

POGGICK

Denizens of the waters, tunnels and woodlands of Dauroam, poggicks are slimy, squid-like creatures with large, powerful spine-covered tentacles equipped with suction cups, at least two fanged mouths (developing more as they age), and multiple eyes scattered over the cores of their bodies. Though ostensibly aquatic, they are actually amphibious and, while they cannot move quickly on land, they excel at brachiation amidst tree branches – to the point where they can almost rival monkeys and other brachiation-adept primates. When out of the water, they can be found dangling from tree canopies but of course must stick to those limbs strong enough to support their weight. Naturally, they prefer the water and use murky, filthy wetlands to hide (or lay ambushes).

Poggicks are contemplative monsters that observe the world around them and ponder the mysteries of life. Poggicks may seem passive at first glance, but if their enmity is earned, they will retaliate with every resource at their disposal and hold grudges for ages. In combat, poggicks either lurk hidden in waters below or concealed in treetops above. Either way, they believe that a fair fight is a foolish fight. To them, dignity is meaningless in defeat. Though they have many tentacles, they are not able to bring them all to bear in a fight, as some must be used for motion, whether they are clinging to branches, lurching along the ground, or gliding through water.

- Larva poggicks appear tender and fragile, for their spines and fangs are relatively tiny, yet their instincts are surprisingly well developed from a young age.
- Young poggicks have grown sharper spines and fangs and are apt to be outgoing, as they can adeptly defend themselves, but the lessons of the vulnerability of their childhood have taught them to be cautious.
- Adult poggicks are fully mature and have withdrawn after the precociousness of their youth, honing strength and speed over many years.
- Elder poggicks are even more reserved than adults, though they often suffer from extreme emotions due to the emotions they have stifled over the decades and centuries... such as anger.

POGGICK TRAITS
Class: weird
Origin: Dauroam
Sapience: moral-agent
Lifeworlds: <i>laxful-detached-leeward, laxful-hearted-leeward, laxful-wicked-leeward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Beginning – ½×½×½ to Crowning – 7×8×3
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> farlore (imp) DR 15 • <i>Specific:</i> farlore (adv) DR 36
Roottrait Points: 5+[2×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +2, Ftl +1, Mfl +3; hasten +2; physical strikes +4, physical harm +3; <i>clout</i> +0 (train: imp); <i>deepfare</i> ±0 (train: sta); <i>dive</i> +3 (train: adv); <i>farlore</i> +1 (train: imp); <i>heed</i> +1 (train: sta); <i>landfare</i> ±0 (train: sta); <i>look</i> +3 (train: imp; <i>avail:1</i>); <i>lurk</i> +1 (train: sta); <i>nighlore</i> ±0 (train: sta); <i>seafare</i> +1 (train: imp); <i>search</i> +2 (train: imp); <i>toil</i> +2 (train: imp; <i>avail:1</i>); <i>trick</i> +0 (train: sta); <i>tumble</i> +1 (train: sta; <i>avail:1</i>); <i>writ</i> ±0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d6)×cubes] meals; <i>cook</i> (sta) DR 17 <i>diseased</i> (basal) • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 24 <i>diseased</i> (lesser) • <i>Fangs, Spines:</i> [(1d4)×cubes] silvers; <i>hew</i> (sta) DR 8 • <i>Tentacles, Suction Cups:</i> [(1d6)×cubes] coppers; <i>taw</i> (imp) DR 14 • <i>Hides:</i> [(2d4)×cubes] silvers; <i>taw</i> (sta) DR 10
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> modest • <i>Magical:</i> sparse

