

PURE STEAM

CAMPAIGN SETTING



Ecology of the Wood Booger

IC01201

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

INTRODUCTION

In the rural hollers of Harmonia, parents goad their youngsters to behave with threats that a hairy man-like primate called the Wood Booger absconds with bad children in the night. City slickers shrug the phenomenon off as mere tall tales, but the volume and similarity of wood booger sightings has led many Ulleran researchers to investigate the beast.

HOW TO USE THIS SUPPLEMENT

This supplement brings the infamous wood booger into your Pure Steam campaign. You can drop the ideas within into any Pathfinder, 3.5, or 5e game with minimal effort. Some GMs might simply use the monster to fill a random encounter table. Others may build an adventure around investigating and dealing with a colony of wood boogers. An actual North American cryptid, the Internet contains plenty of encounters and tales with which a crafty GM could weave compelling encounters and adventures. Enough information on the beasts exists to even allow a sinister player or GM to train a platoon of wood boogers and/or devil monkeys as hirelings, or even as shock troopers for a vile army.

APPEARANCE

Wood boogers resemble the reported appearance of sasquatches in Gom Shao on the west coast of human—between seven and eight feet—and covered in fur except for the face. Wood booger fur is shaggier and more varied than that of its northwestern kin, however.

Wood boogers also walk upright with a primitive manlike gait. They have uncommonly strong legs which allow for unparalleled vertical leaps. Poor hygiene leaves wood boogers with matted fur and a musty smell.

TERRITORY

Wood boogers prefer densely wooded, steep terrain, which they traverse by ambling and tree-topping. A brood's territory can be as large as 400 square miles. Encounters with wood boogers indicate a fiercely territorial nature—one ascetic farmer lost half his flock before spotting the beast. On another occasion, a lone wood booger slaughtered half of a group of conservationist hikers.

SOCIETY

While generally referred to as 'The Wood Booger', implying an individual beast, researchers have tagged at least six separate primates fitting the description. Two wood boogers have never been seen together, leaving many questions about their mating and social habits. Adult males hunt, scavenge, and protect their territory while females tend the brood. One adult male may have up to a dozen female partners. Like humans, wood boogers generally gestate a single offspring at a time, with a small chance of producing twins, triplets, etc. each gestation cycle.

At any one time, a brood will have between 20–50 juveniles in its midst. The alpha male will take each juvenile male out on hunts and walkabouts from time to time. Those proven too weak or incompetent will be killed by the alpha. Approximately half of all juvenile males are culled in this way. Upon reaching breeding age, males typically challenge the alpha for the role. Occasionally an adult male will abscond with two or three female breeding partners and establish a new territory.

Wood boogers provide food for the family by dragging whole fruit or nut trees to the brood (some cryptozoologists interpret trails of wild fruit or nuts as signs of nearby wood boogers). The alphas also hunt large mammals for the brood to eat. Those far from civilization tend to hunt deer and wolves, while those nearer to farms and towns pick off herd animals like cattle and sheep.

ADVENTURE HOOKS

Dr. Dietrich Orstead, a cryptozoologist in Summit City is willing to pay \$500 for the delivery of an alive and (mostly) unharmed wood booger. He claims one has been frequenting the Abolition Trail near the city and it has a taste for ginseng.

King's Cartridge factory northeast of Cinnabar—a prominent ammunition manufacturer—was recently overrun by a pack of devil monkeys. A dozen employees lost their lives, and several cases of shotgun and rifle cartridges were taken. The township council fears for public safety and has called for a sweep of the woods and riverbanks for the ammunition and the devil monkeys. It is not known whether the devil monkeys have firearms or the knowledge to use the ammunition.

EXPLOITS

Exploits are an added tool for the GM and players to use. If certain conditions are met, the player(s) involved gain an added benefit in the game.

BOOGER WHISPERER

Description: Without the use or threat of force, convince a wood booger or multiple devil monkeys to disengage from combat via a charisma-based skill or ability.

Award: You have gained the respect of these primal humanoids. All heroes actively involved gain +100 bonus XP. All subsequent Charisma-based checks against wood booger kin in the region gain a +4 bonus.

BOOGER IN TRAINING

Description: Your extensive experience with these beasts has allowed you to mimic one of their key abilities. Gain this exploit after having three encounters with wood booger kin.

Award: You choose either a +2 to demoralize through verbal use of the Intimidate skill, or a +1 to Acrobatics checks to jump without a running start.

WOOD BOOGER

A shaggy, hulking hominid nearly ten feet tall when standing erect, but crouching low in the brush, clutching a primitive spear and baring its razor sharp teeth.

