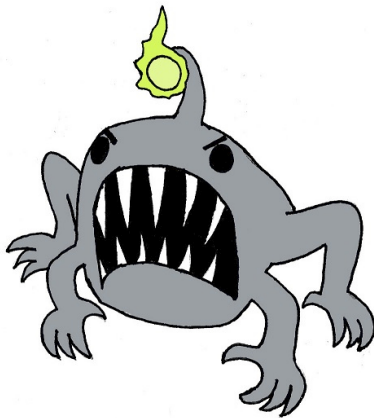
Bite (1): 1d6 damage. Chance of infection. **Claws (1):** 1d6 damage. **Better Smell. Better Sight.**

CAVE ANGLER (16)

Archetype: Monster
Size: Giant (+2)

HP: 35, AC: 1, ACT: 7
BRT: 3, DEX: 2, WIT: 1

Cave anglers are hideous monsters larger than cow steeds with vast, fang-filled maws. They lurk in subterranean depths, hop-crawling through tunnels, up walls, and even clinging to cavern ceilings. Glowing spheres hang above their heads, luring unsuspecting prey close in the darkness. Even recognizing these eerie lights for what they are is not safety enough, for cave anglers can fire beams of lazer light from their lures, striking prey that does not venture close.



Bite (2): 2d6+2 damage. **Lazer Lure (2):** Range: 80', 2d6 damage. **Better Hearing. Better Smell. Night Sight.**

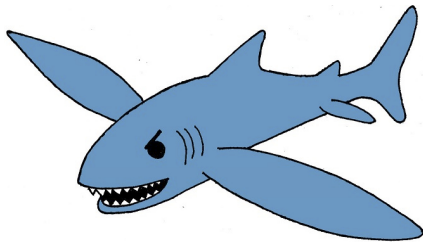
CLOUDSHARK (6)

Archetype: Monster

Size: Giant (+2)

HP: 25, AC: 0, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Twisted by magical effluent, cloudsharks are equally at home in the sky and sea, hunting both beneath and above the waves. Keen eyes enable them to see great distances and a keen sense of smell enables these large sharks to track down the tiniest traces of blood in the water.



Bite (2): 2d6 damage. **Better Sight. Better Smell. Feeding Frenzy:** If cloudsharks smell or taste fresh blood, they will go into a feeding frenzy. While in the feeding frenzy, they gain +1 die on all rolls. **Night Sight. Water Breathing.**

DEMON IMP (1)

Archetype: Demon
Size: Tiny (0)

HP: 20, AC: 0, ACT: 5
BRT: 1, DEX: 3, WIT: 1

Barely over a foot in height, imps are among the most common and tiny of demonkind. In the Abyssmalsphere they act as the servants, playthings, toadies, snacks, and experimental subjects of more powerful demons. In the Materiosphere they are known to serve powerful mortals as familiars. Horned, spindly, with sinuous tails and bat wings they are cowardly, sly, cruel, and sycophantic. They can only be trusted insofar as their fear of others cowers them and keeps their petty cruelty in check.



Light Weapon (1): 1d3 damage. **Magic (1):** LVL 1. **Demonic Telepathy:** Telepathy with other demons. **Immune to Heat.** **Night Sight.** **Regenerate.**

FLYING EYEBALL (1)

Archetype: Undead
Size: Miniscule (-1)

HP: 7, AC: 0, ACT: 4
BRT: 1, DEX: 3, WIT: 1

Bizarre undead entities, no doubt the offspring of fell magic of long ago, flying eyeballs are preserved humanoid eyeballs with tattered bat wings attached. Though freakish to behold they lack any means of harmful attack, being only able to flap at others at best. Despite this, flocks of flying eyeballs can be found in dread surrounds, and no few become familiars to practitioners of the dark arts.