LARVA POGGICK
Tier: Beginning
Lifeworld: <i>laxful-hearted-leeward</i>
Languages: Common, Weird, Giant
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 2; swim 8; burrow 1
Roottraits: Brw 2; Lth 2; Smt 1; Wis 0; Glt 2
Hasten: +2
Defenses: Nml 18; Ftl 17; Mfl 18
Grit: 10+2d8 [19]
Pneuma: 6
Harm Yields: <u>susceptible</u> <i>flare, frost, gloom, rot, shake, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>gleam 1, rasp 1, shock 1</i> ; <u>resistant</u> <i>wreck 1, whelm 1</i> ; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>clout</i> +3 (imp); <i>deepfare</i> +1 (sta); <i>dive</i> +8 (adv); <i>farlore</i> +4 (imp); <i>heed</i> +2 (sta); <i>landfare</i> +1 (sta); <i>look</i> +5 (imp; <i>avail:1</i>); <i>lurk</i> +3 (sta); <i>nighlore</i> +1 (sta); <i>seafare</i> +5 (imp); <i>search</i> +4 (imp); <i>toil</i> +6 (imp; <i>avail:1</i>); <i>trick</i> +4 (imp); <i>tumble</i> +4 (sta; <i>avail:1</i>); <i>writ</i> +2 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 2 Bites: targeted melee 0; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2) • 3 Thorn-Tentacles: targeted melee 1; strike +6; <i>wreck</i> (<i>beat-stab</i>) harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d2) or <i>gore</i> (1d2)
Blabbermouths [utilization; 2 pneuma]: creates din of chattering voices that seems to echo from all directions; affects 1 zone 2×2×2 – engages each target in a CSmt, CWisC or CGltC (target and poggick choose separately); if target fails it is either <i>scared</i> of poggick, <i>confused</i> or <i>captivated</i> by poggick (poggick's choice) for 2 rounds
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>clingclimb</i> (brachiate); <i>cloudscreen</i> (strong); <i>grappling</i> – <i>improved</i> ; <i>lashout</i> ; <i>spheresense</i>
Ascension-Point Value: 15

ALPENGARD | MONSTER STATISTICS

YOUNG POGGICK
Tier: Surging Lifeview: <i>laxful-detached-leeward</i> Languages: Common, Weird, Giant, Faerie
Shape: 2×2×1 Size Modifier: -1 Mass Modifier: +2 Speed: walk 3; swim 9; burrow 1
Roottraits: Brw 3; Lth 3; Smt 2; Wis 1; Glt 2 Hasten: +3 Defenses: Nml 21; Ftl 20; Mfl 21 Grit: 37+4d8 [55] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, shake, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>shock</i> 1; <u>resistant</u> <i>wreck</i> 1, <i>whelm</i> 1; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>clout</i> +3 (imp); <i>deepfare</i> +2 (sta); <i>dive</i> +9 (adv); <i>farlore</i> +5 (imp); <i>heed</i> +3 (sta); <i>landfare</i> +2 (sta); <i>look</i> +6 (imp; <i>avail:1</i>); <i>lurk</i> +4 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +5 (imp); <i>search</i> +5 (imp); <i>toil</i> +7 (imp; <i>avail:1</i>); <i>trick</i> +5 (imp); <i>tumble</i> +7 (imp; <i>avail:1</i>); <i>writ</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons — 8 strikes; assail Nml [utilization; 0 pneuma]: • 3 Bites: targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d8+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4) • 5 Thorn-Tentacles: targeted melee 3; strike +7; <i>wreck</i> (<i>beat-stab</i>) harm 1d10+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>gore</i> (1d4)
Blabbermouths [utilization; 2 pneuma]: creates din of chattering voices that seems to echo from all directions; affects 1 zone 4×4×4 — engages each target in a CSmt, CWisC or CGltC (target and poggick choose separately); if target fails it is either <i>scared</i> of poggick, <i>confused</i> or <i>captivated</i> by poggick (poggick's choice) for 2 rounds
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>clingclimb</i> (brachiate); <i>cloudscreen</i> (strong); <i>grappling</i> — <i>improved</i> ; <i>lashout</i> ; <i>spheresense</i>
Ascension-Point Value: 25