WOOD BOOGER

CR 4

XP 1,200

N Large humanoid (sasquatch)

Init +3; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 16, **touch** 12, **flat footed** 13 (+3 Dex, +4 Natural, -1 size)

hp 38 (4d8+20);

Fort +9, **Ref** +7, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +8 (1d8+6) or spear +8 (1d8+6/x3)

Ranged spear +5 (1d8+6)

Space 10ft; **Reach** 10ft

Special Attacks terrifying whoop (DC 15; frightened, 1d4 rounds)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15

Base Attack +3; **CMB** +10; **CMD** 23

Feats Simple Weapon Proficiency, Skill Focus (Acrobatics)

Skills Acrobatics +10 (+14 to jump, treat all jumps as having running start), **Climb** +10, **Perception** +11, **Stealth** +4 (+8 in forested areas), **Survival** +10; **Racial**

Modifiers +4 Acrobatics to jump, +4 Perception, +4 Stealth (+8 in forested areas), +4 Survival

Languages sasquatch

SQ bounding leap, woodland stride

ECOLOGY

Environment temperate forests

Organization solitary, brood (1d4+1 sasquatches plus 2d6 devil monkeys)

Treasure see table

SPECIAL ABILITIES

Bounding Leap (Ex) A wood booger's muscular legs allow it to treat all acrobatics checks for jumping as having a running start.

Terrifying Whoop (Ex) As a standard action, the wood booger lets out a horrifying cry. All living creatures that can hear the wood booger must make a Will Save (DC 15) or be frightened for 1d4 rounds. This is as a fear effect.

Woodland Stride (Ex) A wood booger can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement still affects the wood booger.

COMBAT

When its territory or life is threatened, a wood booger lets out a blood-curdling whoop which frightens most foes away. Those who stay, however, must contend with the primate's fast-paced leaping and pummeling. They rarely stay put in combat, preferring to strike then leap to a nearby branch or structure, then strike again from an advantageous position. As such, wood boogers almost never engage in combat in wide open spaces.

Many wood boogers employ primitive weapons such as spears and clubs, showing signs of a middling intelligence.

WOOD BOOGER LOOT

These beasts tend to hoard the belongings of their prey. Below is a list of items you may find in their den or in their possession. Roll a d10 as many times as you like to generate loot randomly.

d10	Loot	d10	Loot
1	1d6 penny dreadfuls	6	mw shotgun & 10 cartridges
2	a diary with a good lock	7	jewelry worth \$200
3	compass	8	1st level contraption
4	daguerreotype camera	9	masterwork thieves tools
5	4d6 dollars	10	+1 ^T Nichrome scimitar



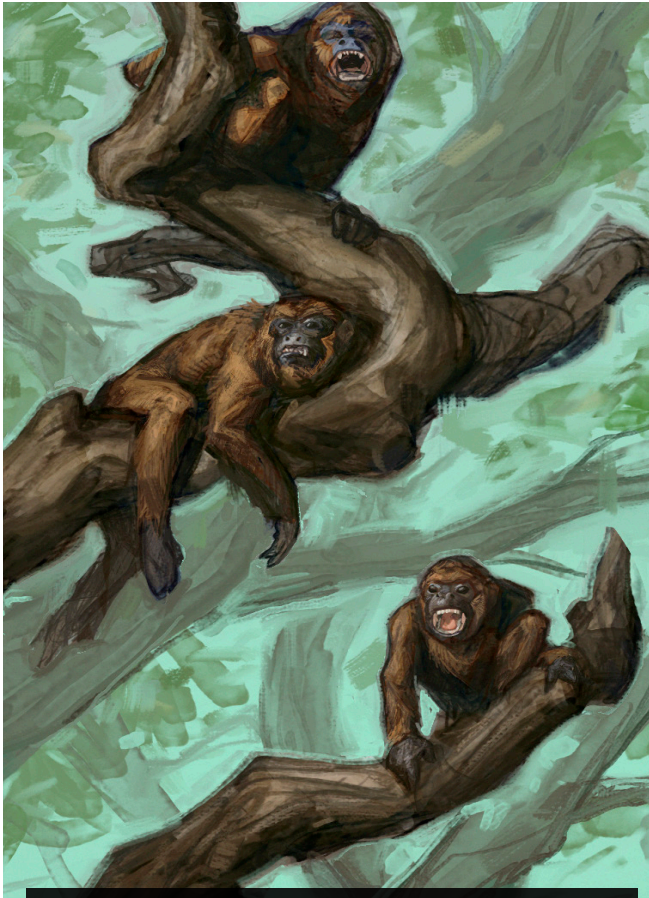
WOOD BOOGER

DEVIL MONKEYS

Occasionally wood booger youngsters are separated from the adults of the brood—whether by mishap, abandonment, or some other reason. Without a familial structure to temper their impulses, these packs of feral primates wreak havoc on civilization. Casual onlookers less familiar with the Wood Bigger life cycle have dubbed these creatures “Devil Monkeys.” Devil monkeys have shorter torsos and necks than their progenitors, and are often described to be “all arms and legs.”