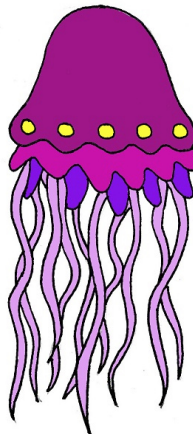
Tiny Size: Creatures of average size or larger take a -2 dice penalty when attempting to hit a flying eyeball due to its small size. **Master's Gaze:** A spellcaster using the flying eyeball as a familiar may enter a trance during which he may mentally "observe" everything the flying eyeball is observing at that moment, regardless of distance. **Better Sight. Night Sight.**

FLYING JELLYFISH (1)

Archetype: Animal
Size: Small (0)

HP: 13, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Flying jellyfish are a serious threat to flocks of birds, slowly swim-drifting through the skies of Far Away Land in great broods. Rather beautiful to view at a safe distance, they are nonetheless also known to exhibit strangely sapient behaviour. They move around as if observing potential victims and even attack those on flying ships if it seems safe to do so. The gases that fill their mantles and keep them aloft are also dangerously flammable, explosively so as some have found to their cost.



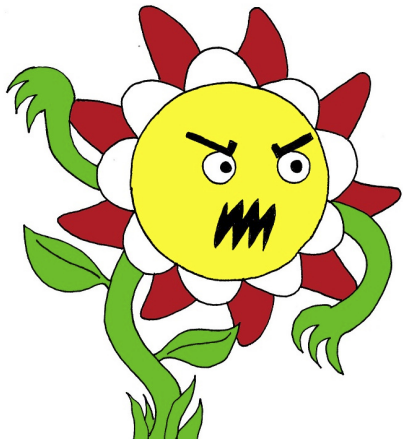
Tentacles (1): LVL 3 poison. **Explosively Flammable:** If damaged with fire, a flying jellyfish explodes. The explosion causes 3d6 damage to anything within 10'. **Resistance to Mind Control.**

GOOCHY (1)

Archetype: Plant
Size: Tiny (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Goochies are carnivorous plants, colourful flowers that exude an intoxicating scent and animate to claw and devour any beasts that come close enough. Rooted in place, they are dangerous because they grow amid other large, normal flowers and often in groups with other goochie. An unsuspecting creature can find itself swiftly set upon from all sides by hungry goochie, dying under a flurry of claws and maws.



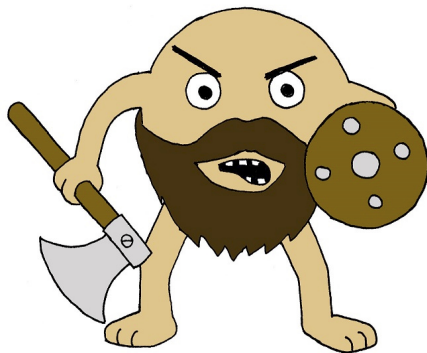
Bite (1): 1d3 damage. **Claws (1):** 1d3 damage. **Camouflage:** Until it animates and attacks, a goochy looks exactly like a large normal flower. **Intoxicating Scent:** Anyone within 5' of a goochy must make a BRT check (TN 5) each round or suffer a -1 die penalty to all actions. **Fire** does 2x damage.

HEADMAN (1)

Archetype: Humanoid
Size: Tiny (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Savage, tribalistic beings, headmen appear to be human heads with arms and legs but no bodies. They are fiercely territorial and xenophobic, cannibalizing other tribes of headmen and protecting their wilderness homes with totemic warnings and crude traps. They worship the Great Swollen Head and see it as their sacred duty to “free” the heads of other interlopers from the shackles of bodily oppression and attachment.



Light Weapon (1).