ADULT POGGICK
Tier: Helming Lifeview: <i>laxful-detached-leeward</i> Languages: Common, Weird, Giant, Faerie, Dragon
Shape: 3×3×2 Size Modifier: -4 Mass Modifier: +9 Speed: walk 5; swim 13; burrow 2
Roottraits: Brw 4; Lth 5; Smt 3; Wis 1; Glt 2 Hasten: +3 Defenses: Nml 24; Ftl 24; Mfl 24 Grit: 85+6d8 [112] Pneuma: 14
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, hubris, heinous</i> ; <u>resistant</u> <i>wreck</i> 2, <i>whelm</i> 2, <i>rasp</i> 1; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>clout</i> +4 (imp); <i>deepfare</i> +3 (sta); <i>dive</i> +11 (adv); <i>farlore</i> +5 (imp); <i>heed</i> +3 (sta); <i>landfare</i> +3 (sta); <i>look</i> +6 (imp; <i>avail:1</i>); <i>lurk</i> +7 (imp); <i>nighlore</i> +3 (sta); <i>seafare</i> +6 (imp); <i>search</i> +6 (imp); <i>toil</i> +8 (imp; <i>avail:1</i>); <i>trick</i> +7 (imp); <i>tumble</i> +9 (imp; <i>avail:1</i>); <i>writ</i> +5 (sta)
ATTACKS AND POWERS
Innate Weapons — 11 strikes; assail Nml [utilization; 0 pneuma]: • 4 Bites: targeted melee 1; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) • 7 Thorn-Tentacles: targeted melee 4; strike +9; <i>wreck</i> (<i>beat-stab</i>) harm 1d6+2d4+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d10) or <i>gore</i> (1d8)
Blabbermouths [utilization; 2 pneuma]: creates din of chattering voices that seems to echo from all directions; affects 1 zone 6×6×6 — engages each target in a CSmt, CWisC or CGltC (target and poggick choose separately); if target fails it is either <i>scared</i> of poggick, <i>confused</i> or <i>captivated</i> by poggick (poggick's choice) for 2 rounds
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>clingclimb</i> (brachiate); <i>cloudscreen</i> (strong); <i>grappling</i> — <i>advanced</i> ; <i>lashout</i> ; <i>spheresense</i>
Ascension-Point Value: 41

ELDER POGGICK
Tier: Reckoning Lifeview: <i>laxful-detached-leeward</i> Languages: Common, Weird, Giant, Faerie, Dragon
Shape: 5×5×3 Size Modifier: -18 Mass Modifier: +37 Speed: walk 8; swim 12; burrow 3
Roottraits: Brw 6; Lth 7; Smt 3; Wis 2; Glt 3 Hasten: +4 Defenses: Nml 17; Ftl 32; Mfl 28 Grit: 205+9d8 [245] Pneuma: 21
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 4, whelm 3, rasp 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>clout</i> +5 (imp); <i>deepfare</i> +5 (sta); <i>dive</i> +14 (adv); <i>farlore</i> +6 (imp); <i>heed</i> +4 (sta); <i>landfare</i> +5 (sta); <i>look</i> +7 (imp; <i>avail:1</i>); <i>lurk</i> +10 (imp); <i>nighlore</i> +4 (sta); <i>seafare</i> +8 (imp); <i>search</i> +7 (imp); <i>toil</i> +11 (imp; <i>avail:1</i>); <i>trick</i> +9 (imp); <i>tumble</i> +11 (imp; <i>avail:1</i>); <i>writ</i> +6 (sta)
ATTACKS AND POWERS
Innate Weapons – 14 strikes; assail Nml [utilization; 0 pneuma]: • 5 Bites: targeted melee 2; strike +11; <i>wreck (rend-stab)</i> harm 1d10+1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d10) • 9 Thorn-Tentacles: targeted melee 5; strike +11; <i>wreck (beat-stab)</i> harm 3d6+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d12) or <i>gore</i> (1d12)
Blabbermouths [utilization; 2 pneuma]: creates din of chattering voices that seems to echo from all directions; affects 1 zone 9×9×9 – engages each target in a CSmt, CWisC or CGltC (target and poggick choose separately); if target fails it is either <i>scared</i> of poggick, <i>confused</i> or <i>captivated</i> by poggick (poggick's choice) for 2 rounds
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>clingclimb</i> (brachiate); <i>cloudscreen</i> (strong); <i>grappling</i> – <i>advanced</i> ; <i>lashout</i> ; <i>spheresense</i>
Ascension-Point Value: 60