Groups of devil monkeys are noisy, messy, and indiscriminately destructive as they move from place to place. As such, a group of devil monkeys is referred to as a “fuss.” Each fuss tends to have an alpha male, although the group acts so erratically it is hard to ascertain whether the alpha wields any sway over the group’s activities.

Many devil monkey enclaves have been spotted in treetops, breaking from the caves and dens in which they were raised. Feces, discarded bones, and equipment litter the ground below a fuss’s treetop residence. Devil monkeys are a curious lot, often leading to their own misfortune. Without adults to model behavior, these primates actively seek ways to express themselves.. Most fusses have at least some members sporting clothing, weapons, and armor (even when not proficient) taken from their civilized prey.



DEVIL MONKEYS

DEVIL MONKEY

A shaggy, brutish animal the size of a dwarf. With opposable thumbs, this beast’s eyes glow and its sharp teeth look able to shred steel.

DEVIL MONKEY

CR 1

XP 400

N Medium animal

Init +3; **Senses** low-light vision; **Perception** +3

DEFENSE

AC 15, **touch** 13, **flat footed** 12 (+3 Dex, +2 Natural)

hp 15 (2d8+6);

Fort +6, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d6+3), 2 claws +4 (1d4+3)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 6, **Wis** 16, **Cha** 9

Base Attack +1; **CMB** +5; **CMD** 18

Feats Skill Focus (Acrobatics)

Skills Acrobatics +7 (+11 to jump, treat all jumps as having running start), Climb +9, Perception +3, Stealth +4 (+8 in forested areas); **Racial Modifiers** +4 Acrobatics to jump, +4 Stealth (+8 in forested areas)

SQ bounding leap

ECOLOGY

Environment temperate forests

Organization solitary, troop (10-40)

Treasure see table

SPECIAL ABILITIES

Bounding Leap (Ex) A wood booger’s muscular legs allow it to treat all acrobatics checks for jumping as having a running start.

COMBAT

Devil monkeys tend to attack more readily than their adult kin, and many have developed a taste for human flesh. In a battle, devil monkeys tend to aid another while tripping, grappling, and disarming foes. When devil monkeys greatly outnumber their foes, they tend to employ experimental tactics such as distraction or misdirection. Several accounts even detail devil monkeys disarming a foe’s firearm and attempting to use it on him. When their foes get the upper hand, however, devil monkeys tend to revert to tried and true methods of teamwork and natural melee attacks. A fight with devil monkeys is often disorienting as they make use of their bounding leap to retreat upwards and outwards then reenter the fray from unpredictable angles.

Devil monkeys have the developed hindquarters of their adult counterparts, allowing them the bounding leap ability. They have not weaponized their whooping call, but this does not mean they are quiet in combat.



ENCOUNTER: THE TOLL OF BATTLE (CR VARIES)

The players come upon a covered bridge, 80ft in length, with four open-air windows on each side. The bridge is 50ft above the creek, with swift rapids below.

The bridge has a toll of 50 Ulleran cents. Two quarters must be inserted in the machine to lift the wooden arm. A spot check DC 20 reveals a tire-shredding device which activates if someone tries to blow past the barricade. The shredder has +15 attack bonus and does 2d12 slashing damage in a 10-ft.-x-10-ft. area. The shredder has an automatic reset which resets the trap three rounds after activation. Toll machines and tire shredders are on both ends of the bridge, denoted "T" on the map.

A DC 15 acrobatics check allows a pedestrian to jump the device without activating it.

The roof and floor of the bridge are littered in feces. Knowledge (nature) DC 18 reveals it's from the wood booger family. Beating the DC by 5 or more reveals they're from juvenile wood boogers (devil monkeys).

In the distance, the whoop of dozens of wood boogers can be heard.

The local fuss of devil monkeys spotted the extortion of the toll bridge and decided to use it for their own. When creatures enter the bridge, the devil monkeys swings in from the trees on the banks of the creek and assault them. The devil monkeys enter through the windows and team up to steal any manner of valuables from the characters. They are not above killing their victims, but are happy to make off with weapons, apparel, and contraptions.

Designer's note: This encounter is meant to scale for the GM's needs. As such, the number of devil monkeys is not dictated.

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