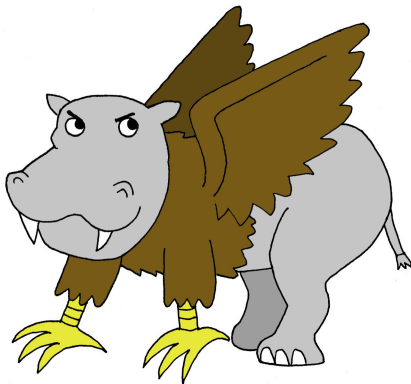
HIPPOGRIFF (5)

Archetype: Monster

Size: Giant (+2)

HP: 24, AC: 2, ACT: 5
BRT: 3, DEX: 1, WIT: 1

A territorial and frightening aerial omnivore, the hippogriff has the head and rear limbs of a hippopotamus, and taloned front limbs and wings of a great eagle. It devours animals and grass with relish and in huge quantities, and is almost mindlessly aggressive when hungry, which it often is. Its incredibly thick hide protects it and its vast, tusk-filled maw can deliver a terrible bite.



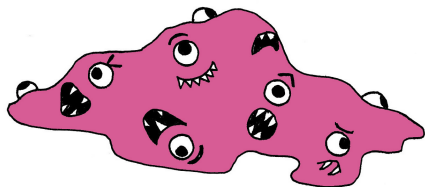
Bite (2): 2d6 damage. **Claws (2):** 2d6 damage. **Better Hearing. Better Sight.**

MUTTERING BLOBBOTH (20)

Archetype: Blobby
Size: Massive (+4)

HP: 47, AC: 1, ACT: 8
BRT: 4, DEX: 1, WIT: 3

Undulating puddles of gelatinous, vivid pink flesh, muttering blobboths are covered in a multitude of mouths and eyes of all sizes. Though clearly sapient, they are either utterly alien or deeply mad, for their behaviour is unpredictable in the extreme. One might launch a crazed attack on a nearby tree before its mouths burst into song and it tries to debate the meaning of life with a boulder. Moment to moment, one can never tell exactly what a blobboth might do or say.



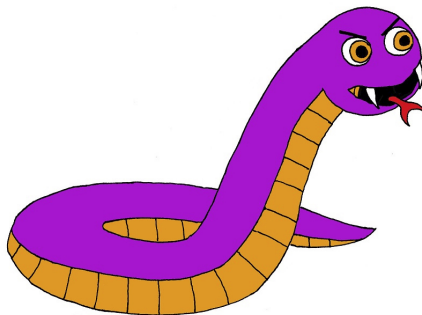
Multiple Biting Mouths (2): 3d6 damage. **Immune to Acid. Immune to Mental Attacks. Immune to Poisons/Toxins. Resistance to Magic. Resistance to Physical Attacks. Night Sight. All Around Vision. Understand and Speak All Languages.**

NINGNING (18)

Archetype: Monster
Size: Giant (+2)

HP: 37, AC: 1, ACT: 9
BRT: 3, DEX: 3, WIT: 3

Sly, patient individuals, ningnings are gigantic, serpent-like entities with bizarrely human-like expressions. They covet wealth, magical power and influence, often setting themselves up as tyrants over local monsters, isolated villages, and even acting as hidden powerbrokers. They are truly amphibious, equally comfortable on land or underwater, in climates from the tropical to the desert. It is only icy cold that they cannot abide.



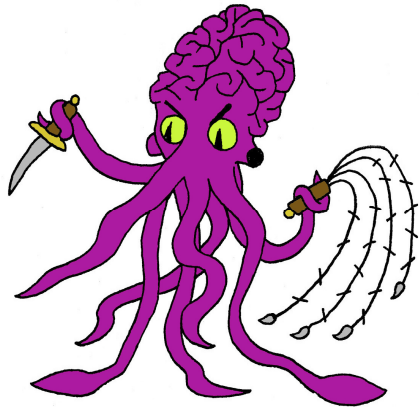
Poison Bite (2): 1d6 damage. LVL 6 poison. **Squeezing Coils (2):** Treat the squeezing coils as a grapple/hold. The victim takes 2d6 damage per round if they are held in the ningning's coils. **Magic (3):** LVL 8. **Better Smell. Night Sight. Telepathy. Resistance to Poison/Toxin. Water Breathing. Cold** does 2x damage.

PSI-SQUID (10)

Archetype: Monster
Size: Average (0)

HP: 25, AC: 0, ACT: 7
BRT: 2, DEX: 1, WIT: 3

Human-sized largely terrestrial amphibious squid with bulbous, brain-like mantles, psi-squid are malevolent and intelligent psionic beings. They dwell in the dark places of Far Away Land, in crumbling ruins and deep beneath the ground, their society enslaving and feeding upon any sapients they encounter. Some scholars have postulated that they are related somehow to the Boom and their squid minions, but what this relationship is, if indeed it exists, remains a mystery.



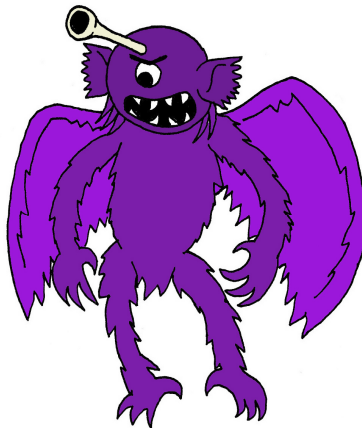
Light/Heavy Weapon (1). Psionic Abilities (3): Bend Will, Charm Beast, Detect Life, Directional Awareness, Forget, Illusory Beast, Illusory Form, Illusory Landscape, Mind Stunt, Sadness, Sixth Sense, Sleep, and Trace.
Night Sight. Telepathy: Communicates mentally. **Water Breathing.**

PURPLE PEOPLE EATER (9)

Archetype: Humanoid
Size: Average (0)

HP: 22, AC: 0, ACT: 7
BRT: 2, DEX: 2, WIT: 2

Sustained on a diet of other humanoids, purple people eaters are devious and patient humanoid predators. A purple people eater plays mesmerizing tunes through the long, flared horn on its forehead, drawing unsuspecting people near before pouncing, savaging, and eating. Purple-furred, lank of limb, with a mouth full of jagged teeth, it has but a single cyclopean eye and a large pair of wings to bear it aloft, to chase down prey, to flee concerted resistance, and to alight in high perches, plan, and wait.



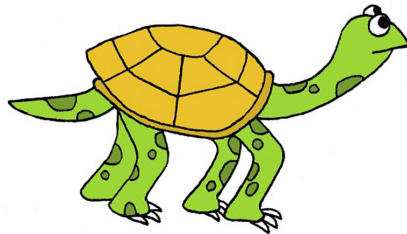
Bite (2): 1d6 damage. **Mesmerizing Music (2):** Any humanoid hearing the purple people eater play its horn, must make a WIT check once per round or be mesmerized, inexorably drawn towards the music's source. **Swoop Attack (2):** Purple people eaters will swoop down and attempt to carry some victims into the sky before dropping them to their bloody deaths. **Immune to Mental Attacks.**

RACING TURTLE (2)

Archetype: Animal
Size: Average (0)

HP: 17, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Racing turtles are highly regarded mounts, valued both due to their great speed and because their protective shells make them useful battle steeds. Although they lack the overall stamina of cow steeds, they can run twice as swiftly and are generally even-natured if hyperactive creatures. The biggest downside of owning a racing turtle is its diet, for it eats great quantities of leaves and grass to sustain its great metabolism.



Bite (1): 1d3 damage. **Trample (2):** 2d6 damage.

SLEEG (1)

Archetype: Humanoid
Size: Average (0)

HP: 14, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Once the benevolent and devoted servants of the olantas, the slegg fell from grace and abandoned their allies for reasons long since lost to time. Now, the slugfolk live in the darkened realms of the underearth, harvesting fungi in isolated communities that barely tolerate outsiders. While seldom actively hostile, they are always unpleasant to deal with, often sneering at and condescending other “lesser beings”.



Light/Heavy Weapon (1). Better Smell. Resistance to Poison/Toxin. Night Sight. Regenerate. Fire/Heat does 2x damage.

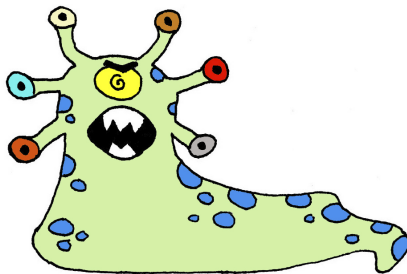
SLOOG* (18)

Archetype: Monster

Size: Giant (+2)

HP: 37, AC: 1, ACT: 8
BRT: 2, DEX: 1, WIT: 2

Created in ages past by a crazed slegg sorcerer, sloog are monstrous, clever, and wicked, massive slug-like amphibians with a large central eye and maw and six eyestalks. These eyestalks each possess different powers though they have no great control over which they use at a given moment. Though slow-moving, their central eye is a hypnotic sphere, transfixing unfortunates that the sloog can then attack, leaving the corpse to rot, for sloog prefer decaying meat such as dead fish and rank crustaceans. They dwell in subterranean caverns next to vast underground lakes, and in frozen wastelands next to frigid waters. Suffice to say, they cannot abide heat or flame.



Bite (2): 2d6 damage. **Hypnotic Gaze (2):** Range 30'. Any creature meeting the sloog's gaze, must make a WIT check once per round or be mesmerized and unable to act. **Random Eyestalks (2):** Each round in combat roll 1d6 to determine which eyestalk attacks – 1: Fireball, 2: Ice Blast, 3: Lightning, 4: Rust, 5: Horrific Pain, 6: Wither. **Better Smell. Resistance to Poison/Toxin. Immune to Cold. Night Sight. Regenerate. Fire/Heat does 2x damage.**

*concept by RCW, aged 8

SNOWMAN (1)

Archetype: Construct
Size: Average (0)

HP: 19, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Crude constructs created in cold climes, snowmen are animated humanoids of snow favoured by some Glacierian sorcerers. Vulnerable to fire and heat, they are comparatively quick and easy to construct and so are often deployed in number, pummeling with hard-packed fists or hurling icy snowballs at foes. For reasons unknown, some snowmen go rogue, developing a wicked free will; thus are born abominable snowmen.



Fists (1): 1d6 damage. **Throw Ice-Laden Snowballs (1):** Range 30'. 1d2 damage. **Healing Factor:** Heals at twice the normal rate. **Immune to Cold. Immune to Mental Attacks*. Immune to Poisons/Toxins. Night Sight. Fire/Heat** does 2x damage.

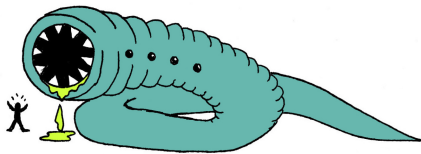
*Abominable snowmen are not immune to mental attacks.

TURQUOISE WORM (22)

Archetype: Monster
Size: Enormous (+6)

HP: 64, AC: 6, ACT: 8
BRT: 7, DEX: 1, WIT: 1

Gargantuan armored worms, turquoise worms burrow through the ground of Far Away Land for years at a time before entering torpor for as many years. Their immunities and powerful teeth and acidic spray enable them to eat tunnels through rock, crystal, metal, sand, ice, and even molten lava, digesting whatever they tunnel through. Instinctual, animalistic creatures, they seldom bother with smaller creatures unless attacked or the unfortunate individuals or their community happens to be in the worm's path. It is theorized that turquoise worms are responsible for many of the tunnels that riddle Far Away Land.



Bite (3): 4d6 damage. If the Bite attack has an MoS of 4+ and the victim is Giant or smaller size, he will be eaten whole. **Corrosive Spray (2):** Range 30'. 4d6 acid damage. **Healing Factor:** Heals at twice normal rate. **Immune to Cold. Immune to Heat. Immune to Acid. Immune to Mental Attacks. Immune to Poison/Toxin. Resistance to Magic.**

